

Perfect Dark FAQ & Walkthrough

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Perfect Dark FAQ & Walkthrough (For N64)
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1. Introduction

There it is..... so long awaited Perfect Dark.... ok, this is not the first FAQ for this game.... but I don't care. I was to enjoy the game first instead of putting up the urges of others before me. Now that I'm ready..... let's get started.....

2. Trainings

This where the basics of the trainings in the Carrington Institute are.... you don't really need those though. Just for fun lectures.... I guess.

DEVICE TRAININGS

Data Uplink- Collect the Data Uplink on the table in the room and head to the innocupied terminal in the corner. Equip the Data Uplink and heck the terminal.

ECM Mine- Collect the ECM Mine on the table in the room and head through the secret door nearby. Turn to the right at the intersection and go straighth to

the end. Equip the ECM Mine and throw it at the terminal you see on the wall so it attaches to it.

CamSpy- Collect the CamSpy on the table in the room and activate it. Guide it through the secret door to the intersection and head through the air duct to the left. Take the second passage to the left in the air duct and get out of the duct via the door at the end. Photograph the innocued terminal there.

Night Vision- Collect the Night Vision on the table in the room and go through the secret door nearby. Turn to the left at the intersection and equip the Night Vision. Continue along the dark corridor to a room. Flip the switch on the right wall.

Door Decoder- Collect the Door Decoder on the table in the room and head through the secret door. Turn to the right at the intersection and take the next corridor to the left. Equip the Door Decoder and use it on the terminal to the right.

R-Tracker- Collect the R-Tracker on the table in the room and head through the secret door. Turn to the right at the intersection and take the next corridor to the left. Open the door there and equip the R-Tracker. Go past an intersection and take the next path to the left. Collect the IR Scanner at the end.

IR-Scanner- Collect the IR Scanner on the table in the room and head through the secret door. Turn to the right at the intersection and take the corridor to the left after that. Open the door and continue to an intersection. Equip the IR Scanner and go to the left. Look for a bright-red wall after the first turn.

X-Ray Scanner- Collect the X-Ray Scanner on the table in the room and head through the secret door. Turn to the right at the intersection and take the corridor to the left after that. Open the door and continue to an intersection. Go to the left and take the hidden corridor along the way. Follow the path to a room. Equip the X-Ray Scanner and switch down the lasers with the terminals on each side of the room.

Disguise- Collect the Disguise on the table in the room and head through the secret door. Go in the air duct to the left and equip the Disguise. Take the second passage to the left and open the door at the end. Talk to the man there to receive the Cloaking Device.

Cloaking Device- Collect the Cloaking Device on the table in the room and head through the secret door. Go to the right at the intersection and take the next corridor to the left. Open the door there and head to the left at the next intersection. Take the hidden corridor along the way to a room. Equip the Cloaking Device and run all the way to a door. Punch Carrington to surprise him.

HOLOTRAININGS

Looking Around- Advance a little and go near the left wall. Look up to obtain the first code and go to the opposite wall on the right. Look down to obtain the second code and go a little farther, to the middle of the room. Look up and to the right for the fourth code, head to the end of the room, in the middle. Look up for the third code and go back to the beginning to input them into all 4 terminals.

Movement 1- Activate the leftmost switch, strafe to the right, activate the second switch, repeat until completion, easy, no? Be aware that you must be

quick enough so all 4 switches are activated at any given time....

Movement 2- Crouch down once and pass under the laser to the left to activate the switch on the other side. Return to the beginning and go straight ahead to a laser. Crouch down completely, pass under the laser and get up to activate the second switch.

Unarmed Combat 1- Just advance to the guard and punch him down. Now, run after the moving guard and knock him down too. For the last guard, use the strafing buttons to avoid his blow and knock him out while he recovers.

Unarmed Combat 2- Hold the B button to switch to Disarm and punch the guard to gain his weapon. Hold B to switch back to punch and knock this guard out. Go hide behind the wall near the entrance of the room and wait a small while. Get out from the left and run behind the moving guard. Knock him out from behind (Only way to do so). Use the strafing buttons to avoid the gunfire from the last guard and knock him out while he reloads.

Live Combat 1- Use the strafing to avoid the hits and counterattack right after it to knock the guards out. Repeat the pattern for all 4 guards.

Live Combat 2- Knock out the 2 guards (1 to the left and 1 to the right) quickly and go hide behind the wall to the left. Show yourself to the left of the wall and hide back. Once they finish shooting, quickly go and knock one of them out. With his gun, go back in hiding. Use strafing and shoot down the remaining 2 guards. Can be tricky to pull off since the guards aim VERY well.

3. Weapons

All the weapons in the game! Descriptions, attacks, good points and all that banter! ENJOY!!!!

FALCON 2

Ammo Clip: 8 bullets

Primary Mode: Single Shot

Secondary Mode: Pistol Whip

Description: Basic handgun with modest firepower.

Good/Bad: Very accurate and easy to use for headshots. Very good in Single Player, but worthless in multiplayer. A VERY fast reload. Can use 2 guns at the same time. Secondary mode is worthless (Think basic punch).

FALCON 2 (SILENCER)

Ammo Clip: 8 bullets

Primary Mode: Single Shot

Secondary Mode: Pistol Whip

Description: Basic handgun with a silencer, for covert ops.

Good/Bad: Pretty much the same as the Falcon 2. The added silencer supresses the noise, but seems to hamper the power of the weapon. The secondary mode is useless.

FALCON 2 (SCOPE)

Ammo Clip: 8 bullets

Primary Mode: Single Shot

Secondary Mode: Pistol Whip

Description: Basic handgun with an added scope for long-range shots.

Good/Bad: Nothing really different from the Falcon 2, except for the added scope (X2) for easier & farther head shots.

MAGSEC 4

Ammo Clip: 9 bullets

Primary Mode: Single Shot

Secondary Mode: 3-Round Burst

Description: A stylish hangun with inaccurate, but powerful shots.

Good/Bad: Has good firepower, but is not very accurate. It has a scope for targeting (X2,4), but the inaccuracy still shows. A great weapon in close-range (Especially double), the secondary mode shoots 3 bullets in rapid succession, makes for quicker kills, but empties a clip faster. The reload is quick though.

MAULER

Ammo Clip: 20 bullets

Primary Mode: Single Shot

Secondary Mode: Charge-Up Shot

Description: An alien handgun which shoots powerful energy bursts.

Good/Bad: Average firepower here, and slightly inaccurate. The big clip is a nice addition to an handgun to minimize the reloads. This weapon shows off in its secondary mode which charges 5 bullets into a single powerful blast. Use it wisely.

PHOENIX

Ammo Clip: 8 bullets

Primary Mode: Single Shot

Secondary Mode: Explosive Shells

Description: An alien handgun that can shoot explosive energy, powerful.

Good/Bad: I never really liked the target on Maian guns, but that's probably just me. The regular shots aren't that powerful, but the secondary mode kicks a lot of power in that small gun. Each shot, which is slower, explodes upon impact for more damage, the best thing about it is that it doesn't require more bullets.

DY357 MAGNUM

Ammo Clip: 6 rounds

Primary Mode: Single Shot

Secondary Mode: Pistol Whip

Description: An old far-west style magnum, which fires slow, but powerful rounds.

Good/Bad: REALLY slow fire-rate, but marks its targets a lot. Accurate like nothing else. The reload is slow on this one. The secondary mode is worthless too.

DY357-LX

Ammo Clip: 6 bullets

Primary Mode: Single Shot

Secondary Mode: Pistol Whip

Description: The Golden Gun of Perfect Dark.

Good/Bad: This weapon usually kills with 1 bullet or near that. Works like a standard magnum, only difference is the shiny design.

CMP150

Ammo Clip: 32 bullets

Primary Mode: Rapid Fire

Secondary Mode: Follow Lock-On

Description: A handgun-sized machine gun.

Good/Bad: Average accuracy and good firepower. 2 of those can be VERY lethal. The secondary mode lets you lock onto up to 4 targets. Just drag the aim over the enemy so a square surrounds them and the gun will stay locked on the target even if you release the aim! Very useful indeed!

CYCLONE

Ammo Clip: 50 bullets

Primary Mode: Rapid Fire

Secondary Mode: Magazine Discharge

Description: A bulky machine gun with a large clip.

Good/Bad: Very accurate for a machine gun, can carry 2 of them, which will litterally tear your opponents to pieces. The reload is slow & wierd (See it and you'll understand). The secondary mode is worthless as it only empties the current clip(s) with no means of stopping it halfway. You actually CAN stop it by pressing B to reload during the moment it empties out.... but it doesn't make the mode any better.

CALLISTO NTG

Ammo Clip: 32 bullets

Primary Mode: Rapid Fire

Secondary Mode: High-Impact Shells

Description: An alien machine gun with powerful functions.

Good/Bad: Slightly inaccurate, but still pretty powerful. The maian aiming is still an annoyance to me though. The secondary mode lets you fire more powerful, although slower shots. It doesn't require more bullets than the previous mode, therefore is more recommended.

RC-P120

Ammo Clip: 120 bullets

Primary Mode: Rapid Fire

Secondary Mode: Cloak

Description: An experimental assault weapon with cloaking properties.

Good/Bad: Has a LARGE clip and packs quite a punch along with being very accurate. A professional weapon, you can use the bullets as fuel for an incorporated cloaking field, but it guzzles down your ammo like there's no tomorrow so.... watch out.

LAPTOP GUN

Ammo Clip: 50 bullets

Primary Mode: Burst Fire

Secondary Mode: Deploy As Sentry Gun

Description: A gun disguised into a laptop computer, hence the name.

Good/Bad: VERY accurate bullets and has a sight scope (X2). Boasting a large clip and quick firerate, this weapon is quite lethal. The secondary mode lets you throw away the gun as a drone gun which will fire at any enemy within its range. You can always collect the gun back from the ground once it was deployed

as a sentry gun.

DRAGON

Ammo Clip: 30 bullets

Primary Mode: Rapid Fire

Secondary Mode: Proximity Self-Destruct

Description: A standard assault gun.

Good/Bad: A very accurate and deadly weapon. Has a sight scope (X2) for long-range shots. The secondary mode lets you throw away the gun as a Proximity Mine. Once the gun has been deployed as a Proximity Mine, there is no way to get it back.

K7 AVENGER

Ammo Clip: 25 bullets

Primary Mode: Burst Fire

Secondary Mode: Threat Detector

Description: An inaccurate, but very powerful experimental rifle.

Good/Bad: The firerate is too quick on this as it always seems you're reloading the gun. It has a long-range scope (X3), but the inaccuracy of the weapon makes it less useful than it should be. This one is a killer in the hands of the enemy soldiers in single-player, but not so powerful in your hands. The secondary mode lets you identify threats such as mines and drone guns.

AR34

Ammo Clip: 30 bullets

Primary Mode: Burst Fire

Secondary Mode: Use Scope

Description: A noisy, standard assault rifle.

Good/Bad: Unlike what the description says, this gun is HIGHLY inaccurate. Has a nice scope (X3) that seems to at least render this weapon slightly more accurate. The secondary mode lets you move while being zooming in, which is kinda useless since you'll just bump into walls & stuff.

SUPERDRAGON

Ammo Clip: 30 bullets/6 grenades

Primary Mode: Rapid Fire

Secondary Mode: Grenade Launcher

Description: A machine gun with an integrated Grenade Launcher.

Good/Bad: The primary mode is the same as that of the Dragon's, scope and all. The only difference is the secondary mode which transforms this weapon into a powerful Grenade Launcher. Much more useful in that mode, though the firerate is slow, but that was expected, no?

SHOTGUN

Ammo Clip: 9 shells

Primary Mode: Shotgun Fire

Secondary Mode: Double Blast

Description: A large-barrel shotgun.

Good/Bad: A basic shotgun with a good delay between shots. Useless over distance, deadly up-close. The secondary mode lets you fire 2 shells in a row before the delay. Not a great weapon.

REAPER

Ammo Clip: 200 bullets

Primary Mode: Reapage

Secondary Mode: Grinder

Description: A saw-like alien machine gun.

Good/Bad: An inaccurate gatling gun that sprays bullets all around the area in front of you. Takes a small delay to start firing widely, but once it does, don't expect anything to get to you. The secondary mode lets you use the rotating barrels as a saw-blade to cut through enemies.

SNIPER RIFLE

Ammo Clip: 8 rounds

Primary Mode: Single Shot

Secondary Mode: Crouch

Description: A standard Sniper Rifle with long-range scope.

Good/Bad: A moderate firerate and firepower. Small clip, standard sniper gun for extreme range kills. The scope can reach X30 of vision enhancement, but shakes a lot at this distance. Go for headshots with this one.

FARSIGHT XR-20

Ammo Clip: 8 bullets

Primary Mode: Rail-Gun Effect

Secondary Mode: Target Locator

Description: A powerful alien, portable rail-gun.

Good/Bad: ALWAYS kills in one-hit, except when wearing shields, sometimes you'll survive. You can shoot through walls using the X-Ray aiming and the secondary mode seeks and follows the targets around the level. You can expand the sight a lot. This weapon's only drawback is the VERY slow firerate.

DEVASTATOR

Ammo Clip: 8 grenades

Primary Mode: Grenade Launcher

Secondary Mode: Wall Hugger

Description: A standard grenade launcher.

Good/Bad: Shoots like any other grenade launcher, can kill anything it hits. The secondary mode lets you fire a timed explosive that will stick to the surface you fire on and explode after a short while. It prevents the bounce-off-the-walls effect of the grenades that can be annoying sometimes. And makes great traps.

ROCKET LAUNCHER

Ammo Clip: 1 rocket

Primary Mode: Rocket Launch

Secondary Mode: Targeted Rocket

Description: Standard hand-held rocket launcher.

Good/Bad: Fires rockets that kills in large explosions, not-so-slow reload. The secondary mode lets you lock on a target with the aim and a slower rocket will auto-aim on it. Not very useful, since the rocket doesn't turn very easily.

SLAYER

Ammo Clip: 1 rocket

Primary Mode: Rocket Launch

Secondary Mode: Fly-By-Wire Rocket

Description: An alien-made rocket launcher.

Good/Bad: The primary mode is identical to that of the Rocket Launcher. The secondary mode lets you control the rocket like a CamSpy, very useful, but leaves you as a sitting duck for attacks. You can detonate the rocket during flight by hitting the trigger (Z).

COMBAT KNIFE

Ammo Clip: 10 knives

Primary Mode: Knife Slash

Secondary Mode: Throw Poison Knife

Description: A knife that is sharp, what else did you expect?

Good/Bad: Can be used for weak slashes or deadly throwing knives. Neither being very useful. A weapon only for the skilled (or crazy). There is a trick with this weapon.... get Double Combat Knives and set them to Throw.... pummel the enemy with them and once they die.... they'll die from poison when they get back to life!and 2 tiems if you're lucky.... can you say easy kills?

CROSSBOW

Ammo Clip: 5 bolts

Primary Mode: Sedate

Secondary Mode: Instant Kill

Description: A stealth crossbow, for covert ops.

Good/Bad: The primary mode instantly knocks out any soldier in single-player, doesn't kill too. Very stealthy and accurate. The reload is quite slow too. The secondary mode counts as an instant kill. A powerful weapon.

TRANQUILIZER

Ammo Clip: 8 shots

Primary Mode: Sedate

Secondary Mode: Lethal Injection

Description: A small gun loaded with chemicals.

Good/Bad: The primary mode fires a sedative that blurrs the vision of the one it hits. It REALLY doesn't hurt, only bug off human players. The secondary mode is a close-range one-hit kill that takes 4 shots to execute. My thought on this weapon: Useless.

LASER

Ammo Clip: Unlimited

Primary Mode: Pulse Fire

Secondary Mode: Short-Range Stream

Description: An arm-attached mini-laser

Good/Bad: The primary mode fires a slightly-damaging laser burst, kinda slow-firing too..... The secondary mode provides a constant, short-ranged laser stream. Focus on using other weapons in fights.

GRENADE

Ammo Clip: 12 grenades

Primary Mode: 4-Second Fuse

Secondary Mode: Proximity Pinball

Description: A standard, pull-the-trigger-and-throw grenade.

Good/Bad: The primary mode is a 4-second fuse which is not very useful since they can easily take cover before it blows (9 seconds is a LOT). The secondary mode lets you throw the Grenade as a bouncing type, it will explode either when it gets near enemies or after a short while.

TIMED MINE

Ammo Clip: 10 mines

Primary Mode: Timed Explosive

Secondary Mode: Threat Detector

Description: Standard, timer-activated, mine.

Good/Bad: Simply throw the mine somewhere and it will explode after 5 or so seconds. Practically useless, the secondary mode lets you detect threats more easily (Mines & Drone guns, etc...)

PROXIMITY MINE

Ammo Clip: 10 mines

Primary Mode: Proximity Explosive

Secondary Mode: Threat Detector

Description: A mine that explodes when something gets near it.

Good/Bad: Throw the mine somewhere and wait for someone to pass by to trigger it. Unfortunately, it doesn't recognize the original thrower of the mine so use the secondary mode to watch for your mines (And enemies' mines too). A GREAT ambush weapon.

REMOTE MINE

Ammo Clip: 10 mines

Primary Mode: Remote Explosive

Secondary Mode: Detonate

Description: Mines that are triggered via a remote.

Good/Bad: Throw the mine (or mines) in different locations and use the secondary mode to detonate them (All of them, not only 1). Perfect for traps and

such.

PP9I

Ammo Clip: 7 bullets

Primary Mode: Single Shot

Description: The PP7 from GoldenEye.

Good/Bad: Very accurate, a tad bit low on the power side though..... Use it to feel like Ms. Bond.

CCI3

Ammo Clip: 8 bullets

Primary Mode: Single Shot

Description: The DD44 Dostovei from GoldenEye.

Good/Bad: Less accurate than the PP7, but more powerful.

KLOI3I3

Ammo Clip: 20 bullets

Primary Mode: Rapid Fire

Description: The Klobb from GoldenEye.

Good/Bad: HIGHLY inaccurate and weak. Don't bother about this lame weapon unless you want a challenge.....

KF7 SPECIAL

Ammo Clip: 30 bullets

Primary Mode: Burst Fire

Description: The KF7 Soviet from GoldenEye.

Good/Bad: As a slight scope and is a little inaccurate, An average weapon.

ZZT (9MM)

Ammo Clip: 32 bullets

Primary Mode: Rapid Fire

Description: The ZMG (9mm) from GoldenEye.

Good/Bad: Fast firerate, powerful and slightly inaccurate.

Ammo Clip: 30 bullets

Primary Mode: Rapid Fire

Description: The D5K Deutsche of GoldenEye.

Good/Bad: A VERY accurate machine gun, powerful. Use it wisely.

AR53

Ammo Clip: 30 bullets

Primary Mode: Burst Fire

Description: The AR33 Assault Rifle from GoldenEye.

Good/Bad: A good sight scope and very accurate. This weapon is quite strong.

RC-P45

Ammo Clip: 80 bullets

Primary Mode: Rapid Fire

Description: The RC-P90 from GoldenEye.

Good/Bad: Slightly inaccurate and has a fast firerate. Easily one of the best weapons with a large clip and great stopping power.

4. Agent Walkthroughs

Walkthrough for the Agent difficulty.... should have no trouble here.... since it's easy ALL the way to the end.....

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DATADYNE CENTRAL- DEFECTION

OBJECTIVES

1: Gain Entrance to laboratory.

ITEMS/WEAPONS

Falcon 2 (Silencer): It's your starting weapon. Ammo can be found on the various desks in the offices.

CMP150: Nearly all guards are armed with this weapon, very common.

Necklace: Dropped by De Vries when you knock her out. Used to open the doors to the lower levels of the building (Automaticly used).

Twin Falcon 2 (Silencer): A special guard has those. He's in an office 2 floors under Cassandra's Office. From the elevators there, go to the left and open the door at the very end. Open the first office door you come by there and you'll have found him. Kill him to get the weapons.

SHIELDS

1: On the floor under Cassandra's office. From the elevators, go in the room to the left and kill the guard there. He'll drop the shield.

2: On the bottom floor, to the right of the elevator to the right.

WALKTHROUGH

Go down the railways and enter the building by the door to the left. Shoot the guard while entering and the next guard a little farther. Go down the next railways. Enter the door to the right and go down the stairs. Shoot down the guard patrolling in the stairs and go through the door at the bottom.

A guard may be awaiting you on the other side, dispose of him and go kill the guard near the table to the left (Sneak from behind if possible). Take the door to the left. Go down the stairs and go through the door at the bottom. Call an elevator to the right and go down to the very bottom. Enjoy the change of music, shoot down the guards that will come by the stairs to the right.

Probably 3 or more. Go down the stairs and dispose of both the guard to the left and the one on the right. Go in the office to the left and open the door there. Kill all 5 guards in this room (The CMP150 works well) and go through the hidden doorway to the right. Enter the elevator there to finish.

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DATADYNE RESEARCH- INVESTIGATION

OBJECTIVES

1: Holograph radioactive isotope.

2: Locate Dr.Caroll.

ITEMS/WEAPONS

Falcon 2: Your starting weapon. Ammo is kinda scarce in this leve for this weapon.

CamSpy: You start with it, it is used to accomplish objective 1.

Data Uplink: You start with it, it is used to hack through the security to reach Dr. Caroll.

CMP150: Nearly all guards are armed with those.

K7 Avenger: One place in the level. From the beginning, go to the right in the room and activate the computer where the guard is (or was) standing (You'll get a message). Now, return to the beginning and go in the office at the end of the right corridor. Go in the next room after that and open the floor door there.

Kill the guard in the area to collect the weapon (Don't kill the nearby scientist though.....)

Night Vision: From the location of the hatch for the K7 Avenger, take the big door straight ahead (The one with a small door to the left) and take the 2nd passage to the right in the corridor. Break the glass there and pick up the item, which is useless, by the way.

Dragon: Nearly all the special ops carry this weapon, they're at the end of the level, near Dr. Carroll.

Shield Tech Item: From the terminal before Dr. Carroll, proceed to the big room after that and go in the corridor to the left. Proceed through the secret entrance at the very end and you'll see it on the table, it is useless.

Twin CMP150: From the beginning, close the doors of the elevator and wait for a guard to pass by, get out and go to the left. Don't take the door at the end, but wait for a small droid to open the wall on the left and pass there. Follow the path to the bottom and kill the 2 guards there without being seen. Access the computer in the room there and check the ventilation-like device for Twin CMP150.

Proximity Mine: If you want to take a risk, head through the radiation area where the isotope is, go around the place for the mines behind the whole structure.

SHIELDS

1: From the beginning, go to the left, through the office to the next room and check behind the boxes to the right.

WALKTHROUGH

Get out of the elevator and shoot the guard on the left. GO in the office at the end of the corridor to the right and kill 4 or 5 guards there (Use the CMP150 you got). Go in the next room and wander in the corridor to the right. Kill the 2 guards there and open the next door, DON'T enter, switch to the CamSpy to holograph the green crystal straight ahead.

Return the CamSpy to Joanna and go back to the previous room. Take the big door to the right (The small door is locked anyways) and kill the guard there. Go through the next door and dispose of the 3 guards coming at you. Kill the 2 guards that will come out of the 3rd passage in the main corridor and kill the next 3 guards coming from the left at the end.

Go to the right at the end and kill all 4 guards there. Continue to a bunch of laser barriers, wait for a small hover device to clear the path (Follow it closely, as the lasers re-appear behind it). GO in the next room, kill the guard on the right and continue to the next room. Kill the 2 guards (One on the right and one on the left) and continue to the next room.

You'll get a message here, go in the next room and kill the 2 special ops (One to the left and one to the right again). Switch to the Data Uplink and hack the terminal there. Once it's done, proceed forward to a big room. There are special ops in each corner of the room. Kill all 3 using the Dragon you just acquired.

Proceed to the door straight ahead, open it, but DON'T go in. Aim up and

destroy the 2 drone guns first. Once that's done, proceed to the next room.

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DATADYNE CENTRAL- EXTRACTION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Night Vision: You start with it, use it while the area is in black-out.

CMP150: The weapon of choice of the special ops in the stage.

Shotgun: The weapon of all the lady-guards in the stage.

Rocket Launcher: On a pedestal near Cassandra's Office, 2 technicians are fiddling around with it.

DY357 Magnum: Kill the 5 first guards without being seen, use the darkness at your advantage and go for head shots. If successful, the 5th guard will drop the DY357 Magnum.

SHIELDS

1: On the first floor that is accessible after the basement. Go in the small room to the left of the elevators.

WALKTHROUGH

Equip the Night Vision and open the secret door to the left. Kill the guard behind the table and open the door on the left. Kill the guard awaiting you (he'll be ready so be ready to strafe out of sight). Show yourself in the entrance to the left and kill both guards behind the barricade. Put yourself close to the barricade, between the positions of the previous 2 guards and aim up the stairs.

Shoot down both guards there and continue along the path, shooting down another guard on the way. Shoot the 2 guards behind the desk at the entrance of the building and continue along the way, shooting down one last guard. Once at the elevator, call the one on the left and de-activate the Night Vision.

Ride it to the top and get out of the elevator. Take the next elevator to the right and go up one floor. Follow the corridor and you'll see 2 guards behind a barricade. Stay on the corner of the wall, strafe out and shoot them. Take the door to the left and take the secret door to the left. Open the next door to the left and shoot the guard on the other side.

Open the next door to the left and shoot down the 2 guards that come out of the room straight ahead. Go take the door to the left, near the elevator. Go up the

stairs to the top and open the door. Shoot down the guard to the left (The one in a darkish uniform) and use the Falcon's secondary mode to knock out the technicians (Be sure NOT to kill them!!!).

Go into the door to the left of where the guard was standing and go up to the top. Open the door and quickly hide behind the small portion of wall to the left. Crouch down all the way, wait until the lights goes out and turn on your Night Vision. Crawl to the right until you see a guard, shoot her down, repeat for all the guards after that. There are 5 guards, the 3rd is above ground level on the catwalk.

Once they're all dead, go turn the lights back on with the switch near the position of the first guard and turn off your Night Vision. GO all the way up to the landing path to escape.

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CARRINGTON VILLA- HOSTAGE ONE

OBJECTIVES

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

ITEMS/WEAPONS

Sniper Rifle: Your starting weapon, ammo is dropped by the rooftop snipers.

R-Tracker: You start with it, it is useless at this difficulty.

CMP150: Most guards uses this as their weapon.

Door Key: The last of the special ops near the location of Dr.Carrington has it. It is used to open the door to rescue Carrington.

Twin CMP150: Quickly rush and kill the sniper near the helicopter pad in a certain amount of time (Don't know how much exactly) and he'll drop the Twin CMP150.

Devastator: On the helicopter landing pad, shoot the 3 boxes there and there will be a Devastator coming from one of them. Useful.

SHIELDS

1: In a bathroom in a bedroom, it's on the floor below the main entrance, just near the stairs.

WALKTHROUGH

Head near the ramp and aim at the pier. Shoot down the 2 guards with head shots quickly and head down the path behind you. Shoot down the guard near the cave and enter the cave. Aim down the corridor to the right, kill the 2 guards and wait for a 3rd one to show up. Dispose of him and continue down the path, killing another guard on the way.

Aim to the left and up at the intersection to kill a Sniper. Go down the stairs and go down the next stairs to the right. Kill the guard on the left and aim toward the house. Kill all 5 or 6 Snipers on the roof (Don't worry if there are less than that, they aim poorly anyways). Take the first stairs to the left that go up.

Open the door at the top and kill the 2 guards in the room straight ahead along with the 2 guards on the right. Go down the stairs on the left and follow the corridor. Kill the 4 guards that will come once you reach a large room and head in the second corridor to the right. Kill the 2 guards guarding the door on the right and head down the stairs on the left.

Kill the 2 guards awaiting you and take the second door on the left. Go down the stairs and kill the guard there. Go on the left, killing both the next guard and another one which will open the door there. Go through this door and pass by a passage to the left. Kill all 5 guards awaiting you there and activate both terminals. Go back to take the passage you went past and kill the guard on the right.

Kill all 3 guards in the room to the left and go activate the terminal in the middle. Head to the right, through the door at the end and quickly kill the guard to the right at the bottom of the stairs. Go to the left and open the door at the end. Kill the 2 guards there (1 behind each shelf) and continue to a corridor.

Kill the guard behind the shelf at the far-end (Sniper Rifle is useful, no?) and kill the guard hiding to the left after the first shelf in the corridor. Kill the guard that will arrive from the end of the corridor and continue to the next room. Kill the guard behind the shelf to the left and collect the Door Key he'll drop. Open the next door to rescue Carrington.

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CHICAGO- STEALTH

OBJECTIVES

- 1: Retrieve drop point equipment.
- 2: Create vehicular diversion.
3. Gain entry to G5 building.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

CMP150: The weapon of mostly all the guards on the level.

DY357 Magnum: A single CIA Agent had this weapon, follow the path from the beginning to the road. Enter the alley to the right and you'll see him after passing by 2 civilians. Shoot him in the legs to prevent the alarm and kill him after he regains composure for him to drop the weapon.

Remote Mine: In the briefcase under the road, it is used at an higher difficulty.

Reprogrammer: In the briefcase under the road, it is used to reprogram the cab to send it on a crash course.

BombSpy: In a briefcase hidden inside a garbage tray. From the beginning, follow the path through the alley to the main road and follow the sidewalk to the right of it. Take the next alley to the right and push the garbage tray in the area you come to near the stack of 3 barrels. Blow up the barrels from afar and that should destroy the garbage tray, pick up the briefcase that comes out for the BombSpy. You can use it to dispose of all the guards at the entrance of the G5 Building, it's easier than to use the cab actually.

Twin Falcon 2 (Scope): Enter the bar near the limousine and kill everybody there, the Twin Falcon 2 (Scope) is on the bar there.

SHIELDS

1: From the cab, near the fence on the left, take the passage at the right end of the fence. Go to the left from there and crawl in the small tunnel to the left of the stream to find it.

WALKTHROUGH

Advance along the path and kill the guard on the left. Use the Falcon's secondary mode to knock out the civilian there and enter the passage on the right. Once you get out, aim to the right and kill the guard that passes there near the trashtray, along with the guard on your side of the road.

Go on the road and near the fence on the left of it, going in the small passage to the right of the fence. DON'T fire at the flying robot patrolling the road, it will sound the alarm if you do. Shoot the guard near the waterfall to the right and shoot the other one on the left.

Go to the right and take the passage on the right there. Shoot the guard and crawl under the wall at the end. Go collect the briefcase at the end under the road and go back under the wall from before. Shoot both guards awaiting you at the end and return to the cab on the road.

Crouch down in front of it and use the Reprogrammer. Once the virus is downloaded, head in the small passage at the end of the fence. Look at the cab and wait until it takes off. Once it does, head under the wall you passed under to reach the briefcase under the road. Wait there until you see 4 guards passing by after hearing a loud crash. Once they're out of sight, quickly climb to the road and run through the area where they came from.

G5 BUILDING- RECONNAISSANCE

OBJECTIVES

- 1: Holograph meeting conspirators.
- 2: Retrieve Dr. Carroll backup from safe.
- 3: Exit building.

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

CamSpy: You begin with it. It is used to record the meeting of Mr. Blonde,

Cassandra & Trent.

Door Decoder: You begin with it. It is used to crack through the safe's security to unlock it.

CMP150: The weapon used by nearly all the guards in the level.

Crossbow: This weapon is dropped by the 2nd guard in the beginning area. You MUST knock-out the guard to get it, not kill him. Use your fists. Although the weapon has no specific advantage except 1-shot kills.

Level 1 Key Card: Dropped by the 2nd cloaked guard in the beginning area. It is used to unlock the first door.

Level 2 Key Card: Dropped by the 4th cloaked guard in the 2nd room. It is used to unlock the next door there.

DY357 Magnum: The weapon of all the guards that appear because of the alarm. Stronger than the CMP150, but they miss a lot against your strafing techniques, if you have any, that is.

Backup Disk: Found in the safe that you need to hack with the Decoder. Collect it to complete Objective 2.

SHIELDS

1: From the safe, go outside the door and follow the path straight ahead. You'll get to a set of stairs, it's on them, just after the first part of stairs.

WALKTHROUGH

Move around to kill the 2 Cloaked guards, wait until they appear to shoot you and quickly bring them down. The 2nd guard you kill will drop the Level 1 Key Card to access the next area. Go through the door and kill the guard fiddling with a switch at the end of the corridor. Activate the switch once and pass to the next area.

The lights are out (The switch you turned off), go in the small area to the right and 4 cloaked guards will appear in the room. Dispose of all of them (Use the CMP150 Ammo you got) and the last guard will drop the Level 2 Key Card to access the next area. Pass in the next area and kill the guard there. Now, this part gets rather tricky, DON'T let the guards get out of your view since they'll go ring the alarm if you do. I suggest using the Falcon 2 (Silencer) to prevent them from hearing you.

Go through the next door up the stairs and kill the guard to the right (He'll probably see you enter). Quickly go toward his body and kill the guard to the left right after a wall. Go back to the door where you were entered and go in the small niche to the left to kill another guard. Go to the door to the right of the room from the entrance and kill the guard on the other side by shooting through the window.

Go up the stairs to the left of the room and crouch down on the pipes up there. Follow them until Joanna speaks about the Meeting Room. When she does, send the CamSpy in the hole before her. Watch the Meeting Scene and play will resume after this. Back up on the pipes and shoot the guard near the door down below. Fall down the pipes and enter before-said door. Enter the door at the top of

the stairs.

Kill the 3 guards to the right as soon as you enter and kill the 2 other guards that will come along (No danger of alarm, don't worry). Enter the next door on the right wall and put the Decoder in the small input device to the right of the door inside. Equip the CMP150 and guard the door. Kill all guards that show their ugly mugs until the timer is finished. Wait at least 10 seconds after that for the door to open and head inside for the Backup Disk.

Head out of the room and go straight ahead. Go in the entrance to the left along the way once the explosion has opened a path, you can always dive through the fire, but it's not recommended.

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AREA 51- INFILTRATION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2: Your starting weapon.

Explosives: You start with them. They are used to destroy the Air Intercept Radar systems.

MagSec 4: The weapon of choice of most guards outside the base.

Grenade: All guards in the level carry those.

Twin MagSec 4: From the tower with the switch for the main base entrance, go to the right down into the tunnel and head to the left. From the structures there, head to the door on the left and you'll see a couple of guards come out of there. The one with a brown & white clothing has the Twin MagSec 4.

Lift Key Card: Carried by the technician inside the outskirts of the base, he's at the robot interceptor to the left at the beginning, but will end up in the Air Intercept Radar station if you take too much time.

Rocket Launcher: From the ladder leading to the Air Intercept Radar station, continue past that one and crouch down in the small passage in the wall there. Follow the passage on the other side and head to the small heliport there (Follow the wall, as the place is mined). Get the Rocket Launcher from there. Practicly useless unless you want to shoot down the Robot Interceptor easily, but it's probably not in the sky yet.

Dragon: The weapon used by all the guards inside the base itself.

SHIELDS

1: From the tower with the switch for the main base entrance, go to the right down into the tunnel and head to the left. From the structures there, head to the door on the left and you'll see it right before the door.

2: From the ladder leading to the Air Intercept Radar station, continue past that one and crouch down in the small passage in the wall there. It's right there.

WALKTHROUGH

Kill the 2 guards with their back toward you quickly and turn around to kill the next guard. Don't forget to destroy the drone gun to the right of your starting position. Go along the path, killing another guard and destroy the drone gun at the turn to the left. Using the MagSec 4 at this point is a good idea.

When you get to the big area, destroy the drone gun to the left and head to the right quickly to the tower. Climb in and kill the 2 guards there and activate the switch. Head out of the tower and to the left at the main entrance. Don't enter before destroying the drone gun on the wall on the right of the entrance inside the base. Run inside and toward the technician on the left. Knock him out from behind (Opening a bonus in the next mission if he stays alive instead of killing him).

You'll also get the Lift Key Card from him, head back to the right and to the left of the main block there. Kill the 2 or single guard awaiting there and head down the ladder. Head through the door on the right and follow the path to a bunch of computers. Put the Explosives on the one in the middle and quickly head out of there. A guard is awaiting you at the top of the ladder, dispose of him.

Activate the small terminal on the small wall to the right of there, near the lift door and enter the lift. Kill the 2 guards there and switch to the Dragon (More Accurate). There will be up to 9 guards during your run for the next elevator, be on the watchout for them. Once the lift opens, run forward and go around the wall from the left. Go up the catwalk to the right and follow the path there to an intersection. Ignore the passage to the left and continue to the elevator.

Take the elevator and kill the 2 guards awaiting you as the door opens. Follow the path until you get a music change, then, aim toward the elevator you arrived from to take out 2 guards. Aim down to the right, toward some boxes and take out the 4 guards behind them. The accuracy of the Dragon helps there. Follow the path, killing the single guard awaiting you after a turn on the left and head down below. Go to the left of the boxes where the guards were hiding and head through the door there.

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AREA 51- RESCUE

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

Dragon: The weapon of choice of all the blue-dressed guards inside the stores.

Grenade: Most guards inside the stores carry those.

X-Ray Scanner: You start with it. It is useless at this level of difficulty.

Data Uplink: You start with it. It is useless at this difficulty.

Twin Falcon 2 (Silencer): From the beginning, follow the path up the slope and go around the wall to the right. Go to the left around the crate and fire from a little far-away on the small barrel put under the pile of crate. Crawl in that area after the barrel is destroyed to get the Twin Falcon 2 (Silencer).

Phoenix: You must have left the Technician in the previous mission ALIVE (Knocked-out, not killed) to get this one. From the beginning, follow the path up the slope and go up the elevator on the left wall. Head to the right on the next floor and try to open the door at the end, it is locked. Wait for a little and the technician will open it. He'll surrender easily, go to the left, up the slope and follow the path to an elevator and take it to the next floor. Follow the path all the way to a control room and check the small bench at the end of the room near the computers, it's there. Use the Secondary Mode to kill everything in 1 shot, VERY useful.

SuperDragon: The weapon of choice of nearly all the guards inside the lab itself, they are dressed in brown & white.

Lab Clothes: Laying in the debris of the wall you blow up to access the research section. used to enter the Autopsy Lab.

Medlab 2 Key Card: The technician behind the glass walls inside the autopsy lab has it. Kill or knock him out to get it. It is used to access the autopsy lab where Elvis is being held.

Tranquilizer: Carried by all the technicians and the hazard-suited guards. Harassing, but not damaging.

Op Room Key Card: Carried by a guard in Medlab 2. The last one you kill in that room will drop the keycard. It is used to access the autopsy room to save Elvis.

SHIELDS

1: From the beginning, follow the path up the slope and follow the wall on the left. Follow it past the elevator and turn around to the left. Kill the guard there and he should drop a shield.

2: From the blown-up passage to the research section, go up the slope on the right and enter the room on the left at the top. It's on the table there.

WALKTHROUGH

Follow the path up the slope and kill the guard a little far-away. Kill the 2 guards that will arrive from the right and go around the wall to the right. Kill the guard that is to the left after the crates and I suggest acquiring the Twin Falcon 2 (Silencer) at the location of the small barrel under the crates to the left. Continue straight from here, ignoring the pathways on the side and kill the guard you come across.

Continue ahead and turn to the left when you can. Kill the 2 guards on the catwalk above you and the single guard down below. Go straight ahead and a slight bit to the left of the crates there. Kill the guard there and pick up the shield he drops. Backtrack a little and head in the elevator on the left. Go up to the next floor (A guard may await you there) and, from there, go to the right if you left the technician alive in the previous mission for a Phoenix (VERY useful). Switch it to Secondary Mode immediatly.

Otherwise, continue the mission by going on the left on the catwalk to a door. Go through and aim to the right and up to the catwalk once you're in the big area. Kill all 3 guards that pass there (Easy with the Phoenix) and take the elevator on the left. Kill the guard at the top and follow the catwalk until you see a X mark on the right wall. Fire your Phoenix on Secondary Mode there to open a path (Or throw a Dragon in Secondary Mode there and fire at it with your Falcon 2) and go through. Kill the guard on the left and the one on the right.

You should have picked up the Lab Clothes as you entered (A timer started if you did), equip them and remove your weapon (Put Unarmed) and head in the room through the small door to the left. Run past the 2 guards and enter the room at the end. The guard will be fooled by your disguise and let you in. Go near the wall on the left in the room and equip your Phoenix (Or SuperDragon). Kill the guard at the entrance (This should lure the 2 guards you went past in the previous room, kill them as they enter as well) and turn to the right and kill the technician at the white board there.

Break the glass in the room and kill the technician there. Pick up the Medlab 2 Key Card he drops and head out. Kill the 2 technicians that enter the room and you'll have to kill 4 guards hidden in the next room (Usually behind the brown boards). Once out of these and back into the main corridor, head through the door on the right and enter the room on the right in this corridor. Advance until near the 2 pillars on each side and kill both guards you see behind the pillars.

A guard and technician should run toward the back door because of theruckus, kill them. Run towards the back door and enter the room there. A timer starts, kill all 4 guards (2 on the right and 2 on the left) in the room (The Phoenix does miracles) and pick up the Op Room Key Card the last guard you kill drops. Head through the door on the right of the glass area and continue to the next door.

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AREA 51- ESCAPE

OBJECTIVES

- 1: Rendezvous with CI spy.
- 2: Locate secret hangar.
- 3: Escape from Area 51.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Twin Falcon 2 (Scope): From the beginning, leave Elvis there and backtrack throug the doors to the 2 technicians who died in the movie sequence, pick up both weapons they dropped for the Twin Falcon 2 (Scope).

Alien Medpack: You start with it. It is used automaticly to awake Elvis.

Tranquilizer: The weapon of choice of the blue-dressed technicians.

SuperDragon: The weapon of choice of all the brown & white dressed guards.

DY357 Magnum: You must kill Jonathan to get this weapon... BAD idea.

SHIELDS

1: From the location of Jonathan, go activate the console behind him and continue along the path on the left. Open the door you'll come by on the right and collect the Shield on the barrels there.

WALKTHROUGH

Push the hoverbed through the door in front of you and run all the way through the next door in the big room. Go through the door on the right and shoot down the 2 technicians there. Go through the brown door straight ahead and down the slope to the left. Once you drop Elvis past the door at the bottom, go back to where you killed the technicians.

Go throguh the 2 doors on the right and kil the technician there, kill the other one on the right and go down the slope behind the center pillar. Go throguh the door at the bottom and kill the 3 guards in the room to the right. Equip the SuperDragon from here on and go through the door on the left.

Go along the catwalk, killing both guards on it and go through the door at the end. Talk to Jonathan to the right and activate the console behind him. Follow the path on the left and kill the guard you coem accross. Open the door on the right and collect the Shield on the barrels there. Backtrack all the way past the catwalk and switch to the secondary mode of the SuperDragon before opening the door at the end.

Open the door and launch a Grenade to kill all 4 guards awaiting you. Now, go near Jonathan while he sets the charges and watch the door, kill any guard which comes along with grenades. Go near the box to the left once he says "Stand back!" and go through the hole in the wall. Switch back to primary mode and go through the hole. Shoot the guard far away and go down the slope to the left.

Go throguh the brown door under the slope and Elvis will awaken. Go back out of the brown door after the movie sequence and head to the right. Look up the slope and shoot the guards that appear until both Jonathan & Elvis passed by you. Go regroup with them on the right. Aim up the catwalk on the right to kill a guard there and watch the path you took to get there.

Kill any guards that appear while listening to the talking. Once they are done, you got to follow either route A or B.

A) Follow Jonathan without passing in frotn of him and aim at the top of the slope to kill any guards who try to stop him. Once he's out of range of that place. Return to where you talked with everyone and aim at the catwalk. Kill the guards that appear while Jonathan open the hangar doors.

B) Go in front of Jonathan and run all the way to the consoles up the slope

(Follow the catwalk to an intersection). Activate both consoles to the left & right and go back down the slope. Get on the Jet Bike there and run through the brown door. Follow the path, turning when necessary, until you get to the large hangar.

Go through the door on the left and exit the level by the small door on the left in a room with some pillars.

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AIR BASE- ESPIONNAGE

OBJECTIVES

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

ITEMS/WEAPONS

Crossbow: Your starting weapon.

DrugSpy: You start with it. Useful for knocking out guards subtedly. Use it sparingly since ammo is limited.

Horizon Scanner: You start with it. Used to lok for away. Useless I say.

Dragon: Weapon of choice of all the regular guards in the level, those armed with that weapon must NOT be killed, only knocked out.

Proximity Mine: Go through the cavern to collect the Stewardess uniform and go out on the other side. It's on the edge to the left.

Disguise: Carried in the Briefcase of the woman walking througth the cavern on the left of the starting area. Knock her out with the Crossbow and pick up the briefcase to get it. It is used to infiltrate the base.

Suitcase: From the beginning, enter the base by the front entrance (With the Disguise equipped, of course) and go into the elevator to the left. Once on the next floor, walk past the table with th 2 technicians and pick up the case there. Don't forget to knock out the 2 technicians so they don't alert the base.....

K7 Avenger: The weapon of choice of Trent's little cronies who attack after you shut down the security system.

DY357 Magnum: The weapon used by the guard carrying the Shield 1, he uses it once Trent's men have attacked, not before.

Flight Plans: Useless at this difficulty, I say don't bother. From the Security System terminal, go down the stairs and go straigth ahead to the elevator. Take it to the bottom floor and follow the path from there to an elevator to the left. Go up to the highest floor and go through the 2 doors on the right. Fire on the mine attached on the door on the left and crawl through the window on the right of that door. Go uncover & press on the switch in the right corner of this room and collect them from inside the safe in the middle of the room.

SHIELDS

1: From the inside of the base, follow the path to 2 set of stairs and go down the one on the right. Head through the passage to the right and turn to the left at the intersection. The guard there will drop a shield once you knock him down.

2: Too out of your way at this difficulty, I say don't bother. From the Security System terminal, go down the stairs and go straight ahead to the elevator. Take it to the bottom floor and follow the path from there to an elevator to the left. Go up to the highest floor and go through the 2 doors on the right. Fire on the mine attached on the door on the left and crawl through the window on the right of that door. Go uncover & press on the switch in the right corner of this room and collect them from inside the safe in the middle of the room.

WALKTHROUGH

Go straight ahead and turn to the left. Shoot the guard patrolling there with the Crossbow to knock him out and go straight ahead to the cavern. Shoot the blue-dressed woman you'll encounter there and pick up the briefcase she drops. Shoot down any guards that are with her also, don't forget to only use the Crossbow's Sedate bolts.

Equip the Disguise and switch to Unarmed (No weapons). Head back near the beginning and walk inside the base. Go through the door between the 2 guards straight ahead and follow the corridor up to a guard. Knock him out from behind with your fists and go down the stairs on the right. Quickly punch down the guard on the left while he talks and head through the passage on the right.

Follow the path to a set of stairs and don't forget to knock out the 2 guards on the way there. Switch to the DrugSpy and send it up the stairs. Shoot down the 2 guards there and return the DrugSpy to Joanna. Turn off the security system by the console and all hell will break loose. Equip the Dragon or K7 Avenger (I like the Dragon better).

Go back down the stairs and go straight ahead along the path. Kill any guards standing in your way. Kill the guard at the end of the corridor and open the door to the elevator. Get inside and go down to the bottom floor. Follow the path and kill the 2 guards that await you there. Fire to destroy the terminal on the right there and go out in the open. Aim forward and to the right a little to kill all the guards coming at you. Once nobody is coming. Navigate through the flashing lasers on the right and approach the ladder under Air Force One.

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AIR FORCE ONE- ANTITERRORISM

OBJECTIVES

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

ITEMS/WEAPONS

Laptop Gun: Your starting weapon and a good one as well.....

Timed Mine: You start with it. It is used to detach the UFO from the plane.

Combat Boost: You start with it. You can use it to slow the flow of the game for 10 seconds.. useful for quick & accurate kills....

Suitcase: You start with it and it is thoroughly useless.

Key Card (1): From the beginning, enter the single door in front of you and knock out the guard there for it. It is used to activate the lifts.

Cyclone: The weapon of choice of all the white-dressed guards in the level.

Falcon 2: The weapon of choice of all the brown-dressed guards in the level.

Key Card (2): From the 2nd starting position (If you took the shuttle), go through the double doors in front of you and knock-out the guard on the left to collect the Key Card. It is used to open the door on the left of this location.

Key Card (3): From the 2nd starting position (If you took the shuttle), go through the double doors in front of you and knock-out the guard on the right to collect the Key Card. It is used to open the door on the right of this location.

Twin Cyclone: Collect both Key Cards (2 & 3) and open the doors they are used for to find the a Cyclone in each for the Twin Cyclones.

K7 Avenger: The weapon of choice of the guards that will attack once you've spoken with the President.

SHIELDS

1: From the beginning, follow the path straight ahead, throguh all the doors, until you get to a set of stairs. Go up and open the floor-trap there to the next floor. Continue straight to the kitchen and it's on the right end of the counter.

2: From the 2nd starting position (If you took the shuttle), go through the double doors straight ahead and go throguh the next doors until you get to a room with a piano. Check behind the counter to the left of the room for the Shield.

WALKTHROUGH

Note: This walkthrough only applies if you have completed the previous stage by the ladder below the plane and not the shuttle. The shuttle makes you begin at the location of the small elevator on the 2nd floor that you use in this walkthrough, use this as a reference.

Enter the single door in front of you and knock out the guard there (Don't use a weapon for the time being and don't hit anymore guards). Collect the Key Card he drops and go back to the beginning. Lower the cargo bay there and enter the door on the right side of the switch. Go at the middle door there and activate the terminal on the right to open the middle door. Go inside to get to the next floor.

Go through the double-door in front of you and go up the stairs there. Head to

the left and to the left from there. Enter the door at the end, listen to the President and watch the cut-scene. Equip the Laptop Gun now and be ready to shoot down any black-dressed guards from here on. Head back down the stairs you went up from. Head through the double-door to the left and throw the Timed Mine in the tunnel that has opened on the left.

Continue along the path until you come to a room with Trent and 2 Mr. Blonde. Peek from the left door to shoot one the one on the right (Don't bother with Trent, he has an infinite Shield) and strafe a tad bit on the right to shoot down the other guard. Go through the door on the left and continue to a trap-door in the floor. Go down the stairs below it and go through the door in front of you.

Enter the next door with the President to finish the stage.

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CRASH SITE- CONFRONTATION

OBJECTIVES

- 1: Activate distress beacon.
- 2: Retire Presidential clone.
- 3: Locate and rescue President.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

K7 Avenger: The weapon of choice of most guards in this level.

Sniper Rifle: The weapon of choice of the Mr. Blonde guards outside the caves.

Remote Mine: You start with it, useless at this difficulty.

Night Vision: You start with it, it is used to see while inside the dark caverns.

Horizon Scanner: You start with it, used to spy over large distances, useless, I say.

President Scanner: You start with it, activate it to see the position of the President and its clone.

SHIELDS

- 1: Behind Elvis' saucer (Location at end of walkthrough).

WALKTHROUGH

Turn around and go to embark on the jetbike behind you. If guards are seen nearby, kill them. Turn around again and go forward. Pass by the passages to the right and kill the 2 guards you'll come behind. Go near the escape pod to the left, disembark from the jetbike and activate the beacon from behind the pod. Re-embark the jetbike and turn around.

Go to the right passage, kill the group of 3 guards patrolling there and turn in the small passage on the right along the way. Snipe the guards in the large area you come to (4 guards in all) and go down the slope to the caves on the right. nipe at the cave entrance once you see it and take down the 2 guards that will come there. Switch to the K7 Avenger and go inside the caves (Put on Night Vision too).

Kill the guard that will await you inside and go straight ahead. Shoot the smaller-looking character before shooting the other guards there (3 in all), that's the Presidential Clone. Go to the left and kill the guard there from behind and disembark the jetbike to go into the small passage near there. Switch off Night Vision when it becomes bright and destroy the 4 patrolling Robots at the top.

The K7 Avenger dispatches them easily, go to the left and fire at Trent (The guy with hsi back toward you) once. Let him flee and the President will now follow you. Backtrack all the way to the beginning (Just follow the walkthrough in a backward fashion if you don't remember) and go behind the starting position. If you didn't do it, kill the 3 guards that await you there and cross the log over the chasm at the end.

Go straight ahead to the saucer, Elvis should have killed the nearby guards with his Phoenix. Once the President reaches the saucer, the stage is finished.

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PELAGIC II- EXPLORATION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

Laptop Gun: You start with it.

N-Bomb: You start with it, the blast is far too huge and dizzying to be of any use, forget about it.

X-Ray Scanner: You start with it, it is used to see which switches to press to open the access to the control of the main power source.

CMP150: The weapon of choice of all the guards in the level.

Twin Falcon 2 (Silencer): From the beginning, go through the door straight ahead, follow the corridor to another door. Go through this one and follow the corridor to yet, another door at the end. Pass through the 2 doors there and you'll be in another corridor. One of the guards there carries the Twin Falcon 2 (Silencer), but doesn't use them. Kill him to get the weapons.

DY357 Magnum: Carried by one of the Officers that will shut down the system, leave all 3 not knocked out and make one turn off one of the 2 system. An officer will get out this weapon, knock him out to get it.

SHIELDS

1: From the computers where the officers are, go through the door nearby and follow the corridor to another door straight ahead. Go through it and it's right in the middle of the big area there.

WALKTHROUGH

Use the Falcon 2 (Silencer) from now because the starting areas have alarms that will be activated if you're heard too much. Go through the door straight ahead and shoot down the guard to the right of the door. Follow the path to a turn and shoot down the guard on the left. Go toward the next door and kill the guard on the other side (Through the window) by shooting him in the head.

Wait for another guard to come investigate the body and shoot him down also. Go through the door and turn to the right, turn to the left at the alarm and shoot down the 2 upcoming guards. Advance and take the door to the left that you come across. Go around the small part of wall straight ahead and kill the guard there. Destroy the camera on the small part of wall and put on the X-Ray Scanner. Press the 4 green switches on the pillar on the right. Those are random so you have to find them yourself.

Once that's done, go down the stairs on the left and destroy the camera behind the stairs. Go near the small tube hovering to the right and press the button inside to shut down the power. Go back out by the door you used to get in and head through the door on the left from there. Go up the stairs on the left and continue straight up the next set of stairs straight ahead.

Shoot down the guard at the top and the one on the right. Go up the stairs on the right and switch to the secondary mode of the Falcon 2. Go toward the officers at the controls and go near one of them. With a weapon near him, he'll go shut one system down, knock him out once he did and turn around. Quickly knock down the officer while he's drawing his weapon and go near the last one to get him to shut down the last system.

Knock him out once he did also, go back down the previous 2 sets of stairs and head through the door on the left. Kill the guard on the left and head through the door on the right. Change to the Laptop Gun (No more alarms from here) and kill the guards behind the 2 boxes in the corridor. Go to the door on the left and shoot down the 2 guards on the other side by shooting through the window. Go through the door and go through the next door at the end.

Shoot down the 2 guards to the right while behind the stack of 2 boxes and go at the door at the end of this corridor. Shoot down the guard on the other side through the window and go through the door. Go at the next door and shoot all 4 guards on the other side by firing through the window. Go through the door and through the next door after this one. Shoot down the 2 guards on the other side of the next door via the window and go through it.

Go at the next door and shoot the 2 guards on the other side via the window. Go through that door and go through the door on the left in the corridor. Go through the opening to the patch of water to finish the stage.

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DEEP SEA- NULLIFY THREAT

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Shotgun: Starting weapon as well as the weapon of choice of the cloaked guards in the level.

IR Scanner: You start with it. It is used to see through the dark and detect cloaked enemies. Useful, to say the least.

Proximity Mine: From the beginning, follow through the corridor and go into the next corridor to the right once you see it. There will be 4 cloaked guards at the end of it. One of them will drop the Proximity Mine. I haven't found any use for it.

CMP150: The weapon of choice of all the non-cloaked guards around the level.

FarSight XR-20: Elvis' weapon at the beginning, he'll give it to you once you've stepped through the first teleporter.

SHIELDS

1: From the slope leading to the console to activate the teleportals, go through the door straight ahead and head to the left. The shield is at the end where a corpse is.

WALKTHROUGH

Note: Elvis will help you for the entire mission, he's armed with a nasty FarSight XR-20 at the beginning and switches to a little Phoenix later on.

Go straight into the corridor and through the big door at the end. Switch on the IR Scanner and go through the next door. Shoot down the 2 guards awaiting you there, cloaked of course and continue ahead to encounter 2 more cloaked guards. Go through the 2 doors on the right and stay before the 2nd one. Shoot all 4 cloaked guards that passes by.

Turn off the IR Scanner, go through the door and to the right. Kill the 3 guards along the path and go down the slope to the left along the way. There will be 6 or so guards spreaded around the following tunnels, so be prepared (Use the CMP150 you just got from the previous guards). Turn to the right at the first intersection and to the left at the next one.

Turn to the right at the 2nd intersection after that and turn to the left after that. There will be 2 guards awaiting in the room (Probably both on the left side) kill them and enter the room. Elvis will reactivate the teleportals. Make your way back to the beginning of the tunnels after the slope. Turn on your IR Scanner there and dispose of the 2 cloaked guards awaiting you at the slope.

Go up the slope and through the door on the left. Head to the right from there and go through the door at the end. Go at the shimmering wall straight ahead to

teleport. Elvis will give you the FarSight XR-20 (I find it awkward, but you're free to try it) at this point and switch to the Phoenix. Follow the path to a big room and follow the path to the right to the door on the other side of the hole in the middle (Kill any of the small dog-like creatures that appear).

Go through and follow the path through another door. Go into the door on the right and kill the small creatures while Elvis takes care of the megaweapon. Go back out of this room and head through the door on the right. Follow the path to a teleporter to take it and head through the door to find Dr. Carroll. Watch the cutscene and RUN! Ignore all enemies from this point, just run back to the beginning. Here's the directions:

Head through the door on the right and go through the door on the left along the path. 3 guards are there, shoot them while passign by, but DON'T stop. Follow the path up to a tunnel on the left, go through that tunnel to finish the mission.

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CARRINGTON INSTITUTE- DEFENSE

OBJECTIVES

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

ITEMS/WEAPONS

Mauler: The weapon of the Skedar guard at the beginning and the Mr. Blonde at the end of the stage.

AR34: Your starting weapon and the weapon of choice of all the guards of the Institute.

Laser: You begin with it, it is useless at this difficulty.

Combat Boost: You begin with it, use it to rescue the hostages in the offices upstairs. Slows down motion rate and enables quicker reactions.

Data Uplink: You begin with it, it is used to upload a virus into the Skedar ship at the end of the stage.

K7 Avenger: The weapon of choice of all the enemy guards in the level...

Falcon 2: The weapon carried by Foster in the Firing Range.

Devastator: Carried by Grimshaw in the left office on the second floor. Rescue him for him to drop the weapon, I don't know if anything else is required.

RC-P120: The weapon in the Firing Range, you can collect it after rescuing the hostages. Use it to cloak and sneak past the guards at the end.

SHIELDS

- 1: From the beginning, go down the slope behind you all the way to the bottom and go straight ahead through the small corridors. Turn to the left in the

corridor you arrive to and go take the door on the right. Follow the path there to a big room. Check in the alcoves to the right of the room for the Shield.

2: From the Holo-training room, go out and in the elevator to the left to the 2nd floor. Go in the dead-end to the right for the Shield.

WALKTHROUGH

Go to the left at the start and shoot down the Skedar guard there. Go through the door on the left and shoot down the 2 guards in this room before they kill the 2 hostages. Go back outside and head to the door on the left. Enter and quickly go around the wall by the right. Fire at the guard there will go straight ahead. You should kill at 3 before they kill any hostages (Use the AR34, it's the best thing to use I think...)

Go out of the room after that and head in the elevator to the left to get to the 2nd floor. Go to the left once up there and go near the first door you come across. Use a Combat Boost and enter the room with the AR34, Shoot the guard straight in front of you while going in and quickly turn to the right to shoot the other guard. The Combat Boost should let you plenty of time to do so.

Go back outside and head around the wall to the next door on the right. Use the other Combat Boost at the door and head inside. Shoot the guard straight ahead while entering and shoot down the guard on the left after that. Head out of the room after that and Go into the elevator on the right to get back to the first floor.

Kill any guards in your way to the Firing Range on the left, enter the door on the right there. Use the laptop terminal on the table to break the glass to the weapon nearby and collect it. Equip it and use the Secondary Mode to Cloak. Quickly head out of the room and to the small passage on the right. Go down the slope there all the way to the bottom (Zip past all the guards while cloaked) and go near the Skedar ship there.

Go in front of it and equip the Data Uplink. You should be safe from enemies there, upload the virus in the ship and equip the RC-P120 after that. Cloak once again and backtrack half-way up the slope. Go straight ahead in the small passage and go through the door at the end to finish the stage.

ATTACK SHIP- COVERT ASSAULT

OBJECTIVES

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

ITEMS/WEAPONS

Combat Knife: Your starting weapon.

Mauler: The weapon of choice of all the Skedar guards.

AR34: Given by Elvis at the bottom of the first elevator you take, comes with plenty of ammo.

Slayer: After taking the elevator once Elvis has told you to head upwards, go through the doors straight ahead until you don't see another door ahead of you. Follow the path around the middle area and the Slayer is hidden in an alcove behind the middle area.

Twin Mauler: The weapon of the Skedar Commander, on the bridge, the middle guard is (Probably) the commander, he holds the Twin Mauler.

SHIELDS

1: After taking the elevator once Elvis told you to head upwards, go through the door there and through the door on the right from there. The Shield is on the table in this room.

WALKTHROUGH

Get out of the door and quickly run along the path to get to the first immobile Skedar guard, hack it away with the knife (Use strafing to dodge his attacks) and collect the Mauler. Switch to that weapon and continue along the path, shooting down the 2nd Skedar guard you encounter (The Mauler's secondary mode is the best course of action). Destroy the 3 alien consoles at the end with gunfire to bring down the shields.

Take the elevator in front of Cassandra's dead body and Elvis will give you a AR34 at the bottom, use this weapon from now on. Go up the slope to the main area and fight off the Skedar with the Maia's until Elvis tells you it's time to head upwards. Go to the right to the elevators (Far opposite wall from the spaceship in this hangar) and take the one on the left.

Go through the door at the top and kill the 2 Skedar guards to the right & left. Go through the door on the left and through the one on the right from there. Kill the guard behind the pillars in this room and go through the door at the end. Enter the door on the right in this corridor and turn to the left, kill the 2 guards on both sides of the hologram.

Elvis will access the navigational systems and tell you to head upwards. Head back out of the door you went through and go through the door on the right. Kill the Skedar on the other side and go up the slope to the left. Kill the Skedar far away in the corridor at the top and follow the path to a passage to the right. Go up the slope there to the top and kill the Skedar to the right. GO to the room he was in and head through the door on the right.

Go through the next door and go right back through it to attract 2 Skedar guards up the slopes on each side. Kill them once they pass by the door and go up to the door up the slopes. Go up the elevator after that, Elvis will part from you before that and go up the next elevator after this one. Head behind the small wall to the right and show yourself a little to shoot the leftmost guard, do the same for the commander in the middle and get out completely for the rightmost guard.

Go to where the middle guard was and turn around, Elvis will come in by the doors and guards will shortly follow. Kill them all with the AR34 from your standing point (If Elvis goes to meet them, follow him, you CANNOT have him die). Once enough guards have been killed, you'll have finished the stage.

SKEDAR RUINS- BATTLE SHRINE

OBJECTIVES

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

ITEMS/WEAPONS

Flacon 2 (Scope): Your starting weapon.

Callisto NTG: Your starting weapon, powerful, but no ammo available more than what you start with, my advice: Keep it for the end.

Devastator: Your starting weapon, you need this weapon to open a path in the level.

IR Scanner: You start with it, it is used to detect the part of walls that are weak and can be destroyed.

R-Tracker: You start with it, it used to detect the 3 Pillars you must attach the Target Amplifiers on.

Target Amplifier: You start with it, it is used to mark the pillars to destroy.

Reaper: Carried by some of the Skedar guards in the level.

Twin Phoenix: Those appear if you destroy the 2 remainign pillars that are not to be marked with the Target Amplifiers (Their locations are in the walkthroguh, use the R-Tracker to find those to mark anddestroy the others with the Devastator). They appear at the top of the ladder just before the chasm.

Slayer: Those are carried by 2 Skedar guards near the end, just before the Skedar Army in suspended animation.

Mauler: Carried by the Skedar guards in suspended animation near the end and all the Skedar guards that the end-boss calls on the battlefield.

SHIELDS

1: From the beginning, follow the path all the way to an intersection, go to the left and take the path to the right along the way. Go to the right when you can to another intersection and check behind the fallen pillar on the left.

2: Just after crossing the chasm, fall down at the end of the passage and go along the path on the right. The SHield is in the small cavern at the end.

WALKTHROUGH

Note: Since the location of the 3 pillars changes everytime, this walkthrough will guide you through all their positions.

Activate the IR-Tracker first and use the Falcon 2 for now. Advance straighthead and kill the Skedar that appears to the left or right. Go around the wall and kill the 2 Skedar in the room you arrive to, the one in the far back uses a

Reaper, be careful. The black pillar in this room is a possible target, mark it if it is one (Check the R-Tracker to ascertain that).

Continue straight ahead and in a corridor. Kill the Skedar that will appear in front of you and quickly turn around to kill another Skedar that should have appeared behind you. Continue along the path until you can turn to the right, kill ANOTHER Skedar that should have appeared behind you before continuing. 2 Skedar guards will appear once you get to an intersection, one on the right and the other on the left.

Kill them both and head to the right. Mark the pillar in the dead-end if it is one of them and dispose of the Skedar that will appear nearby. Go back to the intersection and head to the left this time. Go through the passage to the right along the way and quickly shoot down the Skedar guard there before he shoots you with his Reaper (You can use the small wall portions to the left to protect yourself).

Advance to where the guard was and shoot down the 2 Skedar behind the fallen pillar to the right. They shouldn't be able to shoot you because of the pillar so you're safe. There is another pillar to be marked to the left, check if it is one of those. If it isn't, continue past the 2 guards you just killed. At the intersection, go to the right for another one of the possible pillars, mark it if it is.

Head to the left after that and collect the Shield behind the fallen pillar. Continue along the path to a dead-end room. Kill the 2 Skedar guards that appear there and mark the last of the pillars there..... Backtrack all the way to the first corridor after the first intersection you arrived at and go toward the chasm on the right.

Switch to the Reaper from now on (You should have max ammo by now) and go down the ladder, quickly shooting down the Skedar on the left. Go along the small path to the left and cross the chasm once it's narrow enough to do so. Return to the right and go up to another passage. Fall at the end of that passage and quickly kill the Skedar guard that will appear to your left.

Turn on your IR Scanner and check the walls to the left until you find a bright-red spot. Back away from it and use the Devastator to blow up this part of the wall (Turn off your IR Scanner as well). Go through the hole you just blow up and kill the little critters in the corridor you arrive to. Go to the left and enter the door on the right along the way. Kill the small critter in that room and push the small structure on the differently-colored tile near the pillar in this room.

Go back out of this room and follow the path on the right. Turn on your IR Scanner once you get in the dark and kill the small critters (3 or 4) in the tunnel until you come by a door on the left. Go through it and follow the path on the right. Killing the 2 Skedar guards armed with Slayers, go back through the door and up the nearby slope. Follow the path until you come by the Skedar army in suspended animation, go past that room through the next doors to the end-boss.

The strategy here is to shoot at the end-boss while dodging his rockets & cohorts (When he lifts his staff in the air, an enemy will appear in a corner of the room). Once the shield covers the end-boss becomes weak enough, he'll take shelter under the icon in the middle of the room behind him.

When he does, equip the Callisto NTG on secondary mode and fire at the 4 small points to blow them off, another method is to use the Mauler's charged shot as it destroys one point per fully charged shot.... Repeat the process until all

4 small points are blown off. Weaken the boss' shield so he goes to recharge again and take down the big central point to kill him.

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MR.BLONDE'S REVENGE

OBJECTIVES

1: Locate and escort Cassandra to helipad.

ITEMS/WEAPONS

Mauler: Your starting weapon.

BombSpy: You start with it, I haven't found a suitable use for it... yet.

Cloaking Device: You start with it, use it to get to the elevator at the beginning without being detected.

Skedar Bomb: You start with it, it is useless at this difficulty.

CMP150: The weapon of choice of all the guards on the bottom floor, there is also some of them hidden behind the desk at the beginning.

Twin CMP150: From the beginning, go to the left and follow the path to a set of stairs. Go into the room on the right when facing the stairs and enter th door inside. One of the guards there carries the Twin CMP150.

Shotgun: The weapon of choice of all the lady guards in the upper floors.

DY357 Magnum: The weapon of choice of the Special Ops guards in the upper floors.

SHIELDS

1: From the beginning, follow the path on the left to a set of stairs and go up those stairs. Head to the left elevator and check the corner there for the Shield.

2: From the location of Shield #1, take the nearby elevator up and get out at the first floor you stop at. Advance into a room and enter the room on the left. Kill the guard there and she'll drop the Shield.

WALKTHROUGH

From the beginning, go on the left and turn on the Cloaking Device. Go up the stairs along the way and call an elevator, hide in the corner and switch off your Cloaking Device. Switch it back on if a guard arrives or if the elevator has arrived and climb in. Turn it off once you're going up.

Go up to the last floor and kill the guard near the switch straight ahead. Activate the switch to unlock the office and go near the big door to the said office nearby. Switch to Unarmed and hold B to switch to Disarm. Head inside and disarm Cassandra. Equip a weapon (Preferably, the CMP150) and follow her out of the office.

Go into the door on the right and up the stairs (Always stay near Cassandra so she doesn't run away or anything). At the top, open the door on the left and quickly kill the 2 guards on the right before any of them can launch N-Bombs (Those are very harrassing). Head up the slopes, out of the doors at the top and up the slopes to the right to the helipad.

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MAIAN S.O.S.

OBJECTIVES

1: Activate distress signal.

ITEMS/WEAPONS

Falcon 2: Carried by the scientist near the Psychosis Gun's location.

Psychosis Gun: From the beginning, go through the door straight ahead and you'll be able to collect it, it's on the table to the right.

Dragon: Carried by most guards in the level.

Tranquilizer: From the beginning, go through the doors all the way to a corridor with a path to the left & right. Go to the left and head through the left door. Continue through the door straight ahead and kill the scientists there to obtain the Tranquilizer.

Twin DY357-LX: From the beginning, go through the doors all the way to a corridor with a path to the left & right. Go to the right and throguh the door on the left. The guard on the left carries those weapons, use the Psychosis Gun to get a very powerful ally on your side. Kill him once he's useless (Although the weapon comes only with a single bullet).

WALKTHROUGH

Knock out the nearby scientist and go through the door. Knock out the scientist there and collect the Psychosis Gun on the table as well as the Falcon 2 from the scientist. Go back to the beginning and push the hoverbed near the glass windows. Fire the Falcon 2 on it to break the glass and head through the door straight ahead. Kill the guard there and open the next door.

Kill the 3 guards that are running at you and collect all the Dragons. Switch to that weapon and go through the door straight ahead. Go through the door on the right and kill the 2 guards (One near the door to the left, the other near the right door) there. Switch to the Psychosis Gun and head through the door on the left. Zap the guard to the left (The one with the Twin DY357-LX), he'll clear out a good part of the level for you.

Follow him around all the way to a big hangar, from your position, backtrack to the door you came out of. Follow the corridor to the right all the way up a slop and go down the slope to the right all the way. Open the door at the bottom and you'll be there. Once the guards of this area have been disposed of, you can kill the brain-washed guard for the DY357-LX for he will not be able to follow you where you are going.

Go up the slope in that room and go through the door on the left at the top. Kill the guard there and go through the next door straight ahead (The alarm will ring, but don't worry, that's normal). Go through the small ventilation hole to the right and kill the guards on your way to the cargo elevator to the left, along the wall there. Go through the door on the right once you're at the top (There are 5 guards in that cargo area, their locations are often different with each game, so be careful).

Kill the guard there and kill the 3 guards that will come running at you. Quickly go up the slope on the left and follow the path (Kill the 2 guards along the way) to the elevator. Go up to the next floor and kill the guard waiting for you there. Go through the doors on the left and kill the guards to the right after that. Go through the doors near their position and kill the 2 scientists inside that room. Shoot down one of the fake walls to the left and kill the 2 scientists in that area. Activate the blue computer in the middle.

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WAR!

OBJECTIVES

1: Kill Skedar King.

ITEMS/WEAPONS

Phoenix: You start with it.

Mauler: The weapon carried by all the Skedar in the level.

Reaper: Carried by the first Skedar King.

WALKTHROUGH

Note: During the course of this level, there are at least 3 Maians in the stage with you, if they die, they respawn at the beginning. Try to keep them alive at all costs... and also, don't leave a too great distance between you and them, their Callisto NTG pack quite a punch, great asset on your side. You can also stay near the beginning and slaughter the respawning Maians for Callisto NTG ammo, I recommend you to do so too... Also, Skedar appear in infinite numbers on this level, so I can't pinpoint where they will be and how much there will be, so stand prepared at all times...

Follow the path straight ahead and go up the slope on the right. Go to the right at the top and to the left through the hole in the wall. Follow the corridor there to an intersection and head to the left. Go across the bridge and follow the path until you come across a door to your left. Go through that door and to the right after that.

Follow the corridor until you see a pillar to the left, the first Skedar King is there. Switch to the Mauler on secondary mode and shoot him in the head with a fully-charged blast to kill him.

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THE DUEL

OBJECTIVES

1: Defeat DataDyne guard.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

WALKTHROUGH

As soon as you can move, turn around and quickly shoot the guard down. His aim is VERY accurate, so be quick on the trigger as one shot kills you.

5. Special Agent Walkthroughs

Walkthrough for the Special Agent difficulty.... a few trouble spots.... not much.... should have an easy time.....

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DATADYNE CENTRAL- DEFECTION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): It's your starting weapon. Ammo can be found on the various desks in the offices.

CMP150: Nearly all guards are armed with this weapon, very common.

Necklace: Dropped by De Vries when you knock her out. Used to open the doors to the lower levels of the building (Automaticly used).

Twin Falcon 2 (Silencer): A special guard has those. He's in an office 2 floors under Cassandra's Office. From the elevators there, go to the left and open the door at the very end. Open the first office door you come by there and you'll have found him. Kill him to get the weapons.

ECM Mine: You start with it, it is used to disable the 2 comms hubs in the stage.

SHIELDS

1: On the floor under Cassandra's office. From the elevators, go in the room to the left and kill the guard there. He'll drop the shield.

WALKTHROUGH

Go down the railways and enter the building by the door to the left. Shoot the guard while entering and the next guard a little farther. Shoot the camera to the left from there and go down the next railways. Go to the left at the bottom and throw an ECM Mine at the terminal there. Enter the door back to the right and go down the stairs. Shoot down the guard patrolling in the stairs and go through the door at the bottom.

A guard may be awaiting you on the other side, dispose of him and go kill the guard near the table to the left (Sneak from behind if possible). Enter the middle office and quickly use the Falcon's secondary mode to knock out both Cassandra and her secretary. DON'T kill them at ALL costs and collect Cassandra's Necklace there.

Go back out and take the door to the left. Go down the stairs and go through the door at the bottom. Call an elevator to the right and go down to the very bottom. Enjoy the change of music, shoot down the guards that will come by the stairs to the right. Probably 3 or more. Go down the stairs and dispose of both the guard to the left and the one on the right.

Go through the door on the right and kill the 3 guards there. Enter the room and throw an ECM Mine at the small terminal at the bottom of the wall on the left. Go back out and at the stairs. Go in the office to the left this time and open the door there. Kill all 5 guards in this room (The CMP150 works well) and go through the hidden doorway to the right. Enter the elevator there to finish.

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DATA DYNE RESEARCH- INVESTIGATION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2: Your starting weapon. Ammo is kinda scarce in this level for this weapon.

CamSpy: You start with it, it is used to accomplish objective 1.

Data Uplink: You start with it, it is used to hack through the security to reach Dr. Carroll and also re-program the maintenance cycle.

CMP150: Nearly all guards are armed with those.

K7 Avenger: One place in the level. From the beginning, go to the right in the room and activate the computer where the guard is (or was) standing (You'll get a message). Now, return to the beginning and go in the office at the end of the right corridor. Go in the next room after that and open the floor door there. Kill the guard in the area to collect the weapon (Don't kill the nearby scientist though.....)

Night Vision: From the location of the hatch for the K7 Avenger, take the big door straight ahead (The one with a small door to the left) and take the 2nd passage to the right in the corridor. Break the glass there and pick up the item, which is useless, by the way.

Dragon: Nearly all the special ops carry this weapon, they're at the end of the level, near Dr. Carroll.

Shield Tech Item: From the terminal before Dr. Carroll, proceed to the big room after that and go in the corridor to the left. Proceed through the secret entrance at the very end and you'll see it on the table, it is useless.

Twin CMP150: From the beginning, close the doors of the elevator and wait for a guard to pass by, get out and go to the left. Don't take the door at the end, but wait for a small droid to open the wall on the left and pass there. Follow the path to the bottom and kill the 2 guards there without being seen. Access the computer in the room there and check the ventilation-like device for Twin CMP150.

Proximity Mine: If you want to take a risk, head through the radiation area where the isotope is, go around the place for the mines behind the whole structure.

WALKTHROUGH

Get out of the elevator and shoot the guard on the left. Go in the office at the end of the corridor to the right and kill 4 or 5 guards there (Use the CMP150 you got). Go in the next room and wander in the corridor to the right. Kill the 2 guards there and open the next door, DON'T enter, switch to the CamSpy to holograph the green crystal straight ahead.

Return the CamSpy to Joanna and go back to the previous room. Take the big door to the right (Remember the location of the small door on the right, you'll come back later on.) and kill the guard there. Go through the next door and dispose of the 3 guards coming at you. Kill the 2 guards that will come out of the 3rd passage in the main corridor and kill the next 3 guards coming from the left at the end.

Go back at the beginning of this corridor and take the first passage to the right. Go through the door at the end and kill the 2 guards (1 on the left and the other one on the right) in the room. Go at the end to the scientist and he'll shut down the experiments there. Knock him out with your fists after that. Go back to the corridor from before and take the second passage to the left along the way.

Enter the room at the end and kill the 2 guards (One on the right and the other on the left) in the room. Go toward the computers to the right and let the scientist shut down the experiments there before knocking him out with your fists. Take the door straight ahead and prepare to knock-out the scientist there. Let him go to a computer and knock him out before he can activate it. Try the other terminals (The one he was going to activate was the alarm) until you shut down the last experiments.

Go back to the small door I told you to remember the location and go through. Follow the corridor and shoot down the guard behind a box there. Continue past it and shoot down the next guard after the next turn. Continue along the path, shooting down 2 guards and kill the last guard in the corridor that is to the left of the previous one. Follow the path to an intersection and go down the

slope on the right. Go through the door at the bottom and kill the 2 guards in the rooms there.

Equip the Data Uplink and use it on the computer near the small robot on the floor. Backtrack to another computer close-by and reprogram it also. Equip the CMP150 and follow the small robot. You'll pass through the corridor where the experiments were and go to the right at the end. Kill all 4 guards there. Continue to follow the small robot closely to pass through the laser barriers. Go in the next room, kill the guard on the right and continue to the next room. Kill the 2 guards (One on the right and one on the left) and continue to the next room.

You'll get a message here, go in the next room and kill the 2 special ops (One to the left and one to the right again). Switch to the Data Uplink and hack the terminal there. Immediately switch back to your weapon as you initiated the hacking process and face the door you came through. Shoot the 2 guards that will come by and resume hacking the terminal. Once it's done, proceed forward to a big room. There are special ops in each corner of the room. Kill all 3 using the Dragon you just acquired.

Proceed to the door straight ahead, open it, but DON'T go in. Aim up and destroy the 2 drone guns first. Once that's done, proceed to the next room.

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DATADYNE CENTRAL- EXTRACTION

OBJECTIVES

- 1: Access foyer elevator.
- 2: Destroy DataDyne hovercopter.
- 3: Defeat Cassandra's bodyguards.
- 4: Rendezvous at helipad.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Night Vision: You start with it, use it while the area is in black-out.

CMP150: The weapon of choice of the special ops in the stage.

Shotgun: The weapon of all the lady-guards in the stage.

Rocket Launcher: On a pedestal near Cassandra's Office, 2 technicians are fiddling around with it.

DY357 Magnum: Kill the 5 first guards without being seen, use the darkness at your advantage and go for head shots. If successful, the 5th guard will drop the DY357 Magnum.

WALKTHROUGH

Equip the Night Vision and open the secret door to the left. Kill the guard behind the table and open the door on the left. Kill the guard awaiting you (he'll be ready so be ready to strafe out of sight). Show yourself in the entrance to the left and kill both guards behind the barricade. Put yourself

close to the barricade, between the positions of the previous 2 guards and aim up the stairs.

Shoot down both guards there and continue along the path, shooting down another guard on the way. Shoot the 2 guards behind the desk at the entrance of the building and continue along the way, shooting down one last guard. Once at the elevator, call the one on the left and de-activate the Night Vision.

Ride it to the top and get out of the elevator. Enter the room straight ahead and go near the windows to lure the chopper there. Get near the door and strafe in and out of the room while shooting the CMP150 at the chopper. Repeat until you shoot it down, you'll take some minimal damage if done right (Be sure that the door doesn't close on you). Go back out of this room. Take the next elevator to the right and go up one floor.

Follow the corridor and you'll see 2 guards behind a barricade. Stay on the corner of the wall, strafe out and shoot them. Take the door to the left and take the secret door to the left. Open the next door to the left and shoot the guard on the other side. Open the next door to the left and shoot down the 2 guards that come out of the room straight ahead. Go take the door to the left, near the elevator. Go up the stairs to the top and open the door.

Shoot down the guard to the left (The one in a darkish uniform) and use the Falcon's secondary mode to knock out the technicians (Be sure NOT to kill them!!!). Go into the door to the left of where the guard was standing and go up to the top. Open the door and quickly hide behind the small portion of wall to the left. Crouch down all the way, wait until the lights go out and turn on your Night Vision.

Crawl to the right until you see a guard, shoot her down, repeat for all the guards after that. There are 5 guards, the 3rd is above ground level on the catwalk. Once they're all dead, go turn the lights back on with the switch near the position of the first guard and turn off your Night Vision. Go all the way up to the landing path to escape.

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CARRINGTON VILLA- HOSTAGE ONE

OBJECTIVES

- 1: Save the negotiator.
- 2: Eliminate rooftop snipers.
- 3: Activate Wind Generator.
- 4: Rescue Carrington.

ITEMS/WEAPONS

Sniper Rifle: Your starting weapon, ammo is dropped by the rooftop snipers.

R-Tracker: You start with it, it is useless at this difficulty.

CMP150: Most guards use this as their weapon.

Door Key: The last of the special ops near the location of Dr.Carrington has it. It is used to open the door to rescue Carrington.

Twin CMP150: Quickly rush and kill the sniper near the helicopter pad in a

certain amount of time (Don't know how much exactly) and he'll drop the Twin CMP150.

Devastator: On the helicopter landing pad, shoot the 3 boxes there and there will be a Devastator coming from one of them. Useful.

WALKTHROUGH

Head near the ramp and aim at the pier. Shoot down the 2 guards with head shots quickly and head down the path behind you. Shoot down the guard near the cave and enter the cave. Aim down the corridor to the right, kill the 2 guards and wait for a 3rd one to show up. Dispose of him and continue down the path, killing another guard on the way.

Go to the right and aim at the sniper on the rooftops at the exit to shoot him down. Head back to the left and aim up at the intersection to kill a Sniper. Go down the stairs and go down the next stairs to the right. Kill the guard on the left and aim toward the house. Kill all 4 Snipers (3 in front of you and one on the roof on the left). Take the first stairs to the left that go up. Once at the door, aim in the opposite direction of the door to kill another sniper and aim to the left to kill the last sniper.

Open the door at the top and kill the 2 guards in the room straight ahead along with the 2 guards on the right. Go down the stairs on the left and follow the corridor. Kill the 4 guards that will come once you reach a large room and head in the second corridor to the right. Kill the 2 guards guarding the door on the right and head down the stairs on the left.

Kill the 2 guards awaiting you and take the second door on the left. Go down the stairs and kill the guard there. Go on the left, killing both the next guard and another one which will open the door there. Go through this door and pass by a passage to the left. Kill all 5 guards awaiting you there and activate both terminals. Go back to take the passage you went past and kill the guard on the right.

Kill all 3 guards in the room to the left and go activate the terminal in the middle. Head to the right, through the door at the end and quickly kill the guard to the right at the bottom of the stairs. Go to the left and open the door at the end. Kill the 2 guards there (1 behind each shelf) and continue to a corridor.

Kill the guard behind the shelf at the far-end (Sniper Rifle is useful, no?) and kill the guard hiding to the left after the first shelf in the corridor. Kill the guard that will arrive from the end of the corridor and continue to the next room. Kill the guard behind the shelf to the left and collect the Door Key he'll drop. Open the next door to rescue Carrington.

CHICAGO- STEALTH

OBJECTIVES

- 1: Retrieve drop point equipment.
- 2: Prepare escape route.
- 3: Create vehicular diversion.
- 4: Gain entry to G5 Building.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

CMP150: The weapon of mostly all the guards on the level.

DY357 Magnum: The CIA Agents in the stage (Those dressed in brown trenchcoats and that call the HQ when they see you) have this weapon. Fire at them once, but not to kill them and they'll use it. Kill them now to get the weapon.

Remote Mine: In the briefcase under the road, it is used to prepare the escape route.

Reprogrammer: In the briefcase under the road, it is used to reprogram the cab to send it on a crash course.

BombSpy: In a briefcase hidden inside a garbage tray. From the beginning, follow the path through the alley to the main road and follow the sidewalk to the right of it. Take the next alley to the right and push the garbage tray in the area you come to near the stack of 3 barrels. Blow up the barrels from afar and that should destroy the garbage tray, pick up the briefcase that comes out for the BombSpy. You can use it to dispose of all the guards at the entrance of the G5 Building, it's easier than to use the cab actually.

Twin Falcon 2 (Scope): Enter the bar near the limousine and kill everybody there, the Twin Falcon 2 (Scope) is on the bar there.

SHIELDS

1: From the cab, near the fence on the left, take the passage at the right end of the fence. Go to the left from there and crawl in the small tunnel to the left of the stream to find it.

WALKTHROUGH

Advance along the path and kill the guard on the left. Use the Falcon's secondary mode to knock out the civilian there and enter the passage on the right quickly to kill the CIA Agent before he rings the alarm. Once you get out, aim to the right and kill the guard that passes there near the trashtray, along with the guard on your side of the road.

Go on the road and near the fence on the left of it, going in the small passage to the right of the fence. DON'T fire at the flying robot patrolling the road, it will sound the alarm if you do. Shoot the guard near the waterfall to the right and shoot the other one on the left.

Go to the right and take the passage on the right there. Shoot the guard and crawl under the wall at the end. Go collect the briefcase at the end under the road and go back under the wall from before. Shoot both guards awaiting you at the end and return to the small passage you first went through to get to the main road. Go along the right side of the road and take the next alley to the right that you see.

Kill the guard inside the alley and knock out the 2 Civilians in the small part you arrive to. Look through the passage on the right and shoot down the CIA Agent at the far-end. 2 guards will come examine the corpse, shoot them down also and go along that passage. At the end, kill the 3 guards hanging in the

fire escape stairway to the left. Remain at the exit of the passage and shoot them down from there, one is at the top and 2 are in the middle of the stairs. Throw the Remote Mine at the blocked doorway in the middle of the fire escape (NOT the bottom one, it's not a doorway).

Head back to the cab at the beginning of the road, crouch down in front of it and use the Reprogrammer. Once the virus is downloaded, head in the small passage at the end of the fence. Look at the cab and wait until it takes off. Once it does, head under the wall you passed under to reach the briefcase under the road. Wait there until you see 4 guards passing by after hearing a loud crash. Once they're out of sight, quickly climb to the road and run through the area where they came from.

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G5 BUILDING- RECONNAISSANCE

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

CamSpy: You begin with it. It is used to record the meeting of Mr. Blonde, Cassandra & Trent.

Door Decoder: You begin with it. It is used to crack through the safe's security to unlock it.

Remote Mine: No actual mines, only the detonator to blow up the blocked-doorway you mined in the previous mission.

CMP150: The weapon used by nearly all the guards in the level.

Crossbow: This weapon is dropped by the 2nd guard in the beginning area. You MUST knock-out the guard to get it, not kill him. Use your fists. Although the weapon has no specific advantage except 1-shot kills.

Level 1 Key Card: Dropped by the 2nd cloaked guard in the beginning area. It is used to unlock the first door.

Level 2 Key Card: Dropped by the 4rth cloaked guard in the 2nd room. It is used to unlock the next door there.

DY357 Magnum: The weapon of all the guards that appear because of the alarm. Stronger than the CMP150, but they miss a lot against your strafing techniques, if you have any, that is.

Backup Disk: Found in the safe that you need to hack with the Decoder. Collect it to complete Objective 2.

SHIELDS

1: From the safe, go outside the door and follow the path straight ahead. You'll get to a set of stairs, it's on them, just after the first part of stairs.

WALKTHROUGH

Move around to kill the 2 Cloaked guards, wait until they appear to shoot you and quickly bring them down. The 2nd guard you kill will drop the Level 1 Key Card to access the next area. Go through the door and kill the guard fiddling with a switch at the end of the corridor. Activate the switch once and pass to the next area.

The lights are out (The switch you turned off), go in the small area to the right and 4 cloaked guards will appear in the room. Dispose of all of them (Use the CMP150 Ammo you got) and the last guard will drop the Level 2 Key Card to access the next area. Pass in the next area and kill the guard there. Now, this part gets rather tricky, DON'T let the guards get out of your view since they'll go ring the alarm if you do. I suggest using the Falcon 2 (Silencer) to prevent them from hearing you.

Go through the next door up the stairs and kill the guard to the right (He'll probably see you enter). Quickly go toward his body and kill the guard to the left right after a wall. Go back to the door where you were you entered and go in the small niche to the left to kill another guard. Go to the door to the right of the room from the entrance and kill the guard on the other side by shooting through the window.

Flip the switch to the left and backtrack to another switch to the left. Go back to the door by which you entered this room and flip the switch straight ahead. Go flip the switch in the small alcove to the left of that door after that. Go up the stairs nearby and crouch down on the pipes up there. Follow them until Joanna speaks about the Meeting Room. When she does, send the CamSpy in the hole before her.

Watch the Meeting Scene and play will resume after this. Back up on the pipes and shoot the guard near the door down below. Fall down the pipes and enter before-said door. Enter the door at the top of the stairs. Kill the 3 guards to the right as soon as you enter and kill the 2 other guards that will come along (No danger of alarm, don't worry). Enter the next door on the right wall and put the Decoder in the small input device to the right of the door inside.

Equip the CMP150 and guard the door. Kill all guards that show their ugly mugs until the timer is finished. Wait at least 10 seconds after that for the door to open and head inside for the Backup Disk. Head out of the room and go straight ahead. Go in the entrance to the left along the way once the explosion has opened a path, you can always dive through the fire, but it's not recommended.

AREA 51- INFILTRATION

OBJECTIVES

- 1: Shut down air intercept radar.
- 2: Plant comms device on antenna.
- 3: Gain access to hangar lift.

4: Make contact with CI spy.

ITEMS/WEAPONS

Falcon 2: Your starting weapon.

Comms Rider: You start with it, it is used to attach to the communications antenna.

Explosives: You start with them. They are used to destroy the Air Intercept Radar systems.

MagSec 4: The weapon of choice of most guards outside the base.

Grenade: All guards in the level carry those.

Twin MagSec 4: From the tower with the switch for the main base entrance, go to the right down into the tunnel and head to the left. From the structures there, head to the door on the left and you'll see a couple of guards come out of there. The one with a brown & white clothing has the Twin MagSec 4.

Lift Key Card: Carried by the technician inside the outskirts of the base, he's at the robot interceptor to the left at the beginning, but will end up in the Air Intercept Radar station if you take too much time.

Rocket Launcher: From the ladder leading to the Air Intercept Radar station, continue past that one and crouch down in the small passage in the wall there. Follow the passage on the other side and head to the small heliport there (Follow the wall, as the place is mined). Get the Rocket Launcher from there. Practicly useless unless you want to shoot down the Robot Interceptor easily, but it's probably not in the sky yet.

Dragon: The weapon used by all the guards inside the base itself.

SHIELDS

1: From the tower with the switch for the main base entrance, go to the right down into the tunnel and head to the left. From the structures there, head to the door on the left and you'll see it right before the door.

2: From the ladder leading to the Air Intercept Radar station, continue past that one and crouch down in the small passage in the wall there. It's right there.

WALKTHROUGH

Kill the 2 guards with their back toward you quickly and turn around to kill the next guard. Don't forget to destroy the drone gun to the right of your starting position. Go along the path, killing another guard and destroy the drone gun at the turn to the left. Using the MagSec 4 at this point is a good idea.

When you get to the big area, destroy the drone gun to the left and head to the right quickly to the tower. Climb in and kill the 2 guards there and head back out of the tower. Go down the slope on the left and kill the 3 guards coming at you from there. Continue to the exit, go out and quickly go back in to lure the guard on the right. Kill him and slowly strafe on the left side of the tunnel

to shoot down the drone gun watching the exit of the tunnel you're in.

Kill the 2 guards that will come at you from there and head to the remains of the drone gun. A little to the left from there will be 2 guards coming at you, shoot them down and strafe a little to the right. Shoot down the Drone gun above the door at the same location and go around the structure you're nearby. Press the switch to the left once you're behind the structure and back-away from it a little. Aim up and throw the Comms Rider on the lowered antenna.

Turn around and shoot down the 4 guards coming out of the door, go collect the Twin MagSec4 from the first guard, you'll probably need them. Go back to the tunnel you went through to get there and kill the 2 guards that will come at you from the top of the slope. Continue up until 2 more guards appear at the top and shoot them down also. Head near the exit and get out slightly, aim at the sky and shoot down the Robot Interceptor shooting at you from high up there.

Enter the tower a little ahead of you and press the switch inside. Head back outside and to the left to the main entrance. Don't enter before destroying the drone gun on the wall on the right of the entrance inside the base. Run inside and to the right at the 2nd passageway. Kill the 2 or single guard(s) around there and head down the ladder. Go through the door on the right and continue to a bunch of computers.

Sneak behind the technician there and knock him out (Opening a bonus in the next mission if he stays alive instead of killing him). You'll also get the Lift Key Card from him and put the Explosives on the computer that the technician was staring at and quickly head out of there. Crouch down and make your way through the small lasers while they appear/disappear.

Once you've got back up the ladder, activate the small terminal on the small wall to the right of there, near the lift door and enter the lift. Kill the 2 guards there and switch to the Dragon (More Accurate). There will be up to 9 guards during your run for the next elevator, be on the watchout for them. Once the lift opens, run forward and go around the wall from the left. Go up the catwalk to the right and follow the path there to an intersection. Ignore the passage to the left and continue to the elevator.

Take the elevator and kill the 2 guards awaiting you as the door opens. Follow the path until you get a music change, then, aim toward the elevator you arrived from to take out 2 guards. Aim down to the right, toward some boxes and take out the 4 guards behind them. The accuracy of the Dragon helps there. Follow the path, killing the single guard awaiting you after a turn on the left and head down below. Go to the left of the boxes where the guards were hiding and head through the door there.

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AREA 51- RESCUE

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

Dragon: The weapon of choice of all the blue-dressed guards inside the stores.

Grenade: Most guards inside the stores carry those.

X-Ray Scanner: You start with it. Used to identify the conspiracy evidence or the Alien's body if you prefer.

Data Uplink: You start with it. It is useless at this difficulty.

Twin Falcon 2 (Silencer): From the beginning, follow the path up the slope and go around the wall to the right. Go to the left around the crate and fire from a little far-away on the small barrel put under the pile of crate. Crawl in that area after the barrel is destroyed to get the Twin Falcon 2 (Silencer).

Phoenix: You must have left the Technician in the previous mission ALIVE (Knocked-out, not killed) to get this one. From the beginning, follow the path up the slope and go up the elevator on the left wall. Head to the right on the next floor and try to open the door at the end, it is locked. Wait for a little and the technician will open it. He'll surrender easy, go to the left, up the slope and follow the path to an elevator and take it to the next floor. Follow the path all the way to a control room and check the small bench at the end of the room near the computers, it's there. Use the Secondary Mode to kill everything in 1 shot, VERY useful.

SuperDragon: The weapon of choice of nearly all the guards inside the lab itself, they are dressed in brown & white.

Lab Clothes: They are in the possession of the scientist inside the showers area. They are used to enter the Autopsy Lab.

Medlab 2 Key Card: The technician behind the glass walls inside the autopsy lab has it. Kill or knock him out to get it. It is used to access the autopsy lab where Elvis is being held.

Tranquilizer: Carried by all the technicians and the hazard-suited guards. Harrassing, but not damaging.

Op Room Key Card: Carried by a guard in Medlab 2. The last one you kill in that room will drop the keycard. It is used to access the autopsy room to save Elvis.

SHIELDS

1: From the blown-up passage to the research section, go up the slope on the right and enter the room on the left at the top. It's on the table there.

WALKTHROUGH

Follow the path up the slope and kill the guard a little far-away. Kill the 2 guards that will arrive from the right and go around the wall to the right. Kill the guard that is to the left after the crates and I suggest acquiring the Twin Falcon 2 (Silencer) at the location of the small barrel under the crates to the left. Continue straight from here, ignoring the pathways on the side and kill the guard you come across.

Continue ahead and turn to the left when you can. Kill the 2 guards on the catwalk above you and the single guard down below. Go straight ahead and a

slight bit to the left of the crates there. Kill the guard there and pick up the shield he drops. Backtrack a little and head in the elevator on the left. Go up to the next floor (A guard may await you there) and, from there, go to the right if you left the technician alive in the previous mission for a Phoenix (VERY useful). Switch it to Secondary Mode immediatly.

Otherwise, continue the mission by going on the left on the catwalk to a door. Go through and aim to the right and up to the catwalk once you're in the big area. Kill all 3 guards that pass there (Easy with the Phoenix) and take the elevator on the left. Kill the guard at the top and follow the catwalk until you see a X mark on the right wall. Fire your Phoenix on Secondary Mode there to open a path (Or throw a Dragon in Secondary Mode there and fire at it with your Falcon 2) and go through. Kill the guard on the left and the 2 guards on the right.

Head to the left through the 2 doors in the corridor and go through the door on the right at the end. Kill the guard there and go through the door behind him. Kill the guard on the left and the one on the right. Go press the first switch to the left and equip the X-Ray Scanner. Look at the container that has raised because of the switch until Objective 1 is accomplished. Go back to the hole you blew in the corridor (You'll probably encounter a guard on the way there, kill him) and head to the right this time.

Turn to the right at the intersection and kill the guard on the right while going down the slope. At the bottom of the slope, go through the door on the right. Follow the path until you encounter a scientist, kill him and collect the Lab Clothes he drops. Equip them and remove your weapon (Put Unarmed) and head in the room through the small door to the left of the hole you blew up in the corridor (Go back there first). Run past the 2 guards and enter the room at the end. The guard will be fooled by your disguise and let you in.

Go near the wall on the left in the room and equip your Phoenix (Or SuperDragon). Kill the guard at the entrance (This should lure the 2 guards you went past in the previous room, kill them as they enter as well) and turn to the right and kill the technician at the white board there. Break the glass in the room and kill the technician there. Pick up the Medlab 2 Key Card he drops and head out. Kill the 2 technicians that enter the room and you'll have to kill 4 guards hidden in the next room (Usually behind the brown boards).

Once out of these and back into the main corridor, head through the door on the right and enter the room on the right in this corridor. Advance until near the 2 pillars on each side and kill both guards you see behind the pillars. A guard and technician should run toward the back door because of the ruckus, kill them. Run towards the back door and enter the room there.

A timer starts, kill all 4 guards (2 on the right and 2 on the left) in the room (The Phoenix does miracles) and pick up the Op Room Key Card the last guard you kill drops. Head through the door on the right of the glass area and continue to the next door.

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AREA 51- ESCAPE

OBJECTIVES

- 1: Rendezvous with CI spy.
- 2: Locate secret hangar.
- 3: Revive Maian Bodyguard.

4: Escape from Area 51.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Twin Falcon 2 (Scope): From the beginning, leave Elvis there and backtrack throug the doors to the 2 technicians who died in the movie sequence, pick up both weapons they dropped for the Twin Falcon 2 (Scope).

Alien Medpack: You start with it. It is used automaticly to awake Elvis.

Tranquilizer: The weapon of choice of the blue-dressed technicians.

SuperDragon: The weapon of choice of all the brown & white dressed guards.

DY357 Magnum: You must kill Jonathan to get this weapon... BAD idea.

SHIELDS

1: From where Joanna speaks about oil, go through the door to the left and follow the path through another door. Push the barrel near the glass wall to the right and shoot at it from afar to open a path. Go activate the console there and continue along the path on the left. Open the door you'll come by on the right and collect the Shield on the barrels there.

WALKTHROUGH

Push the hoverbed through the door in front of you and run all the way through the next door in the big room. Go through the door on the right and shoot down the 2 technicians there. Go through the brown door straigth ahead and down the slope to the left. Once you drop Elvis past the door at the bottom, go back to where you killed the technicians.

Go throug the 2 doors on the right and kil the technician there, kill the other one on the right and go down the slope behind the center pillar. Go throug the door at the bottom and kill the 3 guards in the room to the right. Equip the SuperDragon from here on and go through the door on the left.

Go along the catwalk, killing both guards on it and go through the door at the end. Follow the path on the left and kill the guard you come accross. Go through the door on the left and continue to a guard. Kill him and go to the right. Kill the guard after the first turn and continue to another guard. Kill him and continue to Jonathan. Hold B to switch to Secondary Mode while Jonathan speaks and aim to the door on the right. Fire a grenade there once guards come to kill them all.

Backtrack all the way past the catwalk before the area where Joanna spoke about oil (4 guards will come out of the door on the right at the first intersection you come across, use a grenade to dispose of all of them quickly and also a single guard where the glass wall is, kill him too) and open the door at the end. Open the door and launch a Grenade to kill all 4 guards awaiting you. Now, go near Jonathan while he sets the charges and watch the door, kill any guard which comes along with grenades.

Go near the box to the left once he says "Stand back!" and go through the hole in the wall. Switch back to primary mode and go through the hole. Shoot the

guard far away and go down the slope to the left. Go through the brown door under the slope and use the Alien Medpack on Elvis there. Kill all the guards coming at you until Elvis awakens. Go back out of the brown door after the movie sequence and head to the right.

Look up the slope and shoot the guards that appear until both Jonathan & Elvis passed by you. Go regroup with them on the right. Aim up the catwalk on the right to kill a guard there and watch the path you took to get there. Kill any guards that appear while listening to the talking. Once they are done, you got to follow either route A or B.

A) Follow Jonathan without passing in frotn of him and aim at the top of the slope to kill any guards who try to stop him. Once he's out of range of that place. Return to where you talked with everyone and aim at the catwalk. Kill the guards that appear while Jonathan open the hangar doors.

B) Go in front of Jonathan and run all the way to the consoles up the slope (Follow the catwalk to an intersection). Activate both consoles to the left & right and go back down the slope. Get on the Jet Bike there and run through the brown door. Follow the path, turning when necessary, until you get to the large hangar.

Go through the door on the left and exit the level by the small door on the left in a room with some pillars.

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AIR BASE- ESPIONNAGE

OBJECTIVES

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

ITEMS/WEAPONS

Crossbow: Your starting weapon.

DrugSpy: You start with it. Useful for knocking out guards subtedly. Use it sparingly since ammo is limited.

Horizon Scanner: You start with it. Used to lok for away. Useless I say.

Dragon: Weapon of choice of all the regular guards in the level, those armed with that weapon must NOT be killed, only knocked out.

Proximity Mine: Go through the cavern to collect the Stewardess uniform and go out on the other side. It's on the edge to the left.

Disguise: Carried in the Briefcase of the woman walking througth the cavern on the left of the starting area. Knock her out with the Crossbow and pick up the briefcase to get it. It is used to infiltrate the base.

Suitcase: From the beginning, enter the base by the front entrance (With the Disguise equipped, of course) and go into the elevator to the left. Once on the

next floor, walk past the table with th 2 technicians and pick up the case there. Don't forget to knock out the 2 technicians so they don't alert the base..... It is used to send your equipment to Air Force One.

K7 Avenger: The weapon of choice of Trent's little cronies who attack after you shut down the security system.

DY357 Magnum: The weapon used by the guard carrying the Shield 1, he uses it once Trent's men have attacked, not before.

Flight Plans: Useless at this difficulty, I say don't bother. From the Security System terminal, go down the stairs and go straigth ahead to the elevator. Take it to the bottom floor and follow the path from there to an elevator to the left. Go up to the highest floor and go through the 2 doors on the right. Fire on the mine attached on the door on the left and crawl through the window on the right of that door. Go uncover & press on the switch in the right corner of this room and collect them from inside the safe in the middle of the room.

SHIELDS

1: From the security console once the alarm has rung, go down the stairs and follow the path. Turn to the left once you can and continue to a large room. Take the door you see on the right and follow the path past a door and go throguh the doorway on the left. Go throguh the next doorway. Fire on the mine attached on the door on the left and crawl through the window on the right of that door. Go uncover & press on the switch in the right corner of this room and collect them from inside the safe in the middle of the room.

WALKTHROUGH

Go straigth ahead and turn to the left. Shoot the guard in the alcove to the left, shoot the guard patrolling in front of the building with the Crossbow to knock him out and go straigth ahead. Shoot down the guard that will come out of the alcove far ahead (If not, go to him and dispose of him quietly) and head in the cavern to the left fo the building. Shoot the blue-dressed woman you'll encounter there and pick up the briefcase she drops. Shoot down any guards that are with her also, don't forget to only use the Crossbow's Sedate bolts.

Equip the Disguise and switch to Unarmed (No weapons). Head back near the beginning and walk inside the base. Go up the elvator on the left and pick up the Suitcase at the end of the room. Knock out the 2 Technicians ththere and go back to the first room of the building. Go through the door between the 2 guards there and follow the corridor up to a guard. Knock him out from behind with your fists and go down the stairs on the right. Quickly punch down the guard on the left while he talks and head through the passage on the right.

Follow the path to a set of stairs and don't forget to knock out the 2 guards on the way there. Switch to the DrugSpy and send it up the stairs. Shoot down the 2 guards there and return the DrugSpy to Joanna (DON'T pick up the K7 Avenger dropped by the guard there. Return to the first guard you knocked out inside the base (Not Technician, a guard, near some stairs) and go down the set of stairs to the right. Knock out the guard at the bottom and put the Suitcase on the small conveyer belt on the right of the stairs.

Quickly hurry back to the room where you used the DrugSpy and turn off the security system by the console and all hell will break loose. Pick up & Equip the K7 Avenger dropped by the guard that was inside this room. Go back down the

stairs and go straight ahead along the path. Kill any guards standing in your way. Kill the guard at the end of the corridor and open the door to the elevator. Get inside and go down to the bottom floor.

Follow the path and kill the 2 guards that await you there. Fire to destroy the terminal on the right there and go out in the open. Aim forward and to the right a little to kill all the guards coming at you. Once nobody is coming. Navigate through the flashing lasers on the right and approach the ladder under Air Force One.

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AIR FORCE ONE- ANTITERRORISM

OBJECTIVES

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

ITEMS/WEAPONS

Laptop Gun: Your starting weapon and a good one as well.....

Timed Mine: You start with it. It is used to detach the UFO from the plane.

Combat Boost: You start with it. You can use it to slow the flow of the game for 10 seconds.. useful for quick & accurate kills....

Suitcase: You start with it and it is thoroughly useless.

Key Card (1): From the beginning, enter the single door in front of you and knock out the guard there for it. It is used to activate the lifts.

Cyclone: The weapon of choice of all the white-dressed guards in the level.

Falcon 2: The weapon of choice of all the brown-dressed guards in the level.

Key Card (2): From the 2nd starting position (If you took the shuttle), go through the double doors in front of you and knock-out the guard on the left to collect the Key Card. It is used to open the door on the left of this location.

Key Card (3): From the 2nd starting position (If you took the shuttle), go through the double doors in front of you and knock-out the guard on the right to collect the Key Card. It is used to open the door on the right of this location.

Twin Cyclone: Collect both Key Cards (2 & 3) and open the doors they are used for to find the a Cyclone in each for the Twin Cyclones.

K7 Avenger: The weapon of choice of the guards that will attack once you've spoken with the President.

SHIELDS

- 1: From the 2nd starting position (If you took the shuttle), go through the

double doors straight ahead and go through the next doors until you get to a room with a piano. Check behind the counter to the left of the room for the Shield.

WALKTHROUGH

Note: This walkthrough only applies if you have completed the previous stage by the ladder below the plane and not the shuttle. The shuttle makes you begin at the location of the small elevator on the 2nd floor that you use in this walkthrough, use this as a reference.

Enter the single door in front of you and knock out the guard there (Don't use a weapon for the time being and don't hit anymore guards). Collect the Key Card he drops, bring up the nearby cargo bay by the switch on the left to collect the suitcase that comes up and go back to the beginning. Lower the cargo bay there and enter the door on the right side of the switch. Knock out the 2 people there (This will probably blow your cover), go at the middle door there and activate the terminal on the right to open the middle door. Go inside to get to the next floor.

Go through the double-door in front of you and go up the stairs there. Head to the left and to the left from there. Enter the door at the end, listen to the President and watch the cut-scene. Equip the Laptop Gun now and be ready to shoot down any black-dressed guards from here on. Head back down the stairs you went up from. Head through the double-door to the left and throw the Timed Mine in the tunnel that has opened on the left.

Continue along the path until you come to a room with Trent and 2 Mr. Blonde. Peek from the left door to shoot one the one on the right (Don't bother with Trent, he has an infinite Shield) and strafe a tad bit on the right to shoot down the other guard. Go through the door on the left and continue to a trap-door in the floor. Go down the stairs below it and go through the door in front of you.

Enter the next door with the President to finish the stage.

CRASH SITE- CONFRONTATION

OBJECTIVES

- 1: Retrieve Presidential medical scanner.
- 2: Activate distress beacon.
- 3: Retrieve Presidential clone.
- 4: Locate and rescue President.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

K7 Avenger: The weapon of choice of most guards in this level.

Sniper Rifle: The weapon of choice of the Mr. Blonde guards outside the caves.

Remote Mine: You start with it, useless at this difficulty.

Night Vision: You start with it, it is used to see while inside the dark caverns.

Horizon Scanner: You start with it, used to spy over large distances, useless, I say.

President Scanner: It is in a briefcase on the left side of the crashed plane, activate it to see the position of the President and its clone.

SHIELDS

1: Behind Elvis' saucer (Location at end of walkthrough).

WALKTHROUGH

Turn around and go to embark on the jetbike behind you. If guards are seen nearby, kill them. Turn around again and go forward. Pass by the passages to the right and kill the 2 guards you'll come behind. Go near the escape pod to the left, disembark from the jetbike and activate the beacon from behind the pod. Re-embark the jetbike and go through the passage on the right. Check near the crashed plane to the right (Going downhill) for the Presidential Scanner, it's a little bit hard to find.

Go back to the Distress Beacon, go to the right passage, kill the group of 3 guards patrolling there and turn in the small passage on the right along the way. Snipe the guards in the large area you come to (4 guards in all) and go down the slope to the caves on the right. niipe at the cave entrance once you see it and take down the 2 guards that will come there. Switch to the K7 Avenger and go inside the caves (Put on Night Vision too).

Kill the guard that will await you inside and go straight ahead. Shoot the smaller-looking character before shooting the other guards there (3 in all), that's the Presidential Clone. Go to the left and kill the guard there from behind and disembark the jetbike to go into the small passage near there. Switch off Night Vision when it becomes bright and destroy the 4 patrolling Robots at the top.

The K7 Avenger dispatches them easily, go to the left and fire at Trent (The guy with hsi back toward you) once. Let him flee and the President will now follow you. Backtrack all the way to the beginning (Just follow the walkthrough in a backward fashion if you don't remember) and go behind the starting position. If you didn't do it, kill the 3 guards that await you there and cross the log over the chasm at the end.

Go straight ahead to the saucer, Elvis should have killed the nearby guards with his Phoenix. Once the President reaches the saucer, the stage is finished.

PELAGIC II- EXPLORATION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

Laptop Gun: You start with it.

N-Bomb: You start with it, the blast is far too huge and dizzying to be of any use, forget about it.

X-Ray Scanner: You start with it, it is used to see which switches to press to open the access to the control of the main power source.

CMP150: The weapon of choice of all the guards in the level.

Twin Falcon 2 (Silencer): From the beginning, go through the door straight ahead, follow the corridor to another door. Go through this one and follow the corridor to yet, another door at the end. Pass through the 2 doors there and you'll be in another corridor. One of the guards there carries the Twin Falcon 2 (Silencer), but doesn't use them. Kill him to get the weapons.

DY357 Magnum: Carried by one of the Officers that will shut down the system, leave all 3 not knocked out and make one turn off one of the 2 system. An officer will get out this weapon, knock him out to get it.

WALKTHROUGH

Use the Falcon 2 (Silencer) from now because the starting areas have alarms that will be activated if you're heard too much. Go through the door straight ahead and shoot down the guard to the right of the door. Follow the path to a turn and shoot down the guard on the left. Go toward the next door and kill the guard on the other side (Through the window) by shooting him in the head.

Wait for another guard to come investigate the body and shoot him down also. Go through the door and turn to the right, turn to the left at the alarm and shoot down the 2 upcoming guards. Advance and take the door to the left that you come across. Go around the small part of wall straight ahead and kill the guard there. Destroy the camera on the small part of wall and put on the X-Ray Scanner. Press the 4 green switches on the pillar on the right. Those are random so you have to find them yourself.

Once that's done, go down the stairs on the left and destroy the camera behind the stairs. Go near the small tube hovering to the right and press the button inside to shut down the power. Go through the door nearby and follow the path through another door. Go through the door straight ahead and kill the guard at the turn in the corridor, along with destroying the camera there. Go along the path and kill another guard at the end.

Go through the door there and kill the guard at the end. Go through the door on the right of there and kill yet another guard at the end. Aim down the stairs on the left there and kill the 2 guards there. 4 more guards should come along, kill them all and go down the stairs. Go around the corridors to the right and kill the 2 guards you'll encounter. Go down the stairs near them and kill the 2 guards at the bottom of them.

Open the door there and kill the guard on the other side. Go through the next door to arrive to a dead-end, keep that location in mind since you'll return there later on. Head all the way back to the switch you pressed to turn off the

power and go up the stairs nearby. Go through the door up there and head through the door on the left from there. Go up the stairs on the left and continue straight up the next set of stairs straight ahead.

Shoot down the guard at the top and the one on the right. Go up the stairs on the right and switch to the secondary mode of the Falcon 2. Go toward the officers at the controls and go near one of them. With a weapon near him, he'll go shut one system down, knock him out once he did and turn around. Quickly knock down the officer while he's drawing his weapon and go near the last one to get him to shut down the last system.

Knock him out once he did also, go back down the previous 2 sets of stairs and head through the door on the left. Kill the guard on the left and head through the door on the right. Change to the Laptop Gun (No more alarms from here) and kill the guards behind the 2 boxes in the corridor. Go to the door on the left and shoot down the 2 guards on the other side by shooting through the window. Go through the door and go through the next door at the end.

Shoot down the 2 guards to the right while behind the stack of 2 boxes and go at the door at the end of this corridor. Shoot down the guard on the other side through the window and go through the door. Go at the next door and shoot all 4 guards on the other side by firing through the window. Go through the door and through the next door after this one. Shoot down the 2 guards on the other side of the next door via the window and go through it.

Go at the next door and shoot the 2 guards on the other side via the window. Go through that door and go through the door on the left in the corridor. Go through the opening to the patch of water and activate the terminal near the hangar door to the left. Enter the hangar and activate the terminal on the right of the room. Backtrack all the way to the room I told you to remember to encounter Elvis and return to the patch of water where the hangar door is to finish the stage.

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DEEP SEA- NULLIFY THREAT

OBJECTIVES

- 1: Reactivate teleportals.
- 2: Disable Cetan megaweapon.
- 3: Secure control room.
- 4: Escape from Cetan ship.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Shotgun: Starting weapon as well as the weapon of choice of the cloaked guards in the level.

IR Scanner: You start with it. It is used to see through the dark and detect cloaked enemies. Useful, to say the least.

Proximity Mine: From the beginning, follow through the corridor and go into the next corridor to the right once you see it. There will be 4 cloaked guards at the end of it. One of them will drop the Proximity Mine. I haven't found any use for it.

CMP150: The weapon of choice of all the non-cloaked guards around the level.

FarSight XR-20: Elvis' weapon at the beginning, he'll give it to you once you've stepped through the first teleporter.

SHIELDS

1: From the slope leading to the console to activate the teleportals, go through the door straight ahead and head to the left. The shield is at the end where a corpse is.

WALKTHROUGH

Note: Elvis will help you for the entire mission, he's armed with a nasty FarSight XR-20 at the beginning and switches to a little Phoenix later on.

Go straight into the corridor and through the big door at the end. Switch on the IR Scanner and go through the next door. Shoot down the 2 guards awaiting you there, cloaked of course and continue ahead to encounter 2 more cloaked guards. Go through the 2 doors on the right and stay before the 2nd one. Shoot all 4 cloaked guards that passes by.

Turn off the IR Scanner, go through the door and to the right. Kill the 3 guards along the path and go down the slope to the left along the way. There will be 6 or so guards spreaded around the following tunnels, so be prepared (Use the CMP150 you just got from the previous guards). Turn to the right at the first intersection, fire at the small lamp on the ground to the right at the next intersection and go through the new passage to the left.

Go straight ahead to the 2nd intersection, fire on the small lamp ahead of you and go to the right. Go along the path all the way to the 2nd intersection, fire at the small lamp to the right and backtrack to the previous intersection you passed by. Head in the room to the right. There will be 3 guards awaiting in the room (Probably 2 on the left side and one on the right), kill them and enter the room. Elvis will reactivate the teleportals. Make your way back to the beginning of the tunnels after the slope. Turn on your IR Scanner there and dispose of the 2 cloaked guards awaiting you at the slope.

Go up the slope and through the door on the left. Head to the right from there and go through the door at the end. Go at the shimmering wall straight ahead to teleport. Elvis will give you the FarSight XR-20 (I find it awkward, but you're free to try it) at this point and get running toward the goal (You must protect him). Go through the door straight ahead and kill the guard near you, the one on the far-left of the room and the next one at the door on the opposite side. Follow the path through the next door and kill the 3 guards there.

Head through the door on the right and follow the path to the bottom, killing all 4 guards along the way. Head near the console in the middle of the big room you arrive at and protect Elvis from the small critters while he's working (Easy thing to do). Once that's done, Elvis will arm himself with a Phoenix, backtrack all the way up the previous room and head toward the shimmering wall at the end of this corridor to teleport elsewhere.

Head through the door, kill the 2 guards there and approach Dr. Carroll. Watch the cutscene and RUN! Ignore all enemies from this point, just run back to the beginning. Here's the directions:

Head through the door on the right and go through the door on the left along the path. 3 guards are there, shoot them while passign by, but DON'T stop. Follow the path up to a tunnel on the left, go through that tunnel to finish the mission.

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CARRINGTON INSTITUTE- DEFENSE

OBJECTIVES

- 1: Reactivate automatic defenses.
- 2: Release hostages.
- 3: Retrieve experimental weapon.
- 4: Deactivate bomb.

ITEMS/WEAPONS

Mauler: The weapon of the Skedar guard at the beginning and the Mr. Blonde at the end of the stage.

AR34: Your starting weapon and the weapon of choice of all the guards of the Institute.

Laser: You begin with it, it is useless at this difficulty.

Combat Boost: You begin with it, use it to rescue the hostages in the offices upstairs. Slows down motion rate and enables quicker reactions.

Data Uplink: You begin with it, it is used to upload a virus into the Skedar ship at the end of the stage.

K7 Avenger: The weapon of choice of all the enemy guards in the level...

Falcon 2: The weapon carried by Foster in the Firing Range.

Devastator: Carried by Grimshaw in the left office on the second floor. Rescue him for him to drop the weapon, I don't know if anything else is required.

RC-P120: The weapon in the Firing Range, you can collect it after rescuing the hostages. Use it to cloak and sneak past the guards at the end.

SHIELDS

1: From the beginning, go down the slope behind you all the way to the bottom and go straigh ahead through the small corridors. Turn to the left in the corridor you arrive to and go take the door on the right. Follow the path there to a big room. Check in the alcoves to the right of theroom for the Shield.

WALKTHROUGH

NOTE: GUards will constantly appear in the hangar tunnels in the basement of the institute, there is no real way to predict when or where they will be, but be ready at all times, they're armed with hurting K7 Avengers and shielded.

Turn around and go down the slope behind you all the way to the bottom. Take

the door on the left there and go through the 3 next doorways in front of you. Turn to the left and activate the small terminal on the right wall in the right corridor along the way and go past said-corridor. Go through the door at the end and go to the left. Activate the terminal on the right wall after the turn and go back to the left.

Follow the path through 2 doors and activate the last terminal on the left. Backtrack to the last intersection and go to the right once again. Continue straight ahead and a little to the right. Go up the slope there and through the door on top. Go up the slope around the wall in front of you and go to the left at the top.

Go through the door on the left and shoot down the 2 guards in this room before they kill the 2 hostages. Go back outside and head to the door on the left. Enter and quickly go around the wall by the right. Fire at the guard there will going straight ahead. You should kill at 3 before they kill any hostages (Use the AR34, it's the best thing to use I think...)

Go out of the room after that and head in the elevator to the left to get to the 2nd floor. Go to the left once up there and go near the first door you come across. Use a Combat Boost and enter the room with the AR34, Shoot the guard straight in front of you while going in and quickly turn to the right to shoot the other guard. The Combat Boost should let you plenty of time to do so.

Go back outside and head around the wall to the next door on the right. Use the other Combat Boost at the door and head inside. Shoot the guard straight ahead while entering and shoot down the guard on the left after that. Head out of the room after that and go into the elevator on the right to get back to the first floor.

Kill any guards in your way to the Firing Range on the left, enter the door on the right there. Use the laptop terminal on the table to break the glass to the weapon nearby and collect it. Equip it and use the Secondary Mode to Cloak. Quickly head out of the room and to the small passage on the right. Go down the slope there all the way to the bottom (Zip past all the guards while cloaked) and go near the Skedar ship there.

Go in front of it and equip the Data Uplink. You should be safe from enemies there, upload the virus in the ship and equip the RC-P120 after that. Cloak once again and backtrack half-way up the slope. Go straight ahead in the small passage and go through the door at the end to finish the stage.

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ATTACK SHIP- COVERT ASSAULT

OBJECTIVES

- 1: Disable shield system.
- 2: Access navigational systems.
- 3: Sabotage engine systems.
- 4: Gain control of bridge.

ITEMS/WEAPONS

Combat Knife: Your starting weapon.

Mauler: The weapon of choice of all the Skedar guards.

AR34: Given by Elvis at the bottom of the first elevator you take, comes with plenty of ammo.

Slayer: After taking the elevator once Elvis has told you to head upwards, go through the doors straight ahead until you don't see another door ahead of you. Follow the path around the middle area and the Slayer is hidden in an alcove behind the middle area.

Twin Mauler: The weapon of the Skedar Commander, on the bridge, the middle guard is (Probably) the commander, he holds the Twin Mauler.

SHIELDS

1: After taking the elevator once Elvis told you to head upwards, go through the door there and through the door on the right from there. The Shield is on the table in this room.

WALKTHROUGH

Get out of the door and quickly run along the path to get to the first immobile Skedar guard, hack it away with the knife (Use strafing to dodge his attacks) and collect the Mauler. Switch to that weapon and continue along the path, shooting down the 2nd Skedar guard you encounter (The Mauler's secondary mode is the best course of action). Destroy the 3 alien consoles at the end with gunfire to bring down the shields.

Take the elevator in front of Cassandra's dead body and Elvis will give you a AR34 at the bottom, (Continue using the Charged-up Mauler). Go up the slope to the main area and fight off the Skedar with the Maia's until Elvis tells you it's time to head upwards. Go to the right to the elevators (Far opposite wall from the spaceship in this hangar) and take the one on the left.

Go through the door at the top and kill the 2 Skedar guards to the right & left. Go through the door on the left and through the one on the right from there. Kill the guard behind the pillars in this room and go through the door at the end. Enter the door on the right in this corridor and turn to the left, kill the 2 guards on both sides of the hologram.

Elvis will access the navigational systems and tell you to head upwards. Head back out of the door you went through and go through the door on the right. Kill the Skedar on the other side and go up the slope to the left. Kill the Skedar far away in the corridor at the top and follow the path to a passage to the right. Keep that passage in mind for later on and continue to a room straight ahead.

Go in the door on the right and kill the Skedar on the other side. Kill the other Skedar on the left inside and head through the door on the right. Go through the door on the left and kill the Skedar at the end of the corridor. Go up to his body and aim to the left. Kill the 2 Skedar you see (Charged-up Mauler, of course) and Crouch down until you see a brown part on the blue cylinder of energy in the big room ahead. Fire a Charged-up shot at it to destroy it.

Backtrack through the previous 2 doors and head to the left this time. Head through the door on the right and crouch down at the end of the corridor. Fire a Charged-up shot at the brown part on the blue cylinder of energy and quickly run out of there!!! Return to the passage I told you to remember earlier. Go up

the slope there to the top and kill the Skedar to the right. Go to the room he was in and head through the door on the right.

Go through the next door and go right back through it to attract 2 Skedar guards up the slopes on each side. Kill them once they pass by the door and go up to the door up the slopes. Go up the elevator after that, Elvis will part from you before that and go up the next elevator after this one (Equip the AR34 at this point). Head behind the small wall to the right and show yourself a little to shoot the leftmost guard, do the same for the commander in the middle and get out completely for the rightmost guard.

Go to where the middle guard was and turn around, Elvis will come in by the doors and guards will shortly follow. Kill them all with the AR34 from your standing point, or use the Twin Maulers, very easy from up there (If Elvis goes to meet them, follow him, you CANNOT have him die). Once enough guards have been killed, you'll have finished the stage.

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SKEDAR RUINS- BATTLE SHRINE

OBJECTIVES

- 1: Identify temple targets.
- 2: Activate bridge.
- 3: Gain access to inner sanctum.
- 4: Assassinate Skedar leader.

ITEMS/WEAPONS

Flacon 2 (Scope): Your starting weapon.

Callisto NTG: Your starting weapon, powerful, but no ammo available more than what you start with, my advice: Keep it for the end.

Devastator: Your starting weapon, you need this weapon to open a path in the level.

IR Scanner: You start with it, it is used to detect the part of walls that are weak and can be destroyed.

R-Tracker: You start with it, it used to detect the 3 Pillars you must attach the Target Amplifiers on.

Target Amplifier: You start with it, it is used to mark the pillars to destroy.

Reaper: Carried by some of the Skedar guards in the level.

Twin Phoenix: Those appear if you destroy the 2 remainign pillars that are not to be marked with the Target Amplifiers (Their locations are in the walkthroguh, use the R-Tracker to find those to mark anddestroy the others with the Devastator). They appear at the top of the ladder just before the chasm.

Slayer: Those are carried by 2 Skedar guards near the end, just before the Skedar Army in suspended animation.

Mauler: Carried by the Skedar guards in suspended animation near the end and all the Skedar guards that the end-boss calls on the battlefield.

SHIELDS

1: Just after crossing the chasm, fall down at the end of the passage and go along the path on the right. The Shield is in the small cavern at the end.

WALKTHROUGH

Note: Since the location of the 3 pillars changes everytime, this walkthrough will guide you through all their positions.

Activate the IR-Tracker first and use the Falcon 2 for now. Advance straight ahead and kill the Skedar that appears to the left or right. Go around the wall and kill the 2 Skedar in the room you arrive to, the one in the far back uses a Reaper, be careful. The black pillar in this room is a possible target, mark it if it is one (Check the R-Tracker to ascertain that).

Continue straight ahead and in a corridor. Kill the Skedar that will appear in front of you and quickly turn around to kill another Skedar that should have appeared behind you. Continue along the path until you can turn to the right, kill ANOTHER Skedar that should have appeared behind you before continuing. 2 Skedar guards will appear once you get to an intersection, one on the right and the other on the left.

Kill them both and head to the right. Mark the pillar in the dead-end if it is one of them and dispose of the Skedar that will appear nearby. Go back to the intersection and head to the left this time. Go through the passage to the right along the way and quickly shoot down the Skedar guard there before he shoots you with his Reaper (You can use the small wall portions to the left to protect yourself).

Advance to where the guard was and shoot down the 2 Skedar behind the fallen pillar to the right. They shouldn't be able to shoot you because of the pillar so you're safe. There is another pillar to be marked to the left, check if it is one of those. If it isn't, continue past the 2 guards you just killed. At the intersection, go to the right for another one of the possible pillars, mark it if it is.

Head to the left after that and collect the Shield behind the fallen pillar. Continue along the path to a dead-end room. Kill the 2 Skedar guards that appear there and mark the last of the pillars there..... Backtrack all the way to the first corridor after the first intersection you arrived at and go toward the chasm on the right.

Switch to the Reaper from now on (You should have max ammo by now) and go down the ladder, quickly shooting down the Skedar on the left. Go along the small path to the left and cross the chasm once it's narrow enough to do so. Return to the right and go up a ladder. Fire a grenade from the Devastator at the small part of wall ahead (It's bright red on the IR Scanner, check it) to blow it up and continue ahead to another passage. Fall at the end of that passage and quickly kill the Skedar guard that will appear to your left.

Turn on your IR Scanner and check the walls to the left until you find a bright-red spot. Back away from it and use the Devastator to blow up this part of the wall (Turn off your IR Scanner as well). Go through the hole you just blow up and kill the little critters in the corridor you arrive to. Go to the left and enter the door on the right along the way. Kill the small critter in that room and push the small structure on the differently-colored tile near the

pilar in this room.

Go back out of this room and follow the path on the right. Turn on your IR Scanner once you get in the dark and kill the small critters (3 or 4) in the tunnel until you come by a door on the left. Go through it and follow the path on the right. Killing the 2 Skedar guards armed with Slayers and going to the small altar at the end of the tunnel. Switch to the Falcon 2 (Scope) and press B while looking at the altar. This will unlock the door on the upper pasageway. Strafe a little to the right and kill the guard on the upper pathway using the Callisto NTG.

Go back through the door and up the nearby slope. Follow the path until you come by the Skedar army in suspended animation, go past that room through the next doors to the end-boss. The strategy here is to shoot at the end-boss while dodging his rockets & cohorts (When he lifts his staff in the air, an enemy will appear in a corner of the room). Once the shield coverign the end-boss bocomes weak enough, he'll take shelter under the icon in the middle of theroom behind him.

When he does, equip the Callisto NTG on secondary mode and fire at the 4 small points to blow them off, another method is to use the Mauler's charged shot as it destroys one point per fully charged shot.... Repeat the process until all 4 small points are blown off. Weaken the boss' shield so he goes to recharge again and take down the big central point to kill him.

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MR.BLONDE'S REVENGE

OBJECTIVES

- 1: Plant explosive device in lab lift.
- 2: Locate and escort Cassandra to helipad.

ITEMS/WEAPONS

Mauler: Your starting weapon.

BombSpy: You start with it, I haven't found a suitable use for it... yet.

Cloaking Device: You start with it, use it to get to the elevator at the beginning without being detected.

Skedar Bomb: You start with it, it is to be placed inside the lift to the underground facility.

CMP150: The weapon of choice of all the guards on the bottom floor, there is also some of them hidden behind the desk at the beginning.

Twin CMP150: From the beginning, go to the left and follow the path to a set of stairs. Go into the room on the right when facing the stairs and enter th door inside. One of the guards there carries the Twin CMP150.

Shotgun: The weapon of choice of all the lady guards in the upper floors.

DY357 Magnum: The weapon of choice of the Special Ops guards in the upper floors.

SHIELDS

1: From the elevators on the bottom floor, take the elevator to the left up and get out at the first floor you stop at. Advance into a room and enter the room on the left. Kill the guard there and she'll drop the Shield.

WALKTHROUGH

From the beginning, go on the left and turn on the Cloaking Device. Head in the room to the left of the stairs you encounter and go through the door on the right. Go through the secret passage on the right and use the Skedar Bomb inside the elevator there. You now have 4 minutes to complete the stage (So don't wait around), head back to the stairs you saw near the beginning.

Go up those stairs and call an elevator, hide in the corner and switch off your Cloaking Device. Switch it back on if a guard arrives or if the elevator has arrived and climb in. Turn it off once you're going up. Kill the 3 or so guards waiting for you as you go out of the elevator. Go up to the last floor in the elevator you used to get up there and kill the guard near the switch straight ahead. Activate the switch to unlock the office and go near the big door to the said office nearby.

Switch to Unarmed and hold B to switch to Disarm. Head inside and disarm Cassandra. Equip a weapon (Preferably, the CMP150, if you have one, if not, take the Falcon 2) and follow her out of the office. Go into the door on the right and up the stairs (Always stay near Cassandra so she doesn't run away or anything). At the top, open the door on the left and quickly kill the 2 guards on the right before any of them can launch N-Bombs (Those are very harrassing). Head up the slopes, out of the doors at the top and up the slopes to the right to the helipad.

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MAIAN S.O.S.

OBJECTIVES

- 1: Sabotage enemy medical experieiment.
- 2: Activate distress signal.

ITEMS/WEAPONS

Falcon 2: Carried by the scientist near the Psychosis Gun's location.

Psychosis Gun: From the beginning, go through the door straight ahead and you'll be able to collect it, it's on the table to the right.

Dragon: Carried by most guards in the level.

Tranquilizer: From the beginning, go through the doors all the way to a corridor with a path to the left & right. Go to the left and head through the left door. Continue through the door straight ahead and kill the scientists there to obtain the Tranquilizer.

Twin DY357-LX: From the beginning, go through the doors all the way to a corridor with a path to the left & right. Go to the right and througuh the door

on the left. The guard on the left carries those weapons, use the Psychosis Gun to get a very powerful ally on your side. Kill him once he's useless (Although the weapon comes only with a single bullet).

WALKTHROUGH

Knock out the nearby scientist and go through the door. Knock out the scientist there and collect the Psychosis Gun on the table as well as the Falcon 2 from the scientist. Go back to the beginning and push the hoverbed near the glass windows. Fire the Falcon 2 on it to break the glass and head through the door straight ahead. Kill the guard there and open the next door.

Kill the 3 guards that are running at you and collect all the Dragons. Switch to that weapon and go through the door straight ahead. Remember this location and go through the door on the left. Kill the 2 guards in that corridor and go through the door on the left after that. There are 4 guards in this room, 2 on the left side of the middle path and 2 on the right side. Kill them all and go through the door at the end. Fire on the hoverbed through the glass walls (The hoverbed, NOT the alien on it.) to destroy it.

Kill the scientists if they didn't get killed by the explosion. Return to the location I told you to remember after that. Go through the door on the right and kill the 2 guards (One near the door to the left, the other near the right door) there. Switch to the Psychosis Gun and head through the door on the left. Zap the guard to the left (The one with the Twin DY357-LX), he'll clear out a good part of the level for you.

Follow him around all the way to a big hangar, from your position, backtrack to the door you came out of. Follow the corridor to the right all the way up a slope and go down the slope to the right all the way. Open the door at the bottom and you'll be there. Once the guards of this area have been disposed of, you can kill the brain-washed guard for the DY357-LX for he will not be able to follow you where you are going.

Go up the slope in that room and go through the door on the left at the top. Kill the guard there and go through the next door straight ahead (The alarm will ring, but don't worry, that's normal). Go through the small ventilation hole to the right and kill the guards on your way to the cargo elevator to the left, along the wall there. Go through the door on the right once you're at the top (There are 5 guards in that cargo area, their locations are often different with each game, so be careful).

Kill the guard there and kill the 3 guards that will come running at you. Quickly go up the slope on the left and follow the path (Kill the 2 guards along the way) to the elevator. Go up to the next floor and kill the guard waiting for you there. Go through the doors on the left and kill the guards to the right after that. Go through the doors near their position and kill the 2 scientists inside that room. Shoot down one of the fake walls to the left and kill the 2 scientists in that area. Activate the blue computer in the middle.

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WAR!

OBJECTIVES

- 1: Kill Skedar King.
- 2: Kill Skedar King 2.

ITEMS/WEAPONS

Phoenix: You start with it.

Mauler: The weapon carried by all the Skedar in the level.

Reaper: Carried by the first Skedar King.

Slayer: Carried by the second Skedar King.

WALKTHROUGH

Note: During the course of this level, there are at least 3 Maians in the stage with you, if they die, they respawn at the beginning. Try to keep them alive at all costs.... and also, don't leave a too great distance between you and them, their Callisto NTG pack quite a punch, great asset on your side. You can also stay near the beginning and slaughter the respawning Maians for Callisto NTG ammo, I recommend you to do so too... Also, Skedar appear in infinite numbers on this level, so I can't pinpoint where they will be and how much there will be, so stand prepared at all times....

Follow the path straight ahead and go up the slope on the right. Go to the right at the top and to the left through the hole in the wall. Follow the corridor there to an intersection and head to the left. Go across the bridge and follow the path until you come across a door to your left. Go through that door and to the right after that.

Follow the corridor until you see a pillar to the left, the first Skedar King is there. Switch to the Mauler on secondary mode and shoot him in the head with a fully-charged blast to kill him. Switch back to your regular weapon (Preferably a Callisto NTG) and return through the last door you went through. Go up the slope in front of it and through the door at the top.

Go across the bridge there and through the door at the end. Follow the path through 2 doors and go around the pillar straight ahead. Switch to the Mauler on secondary mode before and kill the Skedar King behind the pillar with a fully-charged shot at the head.

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THE DUEL

OBJECTIVES

- 1: Defeat DataDyne guard.
- 2: Defeat Jonathan Dark.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon, also the weapon of the DataDyne guard.

WALKTHROUGH

As soon as you can move, turn around and quickly shoot the guard down. His aim

is VERY accurate, so be quick on the trigger as one shot kills you. Jonathan will immediatly run behind the wall on your right, run there and shoot him down before he kills you with his slow Magnum.

6. Perfect Agent Walkthroughs

Walkthrough for the Perfect Agent difficulty.... Starts hard, stays hard and it shows. BEWARE. I HIGHLY suggest beginning your first game at that difficulty though... makes for some awesome games.....

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DATADYNE CENTRAL- DEFECTION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): It's your starting weapon. Ammo can be found on the various desks in the offices.

CMP150: Nearly all guards are armed with this weapon, very common.

Necklace: Dropped by De Vries when you knock her out. Used to open the doors to the lower levels of the building (Automaticly used).

Twin Falcon 2 (Silencer): A special guard has those. He's in an office 2 floors under Cassandra's Office. From the elevators there, go to the left and open the door at the very end. Open the first office door you come by there and you'll have found him. Kill him to get the weapons.

ECM Mine: You start with it, it is used to disable the 2 comms hubs in the stage.

Data Uplink: You start with it, it is used to download the project files from the company's computers.

WALKTHROUGH

Go down the railways and enter the building by the door to the left. Shoot the guard while entering and the next guard a little farther. Shoot the camera to the left from there and go down the next railways (Shooting the camera watching you from up there also). Go to the left at the bottom and throw an ECM Mine at the terminal there. Enter the door back to the right and go down the stairs. Shoot down the guard patrolling in the stairs and go through the door at the bottom.

A guard may be awaiting you on the other side, dispose of him and go kill the guard near the table to the left (Sneak from behind if possible). Enter the middle office and quickly use the Falcon's secondary mode to knock out both Cassandra and her secretary. DON'T kill them at ALL costs and collect Cassandra's Necklace there.

Go back out and take the door to the left. Go down the stairs and go through the door on the floor below. Go to the right and kill the 2 or 3 guards in the corridor (Don't enter any doors, but kill the guards that may come out of them). Destroy the camera after the turn on the right and return to the stairway. Go down to the bottom floor and kill the 5 guards you'll encounter in the corridor there. Go through the door at the end and atop at the 2nd door you see along the way.

Kill any guards that come by and wait for the technician to come out of the door. Follow him so he puts his hands up and follow him to the computer room on the floor a little higher. Wait for him to say "I'm- I'm in", then knock him out! (DON'T kill him, use your fists). Then use the Data Uplink on the computer he worked on to download the data. Once the download is complete, return near the stairways' door and take the nearby elevator to the very bottom.

Enjoy the change of music, shoot down the guards that will come by the stairs to the right. Probably 3 or more. Go down the stairs and dispose of both the guard to the left and the one on the right. Go through the door on the right and kill the 3 guards there. Enter the room and throw an ECM Mine at the small terminal at the bottom of the wall on the left. Go back out and at the stairs.

Go in the office to the left this time and open the door there. Kill all 5 guards in this room (The CMP150 works well) and go through the hidden doorway to the right. Enter the elevator there to finish.

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DATADYNE RESEARCH- INVESTIGATION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2: Your starting weapon. Ammo is kinda scarce in this level for this weapon.

CamSpy: You start with it, it is used to accomplish objective 1.

Data Uplink: You start with it, it is used to hack through the security to reach Dr. Carroll and also re-program the maintenance cycle.

CMP150: Nearly all guards are armed with those.

K7 Avenger: One place in the level. From the beginning, go to the right in the room and activate the computer where the guard is (or was) standing (You'll get a message). Now, return to the beginning and go in the office at the end of the

right corridor. Go in the next room after that and open the floor door there. Kill the guard in the area to collect the weapon (Don't kill the nearby scientist though.....). This weapon is considered one of the experimental technology items.

Night Vision: From the location of the hatch for the K7 Avenger, take the big door straight ahead (The one with a small door to the left) and take the 2nd passage to the right in the corridor. Break the glass there and pick up the item, which is needed for Objective 4.

Dragon: Nearly all the special ops carry this weapon, they're at the end of the level, near Dr. Carroll.

Shield Tech Item: From the terminal before Dr. Carroll, proceed to the big room after that and go in the corridor to the left. Proceed through the secret entrance at the very end and you'll see it on the table, it is needed for Objective 4.

Twin CMP150: From the beginning, close the doors of the elevator and wait for a guard to pass by, get out and go to the left. Don't take the door at the end, but wait for a small droid to open the wall on the left and pass there. Follow the path to the bottom and kill the 2 guards there without being seen. Access the computer in the room there and check the ventilation-like device for Twin CMP150.

Proximity Mine: If you want to take a risk, head through the radiation area where the isotope is, go around the place for the mines behind the whole structure.

WALKTHROUGH

Get out of the elevator and shoot the guard on the left. Go in the office at the end of the corridor to the right and kill 4 or 5 guards there (Use the CMP150 you got). Go in the next room and wander in the corridor to the right. Kill the 2 guards there and open the next door, DON'T enter, switch to the CamSpy to holograph the green crystal straight ahead.

Return the CamSpy to Joanna and go back to the previous room. Take the big door to the right (Remember the location of the small door on the right, you'll come back later on.) and kill the guard there. Go through the next door and dispose of the 3 guards coming at you. Kill the 2 guards that will come out of the 3rd passage in the main corridor and kill the next 3 guards coming from the left at the end.

Go back at the beginning of this corridor and take the first passage to the right. Go through the door at the end and kill the 2 guards (1 on the left and the other one on the right) in the room. Go at the end to the scientist and he'll shut down the experiments there. Knock him out with your fists after that. Go back to the corridor from before and go into the next passage to the left in the corridor. Go in the small area behind the circle of computer consoles to the right of the room. Let the elevator go down and kill the guard to the left in the room there.

Knock out the nearby scientist with your fists and collect the K7 Avenger that the guard was carrying. Go back to the corridor from before and take the next passage to the right while going down the corridor. Enter the room there and fire your gun at the glass pillar in front of you. Go collect the Night Vision in the middle and go back to the corridor. Head to the right end of the corridor and enter the room on the left.

Kill the 2 guards (One on the right and the other on the left) in the room. Go toward the computers to the right and let the scientist shut down the experiments there before knocking him out with your fists. Take the door straight ahead and prepare to knock-out the scientist there. Let him go to a computer and knock him out before he can activate it. Try the other terminals (The one he was going to activate was the alarm) until you shut down the last experiments.

Go back to the small door I told you to remember the location and go through. Follow the corridor and shoot down the guard behind a box there. Continue past it and shoot down the next guard after the next turn. Continue along the path, shooting down 2 guards and kill the last guard in the corridor that is to the left of the previous one. Follow the path to an intersection and go down the slope on the right. Go through the door at the bottom and kill the 2 guards in the rooms there.

Equip the Data Uplink and use it on the computer near the small robot on the floor. Backtrack to another computer close-by and reprogram it also. Equip the CMP150 and follow the small robot. You'll pass through the corridor where the experiments were and go to the right at the end. Kill all 4 guards there. Continue to follow the small robot closely to pass through the laser barriers. Go in the next room, kill the guard on the right and continue to the next room. Kill the 2 guards (One on the right and one on the left) and continue to the next room.

You'll get a message here, go in the next room and kill the 2 special ops (One to the left and one to the right again). Switch to the Data Uplink and hack the terminal there. Immediately switch back to your weapon as you initiated the hacking process and face the door you came through. Shoot the 2 guards that will come by and resume hacking the terminal. Once it's done, proceed forward to a big room. There are special ops in each corner of the room. Kill all 3 using the Dragon you just acquired.

Remember the location of the entrance to this door and go through the door on the left of there. Go through the next door and kill the guard that appears in front of you, shoot down the 2 guards that will come by the door straight ahead and continue through the door they came from. Approach the continue-like wall at the end and collect the Shield Tech Item from the table in the room behind it. Return to the entrance of the room I told you to remember.

Proceed to the door straight ahead from that entrance, open it, but DON'T go in. Quickly backspace until you see the end of the small glass wall to your left. Crouch down, aim up with the K7 Avenger and destroy the 2 drone guns first. Once that's done, proceed to the next room.

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DATADYNE CENTRAL- EXTRACTION

OBJECTIVES

- 1: Access foyer elevator.
- 2: Reactivate office elevator.
- 3: Destroy DataDyne hovercopter.
- 4: Defeat Cassandra's bodyguards.
- 5: Rendezvous at helipad.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Night Vision: You start with it, use it while the area is in black-out.

CMP150: The weapon of choice of the special ops in the stage.

Shotgun: The weapon of all the lady-guards in the stage.

Rocket Launcher: On a pedestal near Cassandra's Office, 2 technicians are fiddling around with it.

Grenade: On the desk in Cassandra's office.

DY357 Magnum: Kill the 5 first guards without being seen, use the darkness at your advantage and go for head shots. If successful, the 5th guard will drop the DY357 Magnum.

Dragon: In Cassandra's office, pick up the Grenade on her desk and throw it at 2nd section of wall to the right of the room. You'll find the Dragon in the area it opens up.

Office Key Card: Dropped by a Special Ops guard on the floor where the DataDyne Helicopter roves, used to access Cassandra's Office.

WALKTHROUGH

Equip the Night Vision and open the secret door to the left. Kill the guard behind the table and open the door on the left. Kill the guard awaiting you (he'll be ready so be ready to strafe out of sight). Show yourself in the entrance to the left and kill both guards behind the barricade. Put yourself close to the barricade, between the positions of the previous 2 guards and aim up the stairs.

Shoot down both guards there and continue along the path, shooting down another guard on the way. Shoot the 2 guards behind the desk at the entrance of the building and continue along the way, shooting down one last guard. Once at the elevator, call the one on the left and de-activate the Night Vision.

Ride it to the top and get out of the elevator. Enter the room straight ahead and go near the windows to lure the chopper there. Get near the door and strafe in and out of the room while shooting the CMP150 at the chopper. Repeat until you shoot it down, you'll take some minimal damage if done right (Be sure that the door doesn't close on you). Go back out of this room. Follow the corridor, killing the 2 guards you'll encounter along the way to the end of it.

Enter the door at the end and follow the corridor. Kill the 2 guards that will show up at some point and continue to the end. Access the small office there and kill the guard inside. Activate the laptop terminal in this room and return to the elevators. Take the elevator to the right and go up one floor.

Follow the corridor and you'll see 2 guards behind a barricade. Stay on the corner of the wall, strafe out and shoot them. Take the door to the left and take the secret door to the left. Open the next door to the left and shoot the guard on the other side. Open the next door to the left and shoot down the 2 guards that come out of the room straight ahead. Go take the door to the left, near the elevator. Go up the stairs to the top and open the door.

Shoot down the guard to the left (The one in a darkish uniform) and use the Falcon's secondary mode to knock out the technicians (Be sure NOT to kill them!!!). Go into the door to the left of where the guard was standing and go up to the top. Open the door and quickly hide behind the small portion of wall to the left. Crouch down all the way, wait until the lights goes out and turn on your Night Vision.

Crawl to the right until you see a guard, shoot her down, repeat for all the guards after that. There are 5 guards, the 3rd is above ground level on the catwalk. The 2nd guard has a Shield, use the CMP150 to dispose of her, be aware that those guards have PERFECT aim, they shoot to kill. Once they're all dead, go turn the lights back on with the switch near the position of the first guard and turn off your Night Vision. Go all the way up to the landing path to escape.

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CARRINGTON VILLA- HOSTAGE ONE

OBJECTIVES

- 1: Eliminate rooftop snipers.
- 2: Activate Wind Generator.
- 3: Locate and eliminate DataDyne hackers.
- 4: Capture DataDyne guard.
- 5: Rescue Carrington.

ITEMS/WEAPONS

Laptop Gun: Your starting weapon.

Sniper Rifle: Carried by the rooftop snipers, and also in a bathroom inside a bedroom in the villa.

R-Tracker: You start with it, it is used to track down the lcoations of the hackers once they begin working.

CMP150: Most guards uses this as their weapon.

Door Key: The last of the special ops near the location of Dr.Carrington has it. It is used to open the door torescue Carrington.

Twin CMP150: Quickly rush and kill the sniper near the helicopter pad in a certain amount of time (Don't know how much exactly) and he'll drop the Twin CMP150.

Devastator: On the helicopter landing pad, shoot the 3 boxes there and there will be a Devastator coming from one of them. Useful.

WALKTHROUGH

Run behidn the guards at the beginning, and knock them out quickly (Don't kill them, you must at least knock out one guard in the level, better take care of that right at the beginning). Switch to the Laptop Gun and shoot down the rooftop sniper on the roof straigth ahead. Go to the door straigth ahead and to the right of it. Kill the sniper on the roof (Above the set of stairs) once you can go to the left and return to the door before that.

Go inside and to the left. Kill the 2 guards that you'll encounter and continue until you see 2 more guards. Kill them also and remember the location of the door you'll see on the right. For now, go up the set of stairs at the end of this corridor and kill the 2 guards awaiting you at the top. Look in the first passage to the right and kill the 4 guards that will come by there. Go toward their corpses and turn around. 3 guards will come by, kill them all and head to the right of there.

Go out to the left once you can and kill the Sniper on the roof there (To the right of the entrance you used). Go back inside and follow the corridor on the left to a set of stairs (Killing a guard that will come toward you in the process). Go up the first part of the stairs and kill the 2 guards that will come at you. Go back down the stairs and kill the guard coming at you in the corridor. Go back up the stairs and kill the 2 guards in the room to the left at the top.

Open the door on the left after that room and kill the 2 guards to the right without going outside. Crouch down and kill the sniper on the roof to the left. Go outside and aim toward the right corner, on the roof. Backpace from there and kill the sniper as soon as you see him. Go back inside and open the door on the right, near the stairs. Kill the sniper far away in front of you and go outside. Kill the sniper on your right and the sniper on a lower roof.

Backtrack all the way to the door I told you to remember the location and go through it. Go down the stairs and kill the guard there. Go on the left, killing both the next guard and another one which will open the door there. Go through this door and pass by a passage to the left. Kill all 5 guards awaiting you there and activate both terminals. Go back to take the passage you went past and kill the guard on the right.

Kill all 3 guards in the room to the left and go activate the terminal in the middle. Head to the right, through the door at the end and quickly kill the guard to the right at the bottom of the stairs. Go back up and quickly follow the next directions to eliminate the hackers in time:

Go to the right, turn to the left at the first opportunity and go through the door on the right. Go up the stairs there and through the door at the top. Go up the stairs to the right end of the room and follow the first corridor to the right. Go in the room to the right and kill the 2 hackers there (Don't destroy the computers). Follow the corridor right in front of the entrance to this room and go up the stairs at the end. Kill the 2 hackers in the room to the left at the top.

Once they're dead, return to the position where you got the call telling about the hackers. Go to the left and open the door at the end. Kill the 2 guards there (1 behind each shelf) and continue to a corridor.

Kill the guard behind the shelf at the far-end (Sniper Rifle is useful, no?) and kill the guard hiding to the left after the first shelf in the corridor. Kill the guard that will arrive from the end of the corridor and continue to the next room. Kill the guard behind the shelf to the left and collect the Door Key he'll drop. Open the next door to rescue Carrington.

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CHICAGO- STEALTH

OBJECTIVES

- 1: Retrieve drop point equipment.
- 2: Attach tracer to limousine.
- 3: Prepare escape route.
- 4: Create vehicular diversion.
- 5: Gain entry to G5 Building.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

CMP150: The weapon of mostly all the guards on the level.

DY357 Magnum: The CIA Agents in the stage (Those dressed in brown trenchcoats and that call the HQ when they see you) have this weapon. Fire at them once, but not to kill them and they'll use it. Kill them now to get the weapon.

Remote Mine: In the briefcase under the road, it is used to prepare the escape route.

Reprogrammer: In the briefcase under the road, it is used to reprogram the cab to send it on a crash course.

BombSpy: In a briefcase hidden inside a garbage tray. From the beginning, follow the path through the alley to the main road and follow the sidewalk to the right of it. Take the next alley to the right and push the garbage tray in the area you come to near the stack of 3 barrels. Blow up the barrels from afar and that should destroy the garbage tray, pick up the briefcase that comes out for the BombSpy. You can use it to dispose of all the guards at the entrance of the G5 Building, it's easier than to use the cab actually.

Twin Falcon 2 (Scope): Enter the bar near the limousine and kill everybody there, the Twin Falcon 2 (Scope) is on the bar there.

Tracer Bug: You start with it, you must throw it on the limousine.

WALKTHROUGH

Advance along the path and kill the guard on the left. Use the Falcon's secondary mode to knock out the civilian there and enter the passage on the right quickly to kill the CIA Agent before he rings the alarm. Once you get out, aim to the right and kill the guard that passes there near the trashtray, along with the guard on your side of the road.

Go on the road and near the fence on the left of it. Go near the limousine to the right of there, knock out the civilian near it and throw the Tracer Bug on the limousine. Return to the fence and go in the small passage there. DON'T fire at the flying robot patrolling the road, it will sound the alarm if you do. Quickly kill the CIA Agent on the left of there, shoot the guard near the waterfall to the right and shoot the other one on the left.

Go to the right and take the passage on the right there. Shoot the guard and crawl under the wall at the end. Go collect the briefcase at the end under the road and go back under the wall from before. Shoot both guards awaiting you at the end and return to the small passage you first went through to get to the main road. Go along the right side of the road and take the next alley to the right that you see.

Kill the guard inside the alley and knock out the 2 Civilians in the small part

you arrive to. Look through the passage on the right and shoot down the CIA Agent at the far-end. 2 guards will come examine the corpse, shoot them down also and go along that passage. At the end, kill the 3 guards hanging in the fire escape stairway to the left. Remain at the exit of the passage and shoot them down from there, one is at the top and 2 are in the middle of the stairs. Throw the Remote Mine at the blocked doorway in the middle of the fire escape (NOT the bottom one, it's not a doorway).

Head back to the cab at the beginning of the road, crouch down in front of it and use the Reprogrammer. Once the virus is downloaded, head in the small passage at the end of the fence. Look at the cab and wait until it takes off. Once it does, head under the wall you passed under to reach the briefcase under the road. Wait there until you see 4 guards passing by after hearing a loud crash. Once they're out of sight, quickly climb to the road and run through the area where they came from.

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G5 BUILDING- RECONNAISSANCE

OBJECTIVES

- 1: Disable damping field generator.
- 2: Deactivate laser grid systems.
- 3: Holograph meeting conspirators.
- 4: Retrieve Dr. Caroll backup from safe.
- 5: Exit building.

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

CamSpy: You begin with it. It is used to record the meeting of Mr. Blonde, Cassandra & Trent.

Door Decoder: You begin with it. It is used to crack through the safe's security to unlock it.

Remote Mine: No actual mines, only the detonator to blow up the blocked-doorway you mined in the previous mission.

CMP150: The weapon used by nearly all the guards in the level.

Crossbow: This weapon is dropped by the 2nd guard in the beginning area. You MUST knock-out the guard to get it, not kill him. Use your fists. Although the weapon has no specific advantage except 1-shot kills.

Level 1 Key Card: Dropped by the 2nd cloaked guard in the beginning area. It is used to unlock the first door.

Level 2 Key Card: Dropped by the 4rth cloaked guard in the 2nd room. It is used to unlock the next door there.

DY357 Magnum: The weapon of all the guards that appear because of the alarm. Stronger than the CMP150, but they miss a lot against your strafing techniques, if you have any, that is.

Backup Disk: Found in the safe that you need to hack with the Decoder. Collect

it to complete Objective 2.

WALKTHROUGH

Move around to kill the 2 Cloaked guards, wait until they appear to shoot you and quickly bring them down. The 2nd guard you kill will drop the Level 1 Key Card to access the next area. Go through the door and kill the guard fiddling with a switch at the end of the corridor. Activate the switch once and pass to the next area.

The lights are out (The switch you turned off), go in the small area to the right and 4 cloaked guards will appear in the room. Dispose of all of them (Use the CMP150 Ammo you got) and the last guard will drop the Level 2 Key Card to access the next area. Pass in the next area and kill the guard there. Now, this part gets rather tricky, DON'T let the guards get out of your view since they'll go ring the alarm if you do. I suggest using the Falcon 2 (Silencer) to prevent them from hearing you.

Go through the next door up the stairs and kill the guard to the right (He'll probably see you enter). Quickly go toward his body and kill the guard to the left right after a wall. Go back to the door where you were you entered and go in the small niche to the left to kill another guard. Go to the door to the right of the room from the entrance and kill the guard on the other side by shooting through the window.

Flip the switch to the left and backtrack to another switch to the left. Go back to the door by which you entered this room and flip the switch straight ahead. Go flip the switch in the small alcove to the left of that door after that. Remember the location of the slope to the right and go through the door on the right of the one you used to enter this room.

Go down the stairs, killing the guard along the way and continue to a room. Kill the 2 guards on the right side of it and the one behind a pillar straight ahead. Activate the blue computer at the end to disable the damping field and return to the slope I told you to remember. Go up said-slope and crouch down on the pipes up there. Follow them until Joanna speaks about the Meeting Room. When she does, send the CamSpy in the hole before her.

Watch the Meeting Scene and play will resume after this. Back up on the pipes and shoot the guard near the door down below. Fall down the pipes and enter before-said door. Enter the door at the top of the stairs. Kill the 3 guards to the right as soon as you enter and kill the 2 other guards that will come along (No danger of alarm, don't worry). Enter the next door on the right wall and put the Decoder in the small input device to the right of the door inside.

Equip the CMP150 and guard the door. Kill all guards that show their ugly mugs until the timer is finished. Wait at least 10 seconds after that for the door to open and head inside for the Backup Disk. Head out of the room and go straight ahead. Go in the entrance to the left along the way once the explosion has opened a path, you can always dive through the fire, but it's not recommended.

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AREA 51- INFILTRATION

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2: Your starting weapon.

Comms Rider: You start with it, it is used to attach to the communications antenna.

Explosives: You start with them. They are used to destroy the Air Intercept Radar systems.

MagSec 4: The weapon of choice of most guards outside the base.

Grenade: All guards in the level carry those.

Twin MagSec 4: From the tower with the switch for the main base entrance, go to the right down into the tunnel and head to the left. From the structures there, head to the door on the left and you'll see a couple of guards come out of there. The one with a brown & white clothing has the Twin MagSec 4.

Lift Key Card: Carried by the technician inside the outskirts of the base, he's at the robot interceptor to the left at the beginning, but will end up in the Air Intercept Radar station if you take too much time.

Rocket Launcher: From the ladder leading to the Air Intercept Radar station, continue past that one and crouch down in the small passage in the wall there. Follow the passage on the other side and head to the small heliport there (Follow the wall, as the place is mined). Get the Rocket Launcher from there. Practicly useless unless you want to shoot down the Robot Interceptor easily, but it's probably not in the sky yet.

Dragon: The weapon used by all the guards inside the base itself.

WALKTHROUGH

Kill the 2 guards with their back toward you quickly and turn around to kill the next guard. Don't forget to destroy the drone gun to the right of your starting position. Go along the path, killing another guard and destroy the drone gun at the turn to the left. Using the MagSec 4 at this point is a good idea.

When you get to the big area, destroy the drone gun to the left and head to the right quickly to the tower. Climb in and kill the 2 guards there and head back out of the tower. Go down the slope on the left and kill the 3 guards coming at you from there. Continue to the exit, go out and quickly go back in to lure the guard on the right. Kill him and slowly strafe on the left side of the tunnel to shoot down the drone gun watching the exit of the tunnel you're in.

Kill the 2 guards that will come at you from there and head to the remains of the drone gun. A little to the left from there will be 2 guards coming at you, shoot them down and strafe a little to the right. Shoot down the Drone gun above the door at the same location and go around the structure you're nearby. Press the switch to the left once you're behind the strucutre and back-away

from it a little. Aim up and throw the Comms Rider on the lowered antenna.

Turn around and shoot down the 4 guards coming out of the door, go collect the Twin MagSec4 from the first guard, you'll probably need them. Destroy the 2 Robot Interceptors in the alcoves to the left of the Antenna (Use standard gunfire). Go back to the tunnel you went through to get there and kill the 2 guards that will come at you from the top of the slope. Continue up until 2 more guards appear at the top and shoot them down also. Head near the exit and get out slightly, aim at the sky and shoot down the Robot Interceptor shooting at you from high up there.

Enter the tower a little ahead of you and press the switch inside. Head back outside and to the left to the main entrance. Don't enter before destroying the drone gun on the wall on the right of the entrance inside the base. Run inside and to the right at the 2nd passageway. Kill the 2 or single guard(s) around there and head down the ladder. Go through the door on the right and continue to a bunch of computers.

Sneak behind the technician there and knock him out (Opening a bonus in the next mission if he stays alive instead of killing him). You'll also get the Lift Key Card from him and put the Explosives on the computer that the technician was staring at and quickly head out of there. Crouch down and make your way through the small lasers while they appear/disappear.

Once you've got back up the ladder, activate the small terminal on the small wall to the right of there, near the lift door and enter the lift. Kill the 2 guards there and switch to the Dragon (More Accurate). There will be up to 9 guards during your run for the next elevator, be on the watchout for them. Once the lift opens, run forward and go around the wall from the left. Go up the catwalk to the right and follow the path there to an intersection. Ignore the passage to the left and continue to the elevator.

Take the elevator and kill the 2 guards awaiting you as the door opens. Follow the path until you get a music change, then, aim toward the elevator you arrived from to take out 2 guards. Aim down to the right, toward some boxes and take out the 4 guards behind them. The accuracy of the Dragon helps there. Follow the path, killing the single guard awaiting you after a turn on the left and head down below. Go to the left of the boxes where the guards were hiding and head through the door there.

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AREA 51- RESCUE

OBJECTIVES

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

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

Dragon: The weapon of choice of all the blue-dressed guards inside the stores.

Grenade: Most guards inside the stores carry those.

X-Ray Scanner: You start with it. Used to identify the conspiracy evidence or the Alien's body if you prefer.

Data Uplink: You start with it. You need to use it to upload a virus in the lab's systems to access the computer records room.

Twin Falcon 2 (Silencer): From the beginning, follow the path up the slope and go around the wall to the right. Go to the left around the crate and fire from a little far-away on the small barrel put under the pile of crate. Crawl in that area after the barrel is destroyed to get the Twin Falcon 2 (Silencer).

Phoenix: You must have left the Technician in the previous mission ALIVE (Knocked-out, not killed) to get this one. From the beginning, follow the path up the slope and go up the elevator on the left wall. Head to the right on the next floor and try to open the door at the end, it is locked. Wait for a little and the technician will open it. He'll surrender easy, go to the left, up the slope and follow the path to an elevator and take it to the next floor. Follow the path all the way to a control room and check the small bench at the end of the room near the computers, it's there. Use the Secondary Mode to kill everything in 1 shot, VERY useful.

SuperDragon: The weapon of choice of nearly all the guards inside the lab itself, they are dressed in brown & white.

Lab Clothes: They are in the possession of the scientist inside the showers area. They are used to enter the Autopsy Lab.

Medlab 2 Key Card: The technician behind the glass walls inside the autopsy lab has it. Kill or knock him out to get it. It is used to access the autopsy lab where Elvis is being held.

Tranquilizer: Carried by all the technicians and the hazard-suited guards. Harrassing, but not damaging.

Op Room Key Card: Carried by a guard in Medlab 2. The last one you kill in that room will drop the keycard. It is used to access the autopsy room to save Elvis.

WALKTHROUGH

Follow the path up the slope and kill the guard a little far-away. Kill the 2 guards that will arrive from the right and go around the wall to the right. Kill the guard that is to the left after the crates and I suggest acquiring the Twin Falcon 2 (Silencer) at the location of the small barrel under the crates to the left. Continue straight from here, ignoring the pathways on the side and kill the guard you come across.

Continue ahead and turn to the left when you can. Kill the 2 guards on the catwalk above you and the single guard down below. Go straight ahead and a slight bit to the left of the crates there. Kill the guard there and pick up the shield he drops. Backtrack a little and head in the elevator on the left. Go up to the next floor (A guard may await you there) and, from there, go to the right if you left the technician alive in the previous mission for a Phoenix (VERY useful). Switch it to Secondary Mode immediately.

Otherwise, continue the mission by going on the left on the catwalk to a door. Go through and aim to the right and up to the catwalk once you're in the big area. Kill all 3 guards that pass there (Easy with the Phoenix) and take the

elevator on the left. Kill the guard at the top and follow the catwalk until you see a X mark on the right wall. Fire your Phoenix on Secondary Mode there to open a path (Or throw a Dragon in Secondary Mode there and fire at it with your Falcon 2) and go through. Kill the guard on the left and the 2 guards on the right.

Head to the left through the 2 doors in the corridor and go through the door on the right at the end. Kill the guard there and go through the door behind him. Kill the guard on the left and the one on the right. Go press the first switch to the left and equip the X-Ray Scanner. Look at the container that has raised because of the switch until Objective 1 is accomplished. Go back to the hole you blew in the corridor (You'll probably encounter a guard on the way there, kill him) and head to the right this time.

Enter the room on the left at the top of the slope and use the Data Uplink on the computer there. Go back outside and remember the location of the door on the left. Go down the slope straight ahead and kill the guard on the right (And the one on the left) while going down the slope. Go through the first door you see on the right and quickly shoot down the drone gun on the right wall. Kill the 2 scientists there and use the Data Uplink on the computer at the end of the room.

Return to the door I told you to remember and go inside as the door opens. Kill the 2 guards inside the room and the scientist that runs out. Destroy the computer there with gunfire and go back outside. Go down the slope to the left, all the way to the bottom and open the door straight ahead. Kill the guard running at you from in front of you and the 4 guards to the left of the big hangar. Go up the slope straight ahead and cross the first catwalk to the right of there. You'll enter a ventilation shaft and fall in the showers area.

Kill the guard awaiting you there and go to the right. Follow the path until you encounter a scientist, kill him and search the small closets in the showers until you find the Lab Clothes. Equip them and remove your weapon (Put Unarmed) and head in the room through the small door to the left of the hole you blew up in the corridor (Go back there first). Run past the 2 guards and enter the room at the end. The guard will be fooled by your disguise and let you in.

Go near the wall on the left in the room and equip your Phoenix (Or SuperDragon). Kill the guard at the entrance (This should lure the 2 guards you went past in the previous room, kill them as they enter as well) and turn to the right and kill the technician at the white board there. Break the glass in the room and kill the technician there. Pick up the Medlab 2 Key Card he drops and head out. Kill the 2 technicians that enter the room and you'll have to kill 4 guards hidden in the next room (Usually behind the brown boards).

Once out of these and back into the main corridor, head through the door on the right and enter the room on the right in this corridor. Advance until near the 2 pillars on each side and kill both guards you see behind the pillars. A guard and technician should run toward the back door because of the ruckus, kill them. Run towards the back door and enter the room there.

A timer starts, kill all 4 guards (2 on the right and 2 on the left) in the room (The Phoenix does miracles, or the Grenade Launcher Secondary Mode of the SuperDragon) and pick up the Op Room Key Card the last guard you kill drops. Head through the door on the right of the glass area and continue to the next door.

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OBJECTIVES

- 1: Locate alien tech medpack.
- 2: Rendezvous with CI spy.
- 3: Locate secret hangar.
- 4: Revive Maian Bodyguard.
- 5: Escape from Area 51.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Twin Falcon 2 (Scope): From the beginning, leave Elvis there and backtrack throug the doors to the 2 technicians who died in the movie sequence, pick up both weapons they dropped for the Twin Falcon 2 (Scope).

Alien Medpack: It is at the location of Shield 1 at lower difficulties. It is used to awake Elvis.

Tranquilizer: The weapon of choice of the blue-dressed technicians.

SuperDragon: The weapon of choice of all the brown & white dressed guards.

DY357 Magnum: You must kill Jonathan to get this weapon... BAD idea.

WALKTHROUGH

Push the hoverbed through the door in front of you and run all the way through the next door in the big room. Go through the door on the right and shoot down the 2 technicians there. Go through the brown door straigth ahead and down the slope to the left. Once you drop Elvis past the door at the bottom, go back to where you killed the technicians.

Go through the 2 doors on the right and kill the technician there, kill the other one on the right and go down the slope behind the center pillar. Go throug the door at the bottom and kill the 3 guards in the room to the right. Equip the SuperDragon from here on and go through the door on the left.

Go along the catwalk, killing both guards on it and go through the door at the end. Push the nearby barrel to the glass wall on the right and fire at it from afar. Go activate the console there after that. Follow the path on the left and kill the guard you come accross. Go through the door on the right to collect the Alien Medpack and go back out. Go through the door on the left and continue to a guard. Kill him and go to the right. Kill the guard after the first turn and continue to another guard. Kill him and continue to Jonathan.

Hold B to switch to Secondary Mode while Jonathan speaks and aim to the door on the right. Fire a grenade there once guards come to kill them all. Backtrack all the way past the catwalk before the area where Joanna spoke about oil (4 guards will come out of the door on the right at the first intersection you come across, use a grenade to dispose of all of them quickly and also a single guard where the glass wall is, kill him too) and open the door at the end.

Open the door and launch a Grenade to kill all 4 guards awaiting you. Now, go near Jonathan while he sets the charges and watch the door, kill any guard which comes along with grenades. Go near the box to the left once he says

"Stand back!" and go through the hole in the wall. Switch back to primary mode and go through the hole. Shoot the guard far away and go down the slope to the left. Go through the brown door under the slope and use the Alien Medpack on Elvis there.

Kill all the guards coming at you until Elvis awakens. Go back out of the brown door after the movie sequence and head to the right. Look up the slope and shoot the guards that appear until both Jonathan & Elvis passed by you. Go regroup with them on the right. Aim up the catwalk on the right to kill a guard there and watch the path you took to get there. Kill any guards that appear while listening to the talking. Once they are done, you got to follow either route A or B.

A) Follow Jonathan without passing in frotn of him and aim at the top of the slope to kill any guards who try to stop him. Once he's out of range of that place. Return to where you talked with everyone and aim at the catwalk. Kill the guards that appear while Jonathan open the hangar doors.

B) Go in front of Jonathan and run all the way to the consoles up the slope (Follow the catwalk to an intersection). Activate both consoles to the left & right and go back down the slope. Get on the Jet Bike there and run through the brown door. Follow the path, turning when necessary, until you get to the large hangar.

Go through the door on the left and exit the level by the small door on the left in a room with some pillars.

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AIR BASE- ESPIONNAGE

OBJECTIVES

- 1: Obtain disguise and enter base.
- 2: Check in equipment.
- 3: Subvert security monitoring system.
- 4: Obtain flight plans from safe.
- 5: Board Air Force One.

ITEMS/WEAPONS

Crossbow: Your starting weapon.

DrugSpy: You start with it. Useful for knocking out guards subtedly. Use it sparingly since ammo is limited.

Horizon Scanner: You start with it. Used to lok for away. Useless I say.

Dragon: Weapon of choice of all the regular guards in the level, those armed with that weapon must NOT be killed, only knocked out.

Proximity Mine: Go through the cavern to collect the Stewardess uniform and go out on the other side. It's on the edge to the left.

Disguise: Carried in the Briefcase of the woman walking through the cavern on the left of the starting area. Knock her out with the Crossbow and pick up the briefcase to get it. It is used to infiltrate the base.

Suitcase: From the beginning, enter the base by the front entrance (With the Disguise equipped, of course) and go into the elevator to the left. Once on the next floor, walk past the table with th 2 technicians and pick up the case there. Don't forget to knock out the 2 technicians so they don't alert the base..... It is used to send your equipment to Air Force One.

K7 Avenger: The weapon of choice of Trent's little cronies who attack after you shut down the security system.

DY357 Magnum: The weapon used by the guard carrying the Shield 1, he uses it once Trent's men have attacked, not before.

Flight Plans: You must collect them. From the Security System terminal, go down the stairs and to the left once you're able to. Head through the door on the right in the big room you arrive to and follow the path to a corridor with an elevator to the end. Stop at the last door before the elevator and go through the 2 doors on the left. Fire on the mine attached on the door on the left and crawl through the window on the right of that door. Go uncover & press on the switch in the right corner of this room and collect them from inside the safe in the middle of the room.

WALKTHROUGH

Go straight ahead and turn to the left. Shoot the guard in the alcove to the left, shoot the guard patrolling in front of the building with the Crossbow to knock him out and go straight ahead. Shoot down the guard that will come out of the alcove far ahead (If not, go to him and dispose of him quietly) and head in the cavern to the left fo the building. Shoot the blue-dressed woman you'll encounter there and pick up the briefcase she drops. Shoot down any guards that are with her also, don't forget to only use the Crossbow's Sedate bolts. Return out of the cave, shooting down the guard that will be runnign at you once you come out.

Equip the Disguise and switch to Unarmed (No weapons). Head back near the beginning and walk inside the base. Go up the elvator on the left and pick up the Suitcase at the end of the room. Knock out the 2 Technicians ththere and go back to the first room of the building. Go through the door between the 2 guards there and follow the corridor up to a guard. Knock him out from behind with your fists and go down the stairs on the right. Quickly punch down the guard on the left while he talks and head through the passage on the right.

Follow the path to a set of stairs and don't forget to knock out the 2 guards on the way there. Switch to the DrugSpy and send it up the stairs. Shoot down the 2 guards there and return the DrugSpy to Joanna (DON'T pick up the K7 Avenger dropped by the guard there. Return to the first guard you knocked out inside the base (Not Technician, a guard, near some stairs) and go down the set of stairs to the right. Knock out the guard at the bottom and put the Suitcase on the small conveyor belt on the right of the stairs.

Quickly hurry back to the room where you used the DrugSpy and turn off the security system by the console and all hell will break loose. Pick up & Equip the K7 Avenger dropped by the guard that was inside this room. Go back down the stairs and go straight ahead along the path. Kill any guards standing in your way (They appear by waves and I can't pinpoint their numbers or locations, but the number of them is NOT infinite). Go to the left once you're able to and go throguh the door on the right in the big room you arrive to.

Follow the path to an elevator, take the door on the left just before it and kill the 3 guards there. Go up to their corpses and fire on the mine attached to the door on the left. Enter the broken window to the right of that door and activate the switch in the right corner. Collect the Flight Plans from the safe and head back to the elevator. Take it to the bottom floor and kill the 2 guards awaitign you at the bottom. Head to the left and kill the 3 guards in the small alcove to the left along the way.

Continue to the end and go up the stairs to the left, killing the 2 gaurds that weill come at you. Continue up the next set of stairs on the left and kill the 2 guards at the top. Follow the path all the way to the shuttle. Kill the guard in front of it and enter the shuttle.

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AIR FORCE ONE- ANTITERRORISM

OBJECTIVES

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

ITEMS/WEAPONS

Laptop Gun: Your starting weapon and a good one as well.....

Timed Mine: You start with it. It is used to detach the UFO from the plane.

Combat Boost: You start with it. You can use it to slow the flow of the game for 10 seconds.. useful for quick & accurate kills....

Suitcase: You collect it in the cargo, your equipment.

Key Card (1): Knock out the guard near the cargo bay to get it. It is used to activate the lifts.

Cyclone: The weapon of choice of all the white-dressed guards in the level.

Falcon 2: The weapon of choice of all the brown-dressed guards in the level.

Key Card (2): From the 2nd starting position (If you took the shuttle), go through the double doors in front of you and knock-out the guard on the left to collect the Key Card. It is used to open the door on the left of this location.

Key Card (3): From the 2nd starting position (If you took the shuttle), go through the double doors in front of you and knock-out the guard on the right to collect the Key Card. It is used to open the door on the right of this location.

Twin Cyclone: Collect both Key Cards (2 & 3) and open the doors they are used for to find the a Cyclone in each for the Twin Cyclones.

K7 Avenger: The weapon of choice of the guards that will attack once you've spoken with the President.

WALKTHROUGH

Don't use any weapons until you reached the President and Air Force One was hi-jacked. Go through the doors straight ahead of you 3 of them) until you come to a corridor with a red metal plate on the floor to the right. Crouch down and open it like a door. Go down the stairs there and through the door in front of them. Go through the doors until you arrive to a kitchen. Knock out the 2 officers there (Blowing your cover, no choice, I think) and go through the door straight ahead.

Enter the single door in front of you and knock out the guard there. Collect the Key Card he drops, bring up the nearby cargo bay by the switch on the left to collect the suitcase that comes up and go back to the previous room. Bring down the cargo bay there and go inside the kitchen straight ahead. Go at the middle door there and activate the terminal on the right to open the middle door. Go inside to get to the next floor.

Go through the double-door in front of you and go up the stairs there. Head to the left and to the left from there. Enter the door at the end, listen to the President and watch the cut-scene. Equip the Laptop Gun now and be ready to shoot down any black-dressed guards from here on. Go back out the door you entered and follow the corridor straight ahead. Take the door to the left along the way and kill the guard inside the room there.

Inject yourself with Combat Boost and enter the next room. Quickly kill the 2 guards there before they shoot the pilots and head back to the stairway you used to get on this floor. Head back down those stairs you went up from. Head through the double-door to the left and throw the Timed Mine in the tunnel that has opened on the left. Continue along the path until you come to a room with Trent and 2 Mr. Blonde.

Peek from the left door to shoot one the one on the right (Don't bother with Trent, he has an infinite Shield) and strafe a tad bit on the right to shoot down the other guard. Go through the door on the left and continue to a trap-door in the floor. Go down the stairs below it and go through the door in front of you. Enter the next door with the President to finish the stage.

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CRASH SITE- CONFRONTATION

OBJECTIVES

- 1: Retrieve Presidential medical scanner.
- 2: Activate distress beacon.
- 3: Shut down enemy jamming device.
- 4: Retire Presidential clone.
- 5: Locate and rescue President.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

K7 Avenger: The weapon of choice of most guards in this level.

Sniper Rifle: The weapon of choice of the Mr. Blonde guards outside the caves.

Remote Mine: You start with it, use it to detonate the Skedar vessel.

Night Vision: You start with it, it is used to see while inside the dark caverns.

Horizon Scanner: You start with it, used to spy over large distances, useless, I say.

President Scanner: It is in a briefcase on the left side of the crashed plane, activate it to see the position of the President and its clone.

WALKTHROUGH

Turn around and go to embark on the jetbike behind you. If guards are seen nearby, kill them. Turn around again and go forward. Pass by the passages to the right and kill the 2 guards you'll come behind. Go near the escape pod to the left, disembark from the jetbike and activate the beacon from behind the pod. Re-embark the jetbike and go through the passage on the right. Check near the crashed plane to the right (Going downhill) for the Presidential Scanner, it's a little bit hard to find.

Go back to the Distress Beacon, go to the right passage, kill the group of 3 guards patrolling there and turn in the small passage on the right along the way. Snipe the guards in the large area you come to (4 guards in all) and remember the location of the slope on the right. For now, head straight ahead and follow the path on the right at the end (Leave the hoverbike at the entrance of that path). Kill the 2 guards that will come by the lower pathway and the 2 guards on the upper pathway straight ahead.

Follow the lower pathway through a cave until you come to a wide clearing with trees to the right. Destroy the 2 drone guys there, one to the left of the trees, the other to the right. Go past those trees and kill the 2 guards near the Skedar vessel there. Go near it and throw the 3 Remote Mines in your possession on it. Go far away from it (I mean it, this thing leaves a BIG explosion) and detonate the mines. If it's not destroyed, go toward it until you see it and fire with your K7 Avenger at it until it explodes, then run away!

Backtrack to the slope I told you to remember (Re-embarking on the hoverbike along the way) and go down said-slope. Snipe at the cave entrance once you see it and take down the 2 guards that will come there. Switch to the K7 Avenger and go inside the caves (Put on Night Vision too). Kill the guard that will await you inside and go straight ahead. Shoot the smaller-looking character before shooting the other guards there (3 in all, maybe 2 more that will come from the tunnel to the right), that's the Presidential Clone.

Go to the left and kill the guard there from behind and disembark the hoverbike to go into the small passage near there. Switch off Night Vision when it becomes bright and destroy the 4 patrolling Robots at the top. The K7 Avenger dispatches them easily, go to the left and fire at Trent (The guy with his back toward you) once. Let him flee and the President will now follow you.

Backtrack all the way to the beginning (Just follow the walkthrough in a backward fashion if you don't remember) and go behind the starting position. If you didn't do it, kill the 3 guards that await you there and cross the log over the chasm at the end. Go straight ahead to the saucer, Elvis should have killed the nearby guards with his Phoenix. Once the President reaches the saucer, the stage is finished.

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PELAGIC II- EXPLORATION

OBJECTIVES

- 1: Disable primary power source.
- 2: Secure laboratories and research data.
- 3: Deactivate GPS and autopilot.
- 4: Activate Moon Pool lift.
- 5: Rendezvous and escape with Elvis.

ITEMS/WEAPONS

Falcon 2 (Silencer): Your starting weapon.

Laptop Gun: You start with it.

N-Bomb: You start with it, the blast is far too huge and dizzying to be of any use, forget about it.

X-Ray Scanner: You start with it, it is used to see which switches to press to open the access to the control of the main power source.

CMP150: The weapon of choice of all the guards in the level.

Twin Falcon 2 (Silencer): From the beginning, go through the door straight ahead, follow the corridor to another door. Go through this one and follow the corridor to yet, another door at the end. Pass through the 2 doors there and you'll be in another corridor. One of the guards there carries the Twin Falcon 2 (Silencer), but doesn't use them. Kill him to get the weapons.

DY357 Magnum: Carried by one of the Officers that will shut down the system, leave all 3 not knocked out and make one turn off one of the 2 systems. An officer will get out this weapon, knock him out to get it.

Research Data Disk: 3 of them in the level, carried by 3 scientists which are in the laboratories under the room with the GPS/Autopilot systems, you need to collect those for an objective.

WALKTHROUGH

Use the Falcon 2 (Silencer) from now because the starting areas have alarms that will be activated if you're heard too much. Go through the door straight ahead and shoot down the guard to the right of the door. Follow the path to a turn and shoot down the guard on the left. Go toward the next door and kill the guard on the other side (Through the window) by shooting him in the head.

Wait for another guard to come investigate the body and shoot him down also. Go through the door and turn to the right, turn to the left at the alarm and shoot down the 2 upcoming guards. Advance and take the door to the left that you come across. Go around the small part of wall straight ahead and kill the guard there. Destroy the camera on the small part of wall and put on the X-Ray Scanner. Press the 4 green switches on the pillar on the right. Those are random so you have to find them yourself.

Once that's done, go down the stairs on the left and destroy the camera behind the stairs. Go near the small tube hovering to the right and press the button

inside to shut down the power. Go through the door nearby and follow the path through another door. Go through the door straight ahead and kill the guard at the turn in the corridor, along with destroying the camera there. Go along the path and kill another guard at the end.

Go through the door there and kill the guard at the end. Go through the door on the right of there and kill yet another guard at the end. Aim down the stairs on the left there and kill the 2 guards there. 4 more guards should come along, kill them all and go down the stairs. go around the corridors to the right and kill the 2 guards you'll encounter. Go down the stairs near them and kill the 2 guards at the bottom of them.

Open the door there and kill the guard on the other side. Go through the next door to arrive to a dead-end, keep that location in mind since you'll return there later on. Head all the way back to the switch you pressed to turn off the power and go up the stairs nearby. Go through the door up there and head through the door on the left from there. Go up the stairs on the left and continue straight up the next set of stairs straight ahead.

Shoot down the guard at the top and the one on the right. Go up the stairs on the right and switch to the secondary mode of the Falcon 2. Go toward the officers at the controls and go near one of them. With a weapon near him, he'll go shut one system down, knock him out once he did and turn around. Quickly knock down the officer while he's drawing his weapon and go near the last one to get him to shut down the last system.

Knock him out once he did. Go at the door on the right of there, kill the 2 guards on the other side by firing through the window and go through that door. Go through the 2 doors to the left and kill the guard there. Go down the stairs on the right and enter the door on the right. Ready the Falcon 2's secondary mode and enter the door on the right. Stay at the entrance and knock out the 2 scientists that will come running at you (That's why you're blocking the exit).

Go through the door on the left after that and knock out the single scientist there. You should have all 3 Research Data Disks now. Return to the room where you turned down the systems (Where 3 officers were). Go back down the previous 2 sets of stairs and head through the door on the left. Kill the guard on the left and head through the door on the right. Change to the Laptop Gun (No more alarms from here) and kill the guards behind the 2 boxes in the corridor.

Go to the door on the left and shoot down the 2 guards on the other side by shooting through the window. Go through the door and go through the next door at the end. Shoot down the 2 guards to the right while behind the stack of 2 boxes and go at the door at the end of this corridor. Shoot down the guard on the other side through the window and go through the door. Go at the next door and shoot all 4 guards on the other side by firing through the window.

Go through the door and through the next door after this one. Shoot down the 2 guards on the other side of the next door via the window and go through it. Go at the next door and shoot the 2 guards on the other side via the window. Go through that door and go through the door on the left in the corridor. Go through the opening to the patch of water and activate the terminal near the hangar door to the left. Enter the hangar and activate the terminal on the right of the room.

Backtrack all the way to the room I told you to remember to encounter Elvis and return to the patch of water where the hangar door is to finish the stage.

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OBJECTIVES

- 1: Reactivate teleportals.
- 2: Disable Cetan megaweapon.
- 3: Secure control room.
- 4: Restore Dr. Carroll's personality.
- 5: Escape from Cetan ship.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon.

Shotgun: Starting weapon as well as the weapon of choice of the cloaked guards in the level.

IR Scanner: You start with it. It is used to see through the dark and detect cloaked enemies. Useful, to say the least.

Proximity Mine: From the beginning, follow through the corridor and go into the next corridor to the right once you see it. There will be 4 cloaked guards at the end of it. One of them will drop the Proximity Mine. I haven't found any use for it.

CMP150: The weapon of choice of all the non-cloaked guards around the level.

FarSight XR-20: Elvis' weapon at the beginning, he'll give it to you once you've stepped through the first teleporter.

Backup Disk: You start with it, it is used to re-awake Dr. Carroll.

WALKTHROUGH

Note: Elvis will help you for the entire mission, he's armed with a nasty FarSight XR-20 at the beginning and switches to a little Phoenix later on.

Go straight into the corridor and through the big door at the end. Switch on the IR Scanner and go through the next door. Shoot down the 2 guards awaiting you there, cloaked of course and continue ahead to encounter 2 more cloaked guards. Go through the 2 doors on the right and stay before the 2nd one. Shoot all 4 cloaked guards that passes by.

Turn off the IR Scanner, go through the door and to the right. Kill the 3 guards along the path and go down the slope to the left along the way. There will be 6 or so guards spreaded around the following tunnels, so be prepared (Use the CMP150 you just got from the previous guards). Turn to the right at the first intersection, fire at the small lamp on the ground to the right at the next intersection and go through the new passage to the left.

Go straight ahead to the 2nd intersection, fire on the small lamp ahead of you and go to the right. Go along the path all the way to the 2nd intersection, fire at the small lamp to the right and backtrack to the previous intersection you passed by. Head in the room to the right. There will be 3 guards awaiting in the room (Probably 2 on the left side and one on the right), kill them and enter the room. Elvis will reactivate the teleportals. Make your way back to the beginning of the tunnels after the slope. Turn on your IR Scanner there and

dispose of the 2 cloaked guards awaiting you at the slope.

Go up the slope and through the door on the left. Head to the right from there and go through the door at the end. Go at the shimmering wall straight ahead to teleport. Elvis will give you the FarSight XR-20 (I find it awkward, but you're free to try it) at this point and equip a Phoenix. Go through the door straight ahead and kill the guard near you, the one on the far-left of the room and the next one at the door on the opposite side. Follow the path through the next door and kill the 3 guards there.

Head toward the shimmering wall at the end of this corridor to teleport elsewhere and go through the door straight ahead. (From this point onward, you will encounter small critters in infinite numbers, dispose of them.) Destroy the 6 light pillars around the room with the FarSight (1 shot per pillar, easy) and go through the next door. Follow the corridor to an intersection and go to the left. Open the door, but don't step through, destroy the drone gun on the ceiling straight ahead and follow that corridor. Enter the next room and destroy the middle pillar.

Go through the door on the left and all the way to the next room. Destroy the center pillar and go through the door on the left to the next room. Destroy the central pillar there and open the door on the left. Destroy the drone gun on the ceiling in that corridor and follow it to the next room straight ahead (Past a door on the right, remember that one). Destroy the center pillar and open the door on the left. Quickly fire the FarSight at the center pillar from where you are and switch to the CMP150.

Kill all the critters that are headed your way and backtrack to the door you went past earlier (Make sure Elvis follows you). Switch back to the FarSight there and go through the next door. Quickly shoot down the drone gun on the ceiling and go near the lights on the left. Use the FarSight's X-Ray aiming to shoot down the barrel-like form through the wall. Go near the lights to the right and use the X-Ray aiming to shoot the barrel-like form there also. Go through the next door in the room and jump in the teleporter there.

Head through the door, kill the 2 guards there and use the Backup Disk on Dr. Carroll. Watch the cutscene and RUN! Ignore all enemies from this point, just run back to the beginning. Here's the directions:

Head through the door on the right and go through the door on the left along the path. 3 guards are there, shoot them while passing by, but DON'T stop. Follow the path up to a tunnel on the left, go through that tunnel to finish the mission.

CARRINGTON INSTITUTE- DEFENSE

OBJECTIVES

- 1: Reactivate automatic defenses.
- 2: Release hostages.
- 3: Retrieve experimental weapon.
- 4: Destroy sensitive information.
- 5: Deactivate bomb.

ITEMS/WEAPONS

Mauler: The weapon of the Skedar guard at the beginning and the Mr. Blonde at the end of the stage.

AR34: Your starting weapon and the weapon of choice of all the guards of the Institute.

Laser: You begin with it, it is used to break open the safe in Daniel's office and destroy the sensitive information.

Combat Boost: You begin with it, use it to rescue the hostages in the offices upstairs. Slows down motion rate and enables quicker reactions.

Data Uplink: You begin with it, it is used to upload a virus into the Skedar ship at the end of the stage.

K7 Avenger: The weapon of choice of all the enemy guards in the level...

Falcon 2: The weapon carried by Foster in the Firing Range.

Devastator: Carried by Grimshaw in the left office on the second floor. Rescue him for him to drop the weapon, I don't know if anything else is required.

RC-Pl20: The weapon in the Firing Range, you can collect it after rescuing the hostages. Use it to cloak and sneak past the guards at the end.

WALKTHROUGH

NOTE: GUards will constantly appear in the hangar tunnels in the basement of the institute, there is no real way to predict when or where they will be, but be ready at all times, they're armed with hurting K7 Avengers and shielded.

Turn around and go down the slope behind you all the way to the bottom. Take the door on the left there and go through the 3 next doorways in front of you. Turn to the left and activate the small terminal on the right wall in the right corridor along the way and go past said-corridor. Go through the door at the end and go to the left. Activate the terminal on the right wall after the turn and go back to the left.

Follow the path through 2 doors and activate the last terminal on the left. Backtrack to the last intersection and go to the right once again. Continue straight ahead and a little to the right. Go up the slope there and through the door on top. Go up the slope around the wall in front of you and go to the left at the top.

Go through the door on the left and shoot down the 2 guards in this room before they kill the 2 hostages. Go back outside and head to the door on the left. Enter and quickly go around the wall by the right. Fire at the guard there will go straight ahead. You should kill at 3 before they kill any hostages (Use the AR34, it's the best thing to use I think...)

Go out of the room after that and head in the elevator to the left to get to the 2nd floor. Go to the left once up there and go near the first door you come across. Use a Combat Boost and enter the room with the AR34, Shoot the guard straight in front of you while going in and quickly turn to the right to shoot the other guard. The Combat Boost should let you plenty of time to do so.

Go back outside and head around the wall to the next door on the right. Use the other Combat Boost at the door and head inside. Shoot the guard straight ahead while entering and shoot down the guard on the left after that. Head out of the

room after that and go take the elevator on the right to get back to the first floor.

Kill any guards in your way to the Firing Range on the left, enter the door on the right there. Use the laptop terminal on the table to break the glass to the weapon nearby and collect it. Go take the elevator to the left of that room back to the 2nd floor and go into the office to the end of the corridor to the left (Behind Jonathan). Use the Laser on the grey spot on the wall to the left and destroy the small device behind that with the Laser. Return outside and go back to the first floor by taking the elevator on the left of that room.

Equip the RC-P120 and use the Secondary Mode to Cloak. Quickly head to the left of the elevator and on the left, where your starting position was. Go down the slope there all the way to the bottom (Zip past all the guards while cloaked) and go near the Skedar ship there.

Go in front of it and equip the Data Uplink. You should be safe from enemies there, upload the virus in the ship and equip the RC-P120 after that. Cloak once again and backtrack half-way up the slope. Go straight ahead in the small passage and go through the door at the end to finish the stage.

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ATTACK SHIP- COVERT ASSAULT

OBJECTIVES

- 1: Disable shield system.
- 2: Open hangar doors.
- 3: Access navigational systems.
- 4: Sabotage engine systems.
- 5: Gain control of bridge.

ITEMS/WEAPONS

Combat Knife: Your starting weapon.

Mauler: The weapon of choice of all the Skedar guards.

AR34: Given by Elvis at the bottom of the first elevator you take, comes with plenty of ammo.

Slayer: After taking the elevator once Elvis has told you to head upwards, go through the doors straight ahead until you don't see another door ahead of you. Follow the path around the middle area and the Slayer is hidden in an alcove behind the middle area.

Twin Mauler: The weapon of the Skedar Commander, on the bridge, the middle guard is (Probably) the commander, he holds the Twin Mauler.

WALKTHROUGH

Get out of the door and quickly run along the path to get to the first immobile Skedar guard, hack it away with the knife (Use strafing to dodge his attacks) and collect the Mauler. Switch to that weapon and continue along the path, shooting down the 2nd Skedar guard you encounter (The Mauler's secondary mode is the best course of action). Destroy the 3 alien consoles at the end with

gunfire to bring down the shields.

Take the elevator in front of Cassandra's dead body and head to the big hangar after this. Continue straight ahead to the next corridor and take the elevator at the end (Ignore all the Skedar). Go along the path to the right and activate the console to the right of the path (From behind the console, it works). Return to the elevator and take it back down. Elvis will give you a AR34 at the bottom, (Continue using the Charged-up Mauler) and you'll have to dispose of 2 Skedar there.

Go up the slope to the main area and fight off the Skedar with the Maians until Elvis tells you it's time to head upwards. Go to the right to the elevators (Far opposite wall from the spaceship in this hangar) and take the one on the left. Go through the door at the top and kill the 2 Skedar guards to the right & left. Go through the door on the left and through the one on the right from there. Kill the guard behind the pillars in this room and go through the door at the end.

Enter the door on the right in this corridor and turn to the left, kill the 2 guards on both sides of the hologram. Elvis will access the navigational systems and tell you to head upwards. Head back out of the door you went through and go through the door on the right. Kill the Skedar on the other side and go up the slope to the left. Kill the Skedar far away in the corridor at the top and follow the path to a passage to the right.

Keep that passage in mind for later on and continue to a room straight ahead. Go in the door on the right and kill the Skedar on the other side. Kill the other Skedar on the left inside and head through the door on the right. Go through the door on the left and kill the Skedar at the end of the corridor. Go up to his body and aim to the left. Kill the 2 Skedar you see (Charged-up Mauler, of course) and Crouch down until you see a brown part on the blue cylinder of energy in the big room ahead. Fire a Charged-up shot at it to destroy it.

Backtrack through the previous 2 doors and head to the left this time. Head through the door on the right and crouch down at the end of the corridor. Fire a Charged-up shot at the brown part on the blue cylinder of energy and quickly run out of there!!! Return to the passage I told you to remember earlier. Go up the slope there to the top and kill the Skedar to the right. Go to the room he was in and head through the door on the right.

Go through the next door and go right back through it to attract 2 Skedar guards up the slopes on each side. Kill them once they pass by the door and go up to the door up the slopes. Go up the elevator after that, Elvis will part from you before that and go up the next elevator after this one (Equip the AR34 at this point). Head behind the small wall to the right and show yourself a little to shoot the leftmost guard, do the same for the commander in the middle and get out completely for the rightmost guard.

Go to where the middle guard was and turn around, Elvis will come in by the doors and guards will shortly follow. Kill them all with the AR34 from your standing point, or use the Twin Maulers, very easy from up there (If Elvis goes to meet them, follow him, you CANNOT have him die). Once enough guards have been killed, you'll have finished the stage.

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SKEDAR RUINS- BATTLE SHRINE

OBJECTIVES

- 1: Identify temple targets.
- 2: Activate bridge.
- 3: Gain access to inner sanctum.
- 4: Destroy secret Skedar army.
- 5: Assassinate Skedar leader.

ITEMS/WEAPONS

Flacon 2 (Scope): Your starting weapon.

Callisto NTG: Your starting weapon, powerful, but no ammo available more than what you start with, my advice: Keep it for the end.

Devastator: Your starting weapon, you need this weapon to open a path in the level.

IR Scanner: You start with it, it is used to detect the part of walls that are weak and can be destroyed.

R-Tracker: You start with it, it used to detect the 3 Pillars you must attach the Target Amplifiers on.

Target Amplifier: You start with it, it is used to mark the pillars to destroy.

Reaper: Carried by some of the Skedar guards in the level.

Twin Phoenix: Those appear if you destroy the 2 remainign pillars that are not to be marked with the Target Amplifiers (Their locations are in the walkthroguh, use the R-Tracker to find those to mark anddestroy the others with the Devastator). They appear at the top of the ladder just before the chasm.

Slayer: Those are carried by 2 Skedar guards near the end, just before the Skedar Army in suspended animation.

Mauler: Carried by the Skedar guards in suspended animation near the end and all the Skedar guards that the end-boss calls on the battlefield.

WALKTHROUGH

Note: Since the location of the 3 pillars changes everytime, this walkthrough will guide you through all their positions.

Activate the IR-Tracker first and use the Falcon 2 for now. Advance straight ahead and kill the Skedar that appears to the left or right. Go around the wall and kill the 2 Skedar in the room you arrive to, the one in the far back uses a Reaper, be careful. The black pillar in this room is a possible target, mark it if it is one (Check the R-Tracker to ascertain that).

Continue straight ahead and in a corridor. Kill the Skedar that will appear in front of you and quickly turn around to kill another Skedar that should have appeared behind you. Continue along the path until you can turn to the right, kill ANOTHER Skedar that should have appeared behind you before continuing. 2 Skedar guards will appear once you get to an intersection, one on the right and the other on the left.

Kill them both and head to the right. Mark the pillar in the dead-end if it is

one of them and dispose of the Skedar that will appear nearby. Go back to the intersection and head to the left this time. Go through the passage to the right along the way and quickly shoot down the Skedar guard there before he shoots you with his Reaper (You can use the small wall portions to the left to protect yourself).

Advance to where the guard was and shoot down the 2 Skedar behind the fallen pillar to the right. They shouldn't be able to shoot you because of the pillar so you're safe. There is another pillar to be marked to the left, check if it is one of those. If it isn't, continue past the 2 guards you just killed. At the intersection, go to the right for another one of the possible pillars, mark it if it is.

Head to the left after that and collect the Shield behind the fallen pillar. Continue along the path to a dead-end room. Kill the 2 Skedar guards that appear there and mark the last of the pillars there..... Backtrack all the way to the first corridor after the first intersection you arrived at and go toward the chasm on the right.

Switch to the Reaper from now on (You should have max ammo by now) and go down the ladder, quickly shooting down the Skedar on the left. Go along the small path to the left and cross the chasm once it's narrow enough to do so. Return to the right and go up a ladder. Fire a grenade from the Devastator at the small part of wall ahead (It's bright red on the IR Scanner, check it) to blow it up and continue ahead to another passage. Fall at the end of that passage and quickly kill the Skedar guard that will appear to your left.

Turn on your IR Scanner and check the walls to the left until you find a bright-red spot. Back away from it and use the Devastator to blow up this part of the wall (Turn off your IR Scanner as well). Go through the hole you just blow up and kill the little critters in the corridor you arrive to. Go to the left and enter the door on the right along the way. Kill the small critter in that room and push the small structure on the differently-colored tile near the pillar in this room.

Go back out of this room and follow the path on the right. Turn on your IR Scanner once you get in the dark and kill the small critters (3 or 4) in the tunnel until you come by a door on the left. Go through it and follow the path on the right. Killing the 2 Skedar guards armed with Slayers and going to the small altar at the end of the tunnel. Switch to the Falcon 2 (Scope) and press B while looking at the altar. This will unlock the door on the upper passageway. Strafe a little to the right and kill the guard on the upper pathway using the Callisto NTG.

Go back through the door and up the nearby slope. Follow the path until you come by the Skedar army in suspended animation. Kill all the Skedar guards that will come out from the various doors on each side of the room (I think it's random). There is a total of 7 Skedar guards to get rid of. Once that's done, go through the door closest to the middle pillar and through the next door after that to the end-boss.

The strategy here is to shoot at the end-boss while dodging his rockets & cohorts (When he lifts his staff in the air, an enemy will appear in a corner of the room). Once the shield covering the end-boss becomes weak enough, he'll take shelter under the icon in the middle of the room behind him.

When he does, equip the Callisto NTG on secondary mode and fire at the 4 small points to blow them off, another method is to use the Mauler's charged shot as it destroys one point per fully charged shot.... Repeat the process until all 4 small points are blown off. Weaken the boss' shield so he goes to recharge

again and take down the big central point to kill him.

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MR.BLONDE'S REVENGE

OBJECTIVES

- 1: Plant explosive device in lab lift.
- 2: Eliminate DataDyne Captain.
- 3: Locate and escort Cassandra to helipad.

ITEMS/WEAPONS

Mauler: Your starting weapon.

BombSpy: You start with it, I haven't found a suitable use for it... yet.

Cloaking Device: You start with it, use it to get to the elevator at the beginning without being detected.

Skedar Bomb: You start with it, it is to be placed inside the lift to the underground facility.

CMP150: The weapon of choice of all the guards on the bottom floor, there is also some of them hidden behind the desk at the beginning.

Twin CMP150: From the beginning, go to the left and follow the path to a set of stairs. Go into the room on the right when facing the stairs and enter the door inside. One of the guards there carries the Twin CMP150.

Shotgun: The weapon of choice of all the lady guards in the upper floors.

DY357 Magnum: The weapon of choice of the Special Ops guards in the upper floors.

WALKTHROUGH

From the beginning, go on the left and turn on the Cloaking Device. Head in the room to the left of the stairs you encounter and go through the door on the right. Go through the secret passage on the right and use the Skedar Bomb inside the elevator there. You now have 4 minutes to complete the stage (So don't wait around), head back to the stairs you saw near the beginning.

Go up those stairs and call the elevator to the right, hide in the corner and switch off your Cloaking Device. Switch it back on if a guard arrives or if the elevator has arrived and climb in. Turn it off once you're going up. The elevator will stop midway, aim through the glass to the left and wait for the other elevator to come by your level (It will stop a little higher). Quickly kill the guard in that elevator to continue to the next floor.

Kill the 3 or so guards waiting for you as you go out of the elevator. Go up to the last floor in the elevator you used to get up there and kill the guard near the switch straight ahead. Activate the switch to unlock the office and go near the big door to the said office nearby. Switch to Unarmed and hold B to switch to Disarm. Head inside and disarm Cassandra.

Equip a weapon (Preferably, the CMP150, if you have one, if not, take the Falcon 2) and follow her out of the office. Go into the door on the right and up the stairs (Always stay near Cassandra so she doesn't run away or anything). At the top, open the door on the left and quickly kill the 2 guards on the right before any of them can launch N-Bombs (Those are very harrassing). Head up the slopes, out of the doors at the top and up the slopes to the right to the helipad.

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MAIAN S.O.S.

OBJECTIVES

- 1: Sabotage enemy medical experiment.
- 2: Destroy captured Maian saucer.
- 3: Activate distress signal.

ITEMS/WEAPONS

Falcon 2: Carried by the scientist near the Psychosis Gun's location.

Psychosis Gun: From the beginning, go through the door straight ahead and you'll be able to collect it, it's on the table to the right.

Dragon: Carried by most guards in the level.

Tranquilizer: From the beginning, go through the doors all the way to a corridor with a path to the left & right. Go to the left and head through the left door. Continue through the door straight ahead and kill the scientists there to obtain the Tranquilizer.

Twin DY357-LX: From the beginning, go through the doors all the way to a corridor with a path to the left & right. Go to the right and through the door on the left. The guard on the left carries those weapons, use the Psychosis Gun to get a very powerful ally on your side. Kill him once he's useless (Although the weapon comes only with a single bullet).

WALKTHROUGH

Knock out the nearby scientist and go through the door. Knock out the scientist there and collect the Psychosis Gun on the table as well as the Falcon 2 from the scientist. Go back to the beginning and push the hoverbed near the glass windows. Fire the Falcon 2 on it to break the glass and head through the door straight ahead. Kill the guard there and open the next door.

Kill the 3 guards that are running at you and collect all the Dragons. Switch to that weapon and go through the door straight ahead. Remember this location and go through the door on the left. Kill the 2 guards in that coridor and go through the door on the left after that. There are 4 guards in this room, 2 on the left side of the middle path and 2 on the right side. Kill them all and go through the door at the end. Fire on the hoverbed through the glass walls (The hoverbed, NOT the alien on it.) to destroy it.

Kill the scientists if they didn't get killed by the explosion. Return to the location I told you to remember after that. Go through the door on the right and kill the 2 guards (One near the door to the left, the other near the right

door) there. Switch to the Psychosis Gun and head through the door on the left. Zap the guard to the left (The one with the Twin DY357-LX), he'll clear out a good part of the level for you.

Follow him around all the way to a big hangar, from your position, backtrack to the door you came out of. Follow the corridor to the right all the way up a slop and go down the slope to the right all the way. Open the door at the bottom and you'll be there. Once the guards of this area have been disposed of, you can kill the brain-washed guard for the DY357-LX for he will not be able to follow you where you are going.

Go up the slope in that room and go through the door on the left at the top. Kill the guard there and go through the next door straight ahead (The alarm will ring, but don't worry, that's normal). Go through the small ventilation hole to the right and kill the guards on your way to the cargo elevator to the left, along the wall there. Go through the door on the right once you're at the top (There are 5 guards in that cargo area, their locations are often different with each game, so be careful).

Kill the guard there and kill the 3 guards that will come running at you. Switch to the DY357-LX and go straight ahead and around the wall to the left. Shoot at the saucer there to detonate it with a single (and only) shot, quickly back away to avoid the blast. Return to the entrance of this room after that. Quickly go up the slope on the left and follow the path (Kill the 2 guards along the way) to the elevator.

Go up to the next floor and kill the guard waiting for you there. Go through the doors on the left and kill the guards to the right after that. Go through the doors near their position and kill the 2 scientists inside that room. Shoot down one of the fake walls to the left and kill the 2 scientists in that area. Activate the blue computer in the middle.

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WAR!

OBJECTIVES

- 1: Kill Skedar King.
- 2: Kill Skedar King 2.
- 3: Kill Skedar King 3.

ITEMS/WEAPONS

Phoenix: You start with it.

Mauler: The weapon carried by all the Skedar in the level.

Reaper: Carried by the first Skedar King.

Slayer: Carried by the second Skedar King.

WALKTHROUGH

Note: During the course of this level, there are at least 3 Maians in the stage with you, if they die, they respawn at the beginning. Try to keep them alive at all costs.... and also, don't leave a too great distance between you and them,

their Callisto NTG pack quite a punch, great asset on your side. You can also stay near the beginning and slaughter the respawning Maians for Callisto NTG ammo, I recommend you to do so too... Also, Skedar appear in infinite numbers on this level, so I can't pinpoint where they will be and how much there will be, so stand prepared at all times....

Follow the path straight ahead and go up the slope on the right. Go to the right at the top and to the left through the hole in the wall. Follow the corridor there to an intersection and head to the left. Go across the bridge and follow the path until you come across a door to your left. Go through that door and to the right after that.

Follow the corridor until you see a pillar to the left, the first Skedar King is there. Switch to the Mauler on secondary mode and shoot him in the head with a fully-charged blast to kill him. Switch back to your regular weapon (Preferably a Callisto NTG) and return through the last door you went through. Go up the slope in front of it and through the door at the top.

Go across the bridge there and through the door at the end. Follow the path through 2 doors and go around the pillar straight ahead. Switch to the Mauler on secondary mode before and kill the Skedar King behind the pillar with a fully-charged shot at the head. Quickly go through the door behind the location of the King and go around the pillar there to the right. Go through the door on the other side of the pillar and kill the last Skedar King there with a fully-charged shot to the head.

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THE DUEL

OBJECTIVES

- 1: Defeat DataDyne guard.
- 2: Defeat Jonathan Dark.
- 3: Defeat Trent Easton.

ITEMS/WEAPONS

Falcon 2 (Scope): Your starting weapon, also the weapon of the DataDyne guard.

DY357 Magnum: Jonathan's weapon.

WALKTHROUGH

As soon as you can move, turn around and quickly shoot the guard down. His aim is VERY accurate, so be quick on the trigger as one shot kills you. Jonathan will immediately run behind the wall on your right, run there and shoot him down before he kills you with his slow Magnum. For Trent Easton, he appears at a random location in the room. Quickly turn around and strafe to the left behind the wall. You'll have seen where he was, quickly go out and shoot him down before he moves.

Here they are..... all the cheats along with smallish walkthroughs to how to get them..... when needed of course. Descriptions of them too.

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FUN

DK MODE

Requirements: Complete "Chicago- Stealth".

Effect: All characters now have enormous heads and very long arms along with thin bodies.

Walkthrough: Just follow any of the walkthroughs for "Chicago- Stealth" to get it.

SMALL JO

Requirements: Complete "G5 Building- Reconnaissance".

Effect: Joanna's size is lowered to midget-size. She only moves around at the height when she's crawling on the floor at normal size and at the same speed.

Walkthrough: Just follow any of the walkthroughs for "G5 Building- Reconnaissance" to get it.

SMALL CHARACTERS

Requirements: Complete "Area 51- Infiltration".

Effect: All the characters in the game are in extremely small size except for Joanna. Makes targets a lot harder to hit/see.

Walkthrough: Just follow any of the walkthroughs for "Area 51- Infiltration" to get it.

TEAM HEADS ONLY

Requirements: Complete "Air Base- Espionage".

Effect: I have no single idea what it even do.....

Walkthrough: Just follow any of the walkthroughs for "Air Base- Espionage" to get it.

PLAY AS ELVIS

Requirements: Complete "Area 51- Rescue" under 7:59 on Perfect Agent.

Effect: You can play as Elvis in all Single-player missions,

Walkthrough: You must absolutly collect the Phoenix weapon for this cheat (Easier that way). Kill guards at the entrance of the hangar, then run into the cargo lift as soon as it opens. Kill any guards that try to shoot you while the elevator goes back up. There probably won't be any guards at the top, so immediately turn right and head to the door at the end (Killing the guard there

in the process). Activate the door and wait for the technician to open it, then head up the slope on the left and follow the path to the elevator.

At the top, activate the doors as you walk through. This will send the lift back down and you can grab the Phoenix. Follow the path through all the doors all the way to a big room, go to the far end of it and collect the Phoenix on the bench there (Use it on Secondary Mode for the remaining part of the level). Come back to the lift and it should be back to the top.

Go back down. Backtrack all the way to the cargo elevator at the beginning and kill any guards you encounter on the way there. Continue straight ahead and kill the 3 guards on the way to the door. Aim up to the catwalk on the other side and kill the 3 guards there. Take the cargo lift on the left and follow the catwalk at the top to a mark on the wall. Use the Phoenix to blow up the wall and head through the hole. Head left and down to the cryo chamber, killing any guards on the way there.

Take the right door and eliminate the guard behind it, then the technician behind the next one. Run to the left and press the first red button. Turn around and shoot the guard who followed you in. Turn on the X-Ray Scanner and look at the container raised by the press of the red button. Once the objective is completed, return to the hole in the wall that you blew up and go up the slope on the right. Go down the slope on the right at the top and go through the door on the right along the way (Killing the 2 guards there before).

Destroy the drone gun in this room and kill the 2 technicians. Use the Uplink on the computer in the back, go back out once the virus is uploaded and back up the slope on the left, go through the door on the right at the top. Kill the guards and the lab tech and blow the computer. Go back out of the room and run all the way back down the slope on the left. Switch to the SuperDragon and fire a grenade (Secondary mode) at the left door at the bottom of the slope.

A guard will open the door and you can run through him while shooting (Normal bullets, of course). Go to the showers by the path on the left, kill the technician and check all the closets in the showers until you find the Lab Clothes. Equip the Lab Clothes, switch to Unarmed and go to the door closest to the hole you blew up in the wall in a corridor. Pass by the 2 guards in the room and through the doors at the end (You'll fool the guard in opening the door with your disguise). Go to the left to the room, equip your Phoenix and shoot down the guard near the door and the one near the white board in the room.

Shoot through the glass to kill the lab tech inside and grab his keycard. Dispatch the 2 technicians that run into the room with your Phoenix and go back in the offices. Shoot down all the brown-walls to kill each guard behind them (4 in all). Head out of the room, through the door on the right and through the next door on the right along the way. Kill the 2 guards behind the second set of pillars along the way and the guard & technician that will come running at you.

Run through the next door and open the door to the next room. Stand there and use the Phoenix to dispatch of the 2 guards on the left and 2 guards on the right. The last one killed will drop a keycard and grab it. Go through the door on the right side of the glass-walled area and continue along the path to succeed...

SLO-MO SINGLE PLAYER

Requirements: Complete "DataDyne Research- Investigation".

Effect: Transforms the single player mode in slow-motion, which is..... slow.

Walkthrough: Just follow any of the walkthroughs for DataDyne Research-Investigation to get the cheat.

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GAMEPLAY

INVINCIBLE

Requirements: Complete "Area 51- Escape" under 3:50 on Agent.

Effect: This lets you be impervious to any type of damage in Single-player missions.

Walkthrough: Rush out of the room straight ahead out to the corridor and head through the door on the right. Kill the 2 technicians there quickly and go through the door straight ahead. Go down the slope to the left to leave Elvis there and return to where the 2 technicians were. Go through the 2 doors on the right and kill the 2 technicians on the other side. Go around the central area and go down the slope behind it.

Head through the door at the bottom and go to the right (Kill the 3 guards there and be sure to collect a SuperDragon). Go through the door on the left and follow the catwalk to the end (Killing the 2 guards while running). Go through the door there and talk to Jonathan nearby. Switch to the SuperDragon on Secondary Mode and backtrack across the catwalk. Open the door at the end and fire a grenade to quickly dispose of the 4 guards waiting for you.

Stay near Jonathan while he initiates the charges to blow-up the wall and watch the door for guards. Go through as soon as it explodes and drop down to the left of the slope. Go through the door under it and press Start to skip the cutscene. Go out of the room and to the right of the wall straight ahead. Be sure that Elvis & Jonathan follows you there.

As soon as Elvis starts to talk, rush back to the slope in this room, go up and follow the path around the catwalk to an intersection (Disposing of any guards in your way, but don't waste too much time). Go to the left and activate the terminal. Return to the intersection and head to the right to activate the last terminal. Head back to where Jonathan & Elvis are supposed to be still talking and the mission will be finished.

CLOAKING DEVICE

Requirements: Complete "G5 Building- Reconnaissance" under 1:40 on Agent.

Effect: Lets you begin any Single-Player mission with 240 seconds of cloaking.

Walkthrough: Kill the first 2 cloaked guards as soon as you can (Collect the Keycard from the last one) and go through the door in this room, follow the path (Killing the guard near the light switch) and turn off the switch. Go through the door on the left and go to the door on the right. Immediately turn back to the big room on the left and use the CMP150 to dispose of all 4 cloaked guards (As fast as you can, collecting the Keycard dropped by the last guard).

Go through the next door in the room and kill the guard patrolling on your way to the next door. Dispose of the 3 guards on your right inside this room and the one on your left. Go up the slope near the guard on the left and follow the cables to a small ventilation shaft (Where Joanna says to use the CamSpy). Use the CamSpy but DON'T send it into the shaft, leave it at the entrance (Without collecting it). Jump down of the cables and dispose of the two guards there.

Go through the door at the end and up the stairs there (Kill the guard patrolling them without stopping). Turn to the right at the top and head to the vault (Kill the 2 guards guarding it, but don't stop). Enter the vault, use the Door Decoder on the console to the right, switch to the CamSpy and send it into the shaft. Let the scene play (Time stops during the scene) until the timer is finished, wait a little longer, when Mr. Blonde threatens Trent, you can cut the scene.

The safe will be open, rush inside and collect the Backup Disk. Switch to the Remote Mine to detonate the exit and go out of the vault. Take the corridor straight ahead (Skip past all the guards) and go out through the left opening along the way, you should earn it, if not, TRY AGAIN!

MARQUIS OF QUEENSBURY RULES

Requirements: Complete "DataDyne Central- Defection" under 1:30 on Special Agent.

Effect: While the name of the cheat is just plain strange, this cheat leaves all enemies on any given Single-player mission, bare-handed. Yes, none of them have guns now. Although you still have yours.

Walkthrough: Alright, since speed is the obvious essence in this walkthrough, be sure to shoot down all the guards in front of you, without minding the others and without stopping too. I won't point the locations of guards in this walkthrough, so stand ready, mm?

Jump down the helipad straight ahead and head inside by the door on the left. Go down the slopes, ignoring the cameras and go throw an ECM Mine on the terminal to the left. Go through the door on the right and go down all the stairs there. Once in the room at the bottom, go activate the switch on the table to the left and enter the middle double-door to Cassandra's Office.

Knock out both Cassandra and her secretary, picking up Cassandra's Necklace in the process. Go back outside and go through the door on the left. Go down all the sets of stairs to the bottom and call the nearby elevator. Dispose of any guards coming at you while you wait for it and go down to the first floor. Immediately go down the stairs near the elevator and go through the door on the right.

Kill the guards there and throw an ECM Mine on the terminal to the left of the room. Go back outside and head in the office to the right. Enter the door there and head through the secret passageway to the right in this room. Enter the elevator to finish!

JO SHIELD

Requirements: Complete "Deep Sea- Nullify Threat".

Effect: Let you begin any given mission with a Shield. Just an added advantage if things are somewhat hard....

Walkthrough: Just follow any of the walkthroughs for "Deep Sea- Nullify Threat" to get it.

SUPER SHIELD

Requirements: Complete "Carrington Institute- Defense" under 1:45 on Agent.

Effect: You get a more powerful version of a shield, which is a LOT more resistant to damage than regular shields...

Walkthrough: Kill the Skedar near the beginning and head through the passage on the left, taking the elevator there. Go near the first office on the left and use a Combat Boost before entering, quickly kill both guards inside and head back outside. Go in the next office on the left (Around the wall) and kill both guards there too, you should have been fast enough to only use a single Boost for both offices.

Head back to the elevator you took upwards and take it downwards. Head into the Holotraining to the right of the elevator and quickly go around the wall inside. Kill the 3 guards in a row there and head back to the elevator from earlier. Go into the Firing Range to the left of it and kill the 2 guards in there. Activate the laptop terminal and grab the RC-P120 from the nearby wall case.

Head outside and use the Cloaking Device on the RC-P120 while going down the slope on the right. Once you're completely at the bottom of the slope. Head near the Skedar Ship there and use the Data Uplink to load the virus in the ship. Make sure to avoid gunfire while it loads. Switch back to the RC-P120 and cloak yourself once it's done. Go back up the slope half-way and take the door there to end the mission.

ENEMY SHIELDS

Requirements: Complete "Carrington Institute- Defense".

Effect: The enemies of any given mission will ALL have shields. Adds a bit of challenge to the game, don't you think?

Walkthrough: Just follow any of the walkthroughs for "Carrington Institute- Defense" to get it.

ENEMY ROCKETS

Requirements: Complete "Pelagic II- Exploration".

Effect: All the enemies in a given mission will use Rocket Launchers, makes the game, err..... a tad bit harder, or a lot. Depends.

Walkthrough: Just follow any of the walkthroughs for "Pelagic II- Exploration" to get it.

PERFECT DARKNESS

Requirements: Complete "Crash Site- Confrontation".

Effect: All the missions you play will be pitch-black, useless without the Night Vision... unless you feel like playing a blind game.....

Walkthrough: Just follow any of the walkthroughs for "Crash Site- Confrontation" to get it.

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WEAPONS FOR JO IN SOLO

ROCKET LAUNCHER

Requirements: Complete "DataDyne Central: Extraction".

Effect: Start any Single Player mission with a Rocket Launcher, useless without Infite Ammo since it has very few Rockets.

Walkthrough: Just follow any of the walkthroughs for "DataDyne Central- Extraction" to get it.

SNIPER RIFLE

Requirements: Complete "Carrington Villa- Hostage One".

Effect: Lets you start any Solo Mission with a Sniper Rifle.

Walkthrough: Just follow any of the walkthroughs for "Carrington Villa- Hostage One" to get it.

SUPERDRAGON

Requirements: Complete "Area 51- Escape".

Effect: Let you begin any mission with a SuperDragon.

Walkthrough: Just follow any walkthroughs for "Area 51- Escape" and you'll get it.

LAPTOP GUN

Requirements: Complete "Air Force One- Antiterrorism".

Effect: Let you begin any mission with a Laptop Gun.

Walkthrough: Just follow any walkthroughs for "Air Force One- Antiterrorism" and you'll get it.

PHOENIX

Requirements: Complete "Attack Ship- Covert Assault".

Effect: Let you begin any mission with a Phoenix.

Walkthrough: Just follow any walkthroughs for "Attack Ship- Covert Assault" and you'll get it.

PSYCHOSIS GUN

Requirements: Complete "Chicago- Stealth" under 2:00 on Perfect Agent.

Effect: Lets you begin any given Single-Player mission with a Psychosis Gun with 4 charges.

Walkthrough: Ignore all the unarmed people in this level, no time to deal with them. Follow the path and kill the guard there, quickly taking the path on the right after that. Kill the FBI Agent and continue to the street. Quickly dispose of the 3 guards patrolling the streets and kill the FBI Agent that will come out from behind the fence on the left.

Head into the alley on the right along the street and continue past the small area. Kill the FBI Agent at the far end of the next passage and kill all the 4 or 5 guards there also. Once that's done, go towards this area and on the street to the left. Go throw the Tracer on the limo on the left (From behind, the guy near the limo won't see you put it on). Go back to the path you used to get on the street and continue straight ahead until you come to a path on your left.

Drop down there and collect the briefcase under the bridge. Climb back up and return to the location of the last FBI Agent you killed. Go up the stairs to the left and throw the Remote Mine at the blocked doorway on the 2nd floor. Go back down and in the alley to the right. Push the dumpster in this area near the stack of barrels, fire at the barrels from a distance and collect the Bombspy coming out of the dumpster.

Backtrack to the bridge that had your equipment under it and send the Bombspy in the passage to the right ahead of it. Detonate it so you kill all 4 guards there and quickly rush for the entrance there.

TRENT'S MAGNUM

Requirements: Complete "Crash Site- Confrontation" under 2:50 on Agent.

Effect: Lets you begin any Single-player mission with a DY357-LX, one-shot kills with these (Perfect Dark's "Golden Gun").

Walkthrough: Hop on the Jetbike to the left and head to the right to the escape pod. Kill the 2 guards nearby quickly and activate the beacon from behind the escape pod. There is an area above the cave with the clone with an hole right above him. Go there (Don't remember the exact location) and snipe the clone from the hole. Head into the cavern to the right from there and quickly take down the sentry robots. Fire a few shots at Trent to make him flee and the President will follow you. Quickly head towards Elvis to complete the mission (In time, hopefully).

FARSIGHT

Requirements: Complete "Deep Sea- Nullify Threat" under 7:27 on Perfect Agent.

Effect: Lets you begin any Single-player mission with a FarSight XR-20.

Walkthrough: Equip the Shotgun and switch to Double-Blast (Also activate your IR scanner). Head straight throug the 2 doors ahead and kill the 3 guards at the entrance. Continue ahead, killing the 2 guards that should show up near the end of the room and head throug the door on the right. Kill the 2 guards waiting on the other side and the 2 other guards there too.

Follow the path on the right and kill the 3 guards there with your Falcon 2. Go down the slope on the left along the way, switching to the Shotgun. Follow the corridors by blasting guards and the small lamps in the corridors to open doors. Once in the room with the controls, kill the 3 guards in this room quickly with the Shotgun and let lvis operate the console. Once he says soemthing, run all the way out of the corridors and kill the 2 cloaked guards waiting for you at the exit.

Go through the door on the left and head to the teleporter on the right from there. You'll receive the FarSight here, keep the Shotgun and go throug the next door, follow the path and kill the 3 guards on your way to the next door. In the next corridor, quickly kill guards without stopping while heading for the teleporter on the left. Equip the FarSight from here and go through the next door, blasting all 5 light pillars on the walls aroudn the room.

Go through the doors ahead and blast all 3 pillars in each of the rooms you come across. Once you reach this spot a corridor with a drone gun on the ceiling, shoot it down and let Elvis catch up with you while you shoot down everything that is remaining (2 light pillars, 2 pods and a drone gun). Run to the teleporter past the room with the last drone gun and kill the 2 guards around Dr. Carroll. Use the Backup Disk on Dr. Carroll and press Start to skip the cutscene. Don't bother with any guards at this point, just run all the way back to the beginning to finish the level.

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CLASSIC WEAPONS FOR JO IN SOLO

PP9I

Requirements: Win Golds in Firing Range.

Effect: Lets you begin any Single Player mission with a PP9i.

Walkthrough: Earn Gold Awards on Falcon 2, Falcon 2 (Silencer), Falcon 2 (Scope) challenges in the Firing Range to earn it.

CCI3

Requirements: Win Golds in Firing Range.

Effect: Let you begin any given mission with a CC13.

Walkthrough: Earn Gold Awards on MagSec 4, Mauler, Phoenix, DY357 Magnum, DY357-LX to earn it.

KLOI3I3

Requirements: Win Golds in Firing Range.

Effect: Let you begin any given mission with a KLOI3I3.

Walkthrough: Earn Gold Awards on CMP150, Cyclone, Callisto NTG, RC-P120, Laptop Gun to earn it.

KF7 SPECIAL

Requirements: Win Golds in Firing Range.

Effect: Let you begin any given mission with a KF7 Special.

Walkthrough: Earn Gold Awards on the Dragon, K7 Avenger, AR34 & SuperDragon to earn it.

ZZT (9MM)

Requirements: Win Golds in Firing Range.

Effect: Let you begin any given mission with a ZZT (9mm).

Walkthrough: Earn Gold Awards on the Devastator, Rocket Launcher & Slayer to earn it.

DMC

Requirements: Win Golds in Firing Range.

Effect: Let you begin any mission with a DMC.

Walkthrough: Earn Gold Awards on the Grenade, Timed Mine, Proximity Mine and Remote Mine in Firing Range to earn it.

AR53

Requirements: Win Golds in Firing Range.

Effect: Let you begin any given mission with a AR53.

Walkthrough: Earn Gold Awards on the Combat Knife, Crossbow, Tranquilizer & Laser to earn it.

RC-P45

Requirements: Win Golds in Firing Range.

Effect: Let you begin any given mission with a RC-P45.

Walkthrough: Earn Gold Awards on the Shotgun, Reaper, Sniper Rifle, FarSight XR-20 to earn it.

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WEAPONS

CLASSIC SIGHT

Requirements: Complete "DataDyne Central- Defection".

Effect: Transforms the aiming of all the weapons to the red crosshairs from GoldenEye. Kind of awkward for me now, it seems.....

Walkthrough: Just follow any of the walkthroughs for "DataDyne Central- Defection" to get it.

UNLIMITED AMMO - LAPTOP SENTRY GUN

Requirements: Complete "Air Force One- Antiterrorism" under 3:55 on Perfect Agent.

Effect: Once you drop the Laptop Gun as a Sentry Gun, it will fire endless bullets. Very handy...

Walkthrough: You need to start in the Cargo Bay of the plane to succeed. Go through the door straight ahead and punch the guard there. Collecting a Keycard, raise the cargo bay and jump down in it for the suitcase. Run back through the doors in this room to a kitchen and knock out the 2 officers there. Enter the small elevator in the middle and go through the door ahead on the next floor.

Go up the stairs there and head to the left 2 times to get to the President's Office. Wait until the cutscene kicks in, skip it by pressing Start and head out of the office by the same door you went through. Guards in black suits will appear randomly throughout the plane now, take them down as soon as you see them, can't pinpoint their exact locations...

Go at the end of the corridor and enter the first door on the left along the way. Kill the guard there and enter the next room, killing the 2 guards in the cockpit. Return to stairway earlier and go down it, go through the double doors on the left and throw the Timed Mine in the tunnel to the left. Stay clear of its entrance and go through the doorway on the right.

Take down the 2 guards there and go through the door on the left at the end. Advance in the corridor and take the stairwalk under the red trapdoor along the way to the right. Go through the door at the bottom and kill the guard on the other side. Rush to the door straight ahead and the mission will finish once the president reaches it.

HURRICANE FISTS

Requirements: Complete "DataDyne Central- Extraction" under 2:03 on Agent.

Effect: Your bare-handed hits are REALLY fast now, but don't do more damage than before.. just some nifty cheat I guess.

Walkthrough: Follow the path all the way to the elevators, don't stop for the guards but try shooting them as you go. Take the lift to the left once you arrive at the elevators and immediately run to the next lift to the right once you come out of it, don't stop for the guards. Run around the corridors and the various offices to the stairs near the elevator (Ignoring all guards).

Go up the staircase to the very top and kill the guard there, grabbing the Rocket Launcher also. Go up the staircase to the right to the ambush and use the single rocket in your possession to dispose of the 2 guards near the wall straight ahead while Cassandra speaks. Quickly activate your Night Vision and equip a CMP150 (Hope you got one on your way there).

Run around and pummel the guards with bullets while heading for the landing pad all the way upwards. Be sure to dispose of all the guards before proceeding since you must kill all the bodyguards in this room.

UNLIMITED AMMO

Requirements: Complete "Pelagic II-Exploration" under 7:07 on Special Agent.

Effect: You get unlimited ammunition for all weapons, but you still work by clips, hence, need to reload.

Walkthrough: Go through the door straight ahead and kill the 2 guards on your way to the next area. Kill the 4 guards in this corridor and go through the door on the left along the way. Kill the guard in this room and take down the camera on the small wall on the left. Switch on the X-Ray Scanner and press all 4 green switches around the pillar on the right of the room.

Switch off the Scanner and go downstairs to press the switch to turn off the power. Go back up the stairs and through the door you entered this room by. Go through both doors on the left and kill the guards in order by going through the first door on the left that you see and follow the doors around until you come back to that one. Make sure no guards are able to ring the alarms or you'll be in trouble.

Go back through the 2nd door that led to this area with the alarms and go up the stairs on the right. Go up the next set of stairs straight ahead and kill the 2 guards there. Go up the stairs on the left and knockout 2 officers there with your fists. Threaten the last one with your gun so he shuts down the 2 systems. Go back down all the sets of stairs and take the door on the left at the bottom, back to the room with the alarms.

Go through the first door on the left and go down the stairs on the left along the way. Kill all the guards you'll encounter on your way to Elvis. Go through the door on the right and the other door on the right. Take down the camera in this corridor and continue all the way down to Elvis. On you reach him, go back up all the way to the alarms area.

Go through the door on the left and follow the path through the next door, take the door on the left along this corridor and press the switch on the right of the room. Go up the stairs to the big door and turn on your X-Ray Scanner. Look at the switch on the other side and activate it from this side of the door (Wierd, heh?). Go to the doorway on the right of there and you'll have finished the mission!

UNLIMITED AMMO, NO RELOADS

Requirements: Complete "Air Base- Espionage" under 3:11 on Special Agent.

Effect: This is the ultimate in endless firing. No reloads! Yep, just fire to your heart's content, it will never stop!

Walkthrough: Go to the left and kill the guard patrolling there along with the 2 guards in the alcoves to the left while you head for the cavern at the end. Take down the 2 guards inside and the Officer. Collect the suitcase, equip the Uniform and switch to Unarmed while heading back to the front door of the airbase. Head inside and to the elevator on the left, go up to the next floor and collect the Suitcase at the end.

Punch out the 2 businessmen while heading back to the elevator and go back down. Head through the door between the 2 guards there and switch to the Suitcase. Continue straight ahead down the staircase and drop the Suitcase on the conveyor belt on the right of there. Go through the corridor on the right of there and punch out the blue-suited guard at the exit, continue straight ahead into another tunnel and follow this path all the way to an intersection.

Head to the right to a staircase. Go up it and Disarm the guard at the end quickly, punch out the guard near the console and activate it. Go back downstairs and equip the K7 Avenger. Follow the corridor and shoot down the guards in your path without stopping. Go to the left when you can to get to a big room and head through the door on the right of this room.

Quickly follow that path to the elevator at the end and kill guards following you while you wait for the elevator. Go down and burst out of the elevator, going to the left. Shoot down guards while heading up the sets of stairs to the left at the end. Follow the path all the way to the shuttle to finish the level.

X-RAY SCANNER

Requirements: Complete "Area 51- Rescue".

Effect: You start each mission with an X-Ray Scanner, kinda useless and just for fun.... See through walls.....

Walkthrough: Just follow any of the walkthroughs for "Area 51- Rescue" to get it.

R-TRACKER/WEAPON CACHES LOCATIONS

Requirements: Complete "Skedar Ruins- Battle Shrine".

Effect: Let you begin any given missions with a R-Tracker, this item lets you see the location of item weaponry inside the current stage by a small radar-like screen in the upper-right corner of the screen. Useful if you're after secrets.

Walkthrough: Just follow any of the walkthroughs for "Skedar Ruins- Battle Shrine" to get it.

ALL GUNS

Requirements: Complete "Skedar Ruins- Battle Shrine" under 5:31 on Perfect Agent.

Effect: Lets you begin any Single-player mission with all the guns in your

possession, but not a single bullet for them. You need Unlimited Ammo to make it work correctly...

Walkthrough: Follow the path through the ruins around (I assume you know the location of all the 5 pillars, because you need to visit them all). Use the Callisto NTG on Secondary Mode to kill the Skedar and use the Devastator on pillars that don't need to be marked. Once you get to the ladder leading to the chasm, you'll get Twin Phoenix, use them on secondary mode for the remaining part of the mission.

Go across the chasm, blowing up the part of the wall blocking the way and blow up the wall on the left as you get down on the other side. Go into the room on the right along the way and push the stone structure on the floor tile. Go cross the bridge and follow the path to the altar. Leave the Devastator there and go through the door on the bridge upstairs.

Drop down the Skedar Army in suspended animation with your Twin Phoenix and go through the next door to the Skedar Leader. Use the powerful Phoenix Explosive Shells to weaken his shield and take down the sign behind him. Be fast so you don't overpass the time limit!

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BUDDIES

VELVET DARK

Requirements: Available from the start.

Effect: A Simulant for the Co-op missions, has a Falcon 2 for weapon of choice and is not very good. Low AI.....

Walkthrough: Turn on your N64 and start/load a game to get it, can't be more easy than that.....

PUGILIST

Requirements: Complete "DataDyne Research- Investigation" under 6:30 on Perfect Agent.

Effect: A Simulant for the Co-op missions, is unarmed but quite strong at hand-to-hand combat, has a lot more health than most guards.

Walkthrough: Press Start to stop the cutscene and run out to the left. Run past the small robot and fire at the guard standing at the end. You should kill him before you reach him. Go through the door at the end and kill as many of the four guards that will be on the other side as you can. Listen for the secret door to the left of the door to open.

Stop what you're shooting when you hear that and head for the door. Run in the secret door and shoot the glass wall while running. Jump down, run around the corner and shoot the guard at the far end. Activate the first and second terminals (In that order) with the Data Uplink. Run around and kill the guard, then make your way through the corridor, killing all of the guards while running through.

Run to the isotope room on the left, kill the two guards, use the CamSpy quickly and go photograph the isotope. Switch the your weapon (Leaving the

CamSpy there). Take out the first guard behind the door to the lab hallway, the two guards patrolling behind it, then the two guards ahead and to the left. Enter the room there and go to the lift on the right. Hop down, kill the guard, grab the K7 Avenger, and head back to the elevator. Rush to the lab rooms.

First to the one at the end of the long hallway on your right. Kill the two guards, and try to find the terminal yourself, you don't have time to let wormy boy do it. Hit each terminal twice. There will be a slight delay as the game processes you accessing them, but eventually you'll turn the alarm on then off, and find the right one. A dull sound of electronics shutting down is your key noise here. Next, go to the Night Vision room, dealing with the two guards outside.

They'll notice you before you notice them, so crouch as you hear them shout and receive their attack instead of rushing into it. Go into the Night Vision room, shoot out one of the glass panels, and grab the goggles. Run outside and around to the far end of the hallway, killing the two guards on your left the same way. Kill the next two guards inside, and hit the terminals the same way as before. Go to the final room, knock out the scientist immediately, and do the terminal thing here, too. Run back out and head straight to the doors on the other side of the hallway.

Deal with the four guards in the next two rooms. Your time should be no more than 4:20, but, since you're moving fast, you're probably way ahead. Just relax, and wait for the robot to do his thing. Follow him past the lasers, shoot the guard on the right as you pass through the next door, and take out the two guards in the lounge. Head for the next room, shooting the Dragon guards on either side of the door. Hit your Data Uplink, immediately step back and pull out a gun. Open the door you came through and shoot the guards trying to ambush you. Use the Data Uplink again.

Once it's done, run down the ramp and into the final big room. Deal with the three Dragon guards quickly, then take the left door. Run straight into the next room, take out the guards hiding behind the metal thing, then shoot at the two guards that open the door in front of you. Run all the way to the end and grab the Shield technology. Run back to the Dr. Carroll hallway, switching to the K7 and its threat detector as you go. Locate the autoguns, then open the door and shoot the two you see. It may take more than one try. Afterwards, take out the last one on the other side of the first one, and head through the door.

HOTSHOT

Requirements: Complete "Area 51- Infiltration" under 5:00 on Special Agent.

Effect: A Simulant for the Co-op missions. He is armed with 2 DY357, one Magnum, the other LX. Very good AI-controlled buddy.

Walkthrough: Wait in the cut scene for the patrolling guard to move away, then jump in and shoot the two guards facing away and the two around the corner. Take out the two drone guns as normal, and run to the guard tower, firing all the way. If you don't get them both, shimmy up the ladder and dispatch them. Toss a grenade onto the minefield, then run down the tunnel eliminating anyone in the way.

Take out the next drone gun from a hiding position, then run straight for the button to drop the antenna. Toss the bug on the dish and run straight back up. Shoot the two guards who come rushing to the mouth of the tunnel on the fly,

then duck into the minefield area, running like heck and not worrying about the Interceptor Robot. Duck into the crawl space and directly into the radar room.

Knock out the technician standing in front of the PC to get his lift card. Place the Explosives and get out of there, being careful not to hit the lasers. Give some parting shots to any guards on your butt, then climb out and run for the left-hand lift button, where you'll have some cover from the Interceptor Robot and the Drone Guns. Push the button and hop in as soon as you hear the door open. Close it behind you immediately. Once you're below, just run to the end, firing passing shots at the guards trying to shoot you.

HIT AND RUN

Requirements: Complete "Carrington Villa- Hostage One" under 2:30 on Special Agent.

Effect: A Simulant for the Co-op missions, he is armed with a K7 Avenger and basically runs through the level while shooting everything... Rambo, anyone?

Walkthrough: Immediately take out the two guards on the dock, then sprint down the cavern path, eliminating guards as you go, or else they'll follow you while you snipe. Take the right path out of the cavern. Peg the first sniper across the way, then the one out by the lighthouse.

Run along the side, and take out the one close to you on the right, and the one far away in the back. In the clearing, hit the one on the wall first, then quickly hop up on the landing to get a good view of the last three. Take them all out and boogie for the upstairs entry. Run past all the guards and make a beeline for the basement. Activate the two controls and the generator and head for the cellar.

Go right and take out the three Shock Troops, and then make your way through the wine cellar eliminating everyone. It goes much quicker with a CMP, but you'll be taking the extra time to get one, so be careful. Once you hit the last guard, take his key, and open the door. STEP BACK, because it opens out, and run in.

ALIEN

Requirements: Complete "Attack Ship- Covert Assault" under 5:11 on Special Agent.

Effect: A Simulant for the Co-op missions, armed with a RC-P120, quite good to have on your side, but runs slower than regular enemies.

Walkthrough: Just move fast and shoot straight with the Mauler. Only use the AR34 on the Skedar in the hangar bay. Stay next to Elvis during that firefight, as he'll need to be close to you to tell you to leave the area. Upstairs, ignore the Shield and go left, making sure all the Skedar are dead as you pass them. As Elvis approaches the star maps, leave and head upstairs.

Once in the Engine area, kill all Skedar leading up to the core, then forget about the ones inside as you destroy the clamps. Make a beeline for the bridge, still killing all Skedar. Once you clean the place up, you'll have a chance to relax while you merrily blow away the Skedar that rush in.

8. Firing Range

Here are listed all the challenges for the Firing Range.... how to get the Gold and all.....

FALCON 2

Bronze- From in front of the computer, use manual aim and fire in the center of the target 8 times. Reload and strafe to the target on the right. Aim to the center and fire 4 times.

Silver- Stay near the computer, unload the gun on the moving target, hitting as close to the middle as you can. Reload when the target flips to the other side. Repeat until completion.

Gold- Strafe to the closest target to the right. Aim to the center and unload the gun. Reload, wait for the next target to take the same path and unload the gun on it. Always aim for the center.

FALCON 2 (SILENCER)

Bronze- Strafe to the target on the left and fire a single bullet in the middle. Wait until it flips back and finish unloading the gun in the center. Strafe to the next target on the right and repeat.

Silver- Aim at the middle and fire a single bullet. Fire 2 next bullets once they flip back and strafe to the left targets. Fire 3 bullets in the middle and strafe to the right targets. Fire 3 bullets in the middle.

Gold- Just stand in the middle and empty clip after clip on the moving targets. Aim as close to the center of the targets as you can.

FALCON 2 (SCOPE)

Bronze- Strafe in front of the target to the left and aim at the center. Empty the clip and repeat for the next target.

Silver- Stay at the middle and aim at the center of the moving target, I suggest waiting until it passes at the back row for highest chances of hitting the middle.

Gold- Stay at the middle and fire once at the center of the target. Empty the clip in the middle of the target once it stops moving.

MAGSEC 4

Bronze- Strafe in front of the target to the right and unload the clip in the middle. Strafe to the next target on the left and unload another clip in the middle. Don't forget to stop firing when the targets flip.....

Silver- Strafe to the row of targets to the right. Aim carefully and fire 1 shot in the middle of it. Wait for them to flip back. Fire 2 shots in the middle. Wait for them to flip back. Fire 3 shots in the middle of the other

target farther back. Strafe to the middle row. Time your shots so they hit close or in the middle of the targets and you don't hit the moving target. Once those 2 are out of the way, strafeto the row of targets on the left and finishes those with shots in the middle. The inaccuracy of the MagSec 4 REQUIRES that you fire slow and steady shots so you hit near the middle or in it.

Gold- Strafe to the targets on the right and aim at the middle. Fire until the targets flip. Restart firing once they restart moving. Easy, compared to the previous one.

MAULER

Bronze- Strafe in front of the target on the left and unload the clip in the middle of the target. Strage to the target in the middle and fire in the middle until completion.

Silver- Stay in the middle and hold B to switch to secondary mode. Wait for the gun to charge up fully and fire at a target to destroy it. Do this 3 times, reload and repeat. ALWAYS reload after 3 times so you don't waste ammo in half-charges. You should be fine that way.

Gold- Stay in the middle and hold B to switch to secondary mode. Fire at the target on the left once it flips, charge and fire at the middle target ocne it flips. Charge, fire at the right target ocne it flips and IMMEDIATLY reload quickly. The gun should charge up fast enough for you to destroy the next target on the left before they flip back. Just continue the charge/destroy process for the last 2 targets.

PHOENIX

Bronze- Strafe to the target on the right and wat for it to come back. Unload as many shots as you can in the middle, repeat at the next stop, destroying it. Strafe to the next target on th left and wait for it to stop. Finish the challenge by firing some shots in the middle.

Silver- Stay in the middle and hold B to switch to secondary mode. Just destroy all targets in a mad firing spree. You got far enoguh time to accomplish it with a minimum of aim.

Gold- Stay in the middle and hold B to switch to secondary mode. Aim to the target on the left and time your shot so it hits the target just before it starts moving. The other target on the same row should destroy itself by moving in the explosion. Repeat for the 2 other rows of targets.

DY357 MAGNUM

Bronze- Strafe in front of the target to the left and shoot in the middle of it. Wait until it flips back, shoot again, repeat for 6 rounds, reload and strafe to the next target to the right. Repeat the same pattern for this one 3 times.

Silver- Stay in the middle of the middle row of targets nad fire in the middle of the first one, that should blast all 3 targets and net you 30 points. Strafe to the row of targets to the left and get another 30 points and repeat for the right row of targets. The key if to blast all 3 targets with 1 bullet and getting Bull's-eyes on all 3 at the same time.

Gold- Stay in the middle of the middle row of targets and wait for them to flip. Shoot the first in the middle and you should score 30 points from blasting the 2 others with the same round. Strafe to the row of targets to the left and shoot the first target once it flips. Repeat for the one behind it, both in the middle of course for 20 points.

DY357-LX

Bronze- Stay in the middle and aim at the center of the moving target, slowly unloading round after round there.

Silver- Strafe to the target on the left and fire in the middle. When they move, stop firing. Restart firing at the targets that stop in front of you. When there are 2 targets in front of you (One behind the other) You should get 20 points each time because the bullet blows through the targets.

Gold- Stay in the middle and fire a single shot in the center of the moving target each time it moves. Wait until it flips back, fire a single shot again. Repeat until completion. Your ammo is limited so aim with care.

CMP150

Bronze- Aim to the center of the middle target, fire, stop once the target flips around. Restart firing once it flips back.

Silver- Strafe to the target on the left. Fire and stop firing once it spins around. Destroy this target and the one behind it. Strafe to the target on the right and repeat the same pattern.

Gold- Stay in the center near the computer and aim at the different targets manually (Might want to use the nifty secondary mode). Aim near the center of each one of them as you must achieve at least 350 points along with destroying all 6 targets.

CYCLONE

Bronze- Stay in the middle and aim at the center of the target in front of you. Unload your gun and strafe to the next target on the left. Unload your gun in the middle and you should be finished.

Silver- Stay in the middle and unload your gun at the moving targets. You must destroy all 5 before time is out. No strategy here..... A single target needs 25 or so bullets.

Gold- Stay in the middle and unload on the 2 moving targets to destroy them. Aim as close to the middle of the slow-moving one as you can. Fire madly at the middle of the far-away target until completion after that.

CALLISTO NTG

Bronze- Strafe in front of the target on the left and unload the gun in the middle of that target. Strafe on the next target to the right and repeat. Use the next target on the right if some points are missing.

Silver- Stay in the middle and fire at the target behind the flipped targets at

its stop points (It stops right in front of the 2 spaces between the 3 flipped-targets). You've got far enough time to blow up this single target.

Gold- Stay in the middle and fire at the center of the targets when they flip. Alternate quickly between the flipped targets and you should have no problem with the meager requirements. Just don't concentrate on a single target alone, Shoot at those that are facing your way.

RC-P120

Bronze- Stay in the middle, aim at the center of the target and fire at your heart's content!

Silver- Strafe to the target on the left, hold B and press Z to cloak. Wait until the target flips completely at you and unload at the middle. Reload the gun and strafe to the next target on the right. Hold B and press Z to cloak. Wait for the target to flip completely and unload the gun in the middle.

Gold- Stay in the middle, hold B and press Z to cloak. Wait for the targets to flip at you completely and quickly destroy all 3 by firing at them. Unload your gun on the far targets, destroying probably 3 of them. Reload and finish the remaining targets.

LAPTOP GUN

Bronze- Stay in the middle and aim at the center of the middle target. Unload you gun. Strafe to the target on the left and unload your gun in the middle.

Silver- Strafe in front of a space between the targets and holdB to switch to secondary mode. Press the Z Trigger while holding B to throw the gun between the targets. Wait until it shoots down all of them.

Gold- Strafe to the target on the left and fire some shots in the middle. Always fire in the middle and stop firing whne the target goes to the right. Fire at the targets who come at you and you should be fine. Make sure you destroy 2 targets also.

DRAGON

Bronze- Aim at the center of the middle target and fire once. Wait until it flips back and restart firing. Repeat with other targets until completion and don't forget to reload while the targets are flipped.

Silver- Strafe in front of the target to the left and hold B. Press the trigger to throw the weapon in front of the target and wait.

Gold- Stay in the middle and aim to the center of the closest target to the right. Fire in bursts while its moving (Aim at the middle) and stop firing when the other target passes over it. May take a few tries.

K7 AVENGER

Bronze- Stay in the middle and aim at the center of the far-away targets. Repeat until completion.

Silver- Hold B to switch to secondary mode and fire at 2 of the targets

surrounded by red squares.

Gold- 30 bullets, 10 are needed per target and they flip. Count your shotw and be sure to destroy all 3 targets... I suggest destroying the targets in this order: middle, left, right.

AR34

Bronze- Aim at the middle of the target in the middle and unload your clip there, it should destroy the target. Reload and strafe to the target on the left. Empty your gun in the middle of this target to finish the challenge.... if not, use the rightmost target.

Silver- Stay in the middle, aim and fire at all the targets. You got plenty of time to shoot down 9 of them. Don't try to shoot them when they zip past you close... shoot the targets while they're slow at the far end of the Firing Range.

Gold- This one is hard. Crouch down all the way and go to the left of the computer in the middle. Get as close to the small wall as you can and aim at middle of the moving target. Shoot small burts at the middle of the moving target and unload completly once it stops.... the 100% accuracy for this inaccurate gun makes the challenge really hard, not much strategy can be given.... Easily the hardest one to get.

SUPERDRAGON

Bronze- Stay in the middle and aim at the middle of the moving target, unload your weapon there (The slight inaccuracy is no problem). Just repeat this step, switching targets after destroying one to accomplish the challenge, easy stuff.

Silver- Stay in the middle and hold B to switch to secondary mode. Fire a grenade slightly below the middle target when it flips at you to destroy all 3 targets. Aim at the middle of the next target in the middle to destroy all 3 when they flip at you and aim slightly above the next middle target to destroy all 3 when they flip at you.

Gold- Stay in the middle and hold B to switch to secondary mode. Aim at the middle of the middle target to destroy it and aim slightly below the targets at close range (Aim as if you were aiming at the target you destroyed at first). Fire a grenade once the targets flip at close range to destroy both in 1 grenade. Aim slightly above the targets at far range (Again, it's where the first target was that you aim) and wait for them to stop to fire so you get them both in 1 grenade again.

SHOTGUN

Bronze- Stay in the middle and hold B to switch to Double Blast. Aim at the center of the target and fire.

Silver- Stay in the middle and hold B to switch to Double Blast. Aim at the moving target and be sure to destroy 1 per shot. Switch to Shotgun Blast when only 1 remains and blast it.

Gold- Stay in the middle and hold B to switch to Double Blast. Aim at the center of the moving target and unload 2 shells in it each time it moves.

REAPER

Bronze- Crouch down as low as you can and get as close to the small barrier as you can (This should greatly help your accuracy). Strafe to the target on the left and fire in the middle once it flips toward you. Strafe to the next target on the right and repeat the process. Strafe to the last target on the right and repeat the process again.

Silver- Crouch down as low as you can and get as close as you can to the small barrier. Strafe a little to the right so the computer doesn't obstruct your view. Now, fire at all the targets in no specific order to blow them all as they appear. No strategy, just random destruction.

Gold- Crouch down as low as you can and get as close to the small barrier as you can. Strafe a little to the right so the computer doesn't obstruct your view. Now, fire at the middle of the targets as they slowly pass in front of you, change target once the one you're firing at is going farther away. Once you've gotten enough points for the challenge, concentrate on a single target until you destroy it to succeed.

SNIPER RIFLE

Bronze- Go a little to the right of the computer, back up to the wall behind you and hold B to crouch down. Use the C buttons to aim at the center of the target and shoot!

Silver- Stay at the same spot as the previous challenge and aim at the center of the targets. Stop firing when they flip.....

Gold- Stand at the computer and unload 5 shots in the center of the target quickly. Strafe right in front of the target on the left, fire 3 shots in the center, reload, fire 2 shots to destroy it. Strafe in front of the target on the right and unload the remaining 5 shots in the middle of this target.

FARSIGHT XR-20

Bronze- Use the C-buttons to aim at the target on the left and fire at it 3 times (Doesn't matter where) to destroy it. Repeat with the middle target and the left target. The aiming is inadequate because of the X-Ray vision.....

Silver- Hold B to switch to the target Locator and fire at the first target it points at. Wait for them flip back and fire at the next target. Keep the flipping back motion in mind while shooting the targets. Easy.

Gold- Strafe in front of the target to the right and shoot at it in the middle, you should destroy the target far away with the same bullet if you were in the right position. Strafe to the target on the left and fire at the middle to destroy both targets as well. Strafe to the middle and aim at the far away target and shoot it down.

DEVASTATOR

Bronze- Stay in the middle and aim slightly under the middle target to destroy the row of 3 (One of them will appear and be destroyed immediately). Aim slightly above the middle far-away target and fire to destroy the other row of targets.

Silver- Stay in the middle and hold B to switch to secondary mode. Fire at the middle target as it is coming at you, time the shot so the grenade will stick on it just as it is about to begin going back to the back of the room. If timed right, the grenade should blow the 3 targets all the way behind along with the 2 moving targets to the left & right. Hold B to switch back to primary mode and fire a grenade before the way fo the middle target to blow it.

Gold- Stay in the middle and launch a grenade a little higher than the far-away target to blow it. Quickly launch a grenade under the close target to the left to blow it. Wait for the targets to flip back and launch a grenade a little higher than the far-away target. Quickly launch one at the ground near the right target to blow it as well. Wait for the targets to flip back and launch a grenade a little higher than the far-away target to blow it. Finish by launching a grenade at the ground under the target in front of you.

ROCKET LAUNCHER

Bronze- Stay in the middle and shoot the middle target, it should destroy the complete row of 3. Repeat for the middle row and the far-away row of targets.

Silver- Stay at the middle and fire at the targets that stops close to you, right in front of you. Be quick or you'll miss.

Gold- Strafe to the target on the left, aim at it, but DON'T shoot. Wait for it to come back and destroy it. Aim at the far-away target behind it and shoot the rocket a little early so it hits the target in time. Repeat for the right side. May take a few tries.

SLAYER

Bronze- Stay in the middle and shoot rockets at the targets that appear one after the other (Don't mind the flipping back motion sicne the explosion stays long enough to catch them usually).

Silver- Hold B to switch to secondary mode and fire the rockets. Remote-control them so they bump in the targets or press Z so the targets go thorough the explosion on their path. Don't waste rockets also.

Gold- Hold B to switch to secondary mode and fire rockets. Remote-ctrl them to the area BETWEEN the 2 stopping locations of each row of targets (Where they pass) and detonate the rocket there. It should blow up the 2 targets. Repeat for all 3 rows of targets.

COMBAT KNIFE

Bronze- Strafe to the target on the left and hold B to switch to secondary mode. Aim at the middle of the target and launch knives until completion. Don't throw knives always at the same spot sicne hitting a knife that is on the target gives 0 points.

Silver- Starfe to the target o nthe left and hold B to switch to secondary mode. Throw knives at the middle of the target when it flips bakc (1 knife per flip), strafe to the next target on the right once you destroyed this one and continue the process until completion.

Gold- Strafe to the target o nthe left and hold B to switch to secondary mode. Aim at the middle of the target and press AND HOLD Z, launch the knife once

they stop moving. Repeat each time the targets stop and they should ALL hit the middle, even when the target is a little farther. Just make sure you don't move the aim.

CROSSBOW

Bronze- Stay in the middle and aim at the center of the target, launch your bolts there. Don't aim at the same spot as bolts-on-bolts give 0 points.

Silver- Stay in the middle and aim at the center of the target, launch your bolts there. Don't aim at the same spot as bolts-on-bolts give 0 points. It's the same as the Bronze Award... but with farther targets.

Gold- Stay in the middle and wait for the target to move, once it stops, fire 5 bolts straight in the middle, quickly. Reload all 5 and wait for the target to stop again. If done right, you should succeed after doing this 3 times.

TRANQUILIZER

Bronze- Stay in the middle and aim at the middle of the target on the left. Unload the clip there while it moves and reload. Repeat this step until completion.

Silver- Stay in the middle and fire 1 shot in the middle of the target in front of you. Empty the clip there once it flips back. Repeat until you destroy the target. Strafe to the target on the left and destroy it the same way. Repeat on the target on the right to destroy it too. Shoot at the farther targets if you still miss some points.

Gold- Stay in the middle and fire 1 shot anywhere on each of the targets that appear to destroy them. Be very quick with the aiming & firing as time is short and you have to reload 2 times to succeed. The only thing you need here is good aim and a quick trigger-finger.

LASER

Bronze- Strafe to the target on the left and aim at the center of the target. Hold Z and wait for the challenge to finish while holding the crosshairs in the middle of the target.

Silver- Stay in the middle and aim at the middle of the target. Fire as close to the middle as you can while it moves. Stop once it flips and restart firing once it restarts moving. Need good aim to get it right.

Gold- Stay in the middle and aim at the middle of the moving target. Leave the aim there and fire 12 times to destroy the target. Strafe to the one on the left. Aim at the middle and leave the aim there. Fire 12 times to destroy this target and move to the one on the right. Fire a couple of shots in the middle to finish the challenge.

GRENADE

Bronze- Strafe to the target on the left and aim a short distance below the target. Throw a grenade and strafe to the next target on the right. Aim a short distance over the target and throw the grenade. Strafe to the next target on the right and throw the grenade by aiming a short distance below the target.

Silver- Stay in the middle and alternate between short distance under/over targets throws. Short under for close-range, short-over for long-range. Quite easy, do it quick or you'll run out of time.

Gold- Switch to the secondary mode and strafe to the target on the left. Launch the grenade once the target is in front of you and it should blow up at the right moment. Strafe to the target on the right and throw the grenade on the target is mid-way through the route on the left. That should do it. Switch to 4-seconds fuse and strafe to the target on the left. Throw the grenade a little below the target's location and throw it when it's half-way in the right road. Strafe to the target on the right and throw the grenade a little below the target's location. Throw it once the target is beginning to come at you.

TIMED MINE

Bronze- Stay in the middle and throw a mine at the middle target. It will land on it's back, but will explode when they flip and destroy all 3.

Silver- Stay in the middle and throw a mine a slight distance above the target in front of you, it should bounce on the floor to the row of target in the back and destroy all 6 of them once it blows.

Gold- Stay in the middle and throw a mine at the middle target, it should land near the row of targets in the back. It should destroy all 6 when it blows.

PROXIMITY MINE

Bronze- Stay in the middle and throw a mine at the target in the middle. Wait for it to explode. *YAWNS*

Silver- Strafe in front of the target on the left and aim at it. Throw a mine and it will land on the ground in the path of the target. Strafe to the rightmost target and throw a mine at it while it's coming at you so it sticks on it. The first mine should destroy the middle target, BTW.

Gold- Aim a little higher than the middle of the target in front of you and throw the mine. It will land on the ground since the targets are moving. It should destroy 3 or so targets once it blows up, only leaving 2. Throw a mine at the behind of the moving target near you once it stops and wait for it to explode. Throw a mine straight in front of you and as far as you can to land it under the far away moving target, tricky, but not impossible.

REMOTE MINE

Bronze- Throw a mine on the middle target and detonate it with the secondary mode (Hold B and press the trigger). Duh, too easy.

Silver- Strafe in front of the target to the right and wait until it spins around comes back, throw a mine on it once it stops and strafe to the target on the left. Wait until it stops spinning and throw a mine on it. Once they stop spinning again, detonate the mines. Aim a tad bit above the far-away target and throw a mine on it just a little bit before it stops to get it. Strafe to the target on the right and repeat. Detonate the mines once the targets stop once again.

Gold- Stay in the middle and throw a mine a little above the middle of the

target in front of you, detonate it once it attaches to it. Throw a mine at the target to the far-left (Aim a little above the whole target to get it) and detonate it once it begins moving to destroy the 2 targets remaining.

9. Multiplayer Challenges

All the 30 Challenges here and tips & Strategies on how to complete them easy..... keep in mind that I ALWAYS refer to doing the Challenges alone, with no extra players. There is a wierd thing with unlocking weapons, is that finding them in Single Player will port them over to Multi-Player... So I might need corrections for the rewards at times.

CHALLENGE 1

Scenario: Combat.

Opponents: ShockSim (Sluggish and easy to kill).

Weapons: Falcon 2, CMP150, Sniper Rifle, DY357 Magnum, Dragon.

Goal (Or Limits): 10 minutes OR 4 points.

Arena: Skedar

Tips & Strategies: No real strategy, just pick weapons and kill the simulant. I suggest using the CMP150 as your weapon of choice as the rate of fire and overall damage is the best you could find... the Dragon makes a substantial backup for it too.

Rewards(Weapons): FarSight XR-20, Grenade.

Rewards(Game Settings): Complex FarSight.

Rewards(Arenas): Complex.

CHALLENGE 2

Scenario: Combat.

Opponents: ShockSim (Sluggish and easy to kill).

Weapons: Combat Knife, Falcon 2, Cyclone, Dragon, Rocket Launcher.

Goal (Or Limits): 5 minutes OR 6 points.

Arena: Area 52.

Tips & Strategies: Nothing out of the ordinary, grab a few weapons and hunt down the simulant... Use the Cyclone or Dragon above all else, they're the best to get rid of him quickly (Without running chances of getting killed by your own explosion if you use the Rocket Launcher).

Rewards(Weapons): Shotgun.

Rewards(Game Settings): Hold The Briefcase.

Rewards(Scenarios): Hold The Briefcase.

CHALLENGE 3

Scenario: Combat.

Opponents: TechSim, TechSim (Both are sluggish and easy to kill).

Weapons: MagSec4, CMP150, Timed Mine, Dragon, AR34.

Goal (Or Limits): 5 minutes OR 8 points.

Arena: Pipes.

Tips & Strategies: Try to collect either the CMP150 or Dragon and home in for cheap kills until the challenge is over. It's quite easy to kill them with those weapons, but the others are awkward/inaccurate....

Rewards(Weapons): Falcon 2 (Silencer).

Rewards(Game Settings): Pistol One-Hit Kills.

Rewards(Arenas): Warehouse.

CHALLENGE 4

Scenario: King Of The Hill.

Opponents: CISim (Runs around at medium pace and aims rather poorly, could kill you if you're not careful though.)

Weapons: MagSec4, CMP150, Dragon, K7 Avenger, Shield.

Goal (Or Limits): 10 minutes OR 4 points.

Arena: Skedar.

Tips & Strategies: Easy, he's alone and so are you. Rush for the case as fast as possible, grab it, go back to your own for a point. Lather, rinse, repeat. If he grabs your case, be sure to have a CMP150 or K7 Avenger ready to kill him. He can't bring the case back if you're holding it so your first priority is ALWAYS to grab his case first.

Rewards(Weapons): SuperDragon.

Rewards(Game Settings): Capture The Case.

Rewards(Scenarios): Capture The Case.

Rewards(Simulants): HardSim.

CHALLENGE 5

Scenario: Combat.

Opponents: CassSim (Crummy shot, medium runner, if armed with a FarSight XR-20, she can be as deadly as anybody else, so beware.)

Weapons: Cyclone, Grenade, AR34, FarSight XR-20, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Complex.

Tips & Strategies: Try to grab the Cyclone or AR34, Cyclone is better though. Use the FarSight only if you're good with the really slow fire rate.... Hunt down the Simulant, but be sure to be careful if she's armed with a FarSight XR-20, she can kill you easily, she doesn't seem to miss often with that weapon.

Rewards(Characters): DataDyne Female Guard.

Rewards(Weapons): Laptop Gun.

Rewards(Arenas): Ravine.

CHALLENGE 6

Scenario: Hold The Briefcase.

Opponents: WorkSim, WorkSim, WorkSim, WorkSim. (4 very awkward and pathetic Simulants... aim like blind-folded guys and run around at turtle-like pace. You'll have no problem getting the briefcase from them, their only advantage is the number of Simulants.)

Weapons: CMP150, DY357 Magnum, Shotgun, K7 Avenger, Shield.

Goal (Or Limits): 10 minutes OR 6 points.

Arena: Area 52.

Tips & Strategies: Run to the opponents' Briefcase, grab it and run back to yours. If a Simulant got your Briefcase, dispose of him first (Can't deposit a briefcase if your own is not at your base). They shouldn't pose a threat, but equip yourself with a CMP150 or K7 Avenger, just in case (Plus, it mauls them pretty quickly, even if they have a Shield).

Rewards(Characters): Office Suit, Office Casual.

Rewards(Weapons): Remote Mine.

Rewards(Arenas): Temple

Rewards(Scenarios): Hacker Central.

CHALLENGE 7

Scenario: King Of The Hill.

Opponents: JoSim (Fairly slow, not a good shot, but could kill you if you're weak.)

Weapons: Falcon 2 (Silencer), MagSec 4, Cyclone, Grenade, Shield.

Goal (Or Limits): 10 minutes OR 5 points.

Arena: Warehouse.

Tips & Strategies: Grab a Cyclone, or 2 of them if you can and run for the hills! (Literaly) With the Cyclone as a weapon, the Simulant won't pose a threat even with a Shield. Easy challenge....

Rewards(Weapons): Tranquilizer.

Rewards(Scenarios): Tranquilizer.

CHALLENGE 8

Scenario: Capture The Case.

Opponents: SnipeSim (Average speed, fairly good shot, be careful around that one, he might not miss as much as the previous SIMs you faced.)

Weapons: MagSec 4, K7 Avenger, Shotgun, Superdragon, Shield.

Goal (Or Limits): 10 minutes OR 9 points.

Arena: Skedar.

Tips & Strategies: Aim for the Superdragon or K7 Avenger, Shield is an option. Be careful of the simulant, if he's armed with a K7 Avenger, he could chop you to bits if you're not careful... (Especially if you're Shield-less). Get the case and bring it back to your hideout, your objective is to grab his case first, no matter if he has yours, because he can't bring the case back to his place if you have his case (Same goes for you, you'd have to hunt him down).

Rewards(Character): Joanna Negotiator, Negotiator.

Rewards(Weapons): Falcon 2(Scope).

Rewards(Game Settings): Slow Motion.

CHALLENGE 9

Scenario: Combat.

Opponents: TrentSim (Good running speed, fairly accurate shot, although still crummy over the distance.)

Weapons: Falcon 2, DY357 Magnum, Timed Mine, Laptop Gun, FarSight XR-20.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Ravine.

Tips & Strategies: Grab the Laptop Gun and hunt the Simulant down, this gun can chop him in half in only a few bursts so you'll have no problem winning at all... If you're fairly accurate with the FarSight XR-20's ability to fire at anybody in the entire level from anywhere, camp yourself somewhere safe in the level and constantly kill the Simulant.

Rewards(Character): Trent Easton, NSA Lackey.

Rewards(Arenas): G5 Building.

Rewards(Weapons): Reaper.

Rewards(Simulants): PerfectSim.

CHALLENGE 10

Scenario: Hacker Central.

Opponents: GuardSim (Average pace, pretty good shot, use of caution recommended.)

Weapons: CMP150, Cyclone, Remote Mine, AR34, Shield.

Goal (Or Limits): 10 minutes OR 3 points.

Arena: Temple.

Tips & Strategies: Grab Twin Cyclone/CMP150 or a AR34 (Your choice, really). Get the shield if you want and then hunt for the Data Uplink, once you got it, head for the computer and hack away! If the Simulant is following you, kill him first and then hack the computer, sicne he takes a while to come back at you once killed.

Rewards(Characters): Joanna Leather, G5 Guard, G5 Swat Guard.

Rewards(Weapons): Cloaking Device.

CHALLENGE 11

Scenario: King Of The Hill.

Opponents: BlondeSim (Average speed, large target to kill and a rather accurate shot.)

Weapons: MagSec4, Tranquilizer, Shotgun, K7 Avenger, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Complex.

Tips & Strategies: Run for the K7 Avenger, the other weapons aren't worth it. Grab the Shield if possible (Not necessary), try to keep it recharged, since the Simulant can kill you rather easily with a K7 Avenger. Once you're equipped, run for the hills! (Literally)

Rewards(Characters): Mr. Blonde, Dinner Jacket 1, Dinner Jacket 2, Dinner Jacket 3, Dinner Jacket 4.

Rewards(Arenas): Grid.

Rewards(Game Settings): Temple Explosives.

Rewards(Weapons): Devastator.

CHALLENGE 12

Scenario: Combat (Slow Motion).

Opponents: JoSim (Fast running speed, she'll get the first weapon available and hunt you down, accurate shot, BEWARE.)

Weapons: Falcon 2(Scope), Sniper Rifle, Shotgun, Superdragon, Shield.

Goal (Or Limits): 10 minutes OR 3 points.

Arena: Skedar.

Tips & Strategies: Since the Challenge is in Slow-Motion, you'll be able to

easily out-smart the computer since his reactions are slowed too... Grab a SuperDragon above all other weapons, it's the best you can find. Use the grenades if confident and be sure to grab the Shield if you pass near it, you'll need it.

Rewards(Characters): Joanna Trenchcoat.

Rewards(Arenas): Felicity.

Rewards(Scenarios): Pop A Cap.

Rewards(Weapons): Proximity Mine.

CHALLENGE 13

Scenario: Combat (One-Hit Kills).

Opponents: CIASim (Average running speed and pretty accurate shot, although he's a bit slow on pressing the trigger.)

Weapons: Flacon 2(Silencer), Tranquilizer, Laptop Gun, Grenade, Reaper.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: G5 Building.

Tips & Strategies: One-hit kills, so pick any weapons that you want, as long as you're a good aim and quick on the trigger, you'll win automatically. DON'T pick the Reaper because it's very slow/inaccurate to start firing and you'll be dead meat before you could kill your enemy.

Rewards(Characters): CIA Agent, FBI Agent.

Rewards(Game Settings): Slayer.

Rewards(Weapons): Slayer.

CHALLENGE 14

Scenario: Capture The Case.

Opponents: GuardSim (Average running speed, fairly good shot..)

TroopSim (Crummy opponent's partner, slow runner and fairly messy shot...)

Weapons: Cyclone, Superdragon, K7 Avenger, FarSight XR-20, Cloaking Device.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Area 52.

Tips & Strategies: Grab the Superdragon or K7 Avenger (I suggest the Superdragon for the grenades if you're accurate, as the K7 Avenger empties clips WAY too fast). Cloaking is optional, but don't pass it up if you pass by it. Just capture the case a few times once you're equipped... Be careful of the GuardSim as he's the most dangerous of the 2...

Rewards(Characters): Joanna Lab Technician, Area 51 Guard, Area 51 Trooper, Pilot, Overalls.

Rewards(Arenas): Villa.

Rewards(Weapons): Phoenix.

CHALLENGE 15

Scenario: Hold The Briefcase.

Opponents: 2 LabSims (One is faster and a better shot than the other, you should be wary of both anyways)

Weapons: MagSec 4, Dragon, Shotgun, Devastator, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Grid.

Tips & Strategies: The best way to go there is with Devastator & Shield. Be sure to grab both as you head for the Briefcase. Use the Devastator to quickly dispose of enemies and run between the Shield/Devastator areas to maintain your protection & ammo supplies. You should have an easy time with this strategy.

Rewards(Characters): Male Lab Technician, Female Lab Technician, DataDyne Lab Technician.

Rewards(Weapons): Combat Boost.

CHALLENGE 16

Scenario: Combat (No Radar).

Opponents: BioSim (That guy will arm himself very quickly and chop you to bits if you're not careful.)

Weapons: Falcon 2, K7 Avenger, Superdragon, Proximity Mine, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Felicity.

Tips & Strategies: You're first real opponent now, ready? Grab the K7 Avenger or Superdragon (Use the grenades with that one) and rove around the level. A good strategy is to camp in the bathrooms and shower the only entrance with Proximity Mines. You'll always get kills that way. Grab a Shield ASAP if you're going to hunt him down, because he'll put up a fight.

Rewards(Characters): BioTechnician.

Rewards(Arenas): Sewers.

Rewards(Game Settings): Cloaking.

Rewards(Weapons): Mauler.

CHALLENGE 17

Scenario: King Of The Hill.

Opponents: DanSim (Fast runner and accurate shot, beware!)

Weapons: DY357, AR34, Reaper, Slayer, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Temple.

Tips & Strategies: Grab the AR34 and a Shield, you probably stand the best chances with these 2. Beware of remote controlled rockets in this challenge, as the Simulant is not afraid to use them. Remain on the move. With a Shield and AR34, you shouldn't have trouble disposing of the simulant easily...

Rewards(Arenas): Car Park.

Rewards(Weapons): Callisto NTG.

CHALLENGE 18

Scenario: King Of The Hill.

Opponents: ElvisSim (Very fast Sim with a cunning habit to get the best weapons in the level and a shield, lethal.)

MaianSim (Rather sluggish walker, mostly following Elvis around...)

Weapons: Falcon 2, Phoenix, Tranquilizer, Laptop Gun, Shield, Cloaking Device.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Villa.

Tips & Strategies: Get the Laptop Gun and a Shield at ALL COSTS. It's one of the only ways you'll stand a chance. The Sims will head for both of those things straight at the beginning. You're alone and they're 2, so if they capture an hill with both of them on it, they get 2 points while you only get one when you capture a hill. The Cloaking Device is a good addition to sneak up on them while they guard a hill. Aim for their big head when firing, you'll kill them quickly that way. There is not much strategy except that... you're on your own.

Rewards(Characters): Elvis, Maian, Elvis (Waistcoat), Maian Soldier.

Rewards(Arenas): Base.

Rewards(Weapons): Crossbow.

CHALLENGE 19

Scenario: Combat (Fast Movement).

Opponents: CassSim (Fast on her toes and a sharpshooter, beware.)

TrentSim (Cass' little toadie, more awkward than her, a lesser threat, but be careful anyways.)

Weapons: CMP150, Shotgun, Rocket Launcher, FarSight XR-20, Shield, Combat Boost.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: G5 Building.

Tips & Strategies: They're 2 advanced AI against you and on Fast Movement, this is a pretty hard Challenge to succeed. Use the FarSight XR-20's secondary function only if you're handy with it, otherwise, use the Rocket Launcher along

with a Shield for best results. The CMP150 makes a good complimentary weapon, but the Rocket Launcher is better for instant kills (Don't forget the speed of this Challenge is FAST!).

Rewards (Weapons): RC-P120.

CHALLENGE 20

Scenario: Combat (One-Hit Kills).

Opponents: AirSim (Your ally, average speed & shooter, protect her at all costs!)

PilotSim (Fast on his toes and quite accurate shooter, beware!)

Weapons: Mauler, Falcon 2, MagSec4, DY357 Magnum, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Sewers.

Tips & Strategies: Equip yourself with a MagSec4 9Twin if possible) and use the Secondary Mode, grab the Shield and order your ally to Protect Yourself. He'll follow you around that way, the best thing to do now is to camp yourself in a corner with only a single point of arrival, the top of the level where the Shield is can be a good camping spot. Keep track of your radar while looking at the only entrance point, fire like crazy when the Simulant shows up! It's not much for a strategy, but it's the best I've found.

You could also take advantage of a bug, if you're in advance in the score and you let the buddy Simulant wander around, both Sims will sometime get stuck into each other on an elevator, they will NEVER get off the elevator unless you kill one or both of them. The idea is to stay near the elevator and wait until the last second, then kill the enemy simulant! (Follow this strategy only if you're in the lead or equal scores).

Rewards (Characters): Joanna Stewardess, Air Force One Pilot, Steward, Stewardess, Head Stewardess.

Rewards (Arenas): Fortress.

Rewards (Weapons): DY357-LX.

CHALLENGE 21

Scenario: Hacker Central.

Opponents: JoSim (Accurate & fast, goes for Cloaking & Callisto first usually)

Weapons: Mauler, Reaper, Shotgun, Callisto NTG, Cloaking Device.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Grid.

Tips & Strategies: The Sim will be busy collecting Cloaking & Callisto first, be sure to try to get both before her, accumulate on the cloaking and collect the Data Uplink. Once you got plenty of cloaking time, head for the terminal, turn on the cloaking and use the Data Uplink on the terminal. If the Sim comes

near you while cloaked at the Terminal, wait for the point ot be scored, switch to your Callisot and shoot her down from behind, collect another Clacking Device (She should have one) and restart the hacking process.

Rewards(Characters): Joanna Artic, Alaskan Guard.

Rewards(Weapons): N-Bomb.

Rewards(Simulants): DarkSim.

CHALLENGE 22

Scenario: Hold The Briefcase (One-Hit Kills).

Opponents: PresSim (Fast on his toes and accurate, will get rid of you easily.)
GuardSim (Follows the pres around, more awkward than him, but will kill you easily anyways.)

Weapons: Falcon 2, Sniper Rifle, Crossbow, K7 Avenger, Shield.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Base.

Tips & Strategies: Grab a K7 Avenger and a Shield before hunting them down, you're alone and they're 2. They can easily snipe you from above when you move below, one hit (or 2 if Shielded) and you're toast. Try to find a corridor to camp out on, they rarely hit you from far away...

Rewards(Characters): Joanna Party Frock (Ripped), Carrington Evening Wear, The President, Presidential Security.

Rewards(Arenas): Ruins.

CHALLENGE 23

Scenario: Combat (Slow-Motion)

Opponents: CloneSim & StripeSim (Very good shots and quick trigger-fingers, even in Slow-Motion, you'll have a hard time.)

Weapons: MagSec4, Grenade, Laptop Gun, RC-P120, Shield, Combat Boost.

Goal (Or Limits): 10 minutes OR 2 points.

Arena: Complex.

Tips & Strategies: Try to grab either the Laptop Gun or RC-P120 and a Shield if possible, with those thigns, you'll have better chances of surviving. Be sure to watch your back at all times, use the radar and hunt them down. You need quick reflexes to kill them quickly, you won't stand a chance with something like MagSec4 or Grenade as a weapon...

Rewards(Characters): NSA Bodyguard, Presidential Clone.

CHALLENGE 24

Scenario: Capture The Case

Opponents: 2 GuardSim, TroopSim, AirSim (All of them are a bit slow-moving and rather poor shots, but accuracy doesn't matter much with a Devastator)

Weapons: CMP150, Tranquilizer, Devastator, Superdragon, DY357-LX.

Goal (Or Limits): 9 points.

Arena: Fortress.

Tips & Strategies: Pick up a Devastator and head for the case immediately, nearly all the Sims will be armed by Devastators and they use it with deadly aim (Even if inaccurate, the explosion will slaughter you nonetheless since you're Shield-less). If you pick the case, stay as far away from the Sims as you can, don't get near and move quickly through big areas so you don't get caught in cross-fires...

CHALLENGE 25

Scenario: Combat.

Opponents: 2 ShockSim (One of them is fast and extremely lethal while the other is a bit slower, can't distinguish them from one another so be careful..)

Weapons: Mauler, N-Bomb, K7 Avenger, FarSight XR-20, Cloaking Device.

Goal (Or Limits): 3 minutes OR 10 points.

Arena: Ravine.

Tips & Strategies: Grab the K7 Avenger and hunt them down! If you're handy with the FarSight XR-20's secondary mode, you might want to use that from a corner of the arena... There is not a real strategy for that one, only skill is needed...

CHALLENGE 26

Scenario: King Of The Hill.

Opponents: 2 TechSims (One of them is fast and extremely lethal while the other is a bit slower, can't distinguish them from one another so be careful..)

Weapons: Falcon 2, Mauler, Cyclone, Laptop Gun, Reaper.

Goal (Or Limits): 10 minutes OR 10 points.

Arena: Ruins.

Tips & Strategies: Get ahold of the Cyclone or Laptop Gun, all other weapons will probably mean your death if you go against the Sims. When you're on a hill, keep watch of your surroundings at all times! Hills in this level are fairly easy to protect (Except a few) and you can kill your enemies from afar with the Laptop Gun. Try to dispose of at least one of the Sims if they're both on a hill, as they'll get 2 points if they succeed in taking it with them both on it.

CHALLENGE 27

Scenario: Hacker Central.

Opponents: CIASim (Very fast and very accurate, you're instantly killed if you come within his range...)

Weapons: Falcon 2, MagSec4, CMP150, Rocket Launcher, Shield.

Goal (Or Limits): 10 points OR 10 minutes.

Arena: Sewers.

Tips & Strategies: Grab any weapon and the Data Uplink, go at the terminal and try disposing of the Sim before starting to hack, you should have enough time to get a point while the Sim goes fetch himself a weapon and respawn. There is no real strategy, although it is very easy to prevent him from getting any points. This challenge should be a joke for you.

CHALLENGE 28

Opponents:

Goal:

Tips & Strategies:

CHALLENGE 29

Opponents:

Goal:

Tips & Strategies:

CHALLENGE 30

Opponents: CassSim & BlondeSim

Goal: King of the Hill

Tips & Strategies (By ArmorKing): Keeping the Hill = You got to the hill first or you just took it (I'll assume the worst: you are unarmed when you take it)

Taking the Hill = They got to the hill first...

Get Localized = Stand in an area of the arena where you have quick access to all possible hills.

Anyway...

"Balcony" Hill (has a Mauler with two Ammo Crates)

Keeping: Grab the Mauler (Charge-Up, always on Charge-Up), crouch all the way down, move to right side of the balcony and hug the wall. As the Sims round the corner onto the balcony, pop them with one Charge-Up shot (unload the clip into them if they survive the first shot). This one should (must?) be a gimme.

Taking: Get two powerful guns like MagSecs or Maulers, walk up to near the balcony, use your rader to see what side of the Balcony they're on and dive in there blasting them. Often times they can't hit you if you're too close. If both of them have it, then forget it and grab two Maulers and Get Localized for the next hill.

"Snow Cave" Hill (has a escape hatch to the Snow Tunnels, and a Mauler with ammo)

Keeping: Another gimme (hopefully). Grab the Mauler, stay where you got it and crouch all the way down, and manually aim (NOT R-Aim) at the Sims coming in. Pop them easily, using the Radar to see what side they're gonna enter from. Always use the escape hatch to exit, its a safer and quicker way to next hills.

Taking: VERY TOUGH. The uneven turf makes hitting them hard as hell to do, but so will it be for them. If you insist, then run there UNARMED and Disarm them! It actually works and they usually run outside when disarmed and gives you a chance to plug them. If BOTH of them have it, then forget and just get localized.

"Magnum Dead-End" Hill(A dead-end niche in a long corridor that has a magnum)

Keeping: If they come from the far end of the corridor (they usually do) then you got it made. Just grab the Magnum and pop them from a distance (or use Maulers/Twin Falcons if you got it). If you got full health you can take them both at the same time with the Magnum, just postion youself to that one Sim will have to shoot the Sim in front of him/her to get you. If they come from the closer entrance then hopefully you got a fast, accurate gun like Falcons or Maulers.

Taking: This is one of the few hills that you have a good chance to take, even if both of them have it. Always come in from the closer entrance creeping slowly around the corner unload shots at the Sims. The pair tend to bunch together and get in the way. If you come from the far end use an accurate gun (the Falcon is nearby...) and unload on them.

"Pyramid Arena" Hill (Medium-sized boxy arena with a tall pyramid in the center, and has a Magsec with ammo boxes)

Keeping: Keep your eyes peeled on either tunnel, using the radar to tell who's coming in. Crouch all the way down and fire down at them as soon as you see them coming with accurate guns (use the Magsec only if you have to). If they get in then get aggressive with them immediately, especially if you have full health. They should be hurting after getting hammered in the tunnel.

Taking: Dive in there with powerful guns (accuracy won't help too much), using the pyramid as cover to work your way closer to them. Generally speaking the closer you are the better your chances (lets face it, these guys don't have to be close to tag you, while being closer for you will help)

"Courtroom of Doom" Hill (Four pillars holding up a square catawalk above. This is the hill that has access to all the areas, and has a Mauler with ammo)

Keeping: Despite the fact that this hill has a gazillion different entrances, the Sims often enter from the same two tunnels: One that leads to the Pyramid

Arena and the LONG tunnel that leads to the Balcony, then the Snow cave. Use the Mauler to bash them from long range as they enter. Be careful of the long tunnel because they use that often and can hit you from so far out in it the radar doesn't even register them. If then get in (or, rarely, drop in from above) you will have problems...if you almost have the hill try hiding behind a pillar a fire a shot or two at nowhere to drive them back.

Taking: ALWAYS come in from the two bottom tunnels. Dropping in from above will just get you shot. If both of them have it snipe on them from far out as best you can, then dive in at the other sim. You should also consider just Getting Localized instead.

Gun ranking on Challenge 30:

MagSec (Too inaccurate)

Falcon (long-range accuracy and fast, but not powerful)

Magnum (tied with Falcon, long-range accuracy and powerful, but not fast)

Mauler (long-range accuracy and powerful, and decent in frantic battles)

Twin MagSecs (great for upclose battles, frantic hill taking)

Twin Magnum (EXCELLENT for accurate long-range shooting, which is how you'll win most Hills)

Twin Falcons (With two Falcons, its fast, accurate, AND powerful)

Twin Maulers (The best. If two Sims take a hill, Get Localized and grab these.

You can keep multiple hills with this thing's help)

Twin Falcons (With two Falcons, its fast, accurate, AND powerful)

10. Credits & Legal Stuff

Thanks to CyricZ's FAQ for help on the walkthroughs for the cheat sections!

Thanks to Rare for FINALLY releasing this long-awaited follow-up to GoldenEye!!! I wasn't disappointed.....

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Thanks to HTOWNpjs for tips for the Combat Knife and Cyclone.

Thanks to Mr. O'Neill for the location of a shield in Crash Site- Confrontation.

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If you have any questions, information or comments, mail me at Kildread2@hotmail.com.