

VERSION 1.3 - JULY 12, 2000

Added damage ratings for nearly every weapon and some other info.

VERSION 1.0 - JULY 7, 2000

First (and complete) version of the FAQ.

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=- 2) DEVICES -=
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This section contains information about the devices.

Alien Medpack

Used In: Area 51 - Escape

This is a special medical device created by the Maians. It can diagnose and perform surgery without the use of incisions. This medpack can only be used on Maians. Use this to revive Elvis in Area 51.

BombSpy

Used In: Chicago, Mr. Blonde's Revenge

One of the two variants of the CamSpy. The BombSpy is equipped with a powerful plastic explosive that can be detonated with the Z button. Useful for creating a distraction or taking out a close group of guards.

CamSpy

Used In: dataDyne - Research, G5 Building

The CamSpy is a tiny camera that you control. Primarily used to take holographs and to explore new areas. While it is tiny, enemies can see it, and they'll know someone is in the area. Use the Z button to take a holograph, and the B button to open any doors you encounter.

Cloaking Device

Used In: Mr. Blonde's Revenge

The Cloaking Device creates a cloaking field around the user. Use it to sneak around enemies without being seen. When you attempt to fire or punch, the field is disrupted, and you will be exposed. The Cloaking Device doesn't last forever, so make use of it when you have it on.

Combat Boost

Used In: Air Force One, Carrington Institute

These stimulants are designed to slow down the passage of time. Using this gives you more time to react to enemy actions, and using this multiple times increases the length of the effect. The secondary function, Revert, decreases the length of the effect.

Comms Rider

Used In: Area 51 - Infiltration

A special bug that allows communication between the Institute and the agent, even if an area is protected from eavesdropping devices. Throw this on the satellite dish in Area 51 to allow communication inside the base.

Data Uplink

Used In: dataDyne - Defection, dataDyne - Research, Area 51 - Rescue, Carrington Institute

The Data Uplink is linked back to the hackers at the Institute, who will help you do various tasks. Use it to crack electronic locks to open doors or to download data.

Disguise

Used In: Area 51 - Rescue, Air Base

The Disguise allows you to walk by certain people without being suspected as a foe. Wearing a disguise will not solve everything, you also have to act correctly. Firing a weapon or even pulling out a weapon will blow your cover. Your disguise will not fool everyone, though. The best example the NSA Lackey near the escalator in the Air Base.

Door Decoder

Used In: G5 Building

The Door Decoder attaches to a control panel and opens the lock. The decoder cannot instantly find the correct combination, so it will take time before it is found. Use it to open the large safe door in the G5 building.

DrugSpy

Used In: Air Base

A variant of the CamSpy. The DrugSpy comes with eight darts that are tipped with nerve toxin. Use the darts on someone to knock him/her out. You can't reload darts into the DrugSpy, so once they're used up, they're gone for good.

ECM Mine

Used In: dataDyne - Defection

The ECM Mine is designed to jam an electronic communications device. Attach the mine to the object, and the device will be disabled. On some devices, the effect of the ECM Mine will only last for a limited time. Use these to disable the security system in the dataDyne building.

Explosives

Used In: Area 51 - Infiltration

A small plastic explosive charge equipped with a timer that cannot be tampered with, and it also contains shrapnel. Use it to destroy the air intercept radar in Area 51.

Horizon Scanner

Used In: Air Base, Crash Site

This is a scanner that is used to see across great distances. It can be zoomed in from 1.00x to 31.00x, just like the Sniper Rifle.

IR (Infra-Red) Scanner

Used In: Deep Sea, Skedar Ruins

The IR Scanner detects the body heat of any enemy, even if the enemy is cloaked. It can also detect hidden doors and weak wall sections that can be destroyed with explosives.

Night Vision

Used In: dataDyne - Extraction, Crash Site

Use Night Vision when you're in the dark and cannot see anything. Everything appears in a green color, and any life form will be highlighted in bright green. Take it off when you find an area with light, otherwise you won't be able to see.

President Scanner

Used In: Crash Site

This is a special scanner that shows the location of the President and his clone in a radar display.

Reprogammer

Used In: Chicago

This variant of the Data Uplink is also linked back to the Institute's computer hackers. Use this to hack into the cab's navigation systems in Chicago.

R-Tracker

Used In: Carrington Villa, Skedar Ruins

A tracking device that displays radar on your screen. It can show locations of things such as weapons.

Shield

The shield works similar to the body armor found in GoldenEye. You find this in nearly every mission on Agent/Special Agent, but you will never find it on Perfect Agent.

This device will protect you from any harm, but it can only take so much damage before it will disappear. You can tell how much protection is left in the shield by looking at the meter under your health.

Skedar Bomb

Used In: Mr. Blonde's Revenge

This is a special directional fusion bomb created by the Skedar. Use it to destroy the dataDyne research labs, which will cause the rest of the building to collapse.

Target Amplifier

Used In: Skedar Ruins

The Target Amplifier sends out accurate information to orbital weapons about the location of the object the device is attached to. Use these to tell the Maian fleet what temples should be destroyed.

Tracer Bug

Used In: Chicago - Stealth

Attach this bug to an object, and the Tracer Bug will allow the Institute to locate the object the bug is attached to. Use this on the limousine in Chicago so it can be tracked to where it came from.

X-Ray Scanner

Used In: Area 51 - Rescue, Pelagic II

The X-Ray Scanner allows you to see through walls, objects, and other things that the IR Scanner and Night Vision cannot. It only provides a short-range scan of the area you're in.

== 3) DEVICE TRAINING ==

This section tells you how to complete the device training.

Data Uplink

Go to the table and collect the Data Uplink. Select it and go to the terminal next to the little red door. Press Z, and the Data Uplink will hack into the terminal.

ECM Mine

Collect the ECM Mine from the table. The hidden door by the table will open if you stand next to it. Go into the hall and turn right. You should see a panel straight ahead. Throw the ECM Mine onto it.

CamSpy

Collect the CamSpy and select it. Your view should now be from the camera. Move the CamSpy to the small red door and open it. Go forward and turn left. Continue on through the duct to reach another red door. Open it, enter the room, and take a holograph of the computers.

Night Vision

Pick the Night Vision from the table and go to the end of the hall. If you look to your left, you'll notice that the room in there is pitch black. Equip your Night Vision, enter the room, and turn on the light switch in there.

Door Decoder

Pick up the Door Decoder, enter the hall, and turn right. Go forward a bit and turn left. You should see a panel on the wall near the door. Attach the Door Decoder to it.

R-Tracker

Collect the R-Tracker and select it. A radar display will appear, and the yellow is the object you should collect. Go through the new door you just unlocked and take a left after you pass the first hall on your left. Continue through the hall to find the IR Scanner on the ground.

IR Scanner

Pick up the IR Scanner but don't equip it yet. Go through the door you unlocked with the decoder and take a left into the first hall you see. Continue on to reach a dead end. Take out the IR Scanner and search the wall for the secret door. The door will show up brighter on the scanner than the rest of the wall.

X-Ray Scanner

Collect the X-Ray Scanner and go through that secret door you just found. Keep going until you reach a small room. Put on the scanner and look around the room for the two switches. Activate them to turn off the laser grid.

Disguise

Pick up the suitcase and equip the disguise. Remember the computer room from the CamSpy test? Enter that room from the duct again. Walk up to Grimshaw, and he will give the Cloaking Device if you have the disguise on.

Cloaking Device

Collect the Cloaking Device but don't activate it now. Go past the room with the laser grid to find a hallway with a camera at the end of it. Activate the Cloaking Device and walk by the camera. Go through the door to reach Daniel's office. Walk up to him, and he'll state that you have completed the device training.

== 4) WEAPONS ==

This section contains information about the weapons.

NOTE: The damage ratings for the weapons are based on a 100% handicap in the Combat Simulator.

NOTE: If you hit an enemy in a place other than the head or chest, the damage applies to the "Other" rating.

----- Fists (Unarmed)

Primary Function: Punch
Secondary Function: Disarm

Head: 1/20 -- None
Chest: 1/20 -- None
Other: 1/20 -- None

When all else fails, punch! Although punching does little damage, you don't need anything to use it. When you punch a human opponent, their screen will become blurry (like if you were hit with a Tranquilizer). The more you punch them, the blurrier their screen will be.

If you want to steal an enemy's weapon, you can take it. Set it to Disarm and punch the guard. The weapon will fall to the ground, and you can use it.

----- Falcon 2

Designer: Carrington Institute
Primary Function: Single Shot
Secondary Function: Pistol Whip
Holds: 8
Reserve: 800

Head: 1/2 -- 1/12
Chest: 1/4 -- 1/12
Other: 1/8 -- 1/12

You start out with this handgun (or its variants) on many of your missions. While it may seem pretty basic, its accuracy is very high. The Falcon 2 is also equipped with a laser (which is pretty useless).

The Pistol Whip works similar to punching, but it does a bit more damage. Sneak up on enemies and knock them out with it.

----- Falcon 2 (Silencer)

Designer: Carrington Institute
Primary Function: Single Shot
Secondary Function: Pistol Whip
Holds: 8
Reserve: 800

Head: 1/2 -- 1/12
Chest: 1/4 -- 1/12
Other: 1/8 -- 1/12

This variant of the Falcon 2 is primarily used for stealth. Because it makes such little noise, you can easily take out guards without having to worry about attracting the attention of nearby guards.

Falcon 2 (Scope)

Designer: Carrington Institute
Primary Function: Single Shot
Secondary Function: Pistol Whip
Holds: 8
Reserve: 800
Scope: 1.00x-2.00x

Head: 1/2 -- 1/12
Chest: 1/4 -- 1/12
Other: 1/8 -- 1/12

The last Falcon 2 variant is useful for shooting opponents from a longer range. Like the other two, it has great accuracy.

MagSec 4

Designer: Chesluk Industries
Primary Function: Single Shot
Secondary Function: 3-round Burst
Holds: 9
Reserve: 800
Scope: 1.00x-2.40x

Head: 1/2
Chest: 1/4
Other: 1/8

The MagSec 4 is not a great weapon mainly because its accuracy is horrible, especially when shooting at an opponent at a long range. Crouching can help the accuracy a little.

The MagSec's 3-Round Burst can be very useful. It fires three rounds just with one press of the trigger button. Use this function to damage opponents at close-range.

Mauler

Designer: Skedar
Primary Function: Single Shot
Secondary Function: Charge-up Shot

Holds: 20
Reserve: 800

Head: 1/2 -- Fatal
Chest: 1/4 -- Fatal
Other: 1/7 -- Fatal

You'll find that most of the Skedar you encounter will be carrying a Mauler. The Single Shot function is not very powerful, but its charged shot is.

The secondary function takes up to five rounds and forms it into one powerful blast. Just be careful using it because reloading while having this function on can result in actually losing ammunition.

Phoenix

Designer: Maian
Primary Function: Single Shot
Secondary Function: Explosive Shells
Holds: 8
Reserve: 800

Head: 1/2 -- Fatal
Chest: 1/4 -- 1/2
Other: 1/8 -- 1/4

This Maian pistol can use two different types of shots. The Single Shot simply fires a small laser. You're better off using the Explosive Shells.

Explosive Shells is where the Phoenix shines. The Phoenix fires a laser that creates a small explosion upon impact. Great for taking out guards and their shields.

DY357 Magnum

Designer: dataDyne
Primary Function: Single Shot
Secondary Function: Pistol Whip
Holds: 6
Reserve: 200

Head: Fatal -- 1/12
Chest: 1/2 -- 1/12
Other: 1/4 -- 1/12

The DY357 is a very powerful handgun. Unfortunately, its fire rate is very slow, and its magazine is lower in comparison to the other weapons. Unlike other weapons, it does not fire as soon as you press the trigger button.

Like the Falcon 2, it comes with a Pistol Whip for knocking out foes.

DY357-LX

Designer: dataDyne
Primary Function: Single Shot
Secondary Function: Pistol Whip
Holds: 6

Reserve: 200

Head: Fatal -- 1/12
Chest: Fatal -- 1/12
Other: Fatal -- 1/12

This gold-plated version of the DY357 is Trent's personal weapon. It kills anyone with one shot, regardless of where you hit them.

CMP150

Designer: dataDyne
Average Fire Rate: 900 RPM
Primary Function: Rapid Fire
Secondary Function: Follow Lock-On
Holds: 32
Reserve: 800

Head: 1/2
Chest: 1/4
Other: 1/8

The CMP150 is what you'll find on almost every guard in the beginning of the game. It's quiet, accurate, and fires quickly. Make use of it.

The Follow Lock-on function comes in handy. It tracks a target that you've put the aiming target over. A red box appears around an enemy, indicating that the gun has locked-on to that target. Use this to dispose of enemies without wasting a lot of ammo.

Cyclone

Designer: Chesluk Industries
Average Fire Rate: 900 RPM
Primary Function: Rapid Fire
Secondary Function: Magazine Discharge
Holds: 50
Reserve: 800

Head: 1/3
Chest: 1/6
Other: 1/10

The Cyclone has a good fire rate and fairly good accuracy. And it also has one of the strangest reload animations in the game.

The Magazine Discharge, while not quite as accurate, shoots whatever is left in the magazine out. Because its shots spread out more, use this function to take out a group of guards.

Callisto NTG

Designer: Maian
Average Fire Rate: 900 RPM / 300 RPM
Primary Function: Rapid Fire
Secondary Function: High Impact Shells
Holds: 32

Reserve: 800

Head: 1/2 -- Fatal

Chest: 1/4 -- 1/2

Other: 1/7 -- 1/4

The Callisto NTG is useful for getting rid of those pesky Skedar in the Solo Missions. The accuracy on this submachine gun is decent.

The High Impact Shells easily penetrates through objects, and it's also a bit more powerful. But the fire rate is slower than when set on Rapid Fire.

RC-P120

Designer: Chesluk Industries

Average Fire Rate: 1,100 RPM

Primary Function: Rapid Fire

Secondary Function: Cloak

Holds: 120

Reserve: 800

Head: 1/2

Chest: 1/4

Other: 1/7

The RC-P120 is just as insanely powerful as the RC-P90 was in GoldenEye. Huge magazine, good accuracy, and a short reload time. And to top everything off, it even comes with cloaking!

The ammunition can be used to power a prototype Cloaking Device. But the catch is that the Cloaking Device uses up ammo even faster than Rapid Fire. As with the regular Cloaking Device, shooting results in losing your cloaking field for a short amount of time.

Laptop Gun

Designer: Carrington Institute

Average Fire Rate: 1,000 RPM

Primary Function: Burst Fire

Secondary Function: Deploy as Sentry Gun

Holds: 50

Reserve: 800

Scope: 1.00x-2.00x

Head: 1/2

Chest: 1/4

Other: 1/7

Another useful weapon to add to your arsenal. It looks like a laptop computer (and it can even boot up like one), and it can unfold into a submachine gun with decent accuracy and a scope.

The unique feature is that it can also turn into a Sentry Gun. The Sentry Gun will attack any enemy moves by it, so it's a deadly weapon when available in multiplayer. Remember that the Sentry Gun uses whatever ammunition was left in it when you deployed it. So once it's out of ammo, you can pick it up and reload it. Activate the "Unlimited Ammo -- Laptop Sentry Gun" cheat to eliminate this problem.

The downside to its secondary function is that there can be only one Sentry Gun deployed at a time. If you set up another one, the first one put down will self-destruct.

Dragon

Designer: dataDyne

Average Fire Rate: 700 RPM

Primary Function: Rapid Fire

Secondary Function: Proximity Self-Destruct

Holds: 30

Reserve: 400

Scope: 1.00x-2.00x

Head: 1/2

Chest: 1/4

Other: 1/7

This is a fairly good assault rifle. Although it comes equipped with a scope, the Dragon is better used for shooting targets at close-range.

Hidden in the Dragon is a proximity explosive. Toss the weapon on the ground and watch it explode in someone's face when they walk by it. Because you can't tell the difference between a Dragon lying on the ground and its proximity function, it makes an excellent trap in multiplayer. But if there's a Threat Detector available, anyone can see if it is set on self-destruct.

K7 Avenger

Designer: dataDyne

Average Fire Rate: 950 RPM

Primary Function: Burst Fire

Secondary Function: Threat Detector

Holds: 25

Reserve: 400

Scope: 1.00x-3.00x

Head: 1/2

Chest: 1/3

Other: 1/6

The K7 Avenger has a cool appearance, and it's a decent assault rifle. It can fire 25 rounds in less than 3 seconds, which causes the problem of having to reload frequently. Its accuracy is not too bad, and it seems to go through shields easily because it fires so fast.

The Threat Detector is great when you play multiplayer games with mines and other explosives. It creates boxes around the explosives, so you can tell what to avoid. It is also useful to tell if a Dragon is set on Proximity Self-Destruct.

AR34

Designer: Carrington Institute

Average Fire Rate: 750 RPM

Primary Function: Burst Fire

Secondary Function: Use Scope

Holds: 30

Reserve: 400

Scope: 1.00x-3.00x

Head: 1/2

Chest: 1/3

Other: 1/6

The AR34 is a great weapon to use. Unlike the Avenger, it doesn't use up its entire magazine quickly. Its accuracy isn't the greatest, so crouch down if you're trying to snipe someone.

The Use Scope function is not that useful. It allows you to run while having the scope zoomed in at 3.00x.

SuperDragon

Designer: dataDyne

Average Fire Rate: 700 RPM

Primary Function: Rapid Fire

Secondary Function: Grenade Launcher

Holds: 30/6

Reserve: 400/40

Head: 1/2

Chest: 1/4

Other: 1/7

The SuperDragon is useful in many situations. This assault rifle is mostly the same as the Dragon, except for its secondary function.

Instead of a proximity mine, it's equipped with a small grenade launcher. The Grenade Launcher is very useful for taking out a group of guards that are close together.

Shotgun

Designer: dataDyne

Primary Function: Shotgun Fire

Secondary Function: Double Blast

Holds: 9

Reserve: 100

Head: Fatal

Chest: 1/2

Other: 1/3

The Shotgun is all about power. Each time you press the trigger button, it fires a spray of shots. While it is powerful, the Shotgun has one of the longest reload times of any weapon in the game. Remember that pressing the trigger button while reloading will stop the auto-reload.

Set it to Double Blast, and you should have little trouble stopping anyone. Instead of one shell, it will simultaneously shoot two shells.

Reaper

Designer: Skedar
Maximum Fire Rate: 1,800 RPM
Primary Function: Reapage
Secondary Function: Grinder
Holds: 200
Reserve: 800

Head: 1/3
Chest: 1/4
Other: 1/7

The Reaper the definition of inaccurate. This chain gun was created for use by the Skedar, not humans. So you're going to have a tough time trying to be accurate with it. Crouching helps steady the Reaper, but even then it is still inaccurate.

The Reapage function sprays bullets all over the place. While it boasts a 200-round clip, the Reaper uses it up in a matter of seconds. If someone manages to get past all of the fire, you can set it to Grinder and cut up anyone that walks by you.

Sniper Rifle

Designer: Carrington Institute
Primary Function: Single Shot
Secondary Function: Crouch
Holds: 8
Reserve: 400
Scope: 1.00x-30.00x

Head: 1/2
Chest: 1/4
Other: 1/7

The Sniper Rifle is silent and has a very high-powered zoom. You can use C-Up and C-Down to adjust how far you want to zoom in. It cannot fire as fast as many other weapons, so never use it in close-range combat.

Because of the special scope, you can only crouch down using the secondary function. The Sniper Rifle has incredible accuracy, so crouch to make use of it. Once you've already crouched down, select the function again to get back up.

FarSight XR-20

Designer: Maian
Primary Function: Rail-Gun Effect
Secondary Function: Target Locator
Holds: 8
Reserve: 100

Head: Fatal
Chest: Fatal
Other: Fatal

The FarSight allows you take an opponent from practically anywhere in the level. Its shots go through anything, and it has an X-Ray scan whenever you

use its aiming mode. The downside to the FarSight is that it has a very slow fire rate.

The Target Locator tracks an enemy uses its X-Ray scan. This makes it easy to take out stationary targets, but if the target is moving, you'll have a problem. It can find a target quicker if you aim the FarSight in the general direction of that target.

Devastator

Designer: dataDyne
Primary Function: Grenade Launcher
Secondary Function: Wall Hugger
Holds: 8
Reserve: 40

Head: Fatal
Chest: Fatal
Other: Fatal

This is a recent dataDyne creation with a lot of power. The Primary Function launches a grenade that simply explodes when it comes in contact with the ground.

The Wall Hugger is a great death trap for multiplayer. The grenade will stick to almost any surface (even people!). Then after 2-3 seconds, the grenade will drop to the ground and explodes on impact.

Rocket Launcher

Designer: dataDyne
Primary Function: Rocket Launch
Secondary Function: Targeted Rocket
Holds: 1
Reserve: 3

Head: Fatal
Chest: Fatal
Other: Fatal

This weapon kills almost anyone that gets hit by it, even if they have a shield. Be careful using this in enclosed areas, it's very easy to take damage or kill yourself with a rocket.

The lock-on system in the Rocket Launcher works much like the one on the CMP150. Pick a target with the crosshair and launch a homing rocket at 'em. Because it travels slower than the standard rocket, it can easily hit a wall and explode. So make sure you time your shots well.

Slayer

Designer: Skedar
Primary Function: Rocket Launch
Secondary Function: Fly-by-Wire Rockets
Holds: 1
Reserve: 3

Head: Fatal
Chest: Fatal
Other: Fatal

This weapon is the Skedar's take on the Rocket Launcher. The Rocket Launch launches a simple rocket. Set it to Fly-by-Wire for some real fun.

The Fly-by-Wire mode allows you to manually move the rocket. You can use A, B, L, or R to slow it down to maneuver it easier. The rocket will explode either on contact or whenever you press the trigger button.

The major weakness of Fly-by-Wire is that you cannot move your character. This makes you vulnerable to any attack from an opponent. Make sure you know where everyone before hand, so you don't get ambushed.

Combat Knife

Designer: dataDyne
Primary Function: Knife Slash
Secondary Function: Throw Poison Knife
Holds: 1
Reserve: 10

Head: 1/2 -- 1/2 (w/ Poison)
Chest: 1/2 -- 1/4 (w/ Poison)
Other: 1/2 -- 1/6 (w/ Poison)

The Combat Knife is a combo of GoldenEye's Hunting Knife and Throwing Knife. The Primary Function allows you slash someone with the knife. The slash can also instantly destroy glass.

Switch to secondary to throw a poisonous knife. Because of its poison, it will gradually damage anyone who is hit by it. If you miss throwing a knife at someone, you can pick the knife up and use it again.

Crossbow

Designer: Unknown
Primary Function: Sedate
Secondary Function: Instant Kill
Holds: 5
Reserve: 69

Head: 1/2 -- Fatal
Chest: 1/4 -- Fatal
Other: 1/7 -- Fatal

The Crossbow is designed more for stealth than for close combat. The Primary Function fires a drugged shot, which either knocks someone out or damages them. The reload is similar to the Shotgun's, so take cover while reloading.

If you're forced into close combat, set it to Instant Kill. As the name says, whoever gets hit by it dies. If you miss, you can pick the bolt up and use it another time.

Tranquilizer

Designer: Unknown
Primary Function: Sedate
Secondary Function: Lethal Injection
Holds: 8
Reserve: 200

Head: 1/8 -- Fatal
Chest: 1/16 -- Fatal
Other: 1/32 -- Fatal

The Tranquilizer is typically used by bio technicians. Sedate works like it did with the Crossbow. Because it causes so little damage, don't make it your main weapon in combat. The Tranquilizer's Sedate has another interesting effect.

If you hit someone (or if you get hit) about 3-4 times, the screen becomes very blurry and makes it nearly impossible to move around. The effect gradually wears off, but it can really be annoying.

Lethal Injection takes 4 sedatives and combines it into a lethal dose that causes instant death. You have use it right up against someone in order to inject him/her.

Laser

Designer: Carrington Institute
Primary Function: Pulse Fire
Secondary Function: Short Range Stream
Holds: N/A
Reserve: Unlimited

Head: 1/2
Chest: 1/4
Other: 1/8

This wrist-mounted laser isn't too bad overall. Because it is an energy weapon, it does not require ammunition in order to fire. The Pulse Fire setting fires a laser with decent power over a long range.

When set on Short Range Stream, it fires a smaller continual beam as long as you hold the trigger button. It takes a while for it to take out an opponent (especially if they have a shield), so just stick with using Pulse Fire. The beam is useful for moving around ammo crates in multiplayer.

Grenade

Designer: Unknown
Primary Function: 4-Second Fuse
Secondary Function: Proximity Pinball
Holds: 1
Reserve: 12

This grenade works same as it did in GoldenEye. Pull the pin and throw it. You can also hold the grenade and throw it later.

The Proximity Pinball can be deadly. This special grenade will bounce around the room with a yellow stream of smoke behind it. Whenever someone (including you) walks near it, it will explode.

N-Bomb

Designer: Unknown
Primary Function: Impact Detonation
Secondary Function: Proximity Detonation
Holds: 1
Reserve: 10

The Neutron Bomb can be useful to annoy people, just like the Tranquilizer. Once the N-Bomb detonates, it creates a large black sphere instead of an explosion. It doesn't do that much damage in multiplayer, but it does make your vision blurry. It also darkens the room when one detonates.

You can set it so it either detonates on impact or detonates whenever someone walks by it. Set a couple on proximity and place them around doors and halls to surprise someone.

Timed Mine

Designer: Unknown
Primary Function: Timed Explosive
Secondary Function: Threat Detector
Holds: 1
Reserve: 10

Head: Fatal
Chest: Fatal
Other: Fatal

This mine works the same way as the grenade. Throw it onto a surface, wait about four seconds, and it will explode. Time your throwing carefully so your target doesn't get past the mine's explosion.

The Threat Detector is same one found on the K7 Avenger. It identifies any explosives that in the room. Unlike the K7, though, you cannot use the mine while it is set on its secondary function.

Proximity Mine

Designer: Unknown
Primary Function: Proximity Explosive
Secondary Function: Threat Detector
Holds: 1
Reserve: 10

Head: Fatal
Chest: Fatal
Other: Fatal

The ultimate multiplayer death trap. Set these up around frequently used doors or hallways. Whenever someone walks by, the mines will detonate on him/her.

Another Threat Detector is equipped on this mine. Works the same as the other ones do.

Remote Mine

Designer: Unknown
Primary Function: Remote Explosive
Secondary Function: Detonate
Holds: 1
Reserve: 10

Head: Fatal
Chest: Fatal
Other: Fatal

Just like they were in GoldenEye. Throw them on a surface and detonate them at your leisure. Like the other two mines, you can throw them on someone. Now you can take your friend hostage in multiplayer and threaten to detonate them if he moves!

The secondary function does just what it says, detonates any remote mines you have put out. Just like GoldenEye, pressing A and B at the same time detonates the mines.

Psychosis Gun

Designer: Area 51
Primary Function: Infect
Secondary Function: None
Holds: 8

Head: None
Chest: None
Other: None

The Psychosis Gun looks identical to the Tranquilizer but works very differently. The shots it fires warps the mind of whoever it hits, but it won't cause any damage. Whenever it hits an enemy, that enemy will attack other soldiers.

This weapon works best when used against soldiers that carry special weapons (like the guard with the double MagSecs in Area 51). You have very little ammo to use with the Psychosis Gun, so make use of every shot.

Classic (GoldenEye) Weapons

You can access these weapons from GoldenEye by earning gold medals on certain weapons in the Firing Range. Remember that you cannot use these in multiplayer. You can only have them in the Solo Missions.

All of the classic weapons use the red crosshair from GoldenEye, even if you do not have the Classic Sight cheat activated.

PP9i

GoldenEye Version: PP7
Primary Function: Single Shot
Secondary Function: None
Holds: 7

Reserve: 800

CC13

GoldenEye Version: DD44 Dostovei
Primary Function: Single Shot
Secondary Function: None
Holds: 8
Reserve: 800

KLO1313

GoldenEye Version: Klobb
Primary Function: Rapid Fire
Secondary Function: None
Holds: 20
Reserve: 800

KF7 Special

GoldenEye Version: KF7 Soviet
Primary Function: Burst Fire
Secondary Function: None
Holds: 30
Reserve: 400

ZZT (9mm)

GoldenEye Version: ZMG (9mm)
Primary Function: Rapid Fire
Secondary Function: None
Holds: 32
Reserve: 800

DMC

GoldenEye Version: D5K Deutsche
Primary Function: Rapid Fire
Secondary Function: None
Holds: 30: 800

AR53

GoldenEye Version: AR33
Primary Function: Burst Fire
Secondary Function: None
Holds: 30
Reserve: 400

RC-P45

GoldenEye Version: RC-P90
Primary Function: Rapid Fire

Secondary Function: None

Holds: 80

Reserve: 800

=====
=- 5) FIRING RANGE -=

This section tells you how to get the medals in the Firing Range.

Accessing the Weapons

There are two different methods to accessing the weapons in the Firing Range. One can be easier than the other method.

The first method is getting it in the Solo Missions. All you have to do is collect the weapon, and it will appear in the Firing Range.

The second method can be more difficult. For this one, you have to complete certain Challenges in the Combat Simulator.

The Easy Way to Win

Is trying to get that one medal impossible to you? Here's a way to get it. It's cheap, but you can use it if you like.

Select either Bronze or Silver for the Laptop Gun from the Weapon menu. Before the buzzer stops, use its secondary function. Once the gun begins to fold up into a Sentry Gun, press Start and abort the test.

Now, quickly hit Start and pick the weapon and difficulty you want to beat. If you wait a couple seconds, the Sentry Gun will be tossed into whatever direction you're facing. It will help you complete whatever test you had selected.

Falcon 2

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 120

1 2 3

3 targets face you, and they don't move. A target breaks after receiving 8 shots, and a new one appears. Not difficult.

Silver

Time: 15 seconds

Ammo: Unlimited

Targets: None

Score: 80

<-> 1

1 target moves side-to-side and turns away from when it stops. 8 shots break

a target, and a new appears moving the same way as the first. Shoot the target repeatedly while it's to the other side.

Gold

Time: 10 seconds

Ammo: 24

Targets: None

Score: 170

```
  - - - 2
  |       |
3 -     |
  |       |
  |       |
    - 1
```

3 targets move in an L-shaped pattern counterclockwise while facing you. They also break after 8 shots. Before the clock starts, aim your crosshair at the bull's-eye of 1. Then quickly fire an entire clip into that target. Reload and fire all/most of your clip into target 3. Reload again and fire into target 2.

Falcon 2 (Silencer)

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 120

1

One target that just flips. Fire a clip at the bull's-eye when you see it. After 8 shots, it will break and another one appears beside it. Fire at it when it flips to you.

Silver

Time: 2 minutes

Ammo: Unlimited

Targets: 3

Score: 30

```
 7  8  9
 4  5  6
 1  2  3
```

Nine targets that flip, each one breaks after taking 1 shot. Just aim for the bull's-eye on three targets, and you should be fine.

Gold

Time: 30 seconds

Ammo: Unlimited

Targets: 3

Score: 80

```
<-> 3
<-> 2
<-> 1
```

Three targets that move side-to-side and flip when they stop. They break after about 12 hits. You have unlimited ammo, so just unload a clip each time they move to the other side.

Falcon 2 (Scope)

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 120

1

One target that doesn't move and breaks after 8 shots. Another target will appear after breaking one. Just zoom in and keep shooting at the targets.

Silver
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 120
Minimum Accuracy: 80%

1- - -
| |
| |
- - -

One target that moves in a clockwise square and breaks after 7 shots. When it's moving in the back, it moves much slower. There are only two replacement targets, so don't mess up your shots too much. Aim and fire towards the center of the target when it's moving in the back. Your accuracy should be OK if you shoot it that way.

Time: 10 seconds
Ammo: 8
Targets: None
Score: 80

1 <->

One target that moves side-to-side and stops when it reaches a side. Every shot you make has to be a bull's-eye or else you'll have to start over. Shoot the bull's-eye once before the buzzer goes off. Then strafe with the target and shoot it 2-3 (preferably 3) times when it stops.

MagSec 4

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 135

1

One target that just flips and breaks after 8 shots. Crouch and aim for the

bull's-eye. Or set it to 3-Round Burst if you want to make this test go quicker.

Silver

Time: 2 minutes

Ammo: 18

Targets: None

Score: 135

```
5 6 7
2 3 4
1 <->
```

Seven targets that flip and break after 3 hits, and target 1 moves side to side in hopes of blocking your shots. Don't use the 3-Round Burst. Because you have limited ammo, crouch down and shoot the bull's-eye. After breaking the target, move to the next and shoot that one. Keep repeating this.

Gold

Time: 12 seconds

Ammo: Unlimited

Targets: 4

Score: 80

```
3- - -4
|      |
|      |
1- - -2
```

Four targets that move in a counterclockwise square pattern at the same time. They also flip and break after taking 3 hits. Because these targets are not replaced, you'll have to at least try to aim for the center. Shoot at 2 and shoot at the other ones as they come by.

Mauler

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 200

1

One target that moves forward and backward and breaks after 20 hits. Just hold down the trigger button and aim for the center.

Silver

Time: 2 minutes

Ammo: 50

Targets: 8

Score: None

```
6 7 8
4   5
1 2 3
```

Eight targets that move in a counterclockwise square pattern. Simply fire a fully charged shot into each target. As long as you don't miss, you should

have enough ammo to take them all out.

Gold

Time: 15 seconds

Ammo: 35

Targets: 6

Score: None

```
4 5 6
1 2 3
```

Six targets that flip and break after 5 hits (or a charged shot). Let the Mauler charge up before the buzzer. Fire a charged shot into 3. Then fire one into 6 when it flips to you. Then quickly fire 2 shots into 2.

Fire a charged shot into 1. Reload. Then fire a charged shot at 4 when it flips to you. As soon as you shoot at 4, fire at 2. If you're quick enough, 2 should be destroyed. Shoot the last charged shot into 5.

Phoenix

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 90

```
2- - -
|     |
|     |
- - -1
```

Two targets that move in a clockwise pattern and flip away when they move. Just fire rapidly whenever they flip to you.

Silver

Time: 2 minutes

Ammo: 18

Targets: 9

Score: None

```
<-> 3
<-> 2
<-> 1
```

Three targets that move side-to-side. Fire Explosive Shells at them to break them. A new target will appear for each one that is destroyed. It should only take two Explosive Shells at the most to break one. Sometimes it may only take one.

Gold

Time: 20 seconds

Ammo: 3

Targets: 6

Score: None

```
5 <-> 6
3 <-> 4
1 <-> 2
```

Six targets that move side-to-side. You have to break two targets with one Explosive Shell when they cross each other. Have the shot reach the two targets when they cross in the middle. The explosion from the shot should break both of them. Do the same for the other two pairs.

DY357 Magnum

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 90

1

One target that just flips and doesn't move. Shoot the bull's-eye each time it flips to you.

Silver
Time: 2 minutes
Ammo: 3
Targets: None
Score: 80

7 8 9
4 5 6
1 2 3

Nine targets that don't flip or move. This test shows how the magnum bullets can penetrate through multiple targets. Stand directly in front of 1, 2, or 3. Move so that you don't see any parts of the two targets behind it. Aim for the bull's-eye and fire. You should get a bull's-eye on all three targets there. Do the same for the other two groups.

Gold
Time: 12 seconds
Ammo: 5
Targets: None
Score: 50

7 8 9
4 5 6
1 2 3

Nine targets that flip in two groups. While the buzzer is going off, stand in front of a target and aim for the center. Fire when they flip towards you, and all three targets should break. Then just fire at the bull's-eye on the other targets. You should be able to get the 50 points if you aim well.

DY357-LX

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 90

```
1- - -  
|     |  
|     |  
- - -
```

One target that moves in a square pattern and stops at each corner.
The target breaks after taking six hits, and it's replaced by another target.

Silver

Time: 30 seconds

Ammo: Unlimited

Targets: None

Score: 200

```
<-> 3  
1 <-> 2
```

Three targets move side-to-side. They all cross in the middle, and your shots can penetrate through all three. So shoot them when they cross the middle. Remember that the DY357 fires a little bit after you press the trigger button.

Once they take six hits, another three will appear farther away. Shoot the targets when they cross in the middle.

Gold

Time: 50 seconds

Ammo: 12

Targets: None

Score: 100

```
<-> 1
```

One target that moves side-to-side and flips when it reaches a side. You have to have great accuracy to complete this test. You have to get at least 8 bull's-eyes and 4 Zone 1 hits.

Stand in the center and try to fire at the bull's-eye each time it makes a pass (except when you have to reload). This can be difficult, so don't expect to beat this test on the first try.

```
-----  
CMP150  
-----
```

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 240

```
1 2 3
```

Three targets that flip. No strategy needed...

Silver

Time: 2 minutes

Ammo: 80

Targets: 4

Score: None

3- - -4
| |
| |
1- - -2

Four targets that move in a clockwise square pattern, and they flip whenever they move. They break after taking 12 hits. Use the lock-on system to help you out. Not difficult, but remember not to waste too many shots.

Gold
Time: 20 seconds
Ammo: Unlimited
Targets: 6
Score: 350

3- - -
| |
| |
1- - -2

Three targets that move in a counterclockwise pattern and break after taking 12 hits (then it's replaced). It's easy to break all six targets without meeting the score requirement, so use the Follow Lock-on function to help. You can reset what targets the gun is locked-on to by tapping R.

Cyclone

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 750

1 2 3

Three stationary targets. Not hard, is it?

Silver
Time: 20 seconds
Ammo: Unlimited
Targets: 5
Score: None

1

2

Two targets that move forward and backward. About 25 hits will break a target and another target will replace it. Don't use Magazine Discharge, just stick with Rapid Fire.

Gold
Time: 18 seconds: Unlimited
Targets: 1
Score: 400

2

1 <-> 3

Targets 1 and 3 move side-to-side, one is slower than the other. Target 2 won't do anything. Stand in the center and aim for 2. Then just keep firing and reloading. You should be able to finish the test in less than 10 seconds doing it that way.

Callisto NTG

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 480

4 5 6

1 2 3

Six stationary targets. Simple.

Silver
Time: 30 seconds
Ammo: Unlimited
Targets: 1
Score: None

4 <->

1 2 3

Targets 1-3 don't move and stay flipped away from you. Target 4 is what you should go after. Switch to High Impact Shells. Those shots will travel through the front three targets. So just fire at 4, even if it's behind a target. It will eventually break.

Gold
Time: 20 seconds
Ammo: Unlimited
Targets: 2
Score: 250

6 7 8

4 5

1 2 3

Eight targets that flip in two groups. Stand in front of a target and wait for it to flip at you. Then use Rapid Fire on it. If you didn't break it, wait for it to flip back to you and fire at it. Do this to another target, and you should complete the test.

RC-P120

Bronze
Time: 2 minutes
Ammo: Unlimited: None
Score: 1,000

One target in the center that doesn't do anything. Hold down the trigger button and let the points rack up.

Silver

Time: 20 seconds

Ammo: Unlimited

Targets: None

Score: 300

1 2 3

The three targets will be facing away from you when this test starts out. Switch to the Cloak function, and they'll turn towards you. Pick a target and keep shooting at it until it turns around. Repeat this until you get the required score.

Gold

Time: 20 seconds

Ammo: 180

Targets: 9

Score: None

7 8 9

4 5 6

1 2 3

Targets 1-3 will only turn around when you cloak. Cloak and wait for them to turn. Go to target 1 and shoot it until it breaks. Quickly strafe and do the same for 2 and 3.

You won't have to cloak to get the other targets' attention. Take out the rest of the targets and try not to miss too much.

Laptop Gun

Bronze

Time: 30 seconds

Ammo: Unlimited

Targets: None

Score: 750

1 2 3

Throw a Sentry Gun on the wall behind you towards the center. Wait a bit, and you're done.

Silver

Time: 20 seconds

Ammo: Unlimited

Targets: 3

Score: 90

1 2 3

The three targets are facing away from you, and they'll never turn toward you. Throw a Sentry Gun so it can fire on the front of the targets. Wait a while, and you're done.

Gold
Time: 15 seconds
Ammo: 250
Targets: 2
Score: 750

```
3- - -  
|     |  
|     |  
1- - -2
```

Three targets move in a counterclockwise manner. Throw a Sentry Gun around the same spot as you did in the Bronze. It can complete this test for you. If it doesn't, you can pick up the Laptop Gun and finish it yourself.

Dragon

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 450

1 2 3

Three targets that flip. Shoot 'em when they flip to you.

Silver
Time: 10 seconds
Ammo: 1
Targets: 1
Score: None

1

One target that moves forward and backward. Use the Dragon's Proximity Self-Destruct and throw it on the path of the target. When the target moves to it, the Dragon will explode and should take the target out.

Gold
Time: 15 seconds
Ammo: Unlimited
Targets: None
Score: 500
Minimum Accuracy: 90%

3 4 5

1 <-> 2

Targets 1 and 2 move side-to-side, and targets 3-5 flip. Because 1 does not flip and moves slower, you should shoot at it most of the time. Don't zoom in and fire, just strafe with the target's movement and keep the crosshair on/near the bull's-eye.

K7 Avenger

Bronze

Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 375

1

One stationary target that breaks after taking 25 hits. Not hard...

Silver

Time: 2 minutes
Ammo: 4
Targets: 4
Score: None

4 5 6

1 2

Switch to the Threat Detector, and you'll notice that some targets have a red box surrounding it. These targets explode when they get hit. So just hit the exploding targets.

Gold

Time: 15 seconds
Ammo: 30
Targets: 3
Score: None

1 2 3

This test is very difficult. The three targets flip (target 2 flips a little faster). You have to put 10 rounds into each target to break it. So not ONE bullet can be wasted.

Put 10 rounds into 2, then 1, and finish off 3. If you don't have 10 rounds by the time you go after 3, you will have to start this over. Keep practicing until you can fire the correct amount of bullets at the right time.

AR34

Bronze

Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 450

2 3

1

The three targets simply move forward and backward, and they break after 30 hits. Simple.

Silver

Time: 2 minutes
Ammo: 120
Targets: 9
Score: None

3- - -
| |
| |
1- - -2

Three targets that move in a counterclockwise square pattern. A target breaks after taking 10 hits. Because the AR34's accuracy at long range is not good, just shoot the targets when they get close to you.

Gold

Time: 20 seconds

Ammo: Unlimited

Targets: None

Score: 500

Minimum Accuracy: 100%

1 <->

You're probably thinking this is impossible because you have to get a 100% accuracy rating, but it's not that hard. Stand a little bit to the right of computer and crouch down twice. You may have to back up so you can see the target.

The target will stop when it reaches a side. When it stops, aim for the bull's-eye and fire. When it reaches the other side, do the same. Keep repeating this, and you should be fine.

SuperDragon

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 450

<-> 1

One target that moves side-to-side and breaks after 30 hits.

Silver

Time: 2 minutes

Ammo: 9/9

Targets: 9

Score: None

7 8 9
4 5 6
1 2 3

Nine targets that flip. Switch to the SuperDragon's Grenade Launcher to take them out. It's a good idea to practice using it to used to the grenade trajectory.

Gold

Time: 30 seconds

Ammo: 60/4

Targets: 5

Score: None

3- - -4
| 5 |
1- - -2

This one can be a pain. The four targets around 5 move in a counterclockwise pattern and flip when they do so. You only have 60 bullets and 4 grenades to complete this test. Remember the targets do not instantly break after coming in contact with an explosion. It takes them a second or two to absorb the damage.

Put 10 rounds in 5 to break it. Now, you should take out the other 4 targets with the 4 grenades. Stand directly in front of the computer. Move your crosshair right on the bottom edge of 1 and launch a grenade at it. If you fired early enough, the target should break. Do the same thing for 2.

Here's the tricky part. Move the crosshair on the top edge of 3 and launch a grenade. Make sure you launch it before the target reaches its position and flips because it takes time for the grenade to reach the target. Do the same for 4.

Shotgun

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 240

1

One target that breaks after getting hit with two shells and is then replaced by another. Just set it to Double Blast to beat this quicker.

Silver
Time: 30 seconds
Ammo: Unlimited
Targets: 9
Score: None

<-> 3
<-> 2
<-> 1

Three targets that move side-to-side. They break after getting hit with one shell and are also replaced by another target. You can break one at a time with the Single Shot, or you can take two out with Double Blast if you can aim it right. Either way, it's not hard.

Gold
Time: 20 seconds
Ammo: 30
Targets: None
Score: 170

<-> 1

One target that moves side-to-side. Set it to Double Blast, strafe with the target and shoot it as you do that. Make sure that you don't miss too often

because the Shotgun's long reload time will probably cause you to fail.

Reaper

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None: 1,000

1 2 3

Three stationary targets that flip. Practice using the Reaper on this test to get used to its incredibly bad accuracy. Crouch down to try to help make it a bit easier.

Silver
Time: 30 seconds
Ammo: Unlimited
Targets: 18
Score: None

3
2
1

The targets won't move in this test. Crouch twice to help steady your aim. Just hold down the trigger button and take out all of the targets.

Gold
Time: 30 seconds
Ammo: Unlimited
Targets: 1
Score: 750

3- - -
| |
| |
1- - -2

The three targets move counterclockwise in a square. 1 and 3 move close together, so there's a big gap between those targets and 2. It takes over 100 hits to break one target. Just concentrate your fire on one target.

As usual, crouch down twice. Aim for the bull's-eye but with the Reaper's accuracy, it probably won't hit it too often. It's difficult but practice more if you can't beat it.

Sniper Rifle

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 120

1 2 3

Three targets way in the back of the Firing Range that break after 8 hits.

Just zoom in with the scope and fire at the targets.

Silver

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 120

Minimum Accuracy: 90%

1 2 3

Three targets also in the back, but they flip this time. You can crouch down if you want to improve your aim, but you don't have to.

Gold

Time: 12 seconds

Ammo: 15

Targets: None

Score: 150

2 3

1

You have 15 bullets, so EVERY hit must be a bull's-eye. These targets will move forward and backward, and they break after 5 hits. Don't zoom in too far or else it's going to be difficult to follow the targets. 10.00x works well.

Start off by zooming in and putting 5 shots into either 2 or 3 (doesn't matter). Then put the 3 bullets into 1. Reload, put 2 more in, and then 5 into the last target.

FarSight XR-20

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: 3

Score: None

3

2

1

Three targets that break after receiving 3 hits. Not difficult.

Silver

Time: 15 seconds

Ammo: Unlimited

Targets: 6

Score: None

7 8 9

4 5 6

1 2 3

Use the Target Locator to break 4-9. Because those targets flip, you cannot tell what side you're shooting at, so just hope you hit the right side. Once one target breaks, the Target Locator will move to another one.

Gold

Time: 20 seconds

Ammo: 3

Targets: 6

Score: 40

```
      5      6
<->  3  4
      1      2
```

Target 3 will be the only one moving. When 3 move between 1 and 5, fire towards the center of the target. If you aimed correctly, you should be able to get 30 points (3 bull's-eyes). Now, shoot at 2 so shot goes through both 2 and 6. Then break 4.

Devastator

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: 6

Score: None

```
      3
     1  2
```

Easy. Each target that is destroyed will be replaced with another one. If you're really good, you can complete with using only two grenade. Like I said for the SuperDragon, get used to the way the grenades arc while moving in the air.

Silver

Time: 50 seconds

Ammo: 10

Targets: 6

Score: None

```
     4  5  6
     2    3

     1
```

Targets 1, 2, and 3 will move back and forth while the others don't do anything. If you break the all three of the moving targets, you won't be able to complete this.

Switch to Wall Hugger. As one of the moving targets comes at you, launch a grenade at it. If you aimed correctly, it should stick to the target. The grenade will come off the target when goes to the back of the room. This should damage/break the targets in the back. If you're lucky, you might be able to take out four targets with one grenade.

If there are any moving targets left, use the Primary Function to break them up.

Gold

Time: 30 seconds

Ammo: 6

Targets: 6
Score: None

1

The one target will flip. Each target you break will be replaced by another. Don't use the Wall Hugger on this one because every grenade has to count! You have to really use the arcing of the grenade to beat this test. Here's where you should have the crosshair for each target before you fire.

For the first target, have the crosshair a little bit above the part where the target is attached to the ceiling. On the second target, have the crosshair on the bottom edge of the target. On the third one, do the same as the first.

For the fourth target, aim for the bottom edge again. Fifth target, aim a little bit above the part where the target attaches to the ceiling. And the final target, have the crosshair on the bottom edge.

Rocket Launcher

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: 9
Score: None

7 8 9
4 5 6
1 2 3

Just launch a rocket at the center target in each row. You might want to use a Targeted Rocket to break the last row.

Silver
Time: 2 minutes
Ammo: 18
Targets: 8
Score: None

6 7 8
4 5
1 2 3

The eight targets move in a counterclockwise square pattern. Whenever the three targets move and stay in the very front, launch a rocket at the center target. This should break all three.

When the next two targets move to the front, use a rocket to take those two out. The rest of the targets will move to the front, so you shouldn't have a problem destroying them.

Gold
Time: 30 seconds
Ammo: 4
Targets: 4
Score: 40

3- - -4

| |
| |
1- - -2

Don't worry about the points, you get 10 just for breaking a target. The four targets flip and move in a clockwise manner. Wait for the targets to stop moving, then launch a rocket at 1 to destroy it. Wait again and break 2.

Getting 3 and 4 is a little more difficult. The only way I was able to destroy was by doing this: As the targets 3 and 4 approach the back of the room, launch a rocket at one of them and hope it destroys the target. Do the same for the other one.

Here's another strategy submitted by Mr. Cactus:

"First, allow the timer to go off. Then, the targets should start moving. Wait until they stop, and fire a rocket at the floor between the first two targets (the closest ones). This should take out both with one shot. After they are gone you can try one of two things to destroy the other two targets (the farthest ones). You can launch a rocket between the targets hitting the floor or ceiling, causing them to break, or you can try to shoot both with a rocket. If you try to hit the targets with a rocket remember to fire early."

Slayer

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: 6
Score: None

1

You'll start out with one target that flips. Breaking target results in another one appearing. Use Rocket Launch to destroy the targets towards and use Fly-by-Wire to break the ones in the back.

Silver
Time: 2 minutes
Ammo: 5
Targets: 4
Score: 40

3- - -4
| |
| |
1- - -2

Four targets move in a counterclockwise square and stop at different points. Break them when they stop. You can also use Fly-by-Wire if want to.

Gold
Time: 40 seconds
Ammo: 8
Targets: 6
Score: 60

<-> 3
<-> 2

<-> 1

The three targets move side-to-side and flip. Break a target and another one appears. Use Fly-by-Wire rockets and detonate them when they're in the path of a target. The target should move right into the explosion. You'll have to move fast to beat this.

Combat Knife

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: None
Score: 72

1

One target that doesn't move or flip. Throw Poison Knives at the target. Like the grenades, get used to the way the knives are thrown. Notice how if you throw a knife in the same spot that there's already knife, the one you threw will not count as hitting the target.

Silver
Time: 2 minutes
Ammo: 18
Targets: None
Score: 90

1 2 3

Three targets that flip and break after 6 hits. Throw a knife at the bull's-eye each time the targets flip to you.

Gold
Time: 30 seconds
Ammo: Unlimited
Targets: 8
Score: 80

6 7 8
4 5
1 2 3

All eight targets move in a counterclockwise manner at the same time. Each target breaks after one hit. Before the buzzer goes off, aim for the bull's-eye in the center target but don't throw a knife yet.

Now, each time a target comes to the center, throw a knife at it. Keep repeating this and then only targets 1, 3, 6, and 8 should remain. Do the same thing as before, but this time focus your aim on either 1 or 3. It's easy to complete the test without making the 80-point requirement, so focus on accuracy.

Crossbow

Bronze
Time: 2 minutes
Ammo: Unlimited

Targets: None

Score: 72

1 2 3

Three stationary targets that don't do anything. This test is not difficult. One thing you should remember is that, like knives, bolts can be deflected if you shoot a bolt into the same spot as another bolt. This doesn't always happen but it can. Also, like the Shotgun, you'll have to put up with long reload times.

Learn how to slowly move the crosshair around the bull's-eye so that all/most of the bolts you fire will actually hit the target instead of being deflected.

Silver

Time: 2 minutes

Ammo: 20: None

Score: 90

1 2 3

Three more stationary targets, except these are a little farther away. This isn't much more difficult than the last one.

Gold

Time: 30 seconds

Ammo: Unlimited

Targets: None

Score: 150

<-> 1

One target that move side-to-side, but it turns away from you when it moves. Before the buzzer goes off, you can get a free bull's-eye. Stay towards the right and fire 4 shots in the bull's-eye. Fully reload. When it comes back put about 3-4 more shots in. Reload and keep repeating this until you get the points. Remember to slowly move the crosshair around the bull's-eye so you don't deflect any shots.

Tranquilizer

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: None

Score: 120

6 7 8

4 5

1 2 3

The targets slowly move in a counterclockwise pattern and breaks after eight hits. No strategy needed.

Silver

Time: 20 seconds

Ammo: Unlimited

Targets: None

Score: 250

1 2 3

Three stationary targets that flip and also break after eight hits. Another target appears when you break one.

Get a bull's-eye on target 1 before the buzzer goes off. When it flips back to you, try to put 7 shots in to break it. Reload and then get a bull's-eye on target 2. Keep repeating this. You have to be quick to win.

Gold

Time: 15 seconds

Ammo: 18

Targets: 18

Score: None

You have to destroy 18 targets in 15 seconds or less and not ONE of your shots can miss. Obviously, this is one of the most difficult tests in the Firing Range...

Stand a little bit to the right of the computer. Use the R button to move the crosshair to make your shots. Keep practicing this test until you know where all or most of the targets will appear. You're going to have to move fast in order to complete this.

Laser

Bronze

Time: 2 minutes

Targets: None

Score: 250

3

2

1

Just aim for the bull's-eye on one of the targets and hold down the trigger button until you get 250 points...

Silver

Time: 20 seconds

Targets: None

Score: 180

Minimum Accuracy: 80%

<-> 1

One target that moves side-to-side and flips. Strafe with the target when it moves and fire towards the bull's-eye. This one is a difficult Silver test, so keep practicing if you fail.

Gold

Time: 20 seconds

Targets: None

Score: 250

Minimum Accuracy: 100%

2 3

1

The three targets will move forward and backward and break after 12 hits. Pick a target, aim for the bull's-eye, and fire 12 shots into it. Just repeat that, and you should be able to complete without too much trouble.

Grenade

Bronze
Time: 2 minutes
Ammo: Unlimited
Targets: 3
Score: None

1

You'll start out with one target that does nothing. Throw a grenade under the target and watch it explode. Do the same for the other two targets.

Silver
Time: 30 seconds
Ammo: Unlimited
Targets: 18
Score: None

2 3

1

The three targets you start with do not do anything either. Use the 4-Second Fuse to take out the targets in the very front. Use the Proximity Pinball function to destroy the targets that are farther away.

Gold
Time: 30 seconds
Ammo: 6
Targets: 4
Score: None

```
1- - -  
|     |  
|     |  
- - -
```

The targets move in a clockwise square pattern. As the first target moves to the back of the room to its original position, throw a Proximity Pinball grenade after it. When the flips, the grenade should hit it and destroy it.

The second target appears in the upper-right corner in the diagram. Again, use Proximity Pinball. A second or two before it turns the corner where 1 used to be, throw it to 2's original position. The target will flip and should get hit by the grenade.

The third one appears in the lower-left corner. This time use the 4-Second Fuse. Start holding the grenade right before it turns where 2 was. When it stops, throw the grenade right under the target. If you held it long enough, the grenade will explode right under it.

The last target appears in the lower-right corner. Do the same thing for the other target. Hold the grenade right before it turns where 1 used to be. Then throw it under the target when it stops.

Timed Mine

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: 3

Score: None

1 2 3

Three targets that flip. Throw a mine on the center target, and it should take out all three.

Silver

Time: 2 minutes

Ammo: 6

Targets: 6

Score: None

4 5 6

2 3

1

This almost the same test as Devastator's Silver. 1, 2, and 3 will move forward and backward while the others just stay. Throw a mine on 1, and it will send the mine to the other targets. When the mine explodes, it should take out 4, 5, and 6. If there are any moving targets around, just throw a mine into their path.

Gold

Time: 12 seconds

Ammo: 1

Targets: 6

Score: 60

5 6

2 3 4

1

This test is almost the same as the last one, except 1, 5, and 6 are the ones that move. Throw the mine so it lands under 3. The explosion should take out all of the targets.

Proximity Mine

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: 3

Score: None

1 2 3

Three targets that don't move or flip. Just throw a mine on 2. Wait a while, and it will destroy the target.

Silver

Time: 2 minutes

Ammo: 6

Targets: 3

Score: None

2 3

1

Just throw a mine on each target and wait for them to explode. If one doesn't go off, throw another mine on it. It will sense the motion of that mine and explode.

Gold

Time: 30 seconds

Ammo: 4

Targets: 5

Score: None

4 5

3

1 2

Targets 2 and 3 move side-to-side while the others move backward and forward. Throw a mine towards the center of the group of targets. The explosion can take out 1, 3, 4, and 5. To destroy 2, throw a mine on it. Even if you hit the back of the target, the mine will destroy it.

Remote Mine

Bronze

Time: 2 minutes

Ammo: Unlimited

Targets: 3

Score: None

1 2 3

Throw a mine on 2 and detonate it...

Silver

Time: 2 minutes

Ammo: 4

Targets: 4

Score: None

3- - -4

| |

| |

1- - -2

The targets move in a clockwise square pattern. Throw a mine on the front of

a target and detonate when they stop moving. Repeat this for the other three targets.

Gold

Time: 12 seconds

Ammo: 2

Targets: 7

Score: None

```
6      7
3  4  5
1      2
```

Target 4 doesn't move, but all of the other targets move side-to-side. Throw a mine on 4 and detonate it when the targets start moving. If 6 and 7 are still there, throw a mine towards the back and detonate it when they start to move. You can quickly detonate the mine by pressing A and B at the same time.

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--  6)  CREDITS                                     ==
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This section is here to recognize those who have contributed to this FAQ.
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Mr. Cactus - For the strategy on Rocket Launcher - Gold.

EYEMSEAN - For a correction on the Psychosis Gun.

Blackoshi - For a correction on the Horizon Scanner.

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--  7)  CONTACT / LEGAL INFORMATION                 ==
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