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1. Introduction thps2\_1000  
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I chose to create a Perfect Dark Combat Simulator Scenarios Guide because I wanted there to be one document on the net for Perfect Dark Combat Simulator Scenarios. I want this guide to be the largest collection of Perfect Dark Combat Simulators scenarios on the web. Of course this guide cannot exist unless people send in scenarios. Check out the scenario submission form and send submissions to ndex@look.ca.

This guide uses a "code location" system. This means that there are special key codes throughout this guide that can be used to navigate through the large amount of text quickly. The key code numbers for a desired section of this guide are located in the Table of Contents. To jump to an area of the guide quickly, simply use the find command (usually Ctrl + F) in Notepad or your web browser and enter pd\_#### (where #### is the location code). I did not invent this idea; it has been used on many other text-based gaming guides before.

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2. Scenario Submission Form pd\_2000  
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This is the Scenario Submission Form. Fill out this form to send in a scenario. This guide will depend on reader submissions, so SEND IN SCENARIOS.

All Scenarios should be sent to ndex@look.ca with the subject Perfect Dark Scenario.

Scenario Name:  
Created By:

Scenario:  
Options: Here list any option that is not at its default setting.  
Area:  
Weapons:  
Limits:  
Player Handicaps:  
Simulates:  
Teams:

Other Special Requests: List any special requests here (such as player names) if your scenario needs them.

Advice: List some advice or any other information related to your scenario.

Name: Far Out!

Created By: Player Guy Forever

Date Added: 08/26/2001

Scenario: Combat

Options:

No Radar - On

No Player Highlight - On

Arena: Pipes

Weapons: Set: Custom

1. Nothing

2. Nothing

3. Nothing

4. Far Sight XR-20

5. Nothing

6. Nothing

Limits:

Time - No Limit

Score - 1

Team Score - Unlimited

Player Handicaps: None

Simulants: None

Teams: None

Advice: This scenario is best played with two people. Look at the opponent's screen!

Name: Guided

Created By: Player Guy Forever

Date Added: 08/26/2001

Scenario: Combat

Arena: Temple

Options: \* All defaults

Weapons: Custom

1. Slayer

2. Laptop Gun

3. Slayer

4. Slayer

5. Laptop Gun

6. Slayer

Limits:

Time - 10 min.

Score - unlimited

Team Score - Unlimited

Player Handicap: none

Sims:

TEAM GAMES

1 player - 2 hard peace sims

2 player - 3 hard peace sims

3 player - 4 hard peace sims

4 player - 2 perfect peace sims

FREE - FOR - ALL

1 player - 2 hard peace sims

- 2 player - 2 hard peace sims
- 3 player - 1 perfect peace sim
- 4 player - 1 DARK peace sim

Teams: player vs. sims or FREE-FOR-ALL

Advice: Laptop guns are there for a reason, (deploy sentry gun while shooting)

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Name: Lock on  
Created By: Player Guy Forever  
Date Added: 08/26/2001

Scenario: Combat  
Options: No player highlight  
\* the rest can be set on default

Arena: Ravine  
Weapons: Set: Custom

- 1. Rocket Launcher
- 2. CMP 150
- 3. CMP 150
- 4. Rocket Launcher
- 5. Rocket Launcher
- 6. CMP 150

Limits: 5 min only  
Player Handicaps: None

Simulants:  
With 1 Player:  
1. NormalSim  
2. NormalSim  
3. NormalSim  
4. PeaceSim (Perfect Difficulty)

With 2 Players  
1. NormalSim  
2. NormalSim  
3. PeaceSim (Perfect Difficulty)

With 3 Players  
1. NormalSim  
2. PeaceSim (Perfect Difficulty)

With 4 Players  
1. PeaceSim (Perfect Difficulty)

Teams: None

Advice: Don't stop moving in the wide open areas because there is a good chance that someone has targeted you.

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4. Hold the Briefcase Scenarios pd\_4000  
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5. Hacker Central Scenarios pd\_5000  
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6. Pop A Cap Scenarios pd\_6000  
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Name: Pop 52

Created By: Player Guy Forever  
Date Added: 08/26/2001

Scenario: Pop a Cap

Options:

- One hit kills - On
- Kills Score - On
- Highlight Target - Off
- Show on Radar - On

\*All other options should be left on there default setting

Arena: Area 52

Weapons: Set: Custom

1. Falcon 2 (scope)
2. Magsec 4
3. DY357 Magnum
4. Mauler
5. Laser
6. Laser

Limits: Time - 5 min

- Score - Unlimited
- Team Score - Unlimited

Player Handicaps: None

Simulants:

1. Normal Sim
2. Normal Sim
3. Judge Sim (Normal Difficulty)
4. Turtle Sim (Normal Difficulty)
5. Normal Sim
6. Normal Sim
7. Normal Sim

\* When playing with one human use this stimulant setup. When playing with more than one human delete any of the last three Sims so that the total number of players equals eight. This should be done to improve frame rate. The stimulant difficulty can be changed to Hard, Perfect or Dark if you wish, it's up to you.

Teams: None

Advice: When playing against Sims the best strategy is to go around killing until you become the victim. Once you are the victim, find a nice place and wait for the Sims to come to you. Best guns, Double Falcon 2.

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7. King of the Hill Scenarios pd\_7000  
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Name: Fun Hill

Created By: Player Guy Forever  
Date Added: 08/26/2001

Scenario: King of the Kill

Options:

- Kills score - Off
- Hill on Radar - On
- Mobile Hill - Off
- Time - 20s/point

\* The other options should be set on default

Arena: Skedar

Weapons: Set: Custom

1. Cyclone
2. K7 Avenger

3. K7 Avenger
4. Mauler
5. Shield
6. Laptop Gun

Limits:

Time - No Limit

Score - No Limit

Team Score - 3 points (2 points if you are playing with 2-4 humans)

Player Handicaps: None

Simulants:

With 1 human player

1. HardSim
2. HardSim
3. SpeedSim
4. HardSim
5. HardSim
6. SpeedSim
7. HardSim
8. SpeedSim

With 2 human players

1. SpeedSim
2. SpeedSim
3. HardSim
4. SpeedSim

With 3 human players

1. SpeedSim
2. SpeedSim
3. SpeedSim

With 4 human players

1. SpeedSim
2. SpeedSim

\* All SpeedSims should be set on Hard difficulty. The Sims difficulty can be Perfect or Dark if you wish.

Teams:

With 1 human player

Team Red:

Player 1

HardSim

SpeedSim

Team Blue:

HardSim

HardSim

SpeedSim

Team Yellow:

HardSim

HardSim

SpeedSim

With 2 human players

Team Red:

Player 1

SpeedSim

Team Blue:

Player 2

SpeedSim

Team Yellow:

HardSim

SpeedSim

With 3 human players

Team Red:

Player 1

SpeedSim

Team Blue:

Player 2

SpeedSim

Team Yellow:

Player 3

SpeedSim

With 3 human players

Team Red:

Player 1

SpeedSim

Team Blue:

Player 2

SpeedSim

Team Yellow:

Player 3

Player 4

Advice: Deploy the Laptop Gun in the Hill at all costs it will keep people from winning. If the Hill is littered with sentry guns, use the K7 Avenger using the threat detector function and shoot down the guns before they shoot you. Sims rarely use the underground passage ways, so use them. As soon as the game begins set your Stimulants to Hold Hill. You will get one point each time the hill is captured. If your team captures the hill and two or three teammates are also in the hill at the same time you will be awarded more points. Best guns, Double Cyclone. Enjoy!

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8. Capture the Case Scenarios pd\_8000  
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9. Legal Information pd\_9000  
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This guide has been submitted to GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com)) and Neoseeker ([www.neoseeker.com](http://www.neoseeker.com))

This guide will also be available on my own site:  
([www.geocities.com/thenintendoindex/](http://www.geocities.com/thenintendoindex/))

If you wish to place this guide on your own website e-mail me ([ndex@look.ca](mailto:ndex@look.ca)). If permission is granted, there must be a link referring back to my website ([www.geocities.com/thenintendoindex/](http://www.geocities.com/thenintendoindex/)). If this FAQ is placed on other website, it cannot be altered in any form and no ad banners may be placed on it. However, if I grant you permission to use this guide you can make an HTML version as long as the content is not altered. I will not provide an HTML version.

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10. Closing pd\_10000

Well this is the end of this FAQ. I hope you enjoyed it.

pd\_end

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