

# Perfect Dark Combat Simulator FAQ

by Gruel

Updated to v2.3 on Oct 4, 2000

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Version 2.3  
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Also a quick note: All the goofed up spacing is gone, thank you Notepad! And go to Hell Corel Word Perfect 8.0!

Revision History:

---Version 2.3--- October 4, 2000  
Fixed all the line break errors that Word Perfect 8.0 cost, by redoing the FAQ in note pad. Added Ascii art, fixed some mis info errors and other bugs. This  
  
- - - Version 2.2 - - -July 13, 2000  
Alright, I believe this is the final update. I finally got all the right

information in about unlocking stuff in the combat simulator about beating challenges. Also a new Tip is added. Plus the unlock presets list is also added. And in the expansion pak section of the FAQ I added a paragraph about how crappy the gaming experience is when playing without the expansion pak. I think all I got left is some awards I missed, if somebody notices any I don't got please e-mail them to me.

- - - Version 2.1 - - -June 16, 2000

Added a couple more awards. I'm gonna be going out of town today to the state of Michigan(upper peninsula) until July 10, so if you send any e-mail to me during that time It'll either be a while for a reply(I might just have access to a computer down there) or you won't get a reply at all. Thanks all.

- - - Version 2.0 - - -June 12, 2000

Believe I got the rest of the characters up. Your e-mails are in the credits section. Thanks also to everyone who sent in confirmations too.

- - - Version 1.9 - - -June 9, 2000

Added some more characters in the character. Thanks again to the people who sent me confirmations. Added a couple of new awards. A new tidbit about unlocking characters and weapons for the combat simulator is also mentioned. This guide is getting close near to completion, all I wanna do left is get the list of all the awards in, and get the complete list of all the characters in the game, and maybe add a couple of new F.A.Q.'s and tips.

- - - Version 1.8 - - -June 7, 2000

Sorry for a lack of updates, been rather busy lately. Any ways fixed a lot of errors about how to unlock stuff in challenges, and made a lot of adjustments to the characters list, and how to unlock the additional characters, also some other minor changes and added people to the credits section who helped me all out. Added another F.A.Q. Thanks again for everybody's co-operation with me for the lack of updates.

---Version 1.7---June 1, 2000

Minor update. Got about 10 new awards up. A minor change to the comparison chart, and 1 new FAQ added.

---Version 1.6---May 29, 2000

An important tidbit is added about unlocking stuff with the multi player challenges, this was what I was getting e-mails about. And a couple more comparisons in the GE/PD chart. 2 new tips, and 1 new F.A.Q. Plus a brand new feature with the name of awards is started out.

---Version 1.5---May 28, 2000

Got a new Goldeneye/Perfect Dark comparison chart up. Also gave a list of all the selectable characters in the game. Getting some e-mails about false info in the guide. All I know is true, except for what's unlocked when you beat the challenges, which I got from Nintendo Power, and I assumed it's true because NP is published by Nintendo and since they're associated with Rare. Any ways if you find some false info please e-mail me so I can fix it.

---Version 1.4---May 26, 2000

Got level info for all arenas in the combat simulator. And included the setups for all of the preset games. This guide is getting pretty close to completion, I'd say I'm about 2/3 of the way done. All I got left is character information, a few more tips FAQs, and maybe a couple of other features I'm still thinking about.

---Version 1.3---May 25, 2000

Fixed the formatting bugs of the weapon list, and include descriptions of the multi player challenges.

---Version 1.2---May 24, 2000

Added some info for a couple of areas in the game. Got a few more FAQs up, and some tips for battle are also included. Also complete weapon lists are up also for your convenience.

---Version 1.1---May 23, 2000

Just got the game, and played the multi mode nonstop for hours and got past the first 6 challenges. Got a couple of new tips up, and expect more info to come after June 1 after I get out of school and will have a lot more time to play this game.

---Version 1.0---May 19, 2000

First Release Everything New  
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### I. Introduction

#### a: Welcome

Hello, and welcome to my Combat Simulator guide for one of the most anticipated games on the Nintendo 64, Perfect Dark. I hope to cover as much of the Combat Simulator as possible. And I hope I please everybody as much as they can so they can get the most out of their combat simulator.

#### b: About sending me e-mail

If you have any questions about the game, feel free to e-mail me at dkulas@hotmail.com with "Perfect Dark" in the subject field, or else your e-mail will most likely be considered as spam mail (which I get tons of every day) and your e-mail address will be blocked from my inbox, and all incoming messages I get from you will automatically get deleted. Also make sure the e-mail has questions/information dealing with the combat simulator/multi player challenges portion of Perfect Dark, and not the single player game part, or else I will ignore your e-mail. Also make sure to check the FAQs and Tips section in case your question you're about to ask is in that section.

#### c: Expansion Pak info

Now the expansion pak isn't required to play Perfect Dark, but it is required to play the whole game. Without it you can only play the multi player challenges, and only up to 2 people in the Combat Simulator, and 1 player with up to 8 simulants at once. And if you see a pixelated block around people, it's not because you're using a 3rd party expansion pak (which was rumored around) it's because that person is wearing a shield.

The multi player experience without the expansion pak isn't the greatest either. Only 2 people can play, and you only get 2 little half screens for each player (like the size of the squares for each player when playing with 3 or 4 players), plus all humans playing the game are Joanna Dark, and all sims you're going against are Datadyne Shock Troopers (look like guys from the Quake games to me).

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### II. The Weapons and Items

#### a: List of all available weapons in the combat simulator:

(NOTE: My list of Basic Guns and Powerful Guns are in lists of how I rank them, you might think differently)

## Basic Guns

Falcon 2  
Falcon 2 (silencer)  
Falcon 2 (scope)  
MagSec 4  
Phoenix  
Callisto NTG  
Sniper Rifle

## Powerful Guns

Mauler  
DY357 Magnum  
DY357-LX  
CMP-150  
Cyclone  
RC-P120  
Laptop Gun  
Dragon  
Slayer  
Laser  
K7 Avenger  
AR 34  
Shotgun  
Reaper  
Farsight XR-20

## Explosives

Super Dragon  
Devastator  
Rocket Launcher  
N-Bomb  
Timed Mine  
Proximity Mine  
Remote Mine  
Grenade

## Accessories

Combat Knife  
Crossbow  
Tranquilizer  
X-Ray Scanner  
Cloaking Device  
Combat Device  
Combat Boost  
Shield (Body Armor)

b: List of weapons for preset selections (NOTE: If a item/weapon is listed twice or more, it means that item is in more than 1 location in that area)

Rocket Launcher

Mauler  
Cyclone  
Dragon  
Rocket Launcher  
Shield

Grenade Launcher

MagSec 4

CMP150

AR34

Devastator

Shield

Close Combat

Combat Knife

Combat Knife

Timed Mine

Crossbow

Shield

Explosive

Devastator

Devastator

Super Dragon

Super Dragon

Shield

MagSec 4

Laptop Gun

K7 Avenger

Proximity Mine

Shield

Heavy

Mauler

K7 Avenger

Reaper

Super Dragon

Shield

Golden Magnum

Falcon 2 (silencer)

Grenade

CMP150

DY357-LX

Shield

Tranquilizer

Falcon 2

CMP150

Dragon

Tranquilizer

Shield

Power

MagSec 4

DY357 Magnum

Shotgun

RC-P120  
Shield

Automatics

Falcon 2  
CMP150  
Laptop Gun  
AR34-20  
Shield

Pistols

Falcon 2  
MagSec 4  
Phoenix  
Mauler  
Shield

Farsight

Phoenix  
Cyclone  
Callisto NTG  
Farsight XR-20  
Shield

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### III. Tips and Info for all the Levels

a: Complex(Updated version of the complex level from Goldeneye 007)

Level Info: An updated classic from Goldeneye 007. Looks the exact same, but with some extra polishing off of the graphics. Try using the RockeLaunchers weapon preset for this level, because it's my favorite for this area.

b: Warehouse

Level Info: Mostly zigzagging halls, with a small open area outside the area, that's perfect for ambushing because of you can climb up on top of the crates or the perfect area to plant Laptop Guns

c: Ravine

Level Info: Man, this is the arena I hate the most, because there's a lot of narrow pathways without rails, and if you fall off the path, you'll most likely fall to your death in a seemingly endless abyss. Experts Only.

d: Temple(Updated version of the temple level from Goldeneye 007)

Level Info: Another great updated classic from Goldeneye 007. If you're battling with simulants, their favorite spot to battle is on the main part of the top floor with the whole in the middle, great for ambushing people below.

e: G5 Building

Level Info: Really small level with only a few small rooms and halls. Even with only 4 players, this level can seem crowded.

f: Grid

Level Info: Some parts of this level seem like a big messed up maze with a big space in the middle of it, but there's also an elevator in this level which I



advise not to use since simulants wait right by it once you get off, for an easy ambush.

g: Felicity(Updated version of the Facility level from Goldeneye 007)

Level Info: Another classic from Goldeneye, where the bathroom in this level is favorite place to get all the kills. This arena is very small, and if you have the game with more than 4 players, expect frequent deaths.

h: Villa

Level Info: Finally a level that's not hard to get lost in the halls. Fairly simple arena that has a big open area in the middle.

i: Sewers

Level Info: Narrow, zigzagging halls is what mostly make up this arena. This brings back memories of the Basement level of Goldeneye.

j: Base

Level Info: Pretty basic simple arena on the bottom, but there's plenty of bridges above to make perfect spots for ambushing and laptop security guns.

k: Fortress

Level Info: Remember the Block Fort battle stage from Mario Kart 64? Well, this is somewhat like it, with a big open area in the middle, and 4 square shaped rooms in the corners, and like in the Block Fort, you can easily ambush from above.

l: Ruins

Level Info: I usually get lost every time I play this level because a lot of the arena is dark paths, which make it hard to see.

m: Skedar Arena

Level Info: Probably the most popular arena in the game is this one. There's lots of floors, with easy-to-not get lost hallways, and big vast open areas, perfect for having all-out shootouts!

n: Area 52

Level Info: There's a lot of narrow halls in this level, but the 2 areas where just about everybody's at is this little room with a door, and a main big room with towers from 4 corners, try putting Laptop Guns as a security gun on one of these towers to ambush un expecting simulants.

o: Pipes

Level Info: The name of the arena practically describes it, it's pipes in the middle of the stage connecting all the rooms of the arena, but if you fall off the pipes, you end your life by falling into an abyss. The middle is a great part to put mines and laptop security guns.

p: Car Park

Level Info: Basically your fighting in a not-so-greatly lit up car garage, perfect for fitting a lot of participants in it, or else you'll get long, boring battles with only a few players.

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#### IV. The Characters

Here's a list of most of the characters in the game. These aren't the default list of people you start off with, you get more as you beat the challenges, (and solo missions too, I heard) but I wasn't keeping track of the characters I was unlocking after beating the challenges. Also you can mix and match faces with costumes by pressing up on the control stick to access the faces, and then by

pressing left or right from a wide variety of faces. Most of the characters below are unlocked after running into these characters in the solo or co-operative missions.

- 1: Joanna Dark(Combat Suit)
- 2: Joanna Dark(Trench Coat)
- 3: Joanna Dark(Leather Suit)
- 4: Joanna Dark(Negotiator Outfit)
- 5: Joanna Dark(Lab Technician Outfit)
- 6: Joanna Dark(Wet Suit)
- 7: Joanna Dark(Ripped Dress)
- 8: Joanna Dark(Arctic Gear)
- 9: Joanna Dark(Party Frock)
- 10: Joanna Dark(Stewardess)
- 11: Joanna Dark(Aqualung)
- 12: Daniel Carrington
- 13: Daniel Carrington(Evening Wear)
- 14: Mr. Blonde
- 15: Cassandra De Vries
- 16: Trent Easton
- 17: The President
- 18: Elvis
- 19: Elvis with Waistcoat
- 20: CI Male Lab Technician
- 21: CI Female Lab Technician
- 22: CI Soldier
- 23: Datadyne Shock Trooper
- 24: Datadyne Female Guard
- 25: Datadyne Security
- 26: Datadyne Infantry
- 27: Datadyne Trooper
- 28: Secretary
- 29: Office Suit
- 30: Office Casual
- 31: Negotiator
- 32: Datadyne Sniper
- 33: G5 Guard
- 34: G5 Swat Guard
- 35: CIA Agent
- 36: FBI Agent
- 37: Area 51 Guard
- 38: Area 51 Trooper
- 39: Pilot
- 40: Overalls
- 41: Male Lab Technician
- 42: Female Lab Technician
- 43: Datadyne Lab Technician
- 44: NSA Lackey
- 45: NSA Bodyguard
- 46: Dinner Jacket
- 47: Dinner Jacket #2
- 48: Dinner Jacket #3
- 49: Dinner Jacket #4
- 50: Maian
- 51: Maian Soldier
- 52: Bio Technician
- 53: Alaskan Bodyguard
- 54: Air Force One Pilot
- 55: Stewardess
- 56: Steward

57: Head Stewardess  
58: Presidential Security  
59: President's Clone  
60: Pelagic II Guard

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## V. The Simulants

### a: How to use the simulants

In this part of the guide I'll be explaining to you how to use the simulants, or sims for short. These sims are really cool because you can use them in a variety of ways:

-To team up with or against other people in multi player mode or counter-op modes.

-To team up with in co-operative missions and multi player missions

-To go against up to 8 on your own or team up with some against the rest (like 4v4, 5v3, 6v2, etc.)

Now if you select a sim to be your partner, you'll have to assign him objectives to do. In order to do that, during game play you hold down the A button, then press the Z trigger twice to get the command menu to appear. If you have more than 1 sim on your team, then just press the Z trigger again in order to move onto the command screen for the next sim on your team. Now here's a list and descriptions of what all the commands do:

Attack - When you select this option you'll get a list of all your opponents and you pick one from the list for your sim to attack. Once you pick the person, your sim will run off to gun it down.

Follow - Pick this option and the sim will follow right behind you, and in case you get attacked, your sim will start firing at the person who's attacking you.

Protect - When you assign this option to your sim, he'll be following you side by side, making sure the path is clear for you, and is always taking all the shots for you too.

Defend - Use this option to have your sim to stop where he is and defend the area where he's at, this is very useful if you're playing in the Capture the Case scenario.

Hold - Kind of like the defend command, but instead if your sim is just moving around, the hold command makes him come to a stop, and he'll sit there until you give him another command, or he gets attacked.

Other exclusive commands - In some scenarios you play on, some special commands appear, like in Capture the Case, the command "Get Case" pops up, and in King of the Hill mode, the commands "Hold Hill" and "Defend Hill" pop up

Now here's a description about all the sims in the game:

### b: Meat Sim

This is the crappiest sim in the game. He can't find anybody if you assign him to and if he does run into an opponent he can't even come close to locking onto the target since most of his shots miss.

### c: Easy Sim

This sim is still crappy, but not as crappy as the Meat Sim because it has slightly better accuracy than it and rarely he dodges bullets.

d: Normal Sim

The average sim, has an average accuracy, and about half the time, he dodges bullets.

e: Hard Sim(unlocked after beating 4 challenges)

This sim is where it starts to get tough, he gets the best weapons, has good accuracy, and uses the radar to find you.

f: Perfect Sim(unlocked after beating 9 challenges)

Just like the hard sim, but has way better accuracy, dodges more bullets, moves fast and uses the radar.

g: Dark Sim(unlocked after beating 21 challenges)

The hardest sim in the game. Has near perfect accuracy, and moves extremely fast and is very smart.

#### THE FOLLOWING SIMS ARE SPECIALTY SIMS

h: Peace Sim

This sim hates war, and to make sure to reduce, he goes around and try to get all the weapons so nobody else can use them.

i: Shield Sim

This sim is one who doesn't want to die, if he gets hit he'll automatically run to find a shield(equivalent of the body armor of Goldeneye 007).

j: Rocket Sim

This sim never bothers to get the regular guns, but goes for the specialty weapon of the round, like Rocket Launchers or Grenades, and that's what he only uses.

k: Kazi Sim

If this sim spots you it'll continue to chase you until you gun him down, no matter what the odds are, consider it to be a "kamikaze."

l: Fist Sim

This sim only collects weapons, and never uses any of them except for his hand. He may even attempt to steal a weapon from you.

m: Predator Sim

This sim always runs after you if you're unarmed or low on life, so don't be surprised if you see him after you after you come back into the game right after you lose a life.

n: Coward Sim

Smell what I smell? Smells like pussy! And it's coming in this direction because the Coward Sim will run from all meetings with its opponents unless it is better armed.

o: Justice Sim

This sim only attacks the person who's winning the round, I wonder if he'll ever commit suicide if he's the one who's winning.

p: Vendetta Sim

This sim is a little confusing. He picks one guy out of all the rest, and he attacks the person until he kills the person he's stalking.

q: Cheetah Sim

This is the fastest sim in the game, so it'll be pretty hard to kill unless you fire an explosive at it.

r: Turtle Sim

The opposite of the Cheetah sim, this sim is as slow as, well, a turtle, but it carries a heavy shield, so while it may be slow, it'll take a while to finish it off.

s: Revenge Sim

The second you touch this sim, it's only focus will be to gun down you, it'll avoid the rest of the competitors until it makes sure you're dead.

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## VI. Multi Player Challenges

Another note, a lot of this stuff can be unlocked by just playing in this arena, picking up the weapons, playing against a certain sim by playing with it/against it in the challenges and solor/co-op missions, and not just by beating the given number of challenges.

a: List of all Cheats unlocked by beating all the levels

### Unlocking Arenas in Combat Simulator

- Unlock Complex by completing 1 challenge.
- Unlock Warehouse by completing 3 challenges.
- Unlock Ravine by completing 5 challenges.
- Unlock Temple by completing 6 challenges.
- Unlock G5 Building by completing 9 challenges.
- Unlock Grid by completing 11 challenges.
- Unlock Felicity by completing 12 challenges.
- Unlock Villa by completing 14 challenges.
- Unlock Sewers by completing 16 challenges.
- Unlock Car Park by completing 17 challenges.
- Unlock Base by completing 18 challenges.
- Unlock Fortress by completing 20 challenges.
- Unlock Ruins by completing 22 challenges.

### Unlocking scenarios in Combat Simulator

- Unlock Hold the Briefcase by completing 2 Challenges.
- Unlock Capture the Case by completing 4 Challenges.
- Unlock Hacker Central by completing 6 Challenges.
- Unlock Pop a Cap by completing 12 Challenges

### Unlocking Weapons in Combat Simulator

(Note: Weapons can also be unlocked if you find and use them in the solo or co-operative missions before beating the challenges)

- Unlock Farsight XR-20 by completing 1 challenge.
- Unlock Grenade by completing 1 challenge.
- Unlock Shotgun by completing 2 challenges.
- Unlock Falcon 2 (silencer) by completing 3 challenges.
- Unlock SuperDragon by completing 4 challenges.
- Unlock Laptop Gun by completing 5 challenges.
- Unlock Remote Mine by completing 6 challenges.
- Unlock Tranquilizer by completing 7 challenges.
- Unlock Falcon 2 (scope) by completing 8 challenges.
- Unlock Reaper by completing 9 challenges.
- Unlock Cloaking Device by completing 10 challenges.

Unlock Devastator by completing 11 challenges.  
Unlock Proximity Mine by completing 12 challenges.  
Unlock Slayer by completing 13 challenges.  
Unlock Phoenix by completing 14 challenges.  
Unlock Combat Boost by completing 15 challenges.  
Unlock Mauler by completing 16 challenges.  
Unlock Callisto NTG by completing 17 challenges.  
Unlock Crossbow by completing 18 challenges.  
Unlock RC-P120 by completing 19 challenges.  
Unlock DY357-LX by completing 20 challenges.  
Unlock N-Bomb by completing 21 challenges.  
Unlock Laser by completing 22 challenges.  
Unlock X-Ray Scanner by completing 23 challenges.

#### Unlocking Simulants in the Combat Simulator

The following simulants are unlocked for use in the combat simulator by having the following challenges beaten

Unlock Hard Sim by beating 4 Challenges  
Unlock Perfect Sim by beating 9 Challenges  
Unlock Dark Sim by beating 21 Challenges

#### Unlocking Weapon Presets in the Combat Simulator

Unlock 践old the Briefcase' by completing 2 Challenges  
Unlock 善istol One-Hit Kills' by completing 3 Challenges  
Unlock 舛apture the Case' by completing 4 Challenges  
Unlock 禅ranquilizer' by completing 7 Challenges  
Unlock 全low Motion' by completing 8 Challenges  
Unlock 禅emple Explosives' by completing 11 Challenges  
Unlock 全layer' by completing 13 Challenges  
Unlock 舛loaking' by completing 16 Challenges

b. Descriptions of the multi player challenges (using the same descriptions the game gives, so I know these are all true)

Challenge 1: A challenge against basic simulants using standard weaponry  
Challenge 2: A challenge against basic simulants which includes the use of Rocket Launchers  
Challenge 3: A challenge against basic simulants which includes the use of Assault Rifles and Timed Mines  
Challenge 4: Take Control of the hill against a team of standard simulants. Shield technology is available as well as the K7 Avenger  
Challenge 5: Combat a team of standard simulants using the specialized FarSight weapon in the Complex  
Challenge 6: Hold the briefcase for as long as possible against a large team of basic simulants  
Challenge 7: Take control of the hill against a team of advanced simulants in the Warehouse. All weapons kill with only one hit.  
Challenge 8: Capture the enemy's case while defending your own. Killing the case carrier means the case returns to the base.  
Challenge 9: A one-hit-kill scenario against expert simulants. Weapons include the FarSight and the Laptop Gun.  
Challenge 10: Fight against a team of simulants to hack the terminal using the data uplink.  
Challenge 11: King of the Hill against expert simulants. Weapons include the Shotgun and the tranquilizer.  
Challenge 12: Slow motion combat in the Skedar Arena.

Challenge 13: One-hit kills. G5 building with Tranquilizers.  
Challenge 14: Capture the case in Area 52 with cloaking.  
Challenge 15: Hold the briefcase in the grid with Devastators.  
Challenge 16: Standard combat. Weapons include Proximity Mines. There is no radar in this challenge.  
Challenge 17: A King of the Hill game. Weapons include Fly-by-Wire Missiles.  
Challenge 18: A King of the Hill game against a team of expert simulants.  
Challenge 19: Fast movement combat against expert simulants. Weapons include the Rocket Launcher and the FarSight.  
Challenge 20: One-hit kill combat with a twist-protect the weaker simulants on your team. Pistols and shields.  
Challenge 21: Hack into the terminal using the data uplink. The Cloaking Device is available.  
Challenge 22: A hold the briefcase game with one-hit kills. Weapons include the Crossbow and the Sniper Rifle.  
Challenge 23: Combat in slow motion. Weapons include the RC-P120.  
Challenge 24: Capture the Case game against a team of expert simulants. Weapons include the Gold DY357 Magnum and the Tranquilizer.  
Challenge 25: A standard combat game with N-Bombs and Cloaking Devices. The simulant team is composed of experts.  
Challenge 26: A standard King of the hill game with no shields.  
Challenge 27: A Hacker Central game featuring Rocker Launchers and expert opponents.  
Challenge 28: A Capture the Case game with no Shields and expert opponents.  
Challenge 29: Standard Combat with no shields available. Weapons include the DY357 and the Dragon.  
Challenge 30: A pistols only King of the Hill game against the elite opposition.

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## VII. Preset Games

These are games that were made with the advance setup, and come automatically with the game. You can alter them in any way, or even make any of your own to use in the game. Some of these presets aren't available automatically, and some are unlocked by beating challenges, check the lists above to see how many challenges unlock which presets.

a: No Shield

Scenario: Combat

Options: None Selected

Arena: Skedar

Weapons: Falcon 2, MagSec 4, Cyclone, CMP150, AR34, Disabled

Limits: 10 minutes, Score: 10, Team: No Limit

Simulants: None

Teams: No

b: Automatics

Scenario: Combat

Options: None Selected

Arena: Pipes

Weapons: Cyclone, CMP150, Dragon, AR34, Shield, Disabled

Limits: 10 minutes, Score: 10, Team: No Limit

Teams: No

c: Rocket Launcher

Scenario: Combat  
Options: None Selected  
Arena: Area 52  
Weapons: DY357 Magnum, Sniper Rifle, Dragon, Rocket Launcher, Shield, Disabled  
Limits: 10 minutes, Score: 10, Team: No Limit  
Simulants: None  
Teams: No

d: Simulants

Scenario: Combat  
Options: None Selected  
Arena: Skedar  
Weapons: Falcon 2, CMP150, AR34, Rocket Launcher, Shield, Disabled  
Limits: 10 minutes, Score & Team: No Limit  
Simulants: 2 Meat Sims, and 2 Normal Sims  
Teams: No

e: King of the Hill

Scenario: Hill  
Options: Hill on Radar, Mobile Hill  
Arena: Skedar  
Weapons: MagSec 4, DY357 Magnum, K7 Avenger, AR34, Shield, Disabled  
Limits: 10 minutes, Score: No Limit, Team: 10  
Simulants: None  
Teams: Yes

f: Complex Farsight

Scenario: Combat  
Options: None Selected  
Arena: Complex  
Weapons: MagSec 4, Cyclone, K7 Avenger, FarSight XR-20, Shield, Disabled  
Limits: 10 minutes, Score: 20, Team: No Limit  
Simulants: None  
Teams: No

g: Hold the Briefcase

Scenario: Briefcase  
Options: Highlight Case, Show on Radar  
Arena: Skedar  
Weapons: MagSec 4, K7 Avenger, Shotgun, Rocket Launcher, Shield, Disabled  
Limits: 10 Minutes, Score & Team: No Limit  
Simulants: None  
Teams: no

h: Pistol One-Hit Kills

Scenario: Combat  
Options: 1-Hit Kills  
Arena: Area 52  
Weapons: Falcon 2, MagSec 4, Falcon 2(silenced), Dy357 Magnum, Shield, Disabled  
Limits: Time & Team: No Limit, Score: 10  
Simulants: None  
Teams: No

i: Capture the Case



Scenario: Capture  
Options: Show on Radar  
Arena: Area 52  
Weapons: Falcon 2, Cyclone, Shotgun, Super Dragon, Shield, Disabled  
Limits: 10 Minute, Score & Team: No Limit  
Simulants: None  
Teams: Yes

j: Cloaking

Scenario: Combat  
Options: None Selected  
Arena: Skedar  
Weapons: Mauler, Grenade, Reaper, Super Dragon, Shield, Cloaking Device  
Limits: 10 minutes, Score: 10, Team: No Limit  
Simulants: None

k: Temple Explosives

Scenario: Combat  
Options: None Selected  
Arena: Temple  
Weapons: Devastator, Devastator, Super Dragon, Super Dragon, Shield, Disabled  
Limits: 10 minutes, Score: 10, Team: No Limit  
Simulants: None  
Teams: No

l: slayer

Scenario: Combat  
Options: None Selected  
Arena: Skedar  
Weapons: MagSec 4, Shotgun, K7 Avenger, Slayer, Shield, Disabled  
Limits: 10 minutes, Score: 10, Team: No Limit  
Simulants: None  
Teams: No

m: Tranquilizer

Scenario: Combat  
Options: None Selected  
Arena: Skedar  
Weapons: Falcon 2, CMP150, Dragon, Tranquilizer, Shield, Disabled  
Limits: 10 minutes, Score: 10, Team: No Limit  
Simulants: None  
Teams: No

n: Slow Motion

Scenario: Combat  
Options: Slow Motion On  
Arena: Skedar  
Weapons: MagSec 4, Shotgun, Sniper Rifle, SuperDragon, Shield, Disabled  
Limits: 5 minutes, Score: 10, Team: No Limit  
Simulants: None  
Teams: No

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VIII. The Scenarios

a: Combat

This is your basic scenario that's ready from the start of the game, it's just like Goldeneye 007's multi player mode where you set the level, specialty weapon, time limit based on points or time, and choose your characters, plus you can also choose weather or not you want simulants.

b: King of the Hill

This is the only other scenario ready from the beginning of the game. When you reach the designated area of the level which is the "hill" the border will flash green around it, stay in there for 18 seconds and earn a point.

c: Hold the Briefcase(unlocked by beating 2 challenges)

This is sort of like Flag Tag in Goldeneye, except you substitute the flag with a briefcase, you run around with the briefcase for as long as you can and for every 30 seconds you get a point, whoever holds it the longest before the set time expired, or point limit is reached, is the winner.

d: Capture the Case(unlocked by beating 4 challenges)

Capture the Case is just like other multi player games' Capture the Flag mode, but instead of bringing back a flag to your base, you bring back a briefcase.

e: Hacker Central(unlocked by beating 6 challenges)

In this scenario a data uplink is hidden somewhere in the level and once you get it you must attach it to a terminal to download information, if the player who's carrying the uplink is shot down, the uplink will return to where it came from.

f: Pop a Cap(unlocked by beating 12 challenges)

This is kind of like "Frag Tag" in other 1st person shooters, where players take turn being the "victim" where you are 訴' and try to run for your life, if you survive for 1 minute you get a point, and the person who shoots the "victim" gets 2 points. You can also shoot others gunning after you, I didn't have that tidbit in an earlier update, but I do know after a couple of e-mails,(go to last section for credits)

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## IX. Tips

a: Crouching/Ducking

Crouching is useful to duck shots and squeeze into those hard to fit hidden areas. To duck, hold the R button, then hold the bottom C button, the more you hold down the bottom C button, the more you duck.

b: Stealing weapons from opponents

Yes, even your hand punch has a 2nd feature to it, hold the B button until you get a message that says "Disarm" when it appears, keep on pressing the Z trigger next to an opponent with a gun, with correct timing, you'll steal there weapon from them!

c: Use the 2nd features

All guns have 2nd features, by holding the B button, you'll get a new message for a new method of using your current weapon. About most of the basic guns only use a hand swipe, which is basically a hand punch with a weapon in your hand, but others, such as the Super Dragon, have powerful 2nd features like a Grenade Launcher, and the Shotgun has a double fire to just name a few.

d: Never ambush when an opponent of yours is a simulant

If you have an opponent as a simulant, never hide out for ambushing, they usually, always, end up finding you. Believe me this has happened to me on a number of occasions, where I think I'm in the best spot for easy kills, then a sim sneaks up behind me and guns me down.

e: Use the Radar

If you ever get lost in a map and don't know where an opponent of yours is, the radar is the best way to handle the situation. The radar is the exact same one used in Goldeneye, so you shouldn't have a problem finding your foes. Of course, this tip is useless if you have No Radars selected under options.

f: Sidestep

In the midst of high heat battles against both humans and simulants I find it easy to avoid shot by side stepping with the C buttons and hold the control stick to the left or right, causing me to run in a circular direction, while I'm running I'll shoot at my opponent, and if they're still standing twirling in circles to follow me, It'll be easier for me to shoot them rather for them to shoot me

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X. Description about all the awards in the game.

a: Most Shielded

Means you're the one who usually has a shield throughout most of the match.

b: Least Shielded

Means you're the one who usually has barely any or no armor throughout most of the match.

c: Marksmanship Award

Means you're the most accurate player of the whole round.

d: Who needs ammo?

Means you carry very little ammo for your weapons throughout the round.

e: Double Kill

Means you killed two people simultaneously.

f: Triple Kill

Means you killed three people simultaneously.

g: Quad Kill

Means you killed four people simultaneously.

h: Most Dishonorable

Means you attack in foolish ways, like shooting people from behind, or attacking them when they don't even have a weapon.

i: TALLIED AWARDS (These are the 4 main categories on your character profile that the game keeps track of. You know when you get them at the end of the round at on the end game info screen if there's a star on your main box.)

Tallied Award #1: Accuracy (Green Star, award for barely any missed shots)

Tallied Award #2: Head Shot (Orange Star, award for lots of head shots)

Tallied Award #3: Kill Master (Pink Star, award for lots of kills)

Tallied Award #4: Survivor (Teal Star, award for barely dying in a round)

j: Most Honorable

Means you fought in a respective manner by straight on meetings and fighting a

battle to the finish

k: Most Professional

Means you're one of the best fighters of the round, were the toughest to kill and you dealt the most damage.

l: Most deadly

Means that you did the most damage in the round, and if you run into this person, your most likely a goner.

m: Shortest life

Means you're the person in the round who had the shortest life for each time you're alive, and that you had a lot of deaths in the round.

n: Longest Life

Means you're the person who had the longest life for each time you're alive, and that you barely had any deaths.

o: Most Ammo

Means you usually had loads of ammo for all your guns.

More to come in future revisions...

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## XI. Frequently Asked Questions (FAQs)

#1 Q: How do I unlock extra simulants, levels, weapons, and scenarios?

A: Beat the multi player challenges

#2 Q: What do the first 4 and last 4 multi player challenges unlock?

A: Nothing

#3 Q: How come only up to 2 people, and not 4, can play in the Combat Simulator in my version of Perfect Dark?

A: Because you don't got the Expansion Pak installed in your N64, which is required to have 3-4 people play in the Combat Simulator.

#4 Q: I thought there can be up to 8 simulants playing with/against me, how come there's only 4?

A: You start the game off with four, but by beating some challenges you'll be able to play with up to 8 simulants.

#5 Q: What's that little polygon box of pixels around my fighter when I zoom in on them or they get hit?

A: If your partner/opponent has a shield and if they get hit, the polygonal block will appear around them indicating they have a shield on. Some argue and say this is a glitch in the game if you're using an 3rd Party expansion pak, but that was just a rumor when the game first came out and not a glitch.

#6 Q: What do those 4 stars under each challenge number off the challenge selection screen mean?

A: The 1st star means you beat the challenge by yourself, the 2nd star

means you beat the challenge with 2 players, the 3rd star means you beat the challenge with 3 players, and the 4th star means you beat the challenge with 4 players.

#7: Q: How do I improve my rank?

A: Whenever you create a character profile you'll start off at rank 21, which is amateur(or trainee), then as you win more challenges, improve your accuracy, get more kills and head shots you'll move up the ranks. It's kind of like an experience points system in an RPG.

#8: Q: How do I get the 銃license to Kill' mode scenario from Goldeneye 007?

A: There isn't a scenario, but in the options in the Advanced Setup menu, there's an option for one-hit kills, on or off, which is basically the same thing, plus some challenges have one-hit kills for a preset option.

#9: Q: What does that "Smart" option under the slow motion choice mean?

A: Alright, your in a game, which will move at a normal speed, but whenever you come close to an allie or foe, the game will get slower as you move towards them, the slower it gets, it means the closer they are to you.

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## XII. Perfect Dark/Goldeneye 007 Multi Player Mode Comparison

Here's just a Comparison chart of the multi player modes between Goldeneye 007 and Perfect Dark.

	Goldeneye 007	Perfect Dark
#of scenarios	6	6
#of default characters	8	11
#of hidden characters	57	49
#of total characters	64	60
Bots/Simulants Option?	No	Yes
#of human players:	4	4 w/Expansion Pak(2 w/out)
#of arenas/levels	12	16
Rumble Pak Compatible?	Yes	Yes
Custom Weapon sets?	No	Yes
Name & Save Players:	No	Yes
Laggy?	Little Bit w/4 players	Only with 3 or 4 players and more than 4 sims at once

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## XIII. Credits/Copyright Notice

Special Thanks to:  
Rare for releasing this great game

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chena@bvvsd.k12.co.us - for giving me some info on the Pop a Cap mode

GoKul651@aol.com - for giving me some info so I can fix an error in F.A.Q. # 7  
Eric Nees at [suaveric@hotmail.com](mailto:suaveric@hotmail.com) & Tony Tran at [force5582@mindspring.com](mailto:force5582@mindspring.com) - for giving me the correct list of how the challenges unlocks the hidden secrets

Joseph Levy at [Punisher81@aol.com](mailto:Punisher81@aol.com) - for some of the character information

All the people who e-mailed me their feedback for this guide, good and bad.  
Thank you for all the info and tips you guys gave me.

The May 2000 issue of Nintendo Power for their multi player coverage of Perfect Dark, most of the info from that section like the unlocked multi player challenges secrets and simulant info came from that section.

Thanks all, and I'll be leaving you with one of my favorite movie quotes from the movie "The Glass Menagerie" from the actor who played the role of "Tom" in the story:

"Every time you come in here in the morning and yell that Goddam 喪ise and shine, ' 喪ise and shine, ' I think how lucky dead people are!"

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