



- 7. Credits
- 8. Contact Information

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1. R E V I S I O N H I S T O R Y / U P D A T E S

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Note: New update information will appear near the top, pushing older updates towards the bottom.

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Version 9.0 (Saturday, July 22nd, 2000):

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- The amount of reader additions has been staggering...
- One of them is to Pelagic II, on how to skip the golden hallways entirely. Another is to the section six (Misc. & Twisted Secrets) and tells about how to alter small things in the levels with cheats, such as your starting position. Another in the same section talks about how to have some fun with some of the employees of the Carrington Institute. Check the credits section and you'll soon a lot of new additions as well!
- I added the cheat walkthrough to Skedar Ruins, finishing off the cheat walkthroughs. Now I have to focus on section six for all the other misc. secrets, which I have already expanded quite a bit.
- I totally redid the walkthrough for the cheat for Hotshot (Area 51: Infiltration). It is now MUCH easier to pull of.

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Version 0.8 (Friday, July 7th, 2000):

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- Added walkthroughs for Pelagic II, Deep Sea, Carrington Institute, and Attack Ship cheats. That's a lot of writing, but not as much as I had to do for my challenges / PA walkthroughs.
- Added all the cheese of the game.
- Added a cool little trick about the mad scientist in dataDyne: Investigation thanks to a helpful reader (who was also added to the credits).
- Another reader trick to Air Force One/Air Base.

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Version 0.7 (Saturday, June 24th, 2000):  
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Added all the Airforce One levels to the walkthrough...

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Version 0.6 (Monday, June 19th, 2000):  
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Added a cool new trick to get past the second cloaked room in the G5 Building, it really cuts down on time.

Besides that, I added all three Area 51 missions. Enjoy.

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Version 0.4 (Thursday, June 15th, 2000):  
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I added cheat walkthroughs for all the levels up to the G5 Building; now both of my guides are caught up to the same area. Now I'll start updating both guides simultaneously, keeping them at the same level each time.

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Version 0.2 (Tuesday, June 13th, 2000):  
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Well, what can I say...? Everything is new so go take a gander and tell me what you think so far. I was considering doing a section for the Firing Range, but I don't think that's necessary since there's already so many on the Internet. I might, however, do a few guides for the other sections of the Carrington Institute...we'll have to see.

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## 2. I M P O R T A N T L E G A L I N F O R M A T I O N

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This FAQ can only appear on the following sites:

- GameFAQs <[www.gamefaqs.com](http://www.gamefaqs.com)>
- Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>
- GameSages <[www.gamesages.com](http://www.gamesages.com)>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem

to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

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Webmasters! Do NOT:  
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Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

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Webmasters! Please DO:  
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If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at [www.gamefaqs.com](http://www.gamefaqs.com) that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

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 F U N   C H E A T S  
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These cheats aren't really cheating in any way, they're just jokes meant to make you laugh. Some are useful, some are not. Either way, you should earn these all very easily as you get nearly all of them by simply beating a stage!

Title	Level	Difficulty	Time Limit
Donkey Kong Mode	Chicago Streets	Any	None
Small Joanna	G5 Building	Any	None
Small Characters	Area 51: Infilt.	Any	None
Team Heads Only	Air Base	Any	None
Play as Elvis	Area 51: Rescue	Perfect Agent	7:59
Slowmo Single Player	dataDyne Research	Any	None

And now, for the definitions...

-----  
 Donkey Kong Mode:  
 -----

The same idea as in GoldenEye, except this time even more exaggerated...everyone's head becomes extremely large, their bodies shrink, and their limbs reach all the way to the ground -- giving them the appearance of an ape when they walk. Just be aware that this affects YOU as well! With this cheat on, headshots are going to become very easy...

-----  
 Small Joanna:  
 -----

This basically causes you to become very short, like Elvis. Ho-hum...

=====  
Small Characters:  
=====

Hahaha, midget mode! All the enemies and important people in the game become only a few inches tall, and the soldiers have to point straight up to shoot you! Unfortunately, this makes them much more difficult to hit...use this along with DK mode for maximum hilarity.

=====  
Team Heads Only:  
=====

This causes all the soldiers in the game to have the faces of the people who designed this game. No more outsiders -- I know you enjoy filling Matt Casamassina from IGN64 with CMP-150 bullets, and boy does he ever deserve it, but he won't be in there anymore. Only people from Rareware. I wonder how the guys there feel when they shoot themselves...it must be an amazing experience.

And I'm sure they like to go postal on their friends while they're in the same room. "Hey Fred, look at you! \*BAM BAM BAM\* Oops, I guess my trigger finger got caught, eh?"

=====  
Play as Elvis:  
=====

This one is pretty self-explanatory...it's basically the same as small Joanna, except you get the hands of a Maian. I think Elvis is possessed by Satan or something, because during cinemas he has the same voice as Joanna! Freaky! Combine this with Small Joanna to become ridiculously short, then try crouching all the way down...

=====  
Slow Motion Single Player:  
=====

This is like having a combat boost on all the time...it's pretty fun in a battle, but if you're just walking around in empty halls it can be a drag, literally. I prefer to just have infinite ammunition and all guns so you can use combat boosts and have the "Matrix effect" whenever you want.

-----  
G A M E P L A Y    R E L A T E D  
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These all change some fundamental aspect of the game, which can in turn affect how the game is played.

Title	Stage	Difficulty	Time Limit
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Invincible	Area 51: Escape	Agent	3:50
Cloaking Device	G5 Building	Agent	1:40
Marquis of Queensbury Rules	dataDyne: Defection	Special Agent	1:30
Joanna's Shield	Deep Sea	Any	None
Super Shield	Carrington Institute	Agent	1:45
Enemy Shields	Carrington Institute	Any	None
Enemy Rockets	Pelagic II	Any	None
Perfect Darkness	Crash Site	Any	None

And now, for the definitions...

=====  
Invincible:  
=====

You now possess the energy of a God, and neither bullet, fist, or explosion shall cause ANY harm to you at all.

=====  
Cloaking Device:  
=====

You get to use the cloaking device in any level you want, the only problem is that you only get a few minutes worth of fuel for it. Combine this with infinite ammunition for a better use. Take note that if you fire your weapon while cloaked, you will become visible again. But it is so fun getting behind somebody, shooting them in the back, getting invisible again, and watch as everyone runs around screaming, wondering what the Hell is happening...you'll even get some new lines, such as, "I swore I heard something!" or "I must be hearing things!" or "Where are these bullets coming from?!" etc.

=====  
Marquis of Queensbury Rules:  
=====

Strange title, but I've learned it refers to boxing rules. This causes all the enemies in the game to be unarmed, having only their fists as offensive weapons. Heh, not very challenging when you're toting a sub-machine gun, eh? ;) Use this for your torturing desires.

=====

Joanna's Shield:

=====

You start out every level with a shield, you know, for those sucky people. That, or if you want to beat the game with the Enemy Rockets cheat on...

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Super Shield:

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Same as the previous cheat, except this time the shield is exceptionally strong, hence the adjective "super." Again, you can either use this if you suck horribly, or if you want to beat the game with the Enemy Rockets cheat on.

=====

Enemy Shields:

=====

Ahaha, now this is a real cheat! All the enemies have huge shields, with a power similar to those found in the Carrington Institute: Defense level. This will drastically increase the challenge of the level.

=====

Enemy Rockets:

=====

Once again, very similar to GoldenEye, and just as good as well! This adds so much replay value it's not funny. With this on, every single enemy in the game wields a rocket launcher, capable of making the largest explosions in the game. Some cool things to point out...

- If you disarm someone, instead of pulling out a pistol they will pull out another rocket launcher! Keep doing this again and again, and you'll begin to wonder where they're hiding these things..."Uh, yeah! I have three rocket launchers, right here in my breast pocket..."
- On levels where you can have infinite enemies (G5 Building, Chicago Streets, Area 51: Escape) the regenerating enemies will also carry rocket launchers. I wanted to point this out because in GoldenEye, the regenerated guards wouldn't carry a launcher.
- The soldiers that would normally carry double guns will carry double rocket launchers. Some examples: the shocktrooper near the programmer's office in the first level and the Magsec wielding guard in the first Area 51 level. The weird thing is, they can carry twin launchers but you can't! It takes two hands to hold one, and since Joanna doesn't have four arms...but dang, that would be awesome, two launchers at once...oh well.

Try beating the game with this cheat on. Heh, some of the levels will become either extremely fun or extremely frustrating. I think my favorite level for this is the first dataDyne stage...mmm, shattering



glass. Combine this with Perfect Darkness for even more frantiness (hey, while I'm babbling I feel I should have the right to make my own words up...).

-----  
Perfect Darkness:  
-----

Oh wow, this is great! Every single lightbulb in every stage will be destroyed, and no light sources will exist at all, and you get to start each level with Night Vision Goggles (which are pretty much required to see 90% of the time). The only way to make any light is to either shoot your gun or make a huge explosion (rocket launchers, for example).

I highly recommend trying this out in the Carrington Institute: Defense level, and the entire lobby will be a light bluish color. I also recommend this on the Carrington Villa: Hostage One, and take the goggles off while outside on the docks. Creepy...explore around, taking off and putting the goggles back on, to see the differences in different areas, and see the contrast between shadow and sunlight (though the sun seems more like the moon here). Chicago: Streets is another good one, and Area 51: Infiltration provides another large outside area. Beautiful sky texture...

Another interesting facet of this cheat is the fact that the enemies will only be dimly away of you, only shooting when you get right in front of them or if someone else screams for help.

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W E A P O N S   F O R   J O A N N A   I N   S O L O  
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By completing certain requirements, you can be able to wield the following weapons whenever you want...

Weapon	Stage	Difficulty	Time Limit
Rocket Launcher	dataDyne: Extraction	Any	None
Sniper Rifle	Carrington Villa	Any	None
Super Dragon	Area 51: Escape	Any	None
Laptop Gun	Air Force One	Any	None
Phoenix	Attack Ship	Any	None
Psychosis Gun	Chicago Streets	Perfect Agent	2:00

Trent's Magnum	Crash Site	Agent	2:50
Farsight	Deep Sea	Perfect Agent	7:27

-----  
 C L A S S I C   W E A P O N S   F O R   J O A N N A   I N   S O L O  
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By getting gold stars in the shooting range of the Carrington Institute, you can unlock these "classic weapons" from the great game of GoldenEye 007 (check the cheats section). Their names were changed slightly, however...

Perfect Dark Version                      GoldenEye Version  
 -----

- |               |                 |
|---------------|-----------------|
| • CC13        | • DD44 Dostovei |
| • KF7 Special | • KF7 Soviet    |
| • DMC         | • D5K           |
| • RC-P45      | • RC-P90        |
| • PP9i        | • PP7           |
| • KLO1313     | • Klobb         |
| • ZZT         | • ZMG           |
| • AR53        | • AR33          |

Strangely enough, these "old" guns make PD's arsenal look like complete and utter crap. They don't expend their clips as quickly (compare the D5K to the CMP-150, the AR33 to the AR-34, and the KF7 Special to the KF Avenger...HUGE DIFFERENCE!) and you don't have to crouch to get good accuracy.

-----  
 W E A P O N   R E L A T E D  
 -----

All of these will in some way affect the weapons of the game.

Cheat Title	Stage	Difficulty	Time Limit
Classic Sight	dataDyne: Defection	Any	None
Unlimited Ammo: Laptop Sentry	Air Force One	Perfect Agent	3:55
Hurricane Fists	dataDyne: Extraction	Agent	2:03

Infinite Ammo	Pelagic II	Special Agent	7:07
Infinite Ammo: No Reloading	Air Base	Special Agent	3:11
X-Ray Scanner	Area 51: Rescue	Any	None
R-Tracker	Skedar Ruins	Any	None
All Weapons	Skedar Ruins	Perfect Agent	5:31

And now, for the definitions...

=====  
Classic Sight:  
=====

Do you hate the square, faint box you get for a targeting reticule in this game? Yeah, I agree...so use this! It allows you to use the same target as in GoldenEye, which IMO is better than Perfect Dark's.

=====  
Infinite Ammunition -- Laptop Sentry:  
=====

This is probably the best multiplayer cheat in the game -- the Laptop Gun Sentry will NEVER run out of ammunition now! No more stopping to reload it anymore! Now you can set the ultimate trap...but remember, it can be used against you as well...

=====  
Hurricane Fists:  
=====

Simply allows you to punch about 50X faster than you usually could. Not very great.

=====  
Infinite Ammunition:  
=====

Read 'em and weep boys.

=====  
Infinite Ammunition -- No Reloading:  
=====

What? No reloads? But the reloading animations are cool, why would I NOT

want them? Oh yeah, I remember now -- to cause the game's frame rate to come to an utter halt when I have infinite Rocket Launcher ammunition. Hehehe...

-----  
X-Ray Scanner:  
-----

Slightly useful, it allows you to see the architecture of a level more than you ever could before...

-----  
R-Tracker:  
-----

The R-Tracker allows you to see where all the important items in a level are located. Most people use this in the Perfect Agent difficulty to see where everything is, then they'll know where to find everything when they try the stage for real.

-----  
All Weapons:  
-----

Every weapon from Falcon-2 to RC-P20, all the way to the amazing Combat Boosts. But dammit, where is my SLAYER?! Are you trying to tell me some lazy programmer forgot to put the mighty Slayer in this list? My God what a screw up that is...imagine driving around the Carrington Villa in this thing, or sending it all the way down the dataDyne tower...I guess Gameshark-hackers suddenly have something to brag about again, eh? ;)

-----  
B U D D I E S  
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In co-op mode, you get to play the solo missions with another person in the hopes that your combined efforts will allow you to get past the level. One day at Rareware, there was a meeting to discuss a serious problem with this..."People with no friends won't be able to play this!" "Well, why don't we throw in some pathetic AI-driven bots to satisfy these people? They won't be able to really help you that much, but hey, why not..." and it was so. You can experiment with these guys, but there's not really much point to them at all. If you can earn them, you probably don't even need their help in the first place since some of they are somewhat challenging cheats.

Character	Stage	Difficulty	Time Limit
Velvet Dark	This character is immediately available for use.		
Pugilist	dataDyne: Research	Perfect Agent	6:30

Hotshot	Area 51: Infiltration	Special Agent	5:00
Hit and Run	Carrington Villa	Special Agent	2:30
Alien	Attack Ship	Special Agent	5:17

And now, for the definitions...

-----  
Velvet Dark:  
-----

Joanna's sister is also adept at firearms (what kind of household did they grow up in?) and will aid you by using her Falcon-2.

-----  
Pugilist:  
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A large man, he doesn't believe in guns and will only use his fists for his offense. Suffice to say, this guy gets mowed down pretty quickly.

-----  
Hotshot:  
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Dressed in blue, this hotshot (pardon) will knock down guys like bowling pins using his strange combination of weapons: in one hand a dy357-LX, in the other a dy357 magnum.

-----  
Hit and Run:  
-----

A Mr. Blonde look-alike who is at least two feet taller than you, is equipped with a K7 Avenger and uses it often. Thankfully, he shares the almost God-like ability of the enemies and almost never has to reload.

-----  
Alien:  
-----

Ah yes, a short, diminutive, cute little Maian...and this mother is packin' heat with an RC-P-freaking 120! This guy will mow down people like no one's business.

-----  
Co-op Notes:  
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By holding down the "A" button you can bring up the weapon selection screen; tap "Z" twice and you go to a screen where you can command your partner to be "aggressive", "passive", or "stealthy." These options are quite self-explanatory.

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4. S P E C I F I C L E V E L C O D E W A L K T H R O U G H S

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This is probably what 90% of the people who clicked on the link to this file wanted: walkthroughs for the cheats! And this is what that section is devoted to specifically. Before we begin, however, let's look and see which cheats are timed...

Cheat Title	Stage	Difficulty	Time Limit
Marquis of Queensbury Rules	dataDyne: Defection	Special Agent	1:30
Pugilist	dataDyne: Research	Perfect Agent	6:30
Hurricane Fists	dataDyne: Extraction	Agent	2:03
Hit and Run	Carrington Villa	Special Agent	2:30
Psychosis Gun	Chicago Streets	Perfect Agent	2:00
Cloaking Device	G5 Building	Agent	1:40
Hotshot	Area 51: Infiltration	Special Agent	5:00
Play as Elvis	Area 51: Rescue	Perfect Agent	7:59
Invincibility	Area 51: Escape	Agent	3:50
Infinite Ammo: No Reloading	Air Base	Special Agent	3:11
Infinite Ammo: Laptop Sentry	Air Force One	Perfect Agent	3:55

Trent's Magnum	Crash Site	Agent	2:50
Infinite Ammo	Pelagic II	Special Agent	7:07
Farsight	Deep Sea	Perfect Agent	7:27
Super Shield	Carrington Institute	Agent	1:45
Alien	Attack Ship	Special Agent	5:17
All Weapons	Skedar Ruins	Perfect Agent	5:31

And there you have it...

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S P E E D   T I P S  
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- Go to the options menu, then under display, and highlight the "show mission time" option. This will help you in so many ways, it's just so obvious I shouldn't have to even tell you.
- The Speed Strafe: This is easily done in control version 1.2 (Turok style), but is still possible in the default setting. In 1.2, you have to hold down C UP and then either C LEFT or C RIGHT, and then hold the analog stick in the direction you're moving. This is the fastest you can possibly go, and is useful just about anytime. Using this is pretty much required for the timed cheats.
- Don't use the quick-select menu unless you have time to spare or are waiting for something, an elevator for example. Instead, go to the pause menu and select the item you want: another example being a disguise or a mine of some kind.
- Use auto-aim. Allows you to kill guys faster.

-----  
D A T A D Y N E   C E N T R A L  
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TYPE: Defection

Cheat Title	Stage	Difficulty	Time Limit

Marquis of	dataDyne: Defection	Special Agent	1:30
Queensbury Rules			

Primary Mission Objectives:

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- Disable internal security hub
- Obtain keycode necklace
- Disable external comms hub
- Gain entrance to laboratory

Cheat Walkthrough:

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Select the ECM mine from the pause menu and rush forward, falling off the roof, and adjust your path in mid-air so you can fall right into the double doorways that lead right into the building. Fly down the ramp, strafing past all guards, and go to the computer hub. Fling your mine at it and do an about face, switching to your Falcon-2 and running down the staircase. You will find a single guard here, so take care of him and be sure to collect his CMP-150. When you make it to the floor with Cassandra's office, the only person should be the guy at the desk with his back turned to you. There should be an elevator waiting for you to get on: shut the door, then open it again so it won't go away. Go to the man and punch him out (since his back is to you, it only requires one hit). Grab his weapon, bolt into Cassandra's office, punch her out, grab her necklace, and rush into the elevator. When it begins its downward approach to the lobby, there should be no more than 30 seconds elapsed.

When you reach the lobby and that awesome music score begins, there should be roughly 50 seconds elapsed. This is the hard part of the stage: you have to place the ECM mine on the last computer monitor then get to the end. There are two main ways of doing this:

- Running down the stairs, opening the bronze door, getting the ECM mine while it opens, and place it on the monitor. This is the fastest, but most difficult strategy due to the fact you'll have about four shock troopers blasting you with automatic fire, causing your aim to be terrible. However, since you have two mines you can afford one mistake but still, this is quite hard.
- Taking care of all the troopers, then putting the mine on the console without any distractions. This is equally difficult because you risk running over you time limit -- can you take out roughly ten men within a 20-30 seconds time period? If you can, then this is the method for you. This is my preferred tactic.

Either way, you'll want to exit the stage as quickly as you can. Ignore the six or so Darth Vader-wannabes guarding the elevator, just run right past them.



TYPE: Investigation

Cheat Title	Stage	Difficulty	Time Limit
Pugilist	dataDyne: Research	Perfect Agent	6:30

Required Mission Objectives:

- Holograph radioactive isotope
- Start security maintenance cycle
- Shut down experiments
- Obtain experimental technologies
- Locate Dr. Caroll

Cheat Walkthrough:

I would compare this to the Caverns cheat in GoldenEye...a long stage on the hardest difficulty, it seems impossible at first, but once you learn the tricks of the trade and the enemy AI, it becomes cake!

The motto of this level is: "Go fast, but don't hurry."

First, watch the opening cinema for a couple of seconds. When the guy looks into the elevator (it switches to his view; shortly after he says, "Huh?") press the start button, turn left, and speed strafe down the hall. Kill the guy without stopping, and follow the cleaning bot, for he will open a secret passageway. Shoot out the glass and fall into the area where you re-program the bots. Do so. Kill both guys, collect their weapons, but stay equipped with the Falcon-2. Exit through the only door, and speed strafe as fast as you can through the hallway that contains eight or so guys behind crates. They'll shoot at you, but you won't get hit unless you're going to slow, or are incredibly unlucky. You'll find yourself in the blue carpeted room that has the maintenance hatch.

Across from you are two guards, take them down immediately. Do NOT allow them to open the door nearby, because this will alarm two other people in the room with the bullet-proof glass, and the more guards, the worse the situation becomes (obviously). Go to where you snap the photos of the isotope, kill both guys, equip your CMP-150 (you should have a clip or so), and complete the objective involving the CamSpy.

Right now, you should be hovering around the one minute mark.

Return to the carpeted room and take down any stragglers. Go to the long corridor that has the four laboratories. Fire off a few warning shots to alert the people in the immediate area, then rush into the first lab,

kill both soldiers, and order the scientist around. Now turn your attention toward the door and mow down everyone that comes in. From here on out, you can take on the level as you would normally, just don't let up and be sure to keep moving.

Some good pointers:

Reach the laser grid at 3:30 (don't get anxious waiting for the cleaning bot -- he'll come eventually, and if you come before 4:30 you have a pretty good chance of getting the cheat).

Enter the large room with the three shock troopers that have Dragons by the 5:30 mark AT THE MINIMUM. It takes roughly a minute to kill the guards, get the last experimental item, then run to the end. If you have time to spare, and don't like the idea of running past the drone guns, take them out using your Avenger! No point getting this far just to die at the end.

I average a time of 6:00 flat using this strategy. My best is 3:55, but that's using a fast-time strategy that I will explain in a later FAQ...

-----  
Garrett\_Clardy@stateindustrial.com has this to say about the pissed off scientist:

"When entering the 4th lab and the labcoat says, "Who the hell are you?" instead of knocking him out immediately, follow him to the terminal which will always be the alarm then knock him out. You've just eliminated the guess work and now no longer need to worry about alarms while you find the right terminal."

-----  
This is VERY useful.

-----  
D A T A D Y N E   C E N T R A L  
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TYPE: Extraction

Cheat Title	Stage	Difficulty	Time Limit
Hurricane Fists	dataDyne: Extraction	Agent	2:03

Required Mission Objectives:  
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- Access foyer elevator
- Defeat Cassandra's bodyguards
- Rendezvous at helipad

Cheat Walkthrough:

-----  
Ahahahahahahah! I'm sorry people, it's just that what I did was so funny I have to share it with you. You see, before I ever write any walkthrough, I test the strategy over and over to make sure it works. With this cheat, I had gotten it before, but when I was trying to do it again I came pathetically short of the cheat (10+ seconds). I didn't understand how I could get a time such as 1:50 in the past when I couldn't even break 2:15 mark! Then I realized one important thing:

In Perfect Agent, you have to kill ALL of the female soldiers in this level to complete the second objective. But this isn't PA -- it's only Agent! The trick to this level is that the only butch lesbians you have to kill are the ones surrounding Cassandra in the fan room sequence!

And I bet this is what fooled 95% of all people who can't get the cheat. Hell, it fooled me only minutes ago. You try to kill all the girls in the level, when you only have to kill the ones on the top floor. Silly, isn't it? Again, it's that mind trick I was talking about in my PA walkthrough...they trick you into thinking you have to do something when you really don't!

So, for this stage, all you have to do is...

- Clear out the lobby of shock troopers so Dr. Carroll doesn't get mowed down. Simply walk right up to them and put a single Falcon-2 round in their chest, and they're down. Board the elevator (it's open at the start of the level, make sure it doesn't go up or it'll take forever to call back down).
- When you reach the first floor, board the elevator opposite you, skipping this floor entirely.
- The floor with the barricades: speed strafe through, ignoring all enemies, go through the brown door, up the stairs, and open the door leading to the floor that has Cassandra's office.
- Kill the guys around the rocket launcher, collect said item, and go into the fan room sequence.
- In the fan room, point your rocket launcher at the large tube in the back (where the hub is located) and shoot your missile there, blowing away two girls. Put on Night Vision, waste everyone else, and run to the helipad.

Piece o' cake!

TYPE: Hostage one

Cheat Title	Stage	Difficulty	Time Limit
Hit and Run	Carrington Villa	Special Agent	2:30

Required Mission Objectives:

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- Save the negotiator
- Eliminate rooftop snipers
- Activate wind generator
- Rescue Carrington

Cheat Walkthrough:

-----

The general rule for this cheat is to avoid every single guard you see, unless I say otherwise. To start off, snipe both of the hostage takers as fast as you can (under five seconds would be a nice start) and start strafing down the underground tunnels. Kill the first guy you see and take his CMP-150, but don't switch to it yet. Keep strafing through the tunnels until you reach the villa itself (take a left at the fork): kill the snipers dressed in purple (perfect camouflage...right) using your rifle, then go up the stairs and stop at the balcony and look right over it, and kill two more snipers (including the one on the island far, far away, near the docks). Open the double doors, then open the next set of double doors that are across the room. Here, in the area with the stone pillars, take out two more snipers. Run back into the Villa, and go through the double doors across the wall, on the LEFT side, near the sofas and other furniture. The last sniper is across from you, on the roof, so take him down to complete the second objective.

There should be about 1:10 passed, roughly.

Enter the single door, run down the stairs, turn left to see the kitchen, run down the red stairs, and enter the double doors on the left side. Go down these stairs, and through the double doors hidden behind them, entering the area with the windmill generator. Go inside the cave with the lake, turn on the cooling/power systems as fast as you can, then run back and activate the generator to complete the second-to-last objective.

Speed strafe past all the irate dataDyne goons, right into the wine-cellar (good time would be 1:50-2:00). Turn right and kill the three shock troopers, then go into the wine-cellar itself and be sure to take down EVERY SINGLE trooper -- the last one dead will drop the key to the exit. Auto-aim, although I consider cheating in most situations, is

extremely useful here.

-----  
C H I C A G O   S T R E E T S  
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TYPE: Stealth

Cheat Title	Stage	Difficulty	Time Limit
Psychosis Gun	Chicago Streets	Perfect Agent	2:00

Required Mission Objectives:  
-----

- Retrieve drop point equipment
- Attach tracer to limousine
- Prepare escape route
- Create vehicular diversion
- Gain entry to G5 building

Cheat Walkthrough:  
-----

NOTICE: I credit this strategy to Mike Martin (ICQ friend of mine, and expert GoldenEye/Perfect Dark player).

Let the opening cinema run -- allow Carrington to say his first full line. "We suspect the G5 Corporation is just a front for dataDyne and whoever else is involved in this plot." As soon as he says the word 'plot', press the start button and speed strafe around the corner and into the tunnel, knocking out the guard there. Then knock out the FBI agent who will sound the alarm if you're not careful. Turn around and go into the next tight tunnel, illuminated by red light. Knock out the guy here, and you'll enter the area with the two civilians, the dumpster, and the cans of gasoline. Show them your gun so they run away. Now shoot the FBI agent near the fire-escape, retreat into the alleyway, push the dumpster into the barrels, shoot the cans, and watch the fireworks. By now, the guards in the next area should have come inside this small area, so take them out. Collect the BombSpy that spills out of the wrecked dumpster. Go into the area with the fire-escape, and into the streets. From here, fling the tracer bug to the limousine (since the guy next to it has his back to you, he won't be able to see it). Just be sure not to undershoot it, or your mission will be failed!

Now drop down into the ditch and collect the suitcase that contains your equipment. Climb back up, being sure not to alert the men near the exit. Go back to the fire-escape and toss the remote mine on the blocked up door. If you do it from the ground level you'll lose some health, but it

saves a heck of a lot of time. Run out into the streets and send the BombSpy into the area that contains the exit, and all the guards will run to it. KABOOM!!! All of them will become human missiles, flying and hitting the cement wall...it's beautiful, really. "Alternate diversion created -- mission completed" should flash at the bottom of the screen. Now just walk right into the exit!

It's possible to get a time below 60 seconds if you rush, but if you take your time you should still get well below the 2:00 mark; I average 1:10 myself, if I stick around to kill the guards on the ground level of the fire escape.

-----  
G 5 B U I L D I N G  
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TYPE: Reconnaissance

Cheat Title	Stage	Difficulty	Time Limit
Cloaking Device	G5 Building	Agent	1:40

Required Mission Objectives:

- 
- Holograph meeting conspirators
  - Retrieve Dr. Carroll backup from safe
  - Exit building

Cheat Walkthrough:

-----

Ya see, there's that mind-game thing again. It takes a full minute for the vault door to open, and there's no way in Hell it's possible to get that far in only 40 seconds. So what's the trick?

In the first room, run to the dead guard on the floor, collect his gun, turn to your right, and peg the guard right there. Turn and look at the wall on the opposite side of the room, and near the wall and the second cloaked guard will be there. With memorization, you can get this down in under 10 seconds.

In the second cloaked guard room, make them appear by going inside the glass walls, then run and stand in front of the entrance to the room. You will see cloaked guards run right down the center of the room: point your CMP-150 in the middle and fire off an entire clip. They will run right into it and they will all die. Everyone, and you can get the keycard within seconds. If you're unlucky enough that one survives, kill him as quickly as possible. Exit the room.

In the room with the alarm, kill everyone as fast as you can, again. Run up the stairs, duck down, and go through the ceiling vents. When you arrive to the point where you need the CamSpy, deploy it, but leave it there, up in the vents. Drop down, kill the three guys around the second alarm box, and rush inside the vault room. Put the door-decoder on the console, then switch back to the CamSpy and send it inside the meeting room.

Here's the trick: while the cinema is playing, the door de-coder will be cracking the code to the vault, the timer be displayed at the bottom, and even the alarm will be blaring in your ears! The great thing about this is the fact it adds NO time to your gameplay timer. This isn't a glitch, it was programmed to work this way. When Trent Easton starts talking about the President, the alarm will go off and the vault timer will stop, but keep the cinema on, because the vault takes forever to open. You may as well watch the entire cinema. Then the rest of it is history, as they say...

-----  
A R E A     5 1  
-----

TYPE: Infiltration

Cheat Title	Stage	Difficulty	Time Limit
Hotshot	Area 51: Infilt.	Special Agent	5:00

Required Mission Objectives:  
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- Shut down air intercept radar
- Plant comms device on antenna
- Gain access to hangar
- Make contact with CI spy

Cheat Walkthrough:  
-----

NOTICE: Mr. Cactus <WalknCacts@aol.com> told me it would be easier if I slightly re-arranged the walkthrough for this cheat. Although slightly slower, you'll still get the cheat with minutes to spare, and it will be a lot easier in the long run. Thanks man!

Watch the cinema for a few seconds until the guy near the start is past the sloping pillars, then press start to begin the stage. Shoot him in the back multiple times and be sure to collect his hand grenade (that's one). Speed strafe down the corridor and kill the second man near the auto-gun, and collect his grenade as well (that's two grenades).

Strafe past the guard tower and throw the grenade into the landmines, and watch the flames soar into the air. Grab the Rocket Launcher and go into the small hole behind it, in the wall, collecting a shield in the process. Kill both men, along with the auto-gun around the corner, nearest the elevators. Kill the technician, grab his keycard, and blow the robot away so he won't bother you later. Go down inside the bunker and throw a hand grenade inside where the lasers come on. Now plant the explosives, and the hand grenade will explode, destroying all the lasers. So simply run out, go back through the hole, through the hole in the fence, and through the long corridor that leads to the communications antenna.

Deploy the rocket launcher and use it to destroy the auto-gun in front of the communications antenna. Push the button to lower it, toss the comms rider on it, then hop on the hoverbike and ride like the wind back to the hole in the fence. Go to the computer console nearest the body of the technician, activate it, and hide behind the corner to avoid all fire while the lift comes up. When it opens, dive inside (it's the one with explosive barrels) and close the lift.

Once you get inside the hangar it's all downhill from here: just keep strafing all the way to the end, ignoring all guards. You can kill them if you want, you should have two or three minutes before the time limit for the cheat passes, but I prefer to just ignore them all.

-----  
A R E A     5 1  
-----

TYPE: Rescue

Cheat Title	Stage	Difficulty	Time Limit
Play as Elvis	Area 51: Rescue	Perfect Agent	7:59

Required Mission Objectives:

- 
- Destroy computer records
  - Locate conspiracy evidence
  - Obtain and use lab technician disguise
  - Gain access to autopsy lab
  - Rescue the crash Survivor

Cheat Walkthrough:

-----

You really don't need to do anything special for this, just be sure to get the Phoenix at the start and it'll make this stage a breeze. Here



are some time recommendations:

- Get the Phoenix at around the 1:00 mark.
- Blow the hole in the wall to enter the research section at roughly the 2:30 mark.
- Get the conspiracy evidence at the 3:00 mark.
- Go to the large hangar with 5-6 men that you need to blow away with the Super Dragon's secondary function at around the 4:00 (that's after killing them all)...ugh, area. I won't say mark that often ;)
- Put on the uniform around the 4:30 period.
- Insert the virus into the door system around 4:50 or so.
- Destroy the records at about 5:10, including the other guys in the room.
- Sheesh, if you can get times like that you should be able to easily get the cheat.

Basically, follow the walkthrough from my Perfect Agent walkthrough and speed strafe all the time. Makes it really simple.

-----  
A R E A     5 1  
-----

TYPE: Escape

Cheat Title	Stage	Difficulty	Time Limit
Invincibility	Area 51: Escape	Agent	3:50

Required Mission Objectives:

- 
- Rendezvous with CI spy
  - Locate secret hangar
  - Escape from Area 51

Cheat Walkthrough:

-----

To start off the stage, rush Elvis to the area with the two cryogenic rooms. Shoot the doctor directly in front of you, since he blocks your path and everything, and ignore his friend. Run down the slope and let go of the hoverbed at about the half-way point, then speedstrafe ahead

and open the door. The Maian's bed will slide right in, without your assistance. Very stylish...

Run into the door Jonathan opened, go past all three soldiers that tote Super Dragons, and go onto the zigzagging catwalk. Kill the last soldier, grab his gun, and switch to the primary function. Meet Jonathan, and as soon as it says objective 2: completed run back to the room that "smells of oil" as Joanna said. Kill each guy on the catwalk using your Super Dragon, and when you get a clump of people use a grenade to blow them away.

When Jonathan comes and starts to hook up the bomb to blow the wall away, you should be at around the 1:30 mark if you're decent (I average 1:15-1:20).

When the bomb blows up nearly a minute later, rush in and destroy the man on the catwalks dead ahead. Fall off the ramp and see Elvis to start the cinema immediately. Run back to the hole and kill everybody, because: (1) They might kill Elvis or John and (2) If John stays to kill guys the conversation will be delayed.

When Elvis/John reach the saucer, stay long enough for the conversation to start ("Oh no, it's a single-seater..." etc.) then run back to the hole. Kill ANYONE who comes -- there's infinite enemies, so lots will come. Although you are far from the conversation, Joanna will still take part in it. When she says, "But we can't leave you behind, there must be another way!" leave the hole, follow the catwalks, and go to the computer console with the soldier next to it. Kill him, and wait here. When the fast paced music begins activate both consoles as fast as you can and the stage will be over when both hangar doors are open.

-----  
A I R      B A S E  
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TYPE: Espionage

Infinite Ammo:	Air Base	Special Agent	3:11
No Reloading			

Required Mission Objectives:

- 
- Obtain disguise and enter base
  - Check in equipment
  - Subvert security monitoring system
  - Board Air Force One

## Cheat Walkthrough:

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First off, allow the crossbow to deploy, turn the corner kill that guy, kill the guy by the alarm box, and kill the guy near the tunnel. Did I say the phrase "kill the guy" enough to quench your thirst? Good.

Go inside the tunnel, deploy your DrugSpy and send everyone off to dreamland™. Quickly collect the clothing, put it on, and unarm yourself. Go inside the airport and go up the elevator -- you're on track for the cheat if the timer is around the 1:00 mark. Get the case, knock out the fools, and go back to the lobby. Enter the entrance to the base to complete the first objective.

Fly down the escalator right in front of you and put the suitcase on the trolley, then make a mad dash to the room that has the computer that controls the security systems. Be sure to steal a Dragon from one of the good guys, too. Shut the computer off and AS FAST AS YOU POSSIBLY CAN strafe back to the area with the man in blue who says, "You shouldn't have come here, girl!" and then dash into the brown door. If you do this really fast the guards won't be able to teleport in because the programmers made the code so enemies can't pop out of no-where if you're right there -- so the faster you go, the less guards you have to deal with. The less guards, the easier this becomes.

Inside the brown door continue speed strafing as fast as you can -- ignore any and all guards. In the hall with the purple/orange stripes on the floor, call up the elevator, turn around, and blast anyone who even dares walk into your field of vision. Reiterating what I said earlier, if you went fast this hallway will be relatively clear, but if you took your sweet time it will be overflowing with nasties. If you want, you can collect the shield inside the safe, but it will burn precious seconds. Another strategy is to leave a proxy Dragon and watch the fireworks.

When the elevator comes up get in and shut the doors immediately. When it reaches the area with the two guards with their backs to you the time should be around 2:30-40, or 50 at the very most. You can't use the detour trick in this cheat because when you reach the bottom about 100 guards will magically appear in the corridor with purple/orange stripes on the wall, and they will try to get the elevator back as soon as you get to the bottom (unless you laid a proxy Dragon). So strafe past the guys with their backs to you and go as fast as you possibly can to the exit. Auto-aim will help kill the guys near the stair-cases if you have time to spare.

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A I R F O R C E O N E  
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TYPE: Anti-terrorism

Cheat Title	Stage	Difficulty	Time Limit
Infinite Ammo: Laptop Sentry	Air Force One	Perfect Agent	3:55

Required Mission Objectives:

- Locate and retrieve equipment
- Locate President
- Get President to escape capsule
- Secure Air Force One flight path
- Detach UFO from Air Force One

Cheat Walkthrough:

I'm not even going to bother to write a walkthrough for this because it is so easy. First practice beating the level on PA, and eventually you'll get the cheat by going faster. You should get the case and board the dumbwaiter in the kitchen at around 1:00, then put the timed mine on the passageway, go back and activate auto-pilot, then just kill everyone in your way and go to the exit. Easy.

Aturn has this to say:

"Hey, did you know it is actually possible to start in the cargo area of AF1? In the AF base, if you shoot the laser control panel, it will go haywire and certain lasers will disappear and reappear like in area 51. You'll be able to get to that little ladder under the plane. This makes the laptop gun cheat even easier than it was before. You can use cheats too on the AF base. It's not much, but it made my life easier."

Thanks,  
Aturn.

P.S. (the panel is after the lift that seems to go diagonally down, in the middle of those two rooms with the pillars and control panel, just in case you forgot like I did)."

marshmallow's notes:

This makes the cheat EVEN easier, as our friend Aturn pointed out. To climb the ladder (I was confused on this for awhile) you have to stand in front of it and then press the action button. You'll start out in the room that has the hoverbike on Air Force One. Quite handy, and a huge secret.

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C R A S H     S I T E  
-----

TYPE: Confrontation

Cheat Title	Stage	Difficulty	Time Limit
Trent's Magnum	Crash Site	Agent	2:50

Required Mission Objectives:  
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- Activate distress beacon
- Retire Presidential clone
- Locate and rescue President

Cheat Walkthrough:  
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At the very start of the level turn all the way around and there should be a hoverbike there. If not, go to the Air Force One level, get the lift key from the guy in the baggage compartment, and lower the bike by pressing the nearby button.

Getting the cheat without the bike is more than possible, but the bike goes twice as fast as any speed-strafer. It will give you that much more breathing room.

Rocket ahead on the bike and kill the man with his back to you, the main reason to collect his automatic Avenger. Get off the bike and activate the beacon on the pod, get on the bike, turn around, and head right into the tunnel in the snow that has the grand piano in the middle. You then come to the large ice field with the tire in the middle. Get off the bike here and go inside the huge cavern in the left-hand side wall. Keep taking the left-hand side passageway, eventually leading to the area with the G5 robots, Trent Easton, and the President. A couple of remote mines will take care of the small herd of robots, and a single round will send Trent fleeing like a frightened rabbit. Go into the "clone caves" (as I call them), strafe past all the Mr. Blondes, locate the clone, and send him a little present in the form of automatic rounds to the face. Now go back to the President as fast as possible, taking out any enemies around him, then racing to Elvis' saucer. For some reason if you go ahead of the President he can catch up faster than if you always have him in sight...weird. Using this strategy you can get 2:00 flat, acquiring the cheat rather easily.

-----  
TYPE: Exploration

Cheat Title	Stage	Difficulty	Time Limit
Infinite Ammo	Pelagic II	Special Agent	7:07

Required Mission Objectives:

- 
- Disable primary power source
  - Deactivate GPS and autopilot
  - Activate Moon Pool lift
  - Rendezvous and escape with Elvis

Cheat Walkthrough:

-----

7:07 is the limit? LOL, I can get like three minutes below that time with little effort. What you have to realize with this cheat is that if you don't know what you're doing, and if you don't know the layout of the level intimately then this is going to be MUCH more difficult than it looks.

I already spilled my guts on PA on the intricacies of how to avoid an alarm, where Elvis is, and where to go. It's the exact same thing except there's a shield item in the room with the moon pool lift console (it's on a metal crate) and you don't have to collect the research records. You don't have to go flying through the level at high-speed, you can take your time and still get WELL below the time limit.

The only actual tip I can give you is that once you meet Elvis you can run all the way back to the golden hallways and finish the stage with him half-way across the level, attempting to catch up on his pathetic little legs. Rather sad, really.

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PELAGIC II: MAJOR TIME SAVER

Helpful reader Deguello@planetn2000.com has this to point out...

"I'd like to contribute this to your cheat faq. In Pelagic II: Exploration, you remember the place where you have to hit the button to activate the moon pool lift? Well, if you turn on your X-Ray specs and scan the wall on the walkway above it, you'll find this little box in the wall. Push B, and the thing will open. This passage leads STRAIGHT to where you need to go after you meet up with Elvis. You can circumvent the Golden Hallways ENTIRELY! Nice FAQ, BTW."

Sincerely,  
Deguello@planetn2000.com

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This will make an easy cheat even easier!

-----  
D E E P     S E A  
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TYPE: Nullify Threat

Cheat Title	Stage	Difficulty	Time Limit
Farsight	Deep Sea	Perfect Agent	7:27

Required Mission Objectives:

- 
- Reactivate teleportals
  - Disable Cetan magaweapon
  - Secure control room
  - Restore Dr. Carroll's personality
  - Escape from Cetan Ship

Cheat Walkthrough:

-----

Let's just say the time limit for this level is so bloated you might actually get the cheat the first time you beat the level on Perfect Agent! Here are a few time suggestions just for you:

- In the big rooms with cloaked guards, stick to the wall and run right past them all. Elvis will clean them up and you should escape with little -- if ANY -- damage on your part.
- Once you've cleared the underground passageways, go back to get Elvis, who will still be fighting the last of the cloaked soldiers. Kill the nuisance for him and Elvis will begin to follow you. Once he does this, go back to the room with the Mr. Blonde as fast as you can. For some reason Elvis will get there faster if you can't see him. Strange.
- Once Elvis enters the room with the Mr. Blonde and says, "Time to activate those teleportals!" in his Yoda-accent, speedstrafe as fast as you can all the way to the first teleportal. It should activate right before you reach it.

- After Elvis hands you the Farsight, just kill any and all redneck soldiers you see and rush to the second teleportal. Don't wait for Elvis, he'll catch up.
- When you get to the part where you blow up the liquid-crystal filled tubes, use the Farsight for a one-hit KO that will send the tube shattering into a billion pieces (and lots o' fire and smoke). Ignore all the baby Skedars, you can run around them and fighting them will simply slow you down or have you being killed.
- The main theme of this level cheat is health conservation. Save as much health as you can, because when you attempt to escape the ship (after restoring Dr. Carroll's personality) you will have to run past a large group of cloaked guards/rednecks, and they will take down large amounts of your health. To save yourself some extra time and energy, as you go past them use the shotgun on its secondary function and blast right into the middle of the group. Even if you don't kill them all, most of them will stagger in pain and be unable to fire their weapons. High tail it to the exit and throw up a prayer!

-----  
 C A R R I N G T O N     I N S T I T U T E  
 -----

TYPE: Defense

Cheat Title	Stage	Difficulty	Time Limit
Super Shield	Carrington Institute	Agent	1:45

Required Mission Objectives:

- 
- Release hostages
  - Retrieve experimental weapon
  - Deactivate bomb

Cheat Walkthrough:

-----

Watch the opening cinema. When Carrington starts to defend himself (when he says the first word of his sentence, "But...") tap the start button to enter the level. Ignore the Skedar and board the first elevator you come across, it should be wide open for you (unless you skipped the cinema entirely). When you get to the top activate a combat boost and save the hostages in the two rooms by capping their takers with your AR-34. It only takes one shot to any part of the body to kill them, so don't dwell on one person too much. Don't bother to get the grenade launcher either. After you're done with the two rooms move to the second elevator, whose doors should be just opening, and go inside. Right about



now the boost will wear off. As you step off activate the second one and go inside the holographic room (it has black walls). Make sure to reload your AR-34, then go inside and bowl through the group of men, firing your assault rifle all the way. An entire clip will just barely take them out, and not a single hostage should have died (but it doesn't matter, it's Agent, you can skip like half of them and it doesn't matter. You can skip the holographic room if you want to, as well.).

When you go inside the firing range be on the lookout for the two men in dataDyne suits. Kill them both and you should have completed objective one. Collect the RC-P120 and high-tail it to the helipad, ignoring ALL soldiers and Mr. Blondes. Once there, whip out your handy-dandy data uplink and download the necessary data into the ship. As soon as it takes off speed-strafe to the exit as fast as you can.

Piece of cake if you ask me.

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A T T A C K      S H I P  
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TYPE: Covert Assault

Cheat Title	Stage	Difficulty	Time Limit
Alien	Attack Ship	Special Agent	5:17

Required Mission Objectives:  
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- Disable shield system
- Access navigational system
- Sabotage engine systems
- Gain control of bridge

Cheat Walkthrough:  
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Good lord this cheat is easy, I don't even know why I'm bothering to write a walkthrough for it in the first place!

- At the start, wait until Cassandra screams, and the first Skedar has his back to you. Slash him with the knife, and pick up his Mauler. Take out the shield consoles directly behind you, and then the second alien scum.
- Go down the elevator to greet Elvis, he'll give you an AR-34 Assault Rifle as a gift for pimping his ho's the other night.

- Wait calmly, watching Elvis' cronies take out an entire military fleet of Skedar using their Callisto NTG's.
- As soon as the elevator doors open, collect all the Mauler ammunition littering the floor of the runway, get your Mauler out, and set it to charge. Hop on the elevator and clear the way to the navigational room.
- If you really suck, there's a shield tech item in a nearby room.
- When Elvis enters the navigational room haul tail to the engine room, again clearing out anyone you see. It's Special Agent, the Skedar are weak and killing them is damned easy. Once you get to the engine room ignore all the enemies and blow off the two brown panels. Run as fast as you can back to the Christmas Light Room (reference: Perfect Agent walkthrough) and the explosion will kill everyone there. No one will survive, trust me.
- Once you've cleared out the bridge and there's at least a minute to spare, the cheat is yours for sure. Take the double Maulers and kick the living shickt out of all the enemy scum-bags that dare to enter the room.

-----  
 S K E D A R      R U I N S  
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TYPE: Battle Shrine

Cheat Title	Stage	Difficulty	Time Limit
All Weapons	Skedar Ruins	Perfect Agent	5:31

Required Mission Objectives:

- 
- Identify temple targets
  - Activate bridge
  - Gain access to Inner Sanctum
  - Destroy secret Skedar army
  - Assassinate Skedar leader

Cheat Walkthrough:

-----

The last cheat of the game is a breeze, don't worry about it. First off, if the first pillar you see isn't one of the targets, then restart the stage until it is the special one. Strafe into the area so the Skedar

with the Reaper starts shooting, then duck behind the pillar (attaching the rider to it) and when he stops shooting strafe out and the shooting cycle trick will be complete as you run by him.

From here on out, the positions of the special pillars are all random. Generally, the easiest combo is this (for first timers): the one near the start, the one in the small enclosure, and the one behind the second Reaper-wielding Skedar. It's OK if it's the fat one behind the pair of Reaper-Skedar, or the skinny one past the fat one. It'll take about 30 seconds longer to get past the Reaper-Skedar (safely, at least) but you'll still be on track for the cheat.

Oh, and a little tip. After the first pillar, Skedar will begin cloaking out of nowhere. Shoot them upon sight, using your Callisto NTG set to impact shells. When you get to the split path near the enclosure, two will appear on either side. Kill the one on the right, turn around and kill the other one, and wait here and kill the four-five that have been following you since the beginning. Easy stuff, since they don't have guns. Just be sure to KEEP YOUR DISTANCE, because a kick will either drain half your health, or kill you all together.

Now, don't bother getting the double phoenixes, it's a waste of time. Instead, tag the three pillars, and then immediately go the canyon that contains two Reaper-Skedar. Take your time from the top of the ladder and kill them both, otherwise they will mow you down unless you have some fancy moves. Now here's a REALLY cool glitch that will allow you to get past the two points that require explosives.

Once you drop down from the ladder, you will see the huge split in the ground. Follow this towards the left until you can cross to the other side. Now you will see the area where the bridge is deployed from...and the path you standing on just kind of disappears. Fall off the very point of it, pushing against the wall (the same side that has the ladder which leads to the blocked up hole) and keep pushing against the wall in mid-air, and you will warp to the blue tunnel. The cool thing about this, besides cutting off 20-30 seconds off your time, is that none of the baby Skedar will warp in, the only you will have to kill is the one near the switch. Push the rock on the switch to deploy the bridge, and run across.

Don't bother to kill the baby Skedar in these broken down passages, just run right past them until you reach the door that leads to the area with the Slayer-Skedar. Open it and stand back, because a baby Skedar is right behind you...might as well kill him. Kill both the Slayer-Skedar, being sure to collect their explosive toys. Lay the Falcon-2 on the altar to open the doors to the inner sanctum. Many baby Skedar will have followed you in here, so just run around them, they pose no threat to you.

When you come to the final Reaper-Skedar, kill him by strafing out then hiding. When he stops shooting, go in and mow him down. When you enter the Skedar army room, the Skedar will FIRST come out of the doors on the RIGHT-HAND side. So take out your Devastator. You should have four rounds if you used the glitch to skip around the hole (I hope that isn't

fixed in the PAL version...). Toss a sticky grenade in the middle of each set of two green doors. It will kill the Skedar inside the doors before they even have a chance to come out!

BUT DO NOT USE ALL THE GRENADES IF YOU USED THE GLITCH TO GET PAST THE HOLE! If you do, the game will say you failed because you can't reached the inner sanctum, because it reads the hole being still blocked up. So only use 3/4 of your ammo. Use the two Slayer missiles for the final doors. It's basically one explosive for every two doors. All the Skedar will die and you can finally go to the King.

As always, this guy is such a pushover. Use the Callisto NTG's secondary function to take down his shield very quickly, then shoot off the pieces of the shrine above him. Remember that for the two lower, thin ones, it is much easier if you strafe so you can shoot behind the King at the very base of the spike, because hitting the tip is much more difficult. If you try to hit the base from any other angle the King's shield will block it...so go to the side and shoot it behind him.

The final tip I can give you is this: switching to another weapon, and then immediately switching back to the Callisto is faster than reloading it. It'll save you that extra second or two in the midst of battle.

Congratulations, you have acquired all the cheats for PD!

=====

## 5. THE CHEESE LIST

=====

In each and every level of Perfect Dark you will find, somewhere, a single block of cheese. Yes, ladies and gentlemen, I said cheese. As in cheddar, swiss, blue...cheese. They appear in the most exotic of locations and serve no purpose whatsoever except to drive you insane trying to think of what they do. You can not destroy them, damage them, move them, pick them up or in any other way interact with them -- the best you can do is cause bullet-holes to appear in them. So here, in every stage, I will list the cheese's location.

-----

D A T A D Y N E   C E N T R A L

-----

TYPE: Defection

Get a cheat or weapon that involves explosives -- rocket launcher, all guns, devastator, whatever. Go to the room that has the internal security hub -- it has the giant fans and is the first room of the building. Next to the computer console is a large tube, shoot your explosive at this and a huge hole will appear. Fall down into the secret cache and you will find a piece of cheese in the vent.

Of other note, you can reach the same area by blowing a hole in the wall of Cassandra's office. A sort of detour, if you will.

---

D A T A D Y N E     R E S E A R C H

---

TYPE: Investigation

In the room with the irate scientist ("Who the Hell are you?" etc...) go straight ahead from the entrance and look down, you will be standing on a glass floor, and you can peer down and see pipes criss-crossing into blackness. On one of these pipes is a piece of swiss cheese, its dark holes calling out for you. Oh, baby, I NEED YOU!

---

D A T A D Y N E     C E N T R A L

---

TYPE: Extraction

Essentially it is in the same location as in Defection...get an explosive, head into Cassandra's office, and blow a hole in the right wall near the window (coming from the entrance it is to the right, if you look at the entrance it is to the left. All a matter of perspective.) and it will be right there in the window.

---

C A R R I N G T O N     V I L L A

---

TYPE: Hostage one

In the wine cellar, where the shock troopers are having a bingeing party, look at the top of every shelf of booze and you will find, just barely, a small part of what looks like rotten cheese on the top of the case, all orange and grimey. Suddenly I'm not so hungry...

---

C H I C A G O     S T R E E T S

---

TYPE: Stealth

In front of the dataDyne limousine, in the side of the building, is a blue door. Go inside, down the ramps, and you'll find the locked entrance to the Pond Punk Club. To open it up, disarm all three guards and one of them will open it in a futile attempt to get help. Once inside, make your way to the restroom, go to the stalls, and look down inside the toilets -- thar be treasure in these waters!

For being in toilet water for god knows how long, that cheese looks awfully delicious. Does anyone have some crackers on hand?

-----  
G 5 B U I L D I N G  
-----

TYPE: Reconnaissance

In the room that contains the damping field generator equipment (computers and such) look at the wall underneath the sloping ceiling. You'll discover an air-conditioning vent of some sort, and inside, if you peek around a little bit, you will see a piece of cheese. Dusty, grayish cheese, but cheese all the same. Mmmmm, linty.

-----  
A R E A 5 1  
-----

TYPE: Infiltration

Credit goes to: oo777@aol.com for this cheesy location.

Make your way to the room inside Area 51: Infiltration that has the super-soldier with twin MagSec pistols. Further access to the building is blocked by a locked metal door. Stand in front of this door, right against it in fact, and use the FarSight to zoom as deep in to the level as you can. If you go straight ahead from this door, you will find the cheese in the air-conditioning vents from the next two Area 51 levels.

Kinky, eh?

-----  
A R E A 5 1  
-----

TYPE: Rescue

In Perfect Agent the doors to the showers are locked, and the only way in is via the air-conditioning ducts. You always see a small speck of yellow at the very end, but it is totally out of reach. However, if you get a Sniper Rifle and zoom in you will find that it is a piece of cheesy goodness...oh, hold me...

-----  
A R E A      5 1  
-----

TYPE: Escape

Same location as above.

-----  
A I R    B A S E  
-----

TYPE: Espionage

Go to the box of proximity mines at the end of the blue tunnel, near the beginning. Use your Horizon Scan and look STRAIGHT DOWN, right over the edge of the cliff. In the waters below is some strange, green rock, shaped like a triangle. At the tip of this triangle is some cheese. Squishy, yes, but still cheese.

-----  
A I R      F O R C E      O N E  
-----

TYPE: Anti-terrorism

This is so easy you probably already knew about it. In the same compartment that has the escape pod for the President, there are some metal containers that look like they hold a liquid, or maybe a gas of some sort. Behind these tubes of equipment is some yellow cheese.

Spiffy!

-----  
C R A S H      S I T E  
-----

TYPE: Confrontation

This one is tricky, so listen carefully. Go to the wrecked Air Force One, on the side with the Mr. Blonde (he has a sniper rifle). Kill him and grab his gun. Directly in front of him is a wall, but there is a large split in it. Move directly in front of the crack, and an invisible wall will block your path. Now back up and move slightly to the right, and a speck of cheese will be behind the crack. Use the Sniper Rifle's incredible viewing range to look at it, and you'll find that, yes, it is cheese. Mmmmmm...cheesy goodness. And cheesy jokes. Those work too.

---

P E L A G I C   I I

---

TYPE: Exploration

Go through the level until you reach the first alarm box. Kill everyone around it, then move into the next room which has four men and a second alarm box. Kill these as well. Now, in front of the door that leads to the nuclear reactor, look straight down at the floor. Inside the metal grating you will find a huge chunk of cheese, looking healthier and more vigor than any cheese we have seen yet. It must be that ocean air...

---

D E E P   S E A

---

TYPE: Nullify Threat

This one can be spotted almost right from the beginning. Go forward through the huge plexy-glass tubes, and look through the left-hand side, at the bottom of the ocean floor. Eventually you'll find a miniscule piece of yellow. Zoom in on it using a sniper rifle and you'll find some cheese. I'm surprised a fish or something hasn't eaten it up yet...

---

C A R R I N G T O N   I N S T I T U T E

---

TYPE: Defense

In this mission the large, shiny blue doors that are normally locked in the overworld have been blown off, so you can go outside, finding a balcony overlooking a helipad. Go against the second blue door you see (up the ramp) and look through the door you just entered through. You'll have to adjust your view a bit, but you'll find the cheese slightly above the doorway, and to the right.



-----  
A T T A C K        S H I P  
-----

TYPE: Covert Assault

In the room with the shield consoles that you must destroy, take the elevator down into the Skedar hangar/runway (the place where Elvis' buddies kick some serious Skedar ass). After running up the ramp leading from the elevator turn to your right and go into the large room there, where Skedar come from. On the floor there will be some sort of liquid glass, if you look through it you will see a piece of cheese. Weird.

-----  
S K E D A R        R U I N S  
-----

TYPE: Battle Shrine

After crossing the large canyon situated in the middle of the level, climb the ladder. Before blowing the large hole in the side of the wall, go down the skinny hill that leads to a shield in Agent/Special Agent. Two Skedar armed with deadly Reapers inhabit this area. Kill them both, and go to the area with the shield. Behind it is a wall, and carved into it is a huge "S" shape. Duck down once (not all the way down, this is a medium crouch) and get against the right-hand wall, then get as close to the S as you can. Inside, camouflaged slightly, is a piece of rotten cheese. Use the scope of your Falcon-2 if you can't see it clearly. Behold...the power of cheese.

I guess one of the Skedar left it there for his lunch break.

-----  
B O N U S        L E V E L S  
-----

Because all the bonus levels mimic the design of their regular solo counterparts, the cheese can be found in the bonus stages in the same place as well. In Duel, if you use the Farsight you can view the cheese out on the edge of the Carrington Institute. Credit oo777@aol.com for this discovery.

=====  
Not all of these will be secrets, some of them will simply be glitches,  
challenges, weird observations, or whatever miscellaneous thing there  
might be.

-----  
G E N E R A L     S E C R E T S  
-----

=====  
"Oversights by the programmers"  
=====

Here's a few more observations/glitches I found that I forgot to mention  
in the previous email:

1. If you absolutely want a RCP-120 but you don't want to/can't get the  
All Weapons cheat or you don't want to just use it in the Carrington  
Institute's Firing Range and Carrington Institute: Defense, simply get  
the Alien cheat, enable the Alien cheat, go to Co-op, pick any level,  
enable Friendly Fire, and enable 1 sim instead of a human. Now, simply  
shoot the Alien in the head and collect his RCP-120. Use either the  
Infinite Ammo or Infinite Ammo: No reloading cheat if you want to shoot  
everything without running out of ammo. Heh heh...

2. When you get to Cassandra office in Mr. Blonde's Revenge she'll say a  
few lines, but the most interesting ones are, "You won't shoot me,  
foolish child!" and "You will pay for this intrusion, girl." This is  
odd, since you are clearly a Skedar disguised as a male. I guess the  
programmers couldn't/forgot to change what Cassandra would say to Joanna  
and Mr. Blonde separately.

3. Sometimes when Jonathan, Elvis, or one of your buddies (Pugilist, Hit  
and Run, Hotshot, or Alien. This excludes Velvet Dark.) kill an enemy,  
they'll say "You bitch!" then die. Strange, since all of them are either  
male or alien, not female like Joanna/Velvet. I guess the programmers  
probably forgot this too... :P

Sincerely,  
Brian Marcelo  
brianmarcelo@hotmail.com

.....

Brian and I have already come to the conclusion that most of these are  
oversights by the programmers, and that the word "bitch" isn't solely  
intended for the female gender. You got that, bitch?! Because I'm not  
saying it twice!

-----  
"Altering the game's levels"  
-----

Reader Rastumon <rastumon@ig.com.br> sent this in to me:

"Hi, My name is Rastumon and I'm from Brazil. I'm webmaster and webdesigner and I really want to talk to you. I have two issues.

- I simply think your guides are the best and I'm wondering if I may put into my page some of your guides.

- When I saw that trick to begin in the cargo area in Air Force 1 mission, I did the following:

- I Select some cheats to help me, like Invincibility, Cloaking, and Unlimited ammo, no reloading. I did that to first explore the stage, and see what should I do, and second, because, in that way I couldn't die.

- I began the stage and finish it on the stair like that guy said. - Then I turn off all the cheats and began the Air Force 1: Anti-Terrorism stage, and surprise there I was on the cargo area.

- After that I test the same thing on the Air Force 1: Anti-Terrorism stage, with the cheats, but that time I released the hover-bike and surprise one more time. When I began the Confrontation stage, there was the hover-bike.

CONCLUSION: The cheats, from the cheat options can't be used to complete stages, but they can be used to alter things on the game. This is very useful if you can't do it without them.

-----  
Fun in the Carrington Institute  
-----

Brian Marcelo <brianmarcelo@hotmail.com> says:

Alrighty, I recently found a neat little glitch in the Carrington Institute firing range. Anyways, go between the glass doorway (but not too much in the middle of it) that leads you to all those targets and try to be facing Foster at the same time. If you did it correctly the door will close halfway on you and when you press the Start button, you'll get the shooting range menu instead of the Perfect Menu. Well, enjoy shooting Foster with any weapon that you've already found. I recommend crossbows and combat knives...mwahahaha. > :)

If you can't do this, here's a simpler variant which includes weapons such as the Farsight. Simply pick a weapon that can penetrate glass and shoot at Foster or his assistant, or one of the classic weapons, which

if shot will magically disappear, since it wasn't programmed to be shot anyhow. You can also pick the Slayer (I prefer Bronze to get 2:00 minutes) and using the "Shoot at Foster/Shoot Outside the Firing Range trick", actually fly around the Carrington Institute. Go to the entrance of the Firing Range (the Brown door, not the Glass door), open it (make sure it doesn't close, or the trick won't work), quickly dash into the firing range and perform the "Shoot at Foster/Shoot Outside the Firing Range Trick" as fast as you can, then switch to the Slayer's secondary mode and fire, and proceed out of the still open (brown door) entrance of the firing range using your Fly by Wire rocket. Now you can cruise around the Carrington Institute in a yellowish color and in style. Just be careful not to crash. :) (Note: This may take a few times to understand, and to actually perform.)

Also, if you pick the Farsight (I prefer Bronze to get 2:00 minutes) you can look through out the Carrington Institute using the Target Locator, and even shoot Daniel Carrington himself.

Finally, if you go to Device Training Room, and use the Cloaking Device to surprise Mr. Carrington, you can actually punch him while he's talking. Funny to see him say, "I can safely say your training is now complete" while you are punching the stuffing out of him. ^\_^ Well, I hope you can get these to work. I've tried each of these many times to make sure they work, and they all did on each occasion. Hopefully these tricks will be good enough to post on your cheat's/bonus FAQ's "Miscellaneous and Twisted Secrets" section. \*Crosses Fingers\* Thanks in advance!

Brian Marcelo  
brianmarcelo@hotmail.com

.....

Actually, these tricks are a few weeks old, but Brian sure saved me a lot of writing! ;) So thanks, man.

-----  
D A T A D Y N E C E N T R A L  
-----

TYPE: Defection

-----  
"Get Back or I'll EMC ya!"  
-----

Thanks goes to my friend MetroidMoo <metroidmoo@earthlink.net> for this strange glitch.

First off, you need cloaking, infinite ammunition so you have infinite cloaking, and invincibility helps. Now, sneak up behind somebody and attach an ECM mine to their body. Now shoot it off using a weapon of any sort, and the enemy will react as if their gun was shot out of their hands. They will go pick the ECM mine up off the floor and actually go

through the motions of shooting at you with it! Sometimes you can even hear the beeping sound the ECM mine makes when it deploys!

And if you dis-arm someone, then put the ECM mine on, you won't be able to shoot the mine off. It will just be permanently attached to the person until you kill them. Gruesome.

=====  
"Hovercar go B O O M !!!!!"  
=====

As everyone should already know, if you shoot one of the flying cars outside the dataDyne building it will violently explode, killing the entire family and the dog with a single bullet. Awesome...

=====  
"Cassandra, did you take your pills?"  
=====

Go into Cassandra's office and mow down the secretary, but ignore Cassandra. She'll get all cocky and spout out quite a few lines. "You won't shoot me, foolish child!"..."You will pay for this intrusion, girl."..."Do you realize who I am?!"..."Let's see how you deal with security!" Then she will go to her desk and activate a blaring alarm throughout the building. "I suggest you leave, NOW!" Cloak yourself at this time and several dD guards will enter the room, totally confused. They will search the room for minutes before declaring it another false alarm, and even then they will stay there. Cool.

=====  
"Midget ammunition"  
=====

Underneath the second metallic walkway (near Cassandra's office), you will find a very small box of pistol ammunition. Strange.

=====  
"Fun with animation"  
=====

Use the cloaking device to explore the offices of the building, and you'll find several men sitting down, working at computers. Push the tables away from them and they will continue to type in thin air, as if everything is normal. Sometimes the pistol ammunition sitting on their table will float in mid-air!

=====  
"Hidden Laptop Gun...No Funny"  
=====

After capturing the programmer as your hostage, lead him to the foyer elevators. Now get far away, and he will run away. He hides in a weapons room through a door that was previously locked. Inside you will find a Laptop Gun and double Falcon-2's (if you didn't pick them up from the shock trooper near the programmer's office). Not too bad.

=====  
"How come there's no twin CMP-150's?!"  
=====

In the lobby sequence, on the table with the two desktop computers, there are clearly two CMP-150's locked against it. You can collect them for more ammunition, but why don't you get twin CMP-150's? Think about it...

-----  
C A R R I N G T O N    V I L L A  
-----

TYPE: Hostage one

=====  
"Extra Devastator Ammunition"  
=====

In Perfect Agent, you only get three grenades for the hidden Devastator in the Carrington Villa. This should prove to be enough firepower for the rest of the level, but if you want to play around even more, listen to MetroidMoo's following e-mail...

"You can actually have 6 grenade rounds with the Devastator. Just destroy the crates near the observatory and in the tunnels by that. Some of the crates will drop an ammo box containing a grenade round."

- MetroidMoo

-----  
A I R    B A S E  
-----

TYPE: Espionage

=====  
"Various cool tricks"  
=====

Aturn has this to say:

"Hey, did you know it is actually possible to start in the cargo area of AF1? In the AF base, if you shoot the laser control panel, it will go haywire and certain lasers will disappear and reappear like in area 51. You'll be able to get to that little ladder under the plane. This makes the laptop gun cheat even easier than it was before. You can use cheats too on the AF base. It's not much, but it made my life easier.

Thanks,  
Aturn.

P.S. (the panel is after the lift that seems to go diagonally down, in the middle of those two rooms with the pillars and control panel, just in case you forgot like I did)."

marshmallow's notes:

To climb the ladder (I was confused on this for awhile) you have to stand in front of it and then press the action button. You'll start out in the room that has the hoverbike on Air Force One. Quite handy, and a huge secret.

-----  
A I R F O R C E O N E  
-----

TYPE: Anti-terrorism

=====  
"Various cool tricks"  
=====

Aturn has this to say:

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-----  
P E L A G I C   I I  
-----

TYPE: Exploration

-----  
"Major time / health saver"  
-----

Helpful reader deguello1@aol.com has this to point out...

"I'd like to contribute this to your cheat FAQ. In Pelagic II: Exploration, you remember the place where you have to hit the button to activate the moon pool lift? Well, if you turn on your X-Ray specs and scan the wall on the walkway above it, you'll find this little box in the wall. Push B, and the thing will open. This passage leads STRAIGHT to where you need to go after you meet up with Elvis. You can circumvent the Golden Hallways ENTIRELY! Nice FAQ, BTW."

Sincerely,  
deguello1@aol.com

-----  
C A R R I N G T O N   I N S T I T U T E  
-----

TYPE: Defense

-----  
Jonathan the Biiiiatch  
-----

In the Area 51: Escape level, if you exit the stage on the hoverbike Jonathan will be near Carrington's office, and will help you with his magnum. Not all that useful, though. I'd just skip it if I were you, it's pretty pointless.

=====



7. C R E D I T S   S E C T I O N

=====

I have to thank the following people, companies, sites, inanimate objects, horrific demons, and whatever is left over.

-----

COMPANIES

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Nintendo: If you didn't know, you're playing it on their system.

Rareware: They made this awesome game, along with GoldenEye, Jet Force Gemini, Donkey Kong 1-4, Perfect Dark, Blast Corps, Marble Madness, Battletoads, Snake Rattle 'n' Roll...and countless other AAA+ titles.

-----

INTERNET SITES

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Rareware <[www.rareware.com](http://www.rareware.com)>: Rareware's official site. This is the best official company site ever made, for one of the best companies there is in the world of video games. This site's tongue-in-cheek humor is irresistible! You have to love those Brits...

Gamefaqs <[www.gamefaqs.com](http://www.gamefaqs.com)>: Besides the fact that my massive collection of FAQs is there (cough, cough), it is also the largest FAQ site on the Internet. Please, if you copy this FAQ, make sure it's from THIS site and you keep it updated. If this FAQ has not been updated awhile and there's a lot of information missing, make SURE you're not viewing an outdated version. Please, for the sake of my e-mail box...

IGN64 <[www.ign64.com](http://www.ign64.com)>: Apparently, I took many of their tips from their site...

Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>: The biggest video game code resource site on planet Earth.

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SPECIFIC PERFECT DARK SITES

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[www.pdark.com](http://www.pdark.com)

[www.pdcentral.com](http://www.pdcentral.com)

[www.perfectdark.com](http://www.perfectdark.com)

Check out my fast times at <http://geocities.com/marshmallow4321>

-----

PEOPLE / HORRIFIC DEMONS

-----

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

Mike Martin <pointblank213@hotmail.com >: For the strategy for the Chicago: Streets cheat, for helping me with fast times, and for being there to talk to about PD in general.

oo777@aol.com: For locations of the cheese in Area 51: Infiltration and Duel, which even eluded the masterminds of IGN64 (that's a bit of a stretch, but eh, I'll go with it).

garrett\_clardy@stateindustrial.com: For information about the angry scientist in dataDyne: Investigation.

Aturn: For telling me you can climb the ladder to the airplane in the Air Base to start out in the lower compartments on Air Force One. Very cool trick.

Rastumon <rastumon@ig.com.br>: Information on how to alter the level's layout/design by using cheats.

Brian Marcelo <brianmarcelo@hotmail.com>: For information on hurting people in the Carrington Insititute (overworld) and a few other general secrets.

Deguello@planetn2000.com: For pointing out the cool trick that allows you to skip the golden hallways in Pelagic II entirely. Sweet trick! I didn't even know about it.

Mr. Cactus <WalknCacts@aol.com>: Suggesting to re-arrange the Area 51: Infiltration cheat walkthrough.

MetroidMoo <metroidmoo@earthlink.net>: More things than I could possibly list.

Satan aka the Prince of Darkness <billgates666@microsoft.com>: I like Satan, he gives me candy!

=====

## 8. CONTACT INFORMATION

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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@planetn2000.com.

Basically, there are five different types of e-mail I will receive on a daily basis.

---

#### QUESTIONS

---

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

---

#### PRAISE LETTERS

---

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

---

#### HATE LETTERS

---

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

---

#### JOB APPLICATIONS

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Though I can assure you I will be flattered, I will \*not\* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

---

#### CHAIN LETTERS

---

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain

cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *\*not\** make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for a M rated game with copious amounts of violence and guns, I assume you will not be offended by a little sexual innuendo.

Sincerely,  
marshmallow

~ End of Document ~

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