



Introduction

You're secret agent Joanna Dark. The year is 2020, and the corporations have finally taken the world hostage in a stranglehold. It's time to take back what belongs to the people: the planet itself, and the freedom that comes with it. But with all of these trip-wires and laser, heat-sensitive security systems to bypass, what happens if you slip up? What happens if you're blown to smithereens all because you forgot the dodge that last bullet in the clip?

Hey now, don't crap out on us. We know you're up to the challenge, and we've got your back, you lucky Xbox 360 owner. After all, if we didn't write strategy guides, we'd be doing dishes in some fancy restaurant... or eating out of dumpsters. Needless to say, we enjoy writing these things. If you're paying off that recent credit card debt from that particular \$299.99-399.99 purchase on November 22nd, you're chillin' with us in the **Intro**. If you're shooting your foot repeatedly, read our **Basics** section. Wanting to clear the game for those achievements? Sure ya do! Look at the **Walkthrough**. If you're looking to blow through the online competition, browse our **Multiplayer** section. Lastly, take a look-see at the **Secrets**.



In this Perfect Dark Zero strategy guide, you'll find:

- Basic strategy to get you through the single player campaign.
- Complete Perfect Dark Zero walkthrough with tips for conquering every mission.
- Multiplayer strategy for all game modes.
- Tactics specially designed for every multiplayer map.

You will win, because you've got IGN Guides. Now only if we could consolidate your debt... and ours...

Guide by: David "For A Good Fraggin' Call: ZoopSoul" McCutcheon

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Basics

Sound is Outta Sight!

One of the easy keys to success throughout the single player campaign is to keep your ears open at all times. Turn down (or turn off, even) the music and listen carefully to every sound. When you hear the enemies reloading their guns, they will be helpless for a good three seconds. Take this opportunity to kill them off before you hear that clip sink into their piece. This will save you a lot of hassle when getting blown to bits by machineguns.

Get The Effingham Out of Dodge!

One of the trademarks of Perfect Dark Zero is that you can use the Dodging technique. This allows you to pull off real-time Matrix effects, without all of that cheesiness. Simply press the LB shoulder button multiple times to continue rolling out of the way of enemy fire. This will certainly come in handy against AI opponents that can't keep their wits awake long enough to actually pinpoint and murder you. Exploit their weakness!

Damage Control

J Allard's not the only one controlling damage, as you can shrug off pain inflicted upon your character by staying out of harm's way until you recover. Most damage will be completely healed instantly after not being hit for a few seconds, at most. If you get hit after this, you can simply perform the same waiting game to receive additional health. Remember to do this frequently in tedious missions, although it doesn't work as easily in multiplayer. Your health bar will have a "shadow" after taking damage. Only the shadow will be replenished, so if you've taken too many hits, you will not recover your entire health bar.



Weapon Customization

Before the start of every mission, you will be given the option to toggle your weapons. Obviously, every player prefers something different to toy around with. Certain weapons have scopes, and work very well for the types of players that prefer precision above all else. Other weapons will knock out even the toughest of competitors in just a few blows, but beware as they lack much strategy. Choose your weapons wisely.

Go-Go-Gadget Gadgets!

One of the unique features in Perfect Dark Zero is the ability to use different gadgets to your advantage in actual strategy. In certain missions and even on multiplayer maps, you can use some of your gadgets to open up new areas for exploration or general hide 'n seek strategies. Either way, the gadgets range in usefulness, but all are pretty darn cool to wield.

Friends and Lovers, Won't You Duck and Cover

The number one key to success above all others in Perfect Dark Zero's single player *and* multiplayer modes is precisely covering from enemy fire. If you press the A button near the corner of a wall, you can hide from enemy fire around the corner. This will fail miserably if you allow the enemy to pass you, as they will have a few seconds to aim a headshot before you can get the hell out of there. Remember that whenever you're aiming your weapon, you will be visible to the enemy, and thus be in the direct line of fire. Pop out to shoot once you have a steady aim on your prey.

Walkthrough

Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	Mission 12	Mission 13

Mission 00: Datacore | Demolition

NOTE: You will have to learn your controls for this first mission. Everything referred in this guide is based around the default control settings.

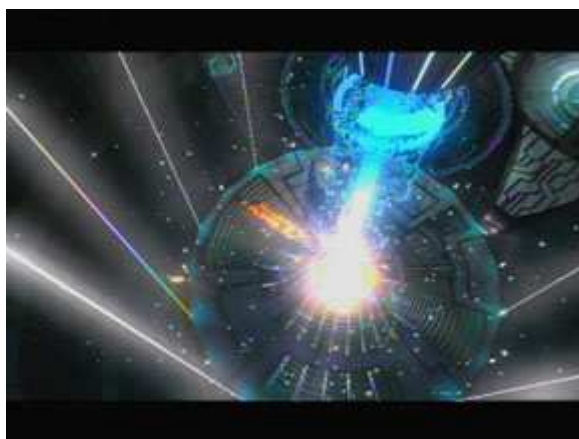
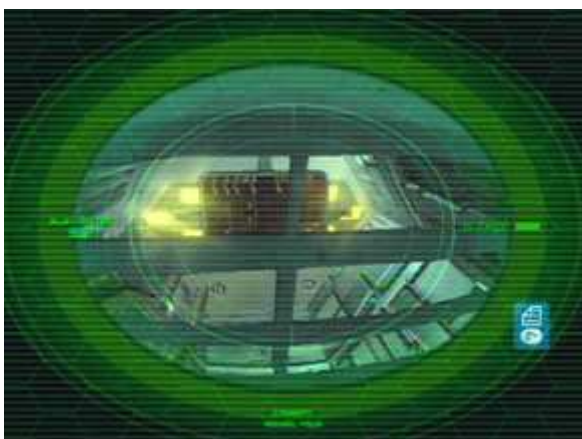
Start your super-spy mission off by popping the spiderbot that is keeping the door locked. Aim at it and shoot once to destroy it. Two more appear, so waste them. Walk through the doorway to the left and duck under the laser detector. Walk up the ledge and bash the crates by performing melee attacks while viewing them. Walk through and get ready to dodge consistently with the Left Bumper button. Consecutively dive three times straight ahead to completely avoid the turret fire. In the next room, stand in the white circle and press the A button to lean against the wall.



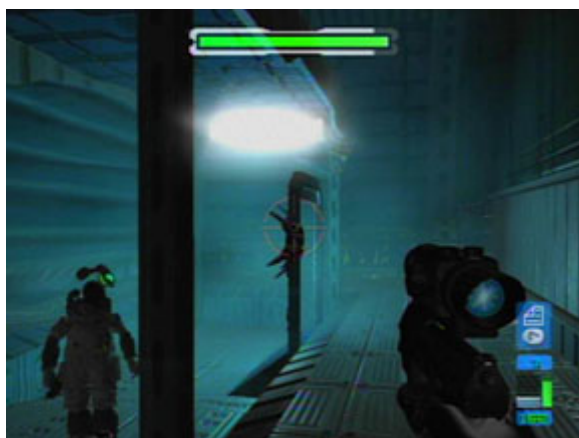
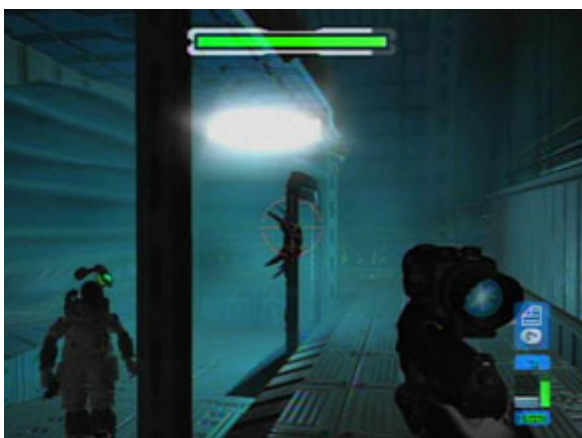
You'll be glaring from around the corner at the enemy camera. Pop a few rounds into it to destroy it, allowing you to enter the once-concealed doorway. Go to the barricade and press the A button to take cover. You'll be able to see over the railing to witness two enemies conspiring below. Take them out from this covered stance (preferably once they're reloading their weapons or something of the sort). Grab their ammo and go to the door to use the datathief on the keypad. Click the puzzle whenever it hovers over the blue portions to succeed in unlocking the door. This may seem a little confusing at first, but you will quickly get used to it.



Walk into the hall to watch a cut-scene. Using this gadget, head around the bend to the left and go through the small black tunnel. Look to the left and right to find circuits caged. Shock them with the Right Trigger and drop down twice. Look up in the black tunnel to find the circuit, so shock it and drop down once again. Head straight ahead and you'll find that large CPU tower. Once you're in range, press the Right Bumper to make it go "kaboom!"



Once you awaken, head straight and go through the left door. You'll find a glass tank where a man is hiding from the robotic spiders. Shoot every last one of them off of the glass, all around it, and the man will come out and open up the door for you. He'll even lead you to another room. Defeat the spiders at his feet and escort the scientists to safety. Shoot the spider off of the keypad and open the door. In the next big room, endless amounts of spiders pop out of the pipe along the ceiling. Follow the guy in the suit along the floor to reach the elevator. Hop in and ride it to the top.



You will come to the outside. There are tons of dangers out here, with lots of solo enemy units to take you out. Get prepared to rock them by taking cover behind the crates and popping out to blast them away. With everyone dead, shoot the explosive crates up ahead to the left to make their until little self-made fort go sky high. A nasty gliding enemy will attack you once you've reached the lift, so kill him as he descends to attack you. Hop off of the lift after you dock and take out the remaining gliders before heading for the exit door.



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Mission 01: Nightclub | Stakeout

Start by crouching down and walking forward. You can shoot the guard lounging on the crates between the ears for a quick kill, but this *is* a stealth mission, so you really shouldn't. Instead, hit him over the head with your pistol to knock him out. The second enemy will come around the corner to the right, so creep up from behind and pistol whip him down, as well. Go left and up the stairs to find your spot on the right. Equip the device and stand up to view the enemy. Zoom in and lock on. Hold it there until it completes the identification process.



You'll receive two objectives. Go around to the other side and you will spot some heavy duty vehicles. Go around to the right of them and pistol whip a patrolling guard to the left. Now, you will find an electrical box along this wall. Hack it with your datathief and you will sound the alarm, completing the evacuation objective that you were given moments prior. Easy money!



Jack is upstairs in the club, so with all of the civilians safe, go in and get ready for a duel and a half. Run across the open double doors to grab their attention and shoot them carefully in the heads as they come after you. This will down them instantly. Resort to melee combat if they get too close. Steal some of their guns so you will be toting two at once and pop into the club itself for a little extermination. Kill the bartender immediately to the left, and begin slowly browsing through the first floor of the club. Take cover if you hear shots in a certain direction. Shoot some enemies on the balcony, if you can get a clear view from down here.



Head up to second floor via the stairs and cap the enemy in the head twice to the right. Hey, he's persistent. Head to the lounge room and wait for enemies to arrive. A couple of shots to the head should work, but chest shots don't hurt your odds of surviving much, either. Go to third floor and lure the enemies out. Crouch down on the between-second-and-third floor landing and headshot the guard packing the heavy firepower for the instant kill before he can even get to you. Listen carefully for when the guards reload their guns. When they do, pop out to waste them.



Don't forget to dodge frequently throughout this third floor onslaught. They will likely miss you every single time, and don't forget to blast away at that bartender. Don't forget to shoot those bottles, too, just for the hell of it. Enter the next hallway, which connects to another bar. Pop the 'tender and turn right to slaughter some oncoming enemies. Go up the stairs in the back of the room and kill the two enemies atop the next two sets to the right. Go to the double doors and open them to find Jack Dark and complete the mission.



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Mission 02: Subway | Retrieval

Quickly head to the left to evade the oncoming enemy troops. Duck and cover behind the large trucks here, and shoot the explosive barrels in the distance to send these buffoons flying. Shoot any nearby enemies immediately, and grab the key card that one of them will drop. Activate the garage door with the key card and exit the garage. You'll have to deal with a few stealthy objectives up ahead, as you must avoid both the security cameras and the folks standing nearby. Hug the right wall and follow the guard that heads over to the right. Melee him in the head from behind, and go back to beat up the mechanic once this patrolling loon is taken care of.



With the mechanic knocked out, smash the vent along the right walkway where you knocked out the first guard and crawl through it. Come out of the vent and get ready to quickly punch the enemy to the right before he sounds the alarm. Navigate around the center of the crates until you reach the outside, and hug the right wall to open the door and go up the stairs. Quickly get behind the desk to knock out the two hoodlums, and open the door to see their friend. Hit him, and open the door leading outside. Shoot the two enemies here, and aim for the ones inside of the control unit. Kill them from out here and enter. Turn around and blast the enemies coming at you from behind.



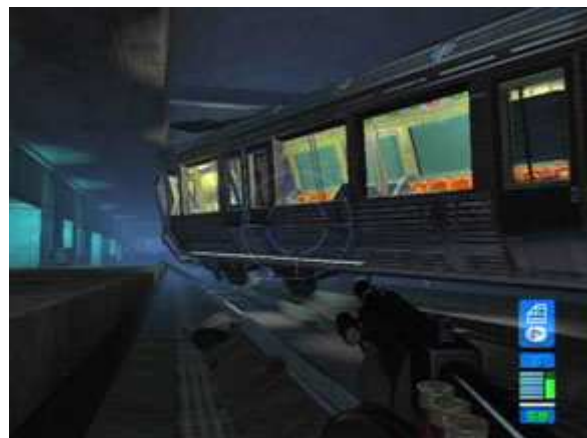
Snatch some guns out of the armory, if you wish, before you blow it sky high with the Demo Kit. You must create a path from circuit to circuit. In this case, simply switch the two center pieces to get it to work. Run out of there before it explodes! From up here, snipe away at the three enemies down below until they're all on the ground, dead. Go downstairs and head through to the double doors. When they open up, cover in back of the truck and blow away the first enemy to arrive. Watch your back and kill the four upcoming enemies dead ahead with that shotgun you stole from the armory.



Open the door in the alley and go through to find a guard way in the back. Pay attention to that keypad along the way, as you'll need a code for it. Go upstairs for a protective vest. Go back downstairs and you'll notice a crack in the wall where the guard was. Blow it up with your Demo Kit. Switch the ones on the left around to get it to explode. Go through the newly-discovered room and take the briefcase. Exit the room and go back out into the alley. It's time to go through to the subway next door.



Shoot the first guard with your shotgun and take cover around the corner to effectively dodge two enemies' machineguns. Blow off the two padlocks and attempt to take out as many enemies on first floor as you can from up here. Shoot the lone gunman atop here, and move down the ramp and go right once you're on 1F. Go straight and blast the enemies within the derailed train car before turning your attention to the left to blast away at the enemy there. Kill more gunmen within the train cars as you progress ahead, and kill the man behind you. Take out the two snipers in the rubble above with your machineguns before heading through the train cars and cleaning up all of the access enemies.



On the other side, pop the three enemies within the tiny room (in fact, the one on the right may even take a seat, as depicted below in frame 1). Go through the doorway and wipe out the guy on the stairs. Go along to the left to find the

stage's exit.



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Mission 03: Rooftops | Escape

Start by hopping down to the wooden walkway and popping the guard here. Follow this path to the next rooftop to blow away the next two guards atop here. From this rooftop, pop the immediate guard and snipe away at the two way across here, on the balcony on the other side of you. Drop through the glass up ahead through the pipe and shoot the two guards down here. There's another on the rooftop, so take him out and look down to help Jack snipe away at the infantry units near him. Shoot the guard on the rooftop across from you to receive a new objective.



You must unlock the door ahead of you, so bring up the Locktopus to work on that pesky thing. Move the left analog stick to rotate the lock and hold it there when the icon is green to pop it open. Go through and kill the enemy on the left before taking the rifle. Go over the bridge and into the door on the right. Park your ass in the circular marker and get ready to pop some heads as you'll have to snipe away up here, aiming inside of the office building down below and blasting any enemies in sight as Jack makes it further in.

Use the Zipline once the battle is over to reach another rooftop. Hit the button on the elevator to complete an objective. Use the second Zipline to receive an objective regarding Killian. Quickly hide behind the structure to your right and pop out to shoot Killian's engines on that aircraft with your weaponry. After he taunts you, climb up the ladder and take aim from this nice piece of higher ground. After destroying his engine, he will retreat. Go over a series of rooftops by dropping from one onto another until you finally reach an enemy at the top of the stairs. Blow him away.



Blast away the other two enemies on this rooftop and open the tri-lock on the casing to reveal a magnum revolver. Take it and blow away the three enemies down on the lower rooftop ahead. Pop the guard through the glass below and leap down. Descend until you discover a shoot that you can go through. Hop down below and walk towards Jack to initiate a cut-sequence. Afterwards, quickly hide from Killian's airship and aim your weaponry at his two engines. They're repaired from last time, and that magnum revolver will do quite a bit of damage. He often lets off from infantry units to reinforce him, so shoot those engines now no matter what. Watch out for his bombs while you're at it by getting the hell out of Dodge. You'll soon complete the mission.



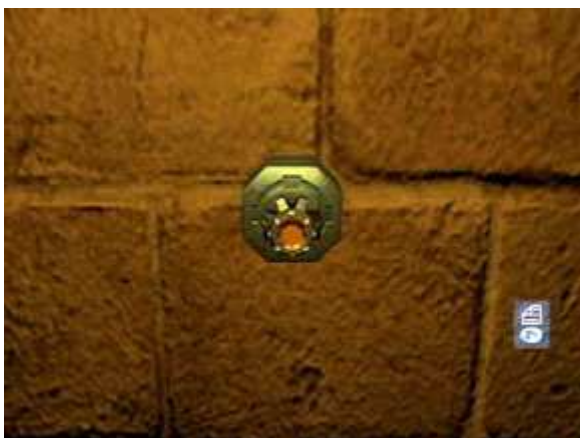
Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
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Mission 04: Mansion | Infiltration

Head up the long and winding snowy path until you come across a glowing white doorframe. From here, melee kill the patrolling guard and run to safety beyond that white doorframe, further down the hill. Pop a cap into the three guards that follow, and pull up the scope on your weapon to eliminate all of the watchtower guards in both of the watchtowers. With everyone dead, make your way forward, but don't be too bedazzled by the fireworks display as you make your way towards the fortress.



Go up the stairs on the left to find a nozzle that can be unlocked with the Lockopus. Go up the stairs afterwards to have an all-out brawl with the endless stream of snipers. Cap a few and descend the stairs to catch your breath before jumping back up to snatch some more lives away from the opposition. Move up and to the side to pick off the troops on the ground before they have the chance to shoot you, and go down the stairs. Open the door and head straight to reach the double doors. Use the Lockopus to open the door up. Go through.



On the other side, hug the left side and go up the stairs. Shoot the light on the camera as it passes you, and go into the next room. Head right and repeat the process with this camera, right beyond the pillar. In the next room, shoot the screen on the camera to take it out over the doorway ahead. In the next room, shoot the light below the camera and kill the guard with your silenced pistol in the very next area.



Get ready to kill around four to five guards in the very next room, which is littered with infiltrate-proof red lasers that will sound the alarms. You do not have to go this route, simply kill the hefty guards in this region and step along outside on the right. Kill the enemy near the monks, but do not harm them. Walk over to the door between the snakes. Watch the cut-scene, and get ready to have a tough DeathMatch fight.



At the start of the battle, hurry up and head to the ground level or stay atop here between the pillars. We tried both ways and still preferred the direct, accurate approach of going to ground level and scoping out the enemy by holding the left trigger and firing once she starts. Aim for the head to get the quick advantage in the fight. Mai Hem uses some decent firepower, but nothing you cannot withstand for the sake of taking her out first. The samurai statues will come to life and attack you. You must melee attack them before Mai will respawn. Once she does, more direct firing will eliminate her. Replicas will begin appearing, but they're easy to decipher which ones are really her and which ones are mock-ups, as the mock-ups are blurry and pale. Repeat the process until you secure victory.



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Mission 05: Laboratory | Rescue

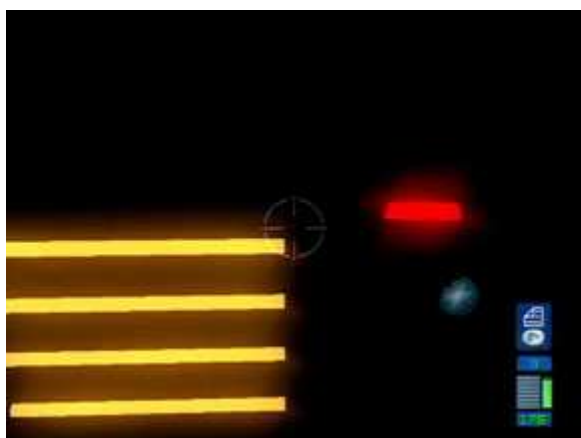
At the start, go straight and through the doors on the right. Hug the left side religiously and scope out the guard at the door. Shoot him in the head with your pistol, but make sure it is silenced (RB). You will spot a patrolling guard to the left side. Hide behind the crates on the right side and pop out to kill him as he's coming up the stairs. Remember, if you shoot guards in the head, nobody else will be alerted. The easiest way to do this is to put up the scope before taking your shot, as you can aim more accurately this way. Make sure that silencer is on the pistol!!



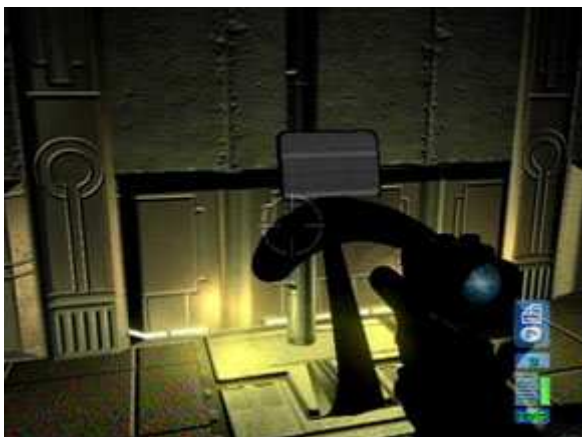
Scope out the enemy just standing there to the right of the first enemy you killed. Shoot him in the head from the distance (hey, take no chances!) and open the door via the keypad. You'll have to hack it, so press the A button whenever the blue notes light up. With the door opened, quickly run downstairs and melee punch all three scientists before they sound the alarm. If they do, simply turn it off and punch them out. Grab that keycard on the table before running off to the next room.



Run into the next room and crouch down to punch out the vent. Crawl through here and don't be leery of the spiderbots. They're your allies. This area leads to the generator room. Make quick work of the four enemies in this corridor (they cannot sound an alarm if you work fast enough) and shot off the generator to cut the power. In the next room, the enemies will be taking shots in the dark at you. Zoom in at their skulls and plant some lead in there. Hack the device in the corner of the room to crawl through this vent. You'll wind up in another cylinder-esque room. Take this to the other side.



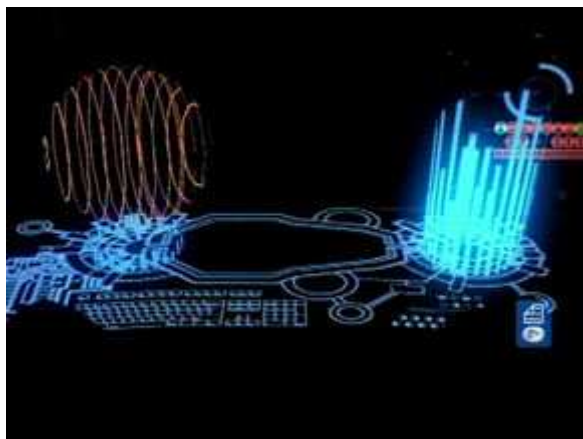
Overhear the funny conversation between the two scientists before bashing them with your melee weapon to knock them out. You'll soon reach a very pretty room with lots of lights and buttons, straight out of a '70s sci-fi movie. Personally, it reminds us of *Lite Brite*. Damn, we loved those things. Go down the stairs and ignore the scientists, they're too scared to do anything. Grab the keycard on the table and open the door in the room. Quickly kill the guard standing here, and more will follow. Stay under cover at the keypad and shoot them as they come along. Head right and shoot more enemies that come in to greet you.



With everyone finally dead, go downstairs and kill two female soldiers. Knock out any scientists that may want to fiddle with the alarms. Shut off the alarm and go over to that red door on the lower floor to open it via the keypad. Go in and out into the open to attract attention (or get a headshot to draw some buzz) before springing back into cover. Kill the enemies as they come to you. Aim for the stairs and platforms back in the distance to attack the sniping enemies with headshots (they're easy candidates, after all). Go around to the back of the facility to kill the guard on the lower scaffold and the guy on the turret above your previous location (shoot between the helm).



Go up the hill and take out the second turret guard and another sniper behind you, way along the top. You can collect some body armor along the scaffold. Climb to the very top of the scaffold and shoot the on looking, unsuspecting guard after taking out the one that's aiming at you. A second guard follows, so cap him in the head. Duck and crawl onto the bridge and investigate the circular tower. Go along to the other side and duck and cover before going through the door. You can easily cap two soldiers here. Afterwards, a whole lot of female guards will attack you. Quickly cross the bridge and take cover to shoot them before they reach you. If they reach you, it may be too late.



Pop a few additional male guards and finally walk into the room. Hack the door on the left to crack it open, and rescue Jack by walking over to him.

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Mission 06: River | Extraction

This is going to be a big shebang of a mission, as you must blow your way through all of the enemies and reach the shooting range to blow through the wall there. Take cover opposite of Jack and await the arrival of the herd of soldiers. Blast through them swiftly and go into the next room. Jack will helm the turret and eliminate practically everyone. All you need to do is sit back and cover his ass in case one or two enemies slip through the cracks. Scoot across the bridge and eliminate any additional soldiers from the frontier.



Plow through the guards at the golden doorway and head for the place where you must use your Demo Kit. You must create a zig-zag pattern from the upper left-hand corner to the lower right-hand corner in order to blow it sky high. Head into it afterwards and get ready for a huge brawl. Help Jack clear the area by taking out those turret guards and heading for the gates, killing soldiers along the way. There's some body armor along the watchtower wall, so eliminate the soldiers up here as you make your way around.



Get to the wheel and turn it to open the gates, and head for the hovercraft that Jack has set up. You'll now have to drive the hovercraft, so get ready for fast learning. Move the left analog stick in the direction you want to go in. That's about it. You'll want to stay on the path and avoid any mines at all costs. Have Jack take out the yellow blips on the radar to complete the first objective, and make a run for it. Watch the cut-scene, and the mission is over.



Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
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Mission 07: Trinity | Infiltration

Start out by taking cover immediately behind the bronze corner on the right side, far in the distance. When you see movement, hold the left trigger to see exactly where the movement is headed and lock onto that area. When one of the brothers pops out, shoot him multiple times in the head for the kill. Keep in mind that these guys are serious Texas stallions, and they come out with both guns blazin'—literally. They attack with automatic weaponry, which has the one-up on whatever heat you're packing. Once both brothers are dead, go across the freshly-formed bridge.

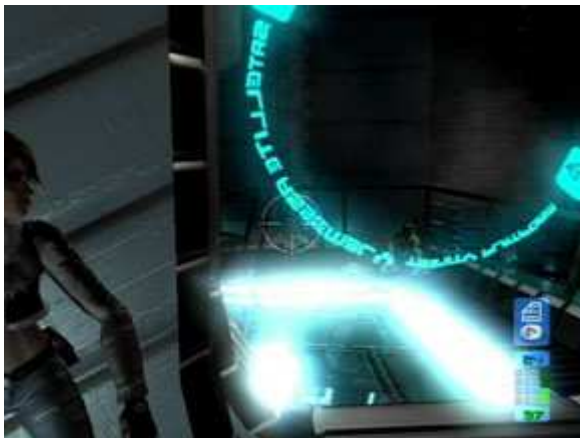


Take cover immediately behind some structure on the left, just beyond the drop-off points. Turn around and point up to nail a few snipers up on the huge structure above, as well as an infantry unit attempting to sneak up on you. Go further left and kill the guard on the ground before taking cover to wipe out yet another infantry unit coming from where you just came. Go ride the elevator through the open doorway to reach three guards. Kill them all and go through the left side to discover another patrolling guard. Cap him.

You will soon find a huge storeroom where security cameras not only find you; they'll tranquilize your ass. Go in to distract them and return to your base to wait for soldiers to arrive. Give them some lead in the head to drop them quickly, and once all of them are dead, destroy the video camera on the wall. You can go up the ramp and destroy the second camera on the left wall. On the third ramp, get ready for some real gun-slinging action. Hide behind the large metal crates and pick off a few guards coming from the control station before picking off the ones on your level. With them gone, focus your attention behind you, on the platform.



Turn off the alarm in one of the work stations to the upper right, and go through the door on the other end of the big room. Kill the three guarded soldiers. Beyond here, you'll encounter aggressive scientists that cannot be killed, so you'll have to knock them out with a swift punch. They'll shoot you with that venom that makes everything blurry, so get ready for some eye-straining action as you attempt to punch them through the disorientation. Go down and chat with the doctor.



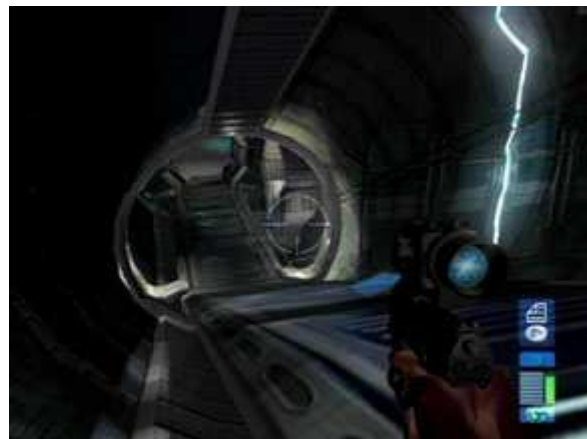
Go through the scientist quarters again and go down the ramp. Follow the doctor through the halls until you reach a small handful of guards blocking the path. Bust out your automatic weapon and blow them all away before they can touch the doctor. Go through to the next room to complete the mission.



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Mission 08: Trinity | Escape

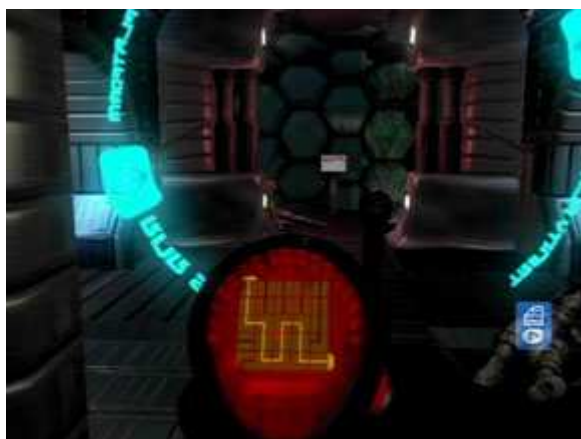
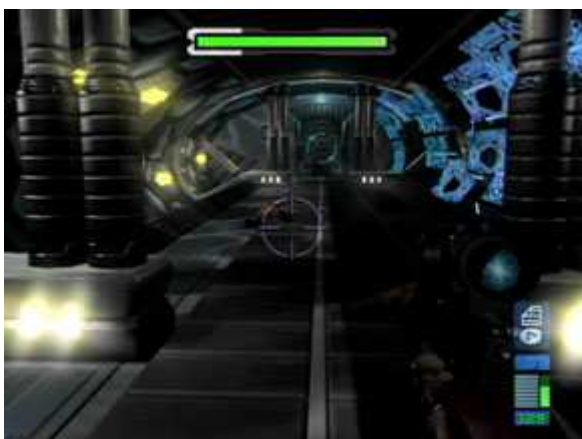
This hectic piece of work will require some fast reflexes. Go through the hall and get ready to cap a small amount of shielded guards. Just blast through their shields until their reflexes are shot. You will reach a large room where your allies will download the program and get out of there. Walk down the slope and fire at the enemy on the right before he can hit you with the flash dart. He has two buddies waiting inside of this room to the left, so run in whilst evading to take them out.



Go up the ramp and turn right into the doorway to blast away two enemies. Your team will clean up the rest of the mess. Go through the door at the end of the room and hit the button on the console to bring in more troops behind you. Quickly duck and turn to fire at them. Afterwards, use your Demo Kit on the doorway behind you to blow it to smithereens so you will not have to worry as much about incoming enemy forces. Create another near zig-zaggy pattern to nail it, and head for the elevator on the left side to ride it higher.



Step out of the elevator and go cruising straight and to the left. Pop the initial guards and put on the scope to take out the ones in the distance. Afterwards, go back into the hall and turn left. Kill the four soldiers that come chasing after you before they even get the chance to draw their weaponry. Keep heading straight through multiple hallways and popping guards as they come up to you. Collect the armor at the very end and turn around. Go right and destroy the doorway from the other side, as depicted in the second frame below.



With the doorway destroyed, go left and defeat the three guards in the room ahead that may be using something to stun you. Follow this path to reach a large blue hallway containing a few loose enemies. Plow through them and go down the ramp through to the other side. Go through the circular room and your troops will protect the upcoming hallway. Open the door and go through the lab testing facility, killing a few enemies along the way. Go through the door and turn left. You'll need to use your Demo Kit once again to blow up the path. Again, as depicted below.



Walk through the next hallway and duck. Kill the guard in here and pay close attention to the ones down below. Snipe all of their heads off from an angle where they cannot detect you because you're not close enough to the guardrail. Snipe away at the snipers in the distance afterwards, and make your way to the lower floor to go all the way across and through the next doorway. Take the elevator up, and ignore all of the mechanical enemies. Just dart for the escape copter in the back, on the left!



Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	Mission 12	Mission 13

Mission 09: Jungle | Storm

Take a Flash grenade set with you on this mission. Welcome to the jungle, we've got fun and games. Get ready to defend the dropship, which should prove to be a hair-pulling charade for the evening. Start by scoping in on the enemy whilst crouched down to avoid too much confrontation. This is going to be the toughest shootout yet, as you will have to spot enemies that are obstructed from your aim more than a handful of times, and a bunch of which blend in with the atmosphere. Sometimes it's best to look for something move and shoot it, other times it's easier to pursue the enemy and shoot them down. If you do the latter, take cover behind the crates that are straight and to the left.



Hug the left wall as you walk so you do not stray from the path. As long as you're clinging to this wall, you should stay on target. Now, you can equip the silencer and snipe away at guards along the bridges suspended above the village, or go in there Rambo-style. For the latter... Go into the building with the guard standing there and cap him in the skull. Turn around and blast the back-up. Go up the stairs to find three guards standing there. Be sneaky here to kill two of these tough guards in a mere couple of shots each. Take one of their amazing weapons to kill them in a few shots each, no matter where you strike them. Continue this killing spree and make your way up farther.



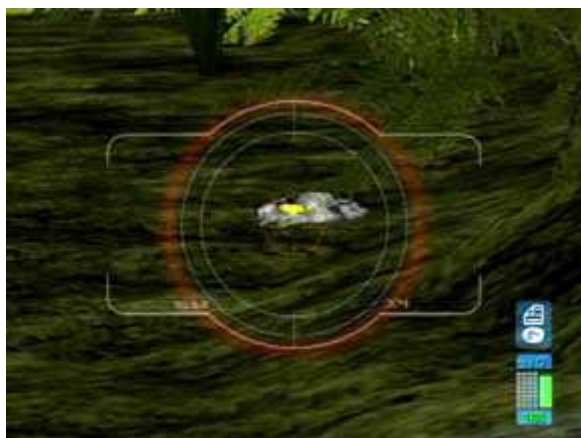
From the upcoming storeroom, kill another guard and peek out the window to find a turret guard to the left. Blow his crap away and step outside to cross the bridge. Go into the room here and kill the two guards that swarm you before going up the ladder. Once atop, kill the guard here and cross over to the next room to cap the soldier to the left. Go right after collecting the body armor and get ready to go through the marsh. Kill the three guards ahead and head the left wall as it wraps around to go along the inside. Kill the two guards near the waterfall, and the sniper high above on the left side.



Shoot the red-wearing guard to the right of the big rock up ahead, and get ready to attempt to shoot enemies that you cannot see. The easiest way to locate enemies is to remain crouched and stand still. When you see fire, locate exactly where it is. When your crosshairs are red, that means shoot to kill. The guards remain on their specific stones, out of water's reach. Once you reach the end of the marsh, get ready for yet another all-out war with tons of heavy firepower-parkin' lunatics around every corner. It's best to pop out, shoot a couple of them, and retreat until your health (what's left of it) heals.



The upcoming guards—combined with the scattered landmines—are no laughing matter. They have heavy firepower, and they're about the hardest ones to spot as of yet. Look in the trees to find them before they can damage you too badly. They'll come from straight ahead soon enough and swarm every cover point, so it will take more than merely being careful to defeat them. Equip that strong SMG that you stole from them earlier to really throw it back in their faces. It's best to run back towards the foggy hill and fight atop it. Zoom in and shoot the landmines as you see them to avoid a stupid casualty.



Right after all of those awful endurance tests that you've faced, you'd think the worst would be over... Guess what?

Jetpack enemies are headed right for you. Effing lovely. Right around the corner will be a barrage of fantastic guests to enjoy. Blast through them by throwing a Flash grenade and smoking them. Instead of hopping into the mechanical armor, look around the corner and use that super SMG to knock the flyers out of the sky. This is much easier. Don't forget to waste that lone gunman on the bridge before crossing over it in the armor.



This "walker" armor piece will devastate everything you come across. It has unlimited ammunition, and can knock infantry troops out of the battle (and life) in a blink of an eye. You have great range and radar to detect enemy troops. Kill them all! Just march forward and destroy everyone you see. You'll have to hop out of the machinery in order to walk beyond the checkpoint and complete the mission.

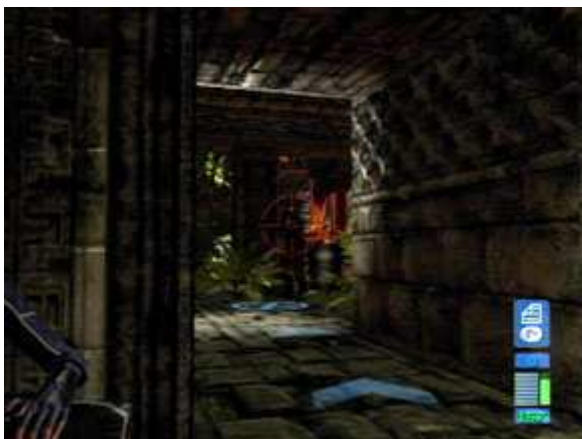


Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	Mission 12	Mission 13

Mission 10: Temple | Surveillance

The point of this mission is to get to the lowest floor as quickly as possible. Head straight and turn left to hack the laser sensors on the right pillar. The hack is fairly simple compared to more recent puzzles. Go through and kill the guard on the right once you reach the barrels before he has a chance to spot you. Kill the guard behind you and drop into the spiked pit. Emerge and knock out the scientist. Blast the next one in the upcoming hallway before going through it and enter the next room to provoke four soldiers. Run back and duck 'n cover until they come in. Blast them out individually, covering when reloading.

Kill the guard around the corner by covering and shooting him in the head. Go right and through the two doorways to the right. Pop a cap into the guard up ahead and kill the next to the right. Take his x-ray goggles and exit into the main hall again to snipe away at two guards in the distance. Go through and fall into yet another pit to reach a flamethrower room of hell. Dart through it and pop a cap into the enemy firing at you from second tier.



Shoot the guard behind you and go through the upcoming hallway over the bridges. Shoot the two enemies on the bridges before crossing over. When you reach multiple options, just continue going straight, down the stairs and shoot the couple of guards on this floor, if they're still alive from your gunfight from above earlier. Go through the next hall and only focus on the guards ahead of you in the watery tomb, as you haven't much time to get there. Shoot the three guards on the next lower floor.



Go down yet another floor to reach a very dense forest-ridden area where tons of guards will be shooting. Do your best to only shoot the ones immediately in front of you, and make an inward-circular path to reach the outer doorway. Shoot the guard behind you and let your little robot buddy out to track the piece of equipment. First go straight and zap the two lion heads next to the underground doorways and resurface. Go along the left side, hugging the wall (do not get caught up in the maze again). You'll reach the piece and



Get ready to deal with the Phantoms. Remember those x-ray goggles you picked up earlier? They're going to come in handy here, as these guys normally use stealth equipment to become invisible. You can still spot their movement, as it looks like liquid in air. You must defeat all of the Phantoms to progress, so equip that heavy firepower SMG you stole

earlier to blow a few of them smooove away. This completes the mission. So, how many times did you die? We died five. Man, we suck.



Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	Mission 12	Mission 13

Mission 11: Outpost | Rescue

This is another timed mission. Start out by pointing at the ground and sniping the head off of the guard that's just standing there. This will bring about four additional guards that you must destroy from above. Walk around to the right side and get ready to have some fun, as you must kill nearly 15 guards down below by scoping in and picking them off. This is not only near the doorway below, but off to the far left and right of it, as well. Use the zipline and go through the door after landing. Kill the guard ascending the stairs and the one at the bottom of the steps.



Snipe away at the three snipers up in the windows to make quick work of them, and grab one of the heavy SMGs on the ground here. Go up the stairs with everyone dead and hit the keypad to enter the small doorway. Go through and use the Locktopus on the crate to shut down the power. Kill the final guard on the floor below to rescue the team. Now you must disable the air defenses. Go down below and activate the keypad on the right to open the door. Go through it and drop the turret guard up ahead on the rooftop before having your men cross over.

Head through the streets and pop the sniper on the rooftop up ahead. Turn left and plow your way through around eight infantry units before you will reach a staircase leading to a rooftop. Use that superpowered weapon to destroy the dropships and all of the troops that came with it. Defeat the Rocket Launcher soldier and his buddy in the room to your side before they get the best of you, and clear the rest of them out. You may need to drop the nice weaponry in place of a magnum or something of the sort on this rooftop to blow away all of the snipers in the distance (as seen by the glow of their firearms going off).



Go down the stairs to meet up with your squad once again. Kill the Rocket Launcher guard to the right after climbing the stairs and take out an additional seven to eight more guards beyond this. Quickly, time's a-wastin'! When you go up the next set of stairs through the watery threshold, get ready for a huge line of enemies that you must plow through immediately. They will not give you too much trouble with your teammates by your side, and you should attack when their guard is down. Go left over the bridge to watch a cut-scene.



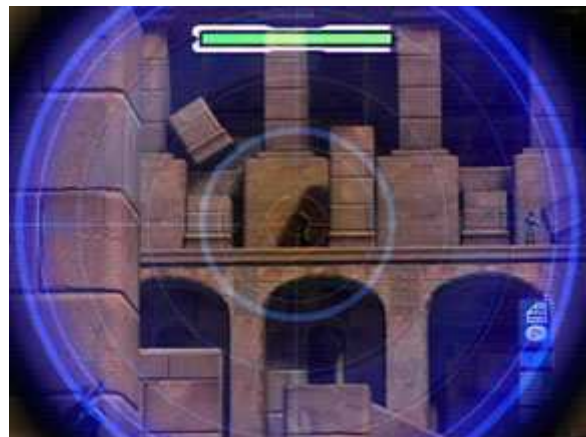
The boss fight begins with you on foot and running for your life against the torched and scorched vixen. Head for one of the many pillars and take cover. That turret will really hurt if it connects (obviously... boy, that sounds like a John Madden quote), so first thing you should do is snipe the head of the hovercraft's driver. With the hovercraft halted, you can plug away at Hem herself. You can take an indirect approach to the fight by throwing grenades at her while she's sitting there. This is the easiest way to defeat her. You can also use the magnum or that awesome weapon the guards used earlier to headshot her a-plenty.



Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	Mission 12	Mission 13

Mission 12: Bridge | Assault

The mission begins with a couple of machinery soldiers flying to you in their suits. Shoot them down together with the turret you're wielding. Hop off of the turret and Jonathan will get up. Walk forward and take out the snipers with your scope to the left. March along this path and take out the enemy troops as they appear. Cut them down by the tens until all of them are left breathless. Remember to eliminate yet another tier of snipers after you've cleaned up the mess on the ground.



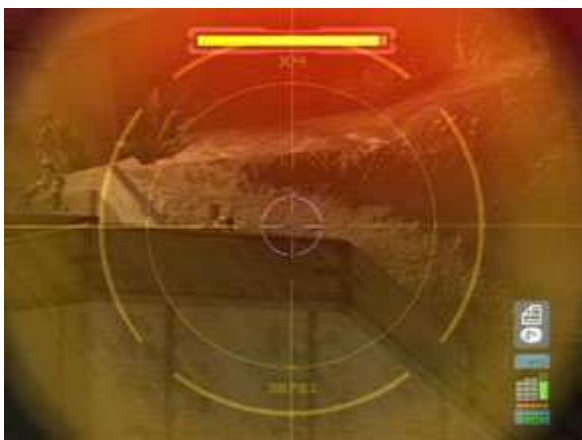
Take out the snipers along the winding rock path to complete the initial objective. Go up the right side of the temple and enter at the center. Shoot the shielded guard while he's unaware of you, and focus your attention to the battalion of forces headed your way. Begin heading up the immense amount of stairways to reach the very top of the temple. Kill the three guards after ascending each of the sets of stairs, and ascend the next set of stairs.

On the outside, look left to find a Rocket Launcher guard on the balcony in the distance. Rock his world in the non-sexual way before he can kill Jonathan. This will prove to be a huge challenge. Make sure to kill the Rocket Launcher-er before tackling the regular sniper to the right. Go back down one floor and out the doorway to the left. Keep going to find a couple of trucks at a dead end. Jonathan will go through the locked door, so follow him to the checkpoint.

You will receive a new objective at the checkpoint: infiltrate the coliseum. Go below one notch and aim at the heads of the two soldiers inside of the flying machines. Headshots will kill them instantly, especially from this safe distance. Go down lower to the area suspended over the long bridge and aim at them safely from here to eliminate the majority of the enemies without taking any damage (although a stray bullet may hit you at some point, no promises on complete safety). Grab the armor and the rifle on the way down to the bridge for some extra leverage. Aw yeaw!



As you make your way across the bridge, get ready to dish out some heavy firepower as everyone that you killed earlier were merely under half of the fleet awaiting your arrival on the other side. Remember to melee attack close enemies whilst reloading your weapon as you march in. Back-up will cover you while you're charging forward. Some female Phantoms will appear out of the entrance to the right, so deal with them immediately before directing your attention to the group on the stairs to your left. Wow, what a day.



Go up the stairs to the left and kill the two guards at the top on the right before exposing yourself at the fork. On the left will be another female Phantom, hence why exposing yourself is a bad idea. Wait, that don't sound right. Three additional Phantoms will come charging along, so waste them as you go. Three more will appear behind you, so ditch the empty rifle for one of their weapons and attack the two that are headed for you coming from the opposite direction. Sound confusing to read? Try explaining it. With all of them dead, head for the entrance to their base.



Dart for the stairs leading up and take them to reach higher ground until it eventually leads outside. Move forward to complete the mission.

Mission 00	Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06
Mission 07	Mission 08	Mission 09	Mission 10	Mission 11	Mission 12	Mission 13

Mission 13: Arena | Showdown

The final mission begins with a bang, as the undergod Zhang Li has taken a new form of an ultra-being. It is now up to you to stop him! Start off by equipping the RCP90 and zooming in to scope him out and begin pumping lead into his otherworldly body. He will zoom into a blue cyclone and be transported to another ledge of the outer-rim of the battle arena, so pay close attention to where that blue cyclone leads after every transportation.



Zhang Li will also throw blue fireballs at you between transporting all over the place, so quickly dodge them after you witness him preparing to launch one. After a while, Zhang Li will pick up one of the pillars along the outer-wall and throw it onto the battlefield. It will crumble into multiple pieces upon connecting with your isle, so be careful when dodging this one, as it is huge.

He will also land on the isle that you're standing upon and attempt to melee fight you with his sacred katana. Watch your pacing as he is charging at you, and as he falls down, he will drop his blade as long as you dodged his attack. Hurry up and collect his blade and strike him with it! It will take multiple strikes in order to succeed against this creature of a man, but just try not to miss when swinging at him, and always pay close attention to your health meter.

Congratulations! You've completed Perfect Dark Zero! Now come whip our asses online. Er, get your asses kicked. Yeah, that's it.

Multiplayer

Multiplayer Modes	Multiplayer Maps
DeathMatch Overview	
<p>Really, this is the easiest rounds to decide your early steps as a Perfect Dark Zero champion. Beginners should start out playing the DeathMatch modes before hopping into the complex Dark Ops stuff. And remember, be nice when playing online. You don't have to be a sweet sugary chocolate bar, but don't be an intentional ass, either. Your Rep might go in the crapper if that happens.</p>	
DeathMatch -> Killcount & Team Killcount	
<p>The Killcounts are the most basic form of online play known to man. In the Killcount, you will choose your weapon sets, toggle armor, bots to fill in human player roles, and other basic goody options that are also spread out amongst other modes. The moral of the game is to kill as many players as possible. You will not lose frags for dying. The player with the most frags at the time limit, or the player to achieve the set amount of frags first will win. There are two types of Killcounts: regular and Team Killcount. Team Killcount works exactly like regular, except you will be assigned a team instead of killing just anyone. Whoever kills the opposing teammates the most will win the match.</p>	
DeathMatch -> Capture the Flag	
<p>A favorite amongst online competitors, Capture the Flag (CTF) will pit teams of two against one another, but the object of the game is not to mow down opponents like in Killcount: you must capture the enemy flag. Each team will have a base and a flag. You must sneak into the enemy base, steal their flag and run back to your base to place the flag within it. You will score a point, and their flag will be automatically restored at their base. It's best to travel in packs and defend in packs when competing with large amounts of players.</p>	
DeathMatch -> Territorial Gains	
<p>In this DeathMatch configuration, you will be placed in a team and you must control gigantic spheres in order to gain points. To control one of the gigantic towers, you must first walk over to one and successfully hack it. This can be tough with the enemy bearing down on you, so bring some back-up to defend you while you crack the casing. Just because you have control of the tower now does not mean that you will forever. The enemy can hack into your newly-acquired channel and steal your points as quickly as you took it over yourself.</p>	
Dark Ops Overview	
<p>The Dark Ops matches are vastly different from the DeathMatch scenarios, and should be used for hardcore players compared to the easy-going atmosphere of the DeathMatches. You must purchase your own weaponry at the beginning of every match with credits that you earn by competing in Dark Ops match types. You must balance your weapons budget carefully, as if you buy an expensive gun only to die moments after the game begins, you'll be screwed.</p>	
Dark Ops -> Infection	
<p>One of our personal favorites is the Infection mode. There are two teams with unbalanced teammate numbers: the infected, and the healthy. At the start of the match, there will be more healthy players than infected, but the infected will soon take over. As an infected player (viewed as a skeleton skin), you must infect the healthy players with a disease. Once they are infected, they will join the infected team, abandoning their healthy brethren completely by seeking them out and infecting them. Once the infected players heavily outnumber the healthy, those that are uninfected must hide carefully from the zombie horde coming their way—or learn to defend themselves all too well, and sprint like crazy. If the infected infect every player, they will win. If they cannot, the healthy will win the match.</p>	
Dark Ops -> Eradication	
<p>This one is the most basic of all Dark Ops rounds, as it works a lot like Killcount in the DeathMatch mode set. The only main difference between this and Killcount is that once you're dead, you're dead, brudda. You cannot respawn after dying in an Eradication match, so it might be best to go around quickly collecting fallen foes' weaponry and striking once the contestant amount has decreased some. If you die early, you can still watch from the sidelines as the match plays out.</p>	
Dark Ops -> Onslaught	
<p>This mode has more to do with offense and defense than anything else. You will find yourself as either a defensive piece or an offensive piece. Defensive infantry units must defend their given area, while the offense must infiltrate it and take it over. The defenders cannot step out of line or else their health will be drained until they either get back to their defensive standpoint or die. There are three options to choose from to decide victory, and the host will get to choose: whoever defends the base the longest, whoever holds the base the longest before the time expires, and whoever holds the defensive fort for the required time limit.</p>	

Dark Ops -> Sabotage

This one works slightly like the aforementioned Onslaught mode. There will be attacking teams and guarding teams, just like before, only this time the guarding teams must guard items on the battlefield (anything from towers to barrels). The attacking team must eliminate the items in any way possible. The most effective way is to blow the items (and the guards) up with rockets or grenades, but you can destroy the items with any type of weaponry—it just takes longer. Simply picking the heads off of the enemies will not be enough; you have to destroy each item that they are supposed to protect. On the defending side, just protect your pots of gold until the end of the match, and take out any nearby threats.

Multiplayer Modes			Multiplayer Maps		
Temple	Old Town	Desert	Tower	Urban	Subway

Temple

The Temple can be a player's best friend or worst enemy. For sniping fools, it is a paradise, as tons of players will walk around completely ignoring the thought of marvelous snipers plugging their heads with lead. In the Grand Hall, players will find weaponry stashed throughout the pond, but a balcony up above that contains many tunnels will prove to be the sniping spot. You can climb vines to and from the balcony, or use the nearby stairways. There are pillars in the Grand Hall that can be used for cover, and to spot out snipers or other enemies for easy pickings.



The corridors on this map are very thin and leave little room for hiding spots to the naked eye. Chances are, if you're caught in the maze-like corridors of the Side Passage, Balcony, and other areas that look alike, it will be a fight to the death. The Ball Court leads to an outdoors wilderness that will provide the central source of blending cover for picking the heads off of participants from ground-level. Just crouch down in the bushes and POW! The Ball Court leads to the Grand Gallery, which is the aforementioned sniping nest. If you spot a sniper amongst the crowd, chances are he will be nestled against a pillar up here. Take him out while he's looking for heads to pop open.



The God of the Dead region is semi-outdoors, with weeds to obstruct the view. You can get behind the temple and

crouch down next to a statue and patiently wait for enemies to get lost and come to you, but use those few good shots to blow off their heads. There's also a balcony over the Grand Gallery entrance, below a slope. Not a lot of players will be actively looking for a sniper here, so those with good aim can tear apart the onlookers before they even know what hit them. The Room of the Moon is useful for brawling in the wild. It contains multiple tiers and leads to the God of the Dead.

Multiplayer Modes			Multiplayer Maps		
Temple	Old Town	Desert	Tower	Urban	Subway
Old Town					

Old Town is a favorite amongst snipers, as it hosts an abundance of rooftops to play off of to your advantage. If you're amongst the sniping types, you can go through practically any of the doors to reach a stairway leading up to one of the many balconies. The majority of the rooftops connect freely, as well; giving regular ol' non-sniping players a fast and easy way to get up to their sniping pals and give them some sneaking lead to the head. Be sure not to fire at a sniper from a distance, and never to get close in his or her range. Always try to sneak up from behind—don't forget that melee combat doesn't hurt ya, either.



Palm Tree Alley works as a fantastic center for brawling, as there are barely any items within the sandbox in the middle of nowhere to get in your way. Near the Main Gate, you will find some fairly large vehicles to cover behind (you can even shoot the tires). This works pretty well when you're reloading and need to dodge evade enemy fire. The Gate Corner and Minaret Street cross one another, so sprint down Minaret if you're under fire and looking for some hot weaponry. Beyond the Market Place, you will find the Old Market Tunnel, where the only cover from fire amidst the ammunition and weaponry are the small pillars that are littered throughout this battlefield.



You can climb the random ladders that are scattered throughout as a way of getting up to those balconies, in case the stairs are blocked off by someone that is packing heat. This map is terrific for Capture the Flag with its variations, but all are similar enough with adjunctive bases.

Multiplayer Modes			Multiplayer Maps		
Temple	Old Town	Desert	Tower	Urban	Subway
Desert					

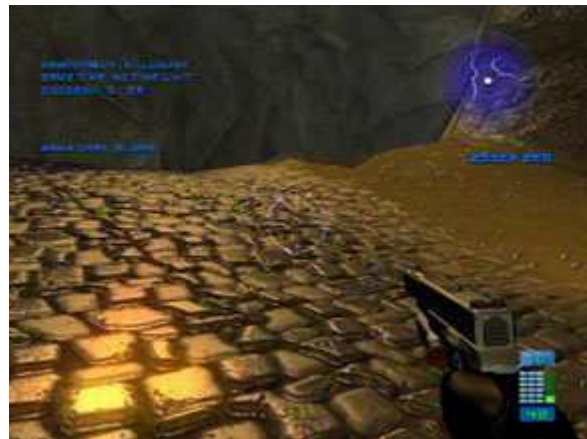
On the Small Desert map—a fan favorite for snipers online—you're pitted in the heart of the town itself, old west style. There are actual rooftops to explore instead of mere balconies. All of the rooftops connect via the outer walls of the town. You can patrol these walls to achieve headshots within the town and on the exterior, which is covered with random greenery and sand. You can snipe away at folks on the main road within town by covering on one of the two ends, on the outside. This is fantastic for picking off stealthy kills, and the only real way around getting shot up is to go around the exterior itself to find the sneaky devil behind the mass slayings.



Speaking of the exterior of the ruins that were this old west civilization, you can explore the outside of the city by carefully stepping foot beyond the walls. It's much harder to get a decent hiding spot out here in the open, though, especially with the open invitation for snipers to pop your head off from the city wall. There are a few broken down, burnt out vehicles lying around to hide behind, though, although the outside truly is for the more confrontational gamer. Most of the buildings on ground level will lead up to the rooftops eventually, albeit by ladder or via several staircases. If you're looking for a great sniping map, look no further than the Small Desert map; Fort el Aurens will destroy those non-snipers out there.



That's not all for the Desert, however. Unlike most other maps, the Desert is drastically different on the 3+4 setting. Vast sandy dunes fill the gaps between actual enemies (or allies) and small blown-out forts to take cover in. This is a widely popular Killcount map for large groups of individuals, as the amount of dunes to cover is simply spectacular. Even with a full house of players, this map can be overwhelming and tough to find competition in. Gigantic mountains will block the path for respawn killers everywhere, with the only real respawn killings happening by vague chance.



Sanctuary Caves is one of the many blown out and depleted buildings within the humongous desert plains. You can blow up the wall on either side to reveal a tunnel that can be used to avoid heavy firepower from the sniper ledge immediately in front of these buildings—and to reach a sniper ledge, in general. In the central desert, you will find many overturned and abandoned transport vehicles from what looks like the military. You can use these freely for cover from anyone in vehicles or otherwise as you make your way east (or west, but in our case, it's east).

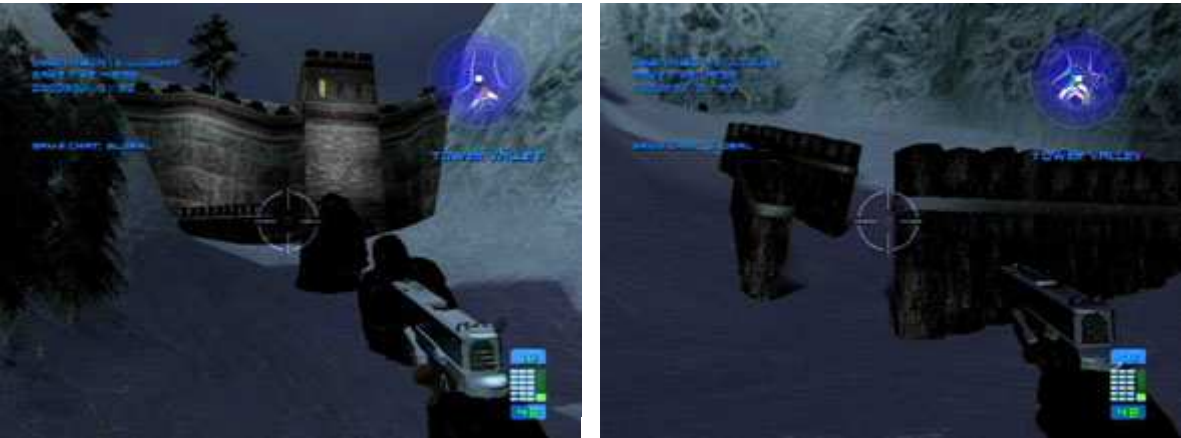


Northeast, you will find a large bridge that connects to and from way-suspended entrances within the mountainsides. To get there, you will want to go through the entrance on ground-level straight ahead. You will enter the Lion Temple Ruins, so go through the doorway to the immediate left and go through the second door after ascending the stairs. You will now be on that bridge. Be careful of snipers or mechs to the left that can fire at you from the two platforms (the first door led to that closest sniper ledge). Once within this mountain, you will have a great bird's-eye-view of the action in the central desert.



Multiplayer Modes			Multiplayer Maps		
Temple	Old Town	Desert	Tower	Urban	Subway
Tower					

The Tower is tricky, as it provides frigid, icy mazes that wrap around varying degrees to the central destination of the map: the tower itself. Some areas will be easy to cross either going to or coming from the tower, but others will be blocked off (such as, if you're retreating from the tower, some paths are more like drop-points than actual jogging paths, so you cannot climb back up). Take note of your location before setting out to find the tower.



Along the way to the tower, along the paths themselves, you will find multiple areas that are perfect for blocking and covering a shootout. Let's say you're headed for the tower, and someone is shooting at you from behind and really chipping away at your health meter. You can dodge between the log fencing portions to steer clear of trouble. Be sure to tap in your left analog stick to crouch down immediately after dodging to really cover your hide. Beyond this, you will also find outer walkways made of ice that lead to doorways (which in turn lead to bases on other map variations), where you can have excellent melee brawls for easy kills if tons of contestants are piled at the doorway.



You can use the mountains to snipe the heads off of enemies that are passing by, as long as you have that traditional sniper's aim. Another use for the mountains that are lined up, surrounding the tower, is that you can use ziplines to reach the tower much easier than simply ascending the never-ending stairways of doom. You'll avoid being sniped along the stairs a lot easier, and you can surprise the enemies that are packed into the tower itself. You'll find nearly endless amounts of ladders to climb that lead to individual rooms within the tower.

Along the way up to the top of the tower inside of the gigantic thing, you will find weapons scattered between those ladders we mentioned above. Towards the very top of the tower, the ladders are replaced with staircases leading to the exterior of the tower near the heavens. The room at the very top will serve as a duelist room, if you're into a good clean boxing match, but otherwise is fairly useless to most match strategies. You can use a zipline here to reach an icy cavern, which leads to a sniping fortress rooftop. This will be the place to snipe or look for snipers at.

Multiplayer Modes			Multiplayer Maps		
Temple	Old Town	Desert	Tower	Urban	Subway
Urban					

This Hong Kong setting will really rock your world with its blunt, in-your-face combat spree. The majority of the matches will take place out in the vast open, mainly revolving around the pagoda at the central region of the map. Within and around the pagoda are numerous weapons to nab, as long as you or the host allows such things. Whoever has the biggest weapon will likely take the crown if the majority of the battle is taken place near the pagoda, or whoever is the best aim. Sniping from afar on ground level works well, but if someone comes up to you and headshots you while you're aiming, you're kind of screwed.



Beyond the mere obvious in the no-holds-barred action near the central station of the map, there are multiple areas to explore around it. For instance, to the north is the mall district, where you will find easy access to stairs that lead to an excellent sniping post. It's not too far off of the ground, though, so don't expect much of your trek to it, as you can easily be popped once again since it's relatively close to any spawn location. To the east, you will discover the casino, which is enshrined with peach walls leads to sniping points in the alley and looking at the courtyard out to the west. There are many windows to choose from when popping heads off, so choose wisely.



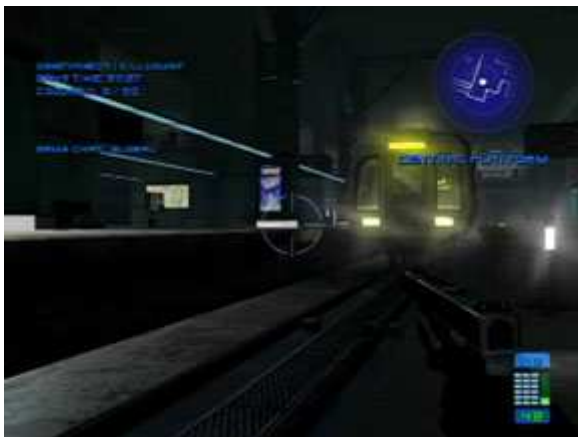
To the south, you will find the closest thing to a maze within the map, the Car Park Tunnels. This is a fantastic area to duck and cover into if you're getting too much resistance of the up-close-and-personal kind. Above it is the parking garage itself, and you can ascend the ramps until you reach the rooftop of the car lot, another excellent sniping post (and about the hardest to get to, merely because it takes the longest to reach). It provides fantastic cover in case you get spotted, too.



Lastly, to the west you will come across the hotel. Enter the hotel lobby and take it to the back to go around behind the counter of the lobby. You can hike the stairs to the right to reach another balcony, and up yet another set of stairs to reach the third floor. Go into the rooms to find excellent porch sniping spots, but they're obstructed by the trees that are scattered throughout the park. The other variations will include bases and such with small differences, but these four directions within the courtyard are the deal breakers.

Multiplayer Modes			Multiplayer Maps		
Temple	Old Town	Desert	Tower	Urban	Subway
Subway					

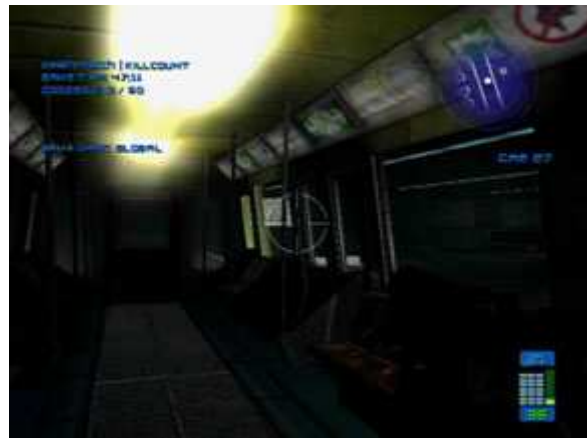
One of the easiest maps to get lost in, the Subway is as vast as it is vicious. If you're down on the lower half of the map in the middle of the dogfight, get ready for some serious shooting. Melee tactics will not work as dandily in this map as they have in the previous ones, as the train cars will provide much coverage with little room for cover. You'll be vulnerable from just about every conceivable angle, whether it be from across the train car windows or through the scope of a sniper on the second floor balconies.



The train cars provide terrific cover for "pop 'n shoot" strategies, but the fact that the enemy can enter the train car with you will end that fairly suddenly. Trackside Access to the south is terrific for dodging fire, but good luck luring an enemy that far away from the train tracks. You will fight the majority of the way through the first floor, whether it be on the sides of the trains, where you can dodge evade enemy fire between the seating arrangement that is placed for travelers, or on the ends of the tracks themselves. A lot of folks will pile up on both ends of the train tracks, where the dead ends occur. If you're into melee combat as much as we are, take advantage and knock some fools out while they're practicing their best Clint Eastwood impressions on one another.



You can climb up and over all of the ledges between the train tracks, so keep this in mind. Snipers on second floor will want to aim along the sides and in the dead center on the platform. Of course, if snipers are giving you much trouble, just climb up to that second floor via the staircases along the sides and shoot them in the heads while they're aiming at innocent killers. If you happen to get into a confrontation along the way, you can dodge evade in and out of the pillars in the hall combined with melee attacks to get yourself out of a sticky situation.



On bigger variations of the map, you will have to deal with incredibly long hallways. Chances are you will get lost frequently, so we do not recommend performing some Killcount goodness of the variants, as you may have the lead for a few minutes and get lost in the maze and lose your first place because you can't find a suckah to cap.