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GAME BOY COLOR®

U/CGB-VPDE-USA

PERFECT DARK™

PUBLISHED BY



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INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TEEN (13+)

ANIMATED VIOLENCE

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Thank you for selecting the Perfect Dark™ Game Pak for your Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) **1-900-451-4400** (Canada \$2.00 per minute)

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BACKGROUND

The year is 2022. Eager to complete the final stages of her training, Carrington Institute agent-to-be Joanna Dark looks forward to graduation and assignment to active duty. And as the CI's most promising student, she's about to get just what she wants...and more.

For her final field test, Agent Dark will be sent deep into the South American jungle. Her mission: to destroy an illegal cyborg manufacturing facility. In the process, however, she will uncover a much farther-reaching conspiracy—one that will introduce her for the first time to the shadowy dealings of the mysterious dataDyne Corporation...

GETTING STARTED

Properly insert your Perfect Dark Game Pak into your Game Boy® Color system and turn the power ON. When the Title Screen appears, press START to move on to the Language Selection Screen. Use the + Control Pad to highlight your choice, then press the A Button to make your selection.

MAIN MENU

On the following menu screens, press ← and → right on the + Control Pad to scroll through the available choices, then press the A Button to make a selection. Press the B Button to cancel the selection and return to the previous menu.

- **NEW AGENT:** Begin a new game.

Select one of the three available save slots. To enter your name on the following screen, use the + Control Pad to move the cursor on the keyboard, then press the A Button to select a character. When you are finished, highlight the enter key (the curved arrow on the right-hand side of the keyboard), then press the A Button.



- **SELECT AGENT FILE:** Continue, copy or erase a previously saved game.

Choose a saved game file, then select one of the following options:

- *Load Game:* Continue playing your game from the last save point.
- *Copy Game:* Copy the saved game into an empty save slot. When "Game Saved" appears on the screen, press the A Button again to return to the Select Agent File Screen.
- *Erase Game:* Delete the chosen saved game. Press ← and → on the + Control Pad to select Yes or No, then press the A Button. When "File Erased" appears on the screen, press the A Button again to return to the Select Agent File Screen

Caution: Erased game data cannot be recovered.

- **MULTIPLAYER:** Play against a friend using the Game Link[®] cable (sold separately).

Connect two Game Boy Color systems — each with a Perfect Dark Game Pak inserted — using a Game Link cable. Each player should choose Multiplayer on the Main Menu. The following screen will appear.



The first player to press START will become Player 1, then each player should choose a character to play.

Next, Player 1 should choose a game and a map, then press A Button to start. Additional maps will become available as either player progresses through the single-player game.

When the game is over, Player 2 must choose one of the following options:

- *PD*: Return to the Main Menu.
- ****: Select a new multiplayer game and map.
- *GO*: Replay the currently selected game.

See pg. 14 for descriptions of each multiplayer game.

- **EXTRAS**: Replay special parts of the game.

Additional extras will be unlocked as you play through the single-player game.

- **RECON. PHOTOS**: Print out pictures based on the game using a Game Boy Printer® (sold separately). Additional pictures will become available as you progress through the single-player game.



- **RUMBLE:** Press $\uparrow$ and $\downarrow$ on the + Control Pad to toggle the Rumble Feature on or off.
- **IR COMMUNICATIONS:** Unlock multiplayer maps on a friend's Game Pak once you have unlocked them on yours.

Line up the arrows on the tops of two Game Boy Color systems — each with a Perfect Dark Game Pak inserted — then press the A Button to connect. Select a map, then press the A Button to send it.

CONTROLS

+ CONTROL PAD

Menus: Scroll through options; Move cursor

In-Game: Press to walk; Double-tap to run

SELECT

In-Game: Search a body



A BUTTON

Menus: Make a selection

In-Game: Use item in Hand A; Advance text screens

B BUTTON

Menus: Cancel a selection

In-Game: Use item in Hand B

START

In-Game: Pause game to view Inventory Page

GAME SCREEN



INVENTORY PAGE

Press START to pause the game and view the Inventory Page. When you are finished, press START to return to the game.



- **SUB-MENU OPTIONS:**

Objectives: Review main mission objectives.

Restart Mission: Return to the beginning of the current mission.

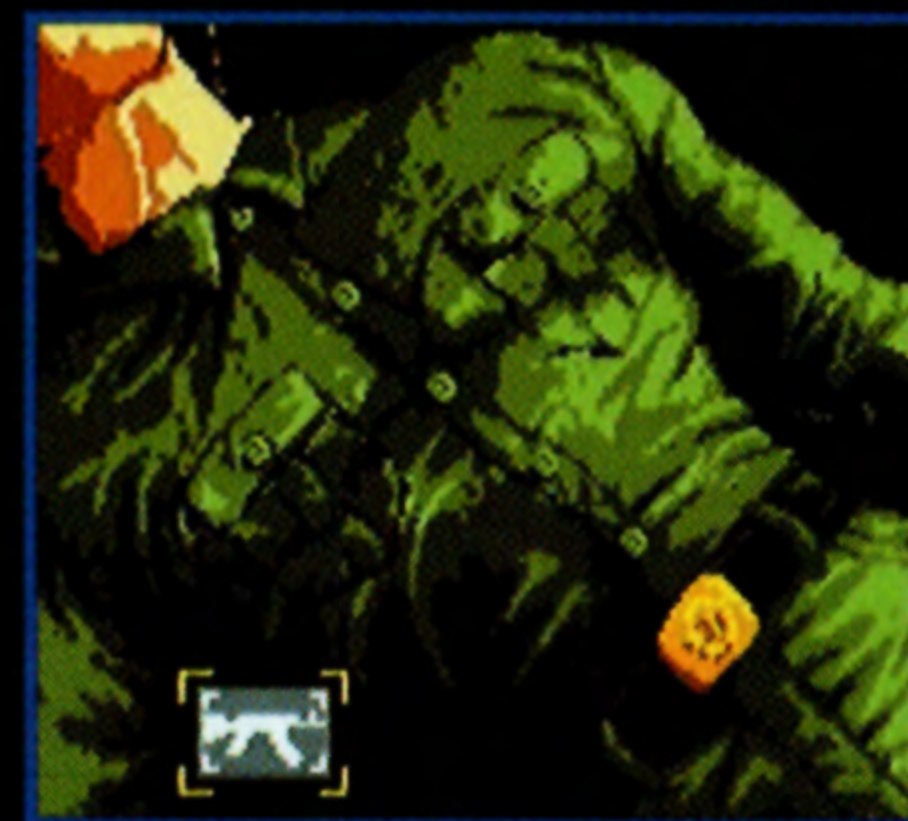
Quit Game: Quit the current mission and return to the Main Menu.

HOW TO PLAY

- **STEALTH:** In most situations it will be of the utmost importance that you remain unnoticed. Whether you must slip past a guard or sneak up on him, you should never draw attention to yourself. The best way to do this will be to walk slowly by pressing the + Control Pad.
- **SPEED:** If you are in a hurry, double-tap a direction on the + Control Pad to run. Be aware, however, that running makes a lot of noise and will very likely be noticed by any nearby guards.
- **WEAPONS:** As there will be many enemies out to stop you, you will need to arm yourself. To select a weapon, press START to access to the Inventory Page. Highlight a weapon in the upper-left corner of the screen, then press the A Button to assign it to Hand A. In the game, press the A Button to fire your weapon.
- **RELOADING:** You will find ammo lying around various levels and, more often, on the bodies of fallen soldiers. Your available ammo will appear on the Inventory Page in the upper-right corner of the screen. You will not need to equip ammo. When your clip runs out, a new clip will automatically

appear in the lower-right hand corner of the game screen—providing you have collected the necessary ammo. Press the B Button to reload. If you do not have the correct ammo, go to the Inventory Page and arm yourself with a different weapon.

- **CHECKING BODIES:** Once you have defeated a guard, you can check his body for supplies. To do so, stand over the fallen guard, then press SELECT. Press the A Button to take any available supplies. Be sure to pick up everything you can because you will be able to check each body only once. When you have finished, press the B Button to return to the game.
- **MED KITS:** The zigzag line on the right-hand side of the screen will indicate your health level. When you are wounded, the zigzags will get smaller. You can get a more accurate indication of your health by viewing the percentage on the Inventory Page.



To replenish your health, you will need to pick up Med Kits. These can often be found on fallen guards or lying around the various levels. You will not need to equip a Med Kit—it will be used as soon as you pick it up.

- **MISCELLANEOUS ITEMS:** There are other items you will find necessary to complete your missions, such as keycards, laptop computers and C4 explosives. You will not need to equip these items, as they will automatically come into play at the appropriate point during the game.

PLAY MODES



- **TOP-DOWN VIEW:** Move in any direction using the + Control Pad. You will fire your weapon in whichever direction you are facing.

Hint: You can often sneak up on guards by approaching them from behind.



- **TARGET RANGE:** Use the + Control Pad to move the crosshair and press the A Button to fire. Press the B Button to reload at any time.

Hint: To pass this test, you must miss no more than five targets. Shooting a civilian or hostage will result in immediate failure.



- **DOOR CONTROL:** Memorize the code, then repeat the order in which the lights flash. Press left and right to move the cursor, then press the A Button to select a light. If you guess incorrectly three times, the code will change.

Top Secret! Use the colors and sounds to help you remember the sequence.

- **RIVER CROSSING:** Use the + Control Pad to move the crosshair and press the A Button to fire. Shoot the other falling boxes to pick up additional ammo and Med Kits.

Top Secret! Shoot boxes labeled "G" to pick up grenades, then press the B Button to throw one.

- **JUNGLE CHASE:** Press ← and → on the + Control Pad to steer your vehicle. Press ↑ to accelerate and ↓ to brake. Press the A Button to fire your weapon.

Top Secret! Driving off the road will slow you down, while running over mines will damage your vehicle.

- **HIND ATTACK:** Press ← and → on the + Control Pad to move around. To move the crosshair up and down, press ↑ and ↓ on the + Control Pad. To move the crosshair left and right, hold the B Button and press ← and → on the + Control Pad. Press the A Button to fire your weapon.

Top Secret! Shoot the helicopter's weapons from the outside in. The gun underneath the cockpit will regenerate.

- **SNIPER MODE:** Use the + Control Pad to move the crosshair and press the A Button to fire. Press the B Button to reload after each shot.

Top Secret! You must shoot guards without the other guards noticing. Remember that the guards in the front can't see what's going on behind them.

- **ATTACK CYBORG:** Use the + Control Pad to move. Go to the industrial lasers on each side of the platform, then press the A Button to fire them.

Top Secret! The lasers must have time to recharge between shots. The longer they are left to charge, the more powerful their shots will be.

- **MINK HUNTER:** Use the + Control Pad to move. While moving, press the A Button to throw a throwing star. If you miss, you must either catch the star or retrieve it from where it has embedded itself in the wall.

Top Secret! Make your throwing star ricochet off the walls rather than trying to aim directly at Mink Hunter.

- **OCTOPUS PRIME:** Press ← and → on the + Control Pad to move around. To move the crosshair up and down, press ↑ and ↓ on the + Control Pad. To move the crosshair left and right, hold the B Button and press ← and → on the + Control Pad. Press the A Button to fire your weapon.

Top Secret! Aim for weak spots, such as the joints on the "tentacles."

- **ESCAPE:** Press ← and → on the + Control Pad to steer the Orca 1 dropship. Avoid enemy fire.

MULTIPLAYER GAMES

- **FIRST TO...:** Be the first to reach the specified number of kills. Choose five, seven or ten kills.
- **TIMED GAME:** Rack up the highest number of kills within the allotted time. Choose one, three or five minutes.
- **FLAG RUN:** Try to pick up the flag hidden somewhere on the map. The player who gets the flag will become the "Runner." The Runner cannot defend himself but will earn one point for every three seconds he holds the flag. The Runner must keep moving in order to score. Choose to play for one, three or five minutes.
- **AIR HOCKEY:** Deflect the puck into your opponent's goal using the bat. Use the + Control Pad to control the bat and press either the A or B Button to increase the power of your shot. The first player to score seven points will be declared winner.
- **FACTORY FIGHT:** Play the Mink Hunter game (see pg. 13). Win by reducing your opponent's health.
- **DEFENSE:** Score points by entering and defending the colored scoring zone. A crown will appear in the ammo slot when you enter the scoring zone, indicating that scoring has begun. You will score one point for every three seconds you have the crown icon. Choose to play for one, three or five minutes.

- **DEATHBALL:** Race to pick up the ball in the center of the map, then carry it to the goal area. Score the most goals within the specified amount of time to win. Choose to play for one, three or five minutes.
- **COUNTER FORCE:** One player will act as a mercenary attempting to guard hostages, while the other player will take control of an agent out to rescue them. The mercenary will score one point for killing the agent. The agent will score one point for killing the mercenary, plus an additional point for rescuing hostages. The player with the most points after three minutes will win.

WEAPONS

- **FALCON 2**

Weapon Type: Pistol
Shots to Kill: 3
Shots before Reload: 8



- **MG1-16G**

Weapon Type: Machine Gun
Shots to Kill: 3
Shots before Reload: 32



- **SHOTGUN**

Weapon Type: Shotgun
Shots to Kill: 1
Shots before Reload: 8



- **KNF-27**

Weapon Type: Machine Gun
Shots to Kill: 2
Shots before Reload: 32



- **FANTOM**

Weapon Type: Machine Gun
Shots to Kill: 4
Shots before Reload: 32



- **DISRUPTOR**

Weapon Type: Alien Technology
Shots to Kill: 1
Shots before Reload: Recharges over time



- **ROCKET LAUNCHER**

Weapon Type: Rocket Launcher
Shots to Kill: 1-2
Shots before Reload: 4



- **6-YYY**

Weapon Type: Uzi
Shots to Kill: 4-6
Shots before Reload: 32



KEY PERSONNEL

JOANNA DARK (HUMAN FEMALE)

Age: 21

Training Status: Incomplete

Training Grade: Not yet assigned

Active Status: Not yet approved

Description: Joanna is highly trained but inexperienced. Her reactions are superb. Proficient with a variety of weapons, Ms. Dark is a very competent all-around trainee who promises to be one of the Carrington Institute's best agents.

MAX DANGER (HUMAN MALE)

Age: 32

Training Status: Complete

Training Grade: A

Active Status: Undercover

Description: One of the Carrington Institute's more experienced undercover agents, Danger is an expert on chemicals and explosives. He is usually sent on undercover missions when something needs "dismantling."

DANIEL CARRINGTON (HUMAN MALE)

Age: 61

Training Status: N/A

Training Grade: N/A

Active Status: N/A

Description: An intelligent patriarchal scientist, entrepreneur and founder of the Carrington Institute. Daniel Carrington plans all missions carried out by his agents and runs each operation directly from a link in his office.

MINK HUNTER (HUMAN MALE)

Age: 38

Criminal Activities: Mercenary operations, drug dealing and arms smuggling

CI HQ Rating: Highly dangerous

Description: Mink Hunter has been at the top of FBI, DEA and Interpol Most Wanted lists for the best part of a decade. He is highly trained in many martial arts but prefers the armed variety.

OCTOPUS PRIME (MALE CYBORG)

Age: 29

Criminal Activities: International terrorism

CI HQ Rating: Extremely dangerous

Description: Octopus Prime is a flawed genius who has been known to the CI for some time. Originally trained in robotics and cybernetics, he was left paralyzed from the chest down by an accident at the Institute. He now pursues a life of crime and terrorism, selling his skills to the highest bidder.

DATADYNE CORP. (PRIVATE COMPANY)

Description: Little is known of the dataDyne Corporation other than the identity of its head, Cassandra De Vries. Addicted to power, Ms. De Vries is prepared to do extremely unscrupulous things to get ahead of her competition.

GAME BOY® RUMBLE PAK® PRECAUTIONS

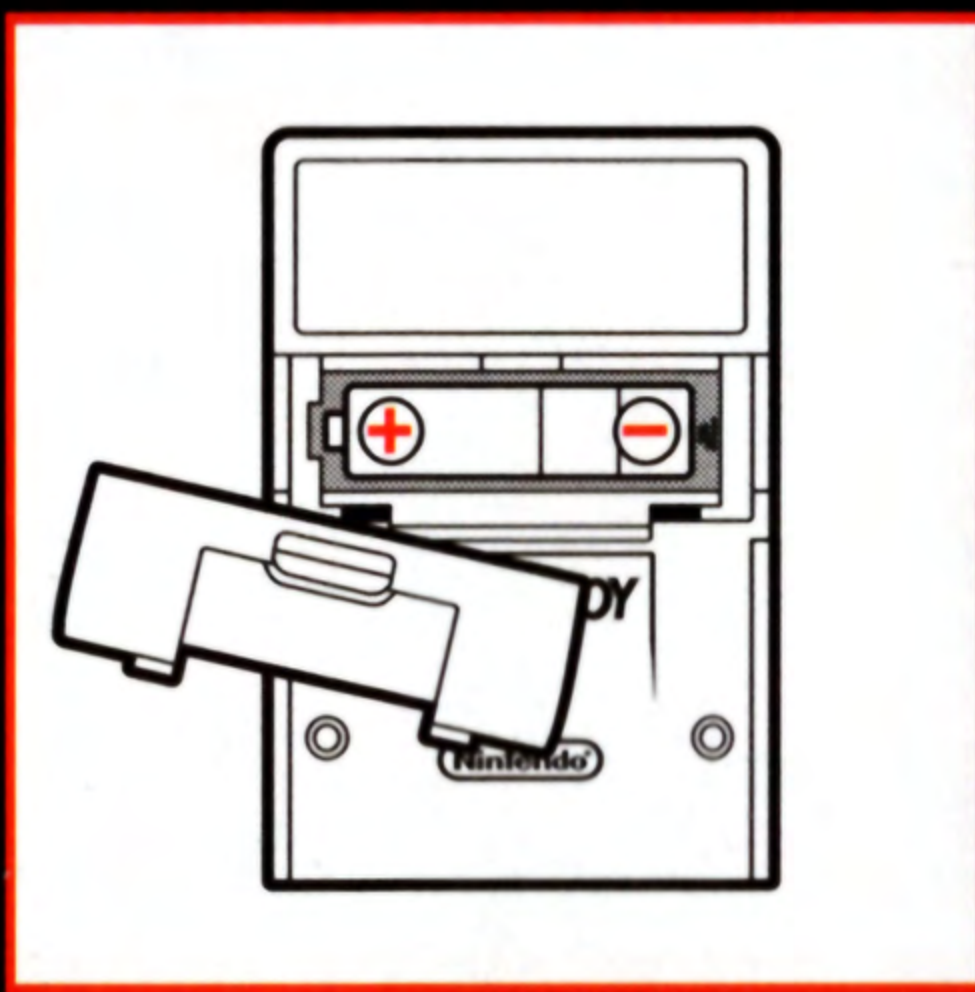
GAME BOY RUMBLE PAK FUNCTION:

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with any Game Boy system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble Pak from the Game Boy system when inserting or removing the battery.



GAME BOY RUMBLE PAK

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Boy Rumble Pak into any Game Boy system then turn the Game Boy system power on.

IMPORTANT:

REV. B

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REV. L

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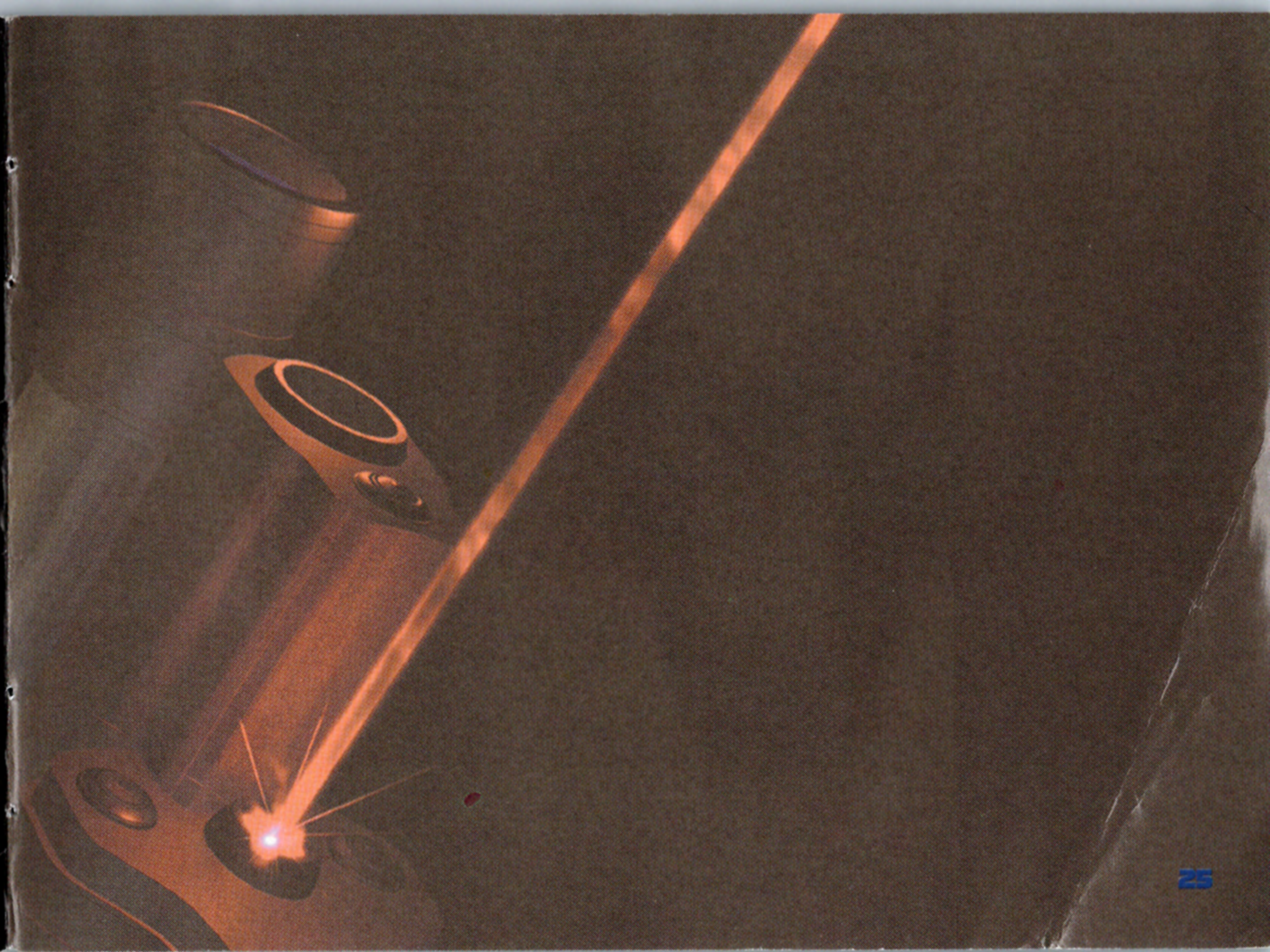
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This warranty is only valid in the United States.

NOTES





**NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?**



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