

= Perfect Dark (Game Boy Color) =

Perfect Dark is an action video game developed by Rare and published by Nintendo exclusively for the Game Boy Color handheld game console . It was released in August 2000 , shortly after the release of its Nintendo 64 counterpart . The game takes place in the year 2022 , one year prior to the events of the Nintendo 64 game , and follows the exploits of Joanna Dark as she attempts to prove herself as an agent for the Carrington Institute agency .

The gameplay revolves around shooting opponents and completing objectives like rescuing hostages or recovering items . It also features a multiplayer mode where two players may compete in different types of deathmatch settings . The game includes a built @-@ in rumble functionality into the game cartridge and supports the Game Boy Printer , Game Link Cable , and Transfer Pak accessories . The Transfer Pak allows certain features within the Nintendo 64 game to alternatively be unlocked . Perfect Dark received generally a mixed reaction from video game critics , who criticized its poor and difficult gameplay but praised its graphics .

= = Gameplay = =

Perfect Dark is an action game that is presented from an overhead perspective where the player can move and shoot in eight directions , similar to Metal Gear : Ghost Babel . The player assumes the role of Joanna Dark , who must initially complete a training mode where she will be provided a fixed sequence of challenges so that the player learns the game mechanics . These mechanics include the use of stealth , in which players are challenged to kill enemies by sneaking up behind them without making noise (e.g. running or reloading weapons) , complete a memory type game that involves pressing various buttons in a specific order to open up doors , and shoot targets from a first @-@ person perspective .

The campaign is divided into several missions that the player has to complete while fighting enemies and completing objectives . Objectives range from rescuing hostages to exploring areas and recovering items such as keycards , explosives or laptop computers , which are useful to hack into electronic devices . The player can pick up new weapons , health and ammunition dropped by enemies if necessary . The game also features several mini @-@ games , including a driving level and a sniper mission , as well as numerous boss battles that the player has to defeat in order to progress through the next level . By beating any of these mini @-@ games , the player can access them in the game 's extras menu .

In addition to the single @-@ player campaign , Perfect Dark features a multiplayer mode . With the help of a Game Link Cable , two players can link together and compete in four different types of deathmatch modes , ranging from the standard kill @-@ the @-@ other @-@ person on a pre @-@ set time to the Counter Force mode , where the first player must rescue two hostages while the second player has to guard them . Various multiplayer maps are unlocked as the player progresses through the single player mode . Additionally , with the use of the optional Transfer Pak , players can use the game 's cartridge to alternatively unlock some cheats in its Nintendo 64 counterpart . Players may also use the Game Boy Printer to print out character profiles .

= = Plot = =

Perfect Dark is set in early 2022 , predating the storyline of the Nintendo 64 game by one year . Joanna Dark is a student at the Carrington Institute and she is eager to complete the final stages of her training . After completing her training successfully , Carrington Institute leader Daniel Carrington sends her on a mission to destroy an illegal cyborg manufacturing facility in the South American jungle . The facility is headed by Mink Hunter , a highly dangerous terrorist whose purpose is to produce high @-@ tech weaponry for terrorist operations . Joanna manages to complete her mission by eliminating Hunter and destroying the entire facility . When Carrington contacts Joanna , she reports that , during her landing in the jungle , she witnessed an aircraft being shot down and made a note of the co @-@ ordinates . Carrington soon learns that there is a UFO in the area at the

time and that dataDyne , the world 's leading developer of new technology , is getting away with the alien wreckage .

Joanna is then ordered to snoop around and investigate the crash site . In the process , she is captured and taken to the Pelagic I ship , along with the alien wreckage . Nevertheless , a mysterious alien rescues her and convinces her to sink the Pelagic I with the wreckage and escape . She succeeds and when she contacts Carrington , she tells him that she discovered that the wreckage belonged to an alien race called Skedar , extraterrestrials encountered in the Nintendo 64 game . The situation changes abruptly when the Carrington Institute is stormed by a dataDyne strike team who hopes to destroy any clues of the conspiracy . Joanna manages to defend the Institute and her work earned her enough recognition to take part in her next mission . The game ends with the Carrington Institute carrying out further investigations of dataDyne , setting the stage for the Nintendo 64 game .

= = Development and release = =

Perfect Dark was developed by Rare and published by Nintendo for the Game Boy Color . The game was officially announced on January 13 , 2000 when its Nintendo 64 counterpart was still under development . At the time , Rare had its Game Boy Color development team split into two : one for the Game Boy Color version of Donkey Kong Country and the other for Perfect Dark . Since Perfect Dark is one of Rare 's latest games developed for the Game Boy Color , the developers wanted the game to support every Game Boy Color accessory , including the Game Boy Printer , Transfer Pak , and Game Link Cable .

Rare originally planned to include a face @-@ mapping Game Boy Camera feature that would have allowed players to place a photograph of their choice onto the face of a multiplayer character in the Nintendo 64 game with the help of a Transfer Pak . However , the company ultimately removed this feature due to events such as the Columbine High School massacre . The game also features a built @-@ in rumble functionality into the game cartridge , which provides force feedback while playing the game . Perfect Dark was presented at the Electronic Entertainment Expo in 2000 and was initially scheduled for release on June 12 , 2000 . According to Rare , " What could be a better accompaniment to Joanna Dark 's [Nintendo 64] debut than an exclusive Game Boy Color title that delves into her previous exploits ? " However , the game was ultimately released in August 2000 .

= = Reception = =

Perfect Dark received generally mixed reviews from video game critics . At the review aggregate website GameRankings , the game holds an average review score of 65 @.@ 67 % based on 9 reviews . Frank Provo of GameSpot felt that the game " does its Nintendo 64 counterpart justice , albeit haphazardly . " Writing for Gaming Target , Jonathan Nicklas praised the graphics , highlighting the game 's detailed character sprites and " appealing " backgrounds . He also praised the voice acting , commenting : " I was deeply surprised to find speech on an aging handheld that 's actually fairly clear . I mean , speech in an N64 game is a rare find , so speech on a GBC is revolutionary . " Although the game 's sound was highlighted , GameSpot criticized the fact that there is no music during gameplay .

Criticism was leveled at the game 's difficult gameplay due to the scarcity of health and ammunition , and distinct lack of strategy overall . IGN reviewer Craig Harris criticized the weak artificial intelligence of enemies , while GameSpot criticized the stealth mechanics , commenting : " in theory you should be sneaking up on enemies , defusing bombs , and saving hostages . In practice , however , enemies turn around and attack even when you 're sneaking up on them and defusing bombs requires no effort , so the suggestion of strategy is moot . " N64 Magazine , in their " Planet Game Boy " section , compared the game favourably to Metal Gear : Ghost Babel , noting that Perfect Dark has less emphasis on stealth and more on killing . Some reviewers found the mini @-@ games interesting , but most agreed that they were clearly imitative of games like Spy Hunter and Operation Wolf .

In a very positive review , Planet Game Boy magazine praised the mini @-@ games and highlighted the multiplayer mode due to its selection of competitive games , concluding : " Perfect Dark is one of the biggest handheld games ever made , and for fans of the [Nintendo 64] version it 's a vital purchase . " IGN also praised the multiplayer mode and extras , but remarked that " there 's no real strategy involved in these deathmatch games other than to find the other person and open fire until one dies and respawns elsewhere on the map " . In a retrospective review , Jon Wahlgren of NintendoLife felt that Rare " did a great job on squeezing so many features and technical magic into the little cart , but by focusing so heavily on the tech they seem to have sacrificed a lot of what would make it more fun to play " . In 2012 , GamesRadar ranked it the 47th best game available on the Game Boy and / or Game Boy Color . The staff praised Rare for its adaptation of the Nintendo 64 game .