

# Goldeneye: Rogue Agent FAQ/Walkthrough

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**This walkthrough was originally written for Goldeneye: Rogue Agent on the GC, but the walkthrough is still applicable to the Xbox version of the game.**

GoldenEye: Rogue Agent  
GameCube  
EA Games  
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Version 1.5 - New information added in Legal.  
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I have decided to add a very brief review for the game due to all the negative opinions of the game that have arisen since release.

Quite simply, the game does not have all the features that were "promised" pre-release, and so many have made the decision that it is, therefore, a bad game. Although I am disappointed by the lack of certain features that it was suggested would be included, I find the game to be quite entertaining regardless. It's a good game, no question, but you have to be able to accept that it may not be as spectacular as one might have thought based on early press. If you have the money to spend and you want an FPS for your GCN (or PS2 and X-Box) go for it. It is the only game of its type released in the fall for GCN.

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Introduction  
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This is only my second completed FAQ, if you are interested I wrote an other on the site for Kelly Slater's Pro Surfer and now have one for Fight Night Round 2. I have 20+ years of gaming experience and FPS have been my area for, well...since Wolfenstein 3D first appeared on the scene at least.

The following FAQ is intended to help you live through the SP mode, played through on Hard. Don't expect to make it through "One Life Mode" as easily. This is not a walkthrough, play by play, this is a guide to help you play yourself. In addition, this will also give you a brief look into the Split Screen Multiplayer, in an attempt to help you survive the onslaught of friends, or at least make the most fun of it.

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#### Controls

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There are 3 basic control layouts and their left handed counter parts, which just switch what the Control Stick and C-Stick do.

I choose Precision for my layout, and the other two choices are based off of it so I will only note the changes from Precision for Savage and Classic.

#### Precision:

Control Stick - Move/Strafe

C-Stick - Aim/Turn

D-Pad - Select Eye powers

A - Action, actions will be prompted on screen

B - Crouch

X - Activate selected Eye Power

Y - Reload

Z - Melee Attack

L - Left hand Trigger/Throw Grenade/Scope on Two Handed guns

R - Right hand Trigger

To Pick Up weapons Hold A and press the trigger for the hand you want the gun in.

To Drop weapons Hold A and hold the trigger for the hand you want to drop the gun from.

#### Savage:

X - Melee

Z - Eye Power

#### Classic:

Control Stick - Move/Turn

C-Stick - Aim/Strafe

There you have the basic controls.

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#### Main Menu

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Once you are set to begin the game, you have the Main Menu.

Campaign - You guessed it, Single Player Campaign.

Splitscreen - Multiplayer (check MP section for more details)

Profile Options - Make all the little Game adjustments.

Extras - View the credits or check out some unlockables.

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#### The Weapons

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There are a total of 16 weapons that are known, and we assume

that is all. 14 guns may be used in MP and 14 in SP, 2 are exclusive to each. If you need a complete description of the weapons, find a manual. I am merely going to name the weapon, which modes it is in, if it is dual wieldable, and my opinion.

The Spec 9 and Frag Grenades are your standards and will always be in your inventory. They are the only weapons that you can holster.

| Name     | Description  | MP | SP | Dual |
|----------|--|----|----|------|
| Spec 9   | - Standard sidearm w/ unlimited clips                    | y  | y  | y    |
| Jackal   | .357 - Heavy hand gun. Solid gun.                        | y  | y  | y    |
| Mamba    | 12g - Sawed off Shotgun. Good for tight areas.           |    |    |      |
| HS-90    | - SMG. This is my weapon of choice in one hand.          | y  | y  | y    |
| Type-S   | Frag - Grenade. Not much to say.                         | y  | y  | y    |
| Venom    | 200ML - Poison Dart gun. A simple annoyance.             | y  | y  | y    |
| MKII     | Detonator - Shoot, wait, and detonate.                   | y  | y  | y    |
| Tesla    | EM - Only good for shooting through shields.             | n  | y  | y    |
| Mag-Rail | - Flip on the MRI and kill through the wall.             | y  | y  | y    |
| Longbow  | SR - Sniper Rifle.                                       | n  | y  | n    |
| AR4      | Commando - Assault Rifle w/ a scope. Inaccurate.         | y  | y  | n    |
| OMEN     | XR - Laser. Nice to vaporize in one shot.                | y  | y  | n    |
| Predator | MG - Chaingun. Ouch, but heavy.                          | y  | y  | n    |
| Harpoon  | RL - Rocket Launcher. Powerful, but heavy.               | y  | y  | n    |
| Goblin   | Mine - Proxy Mines. A bit slow to explode.               | y  | n  | n    |
| Golden   | Gun - One shot kills, only one in Funhouse (and GG Mode) | n  |    |      |

Generally I take a HS-90 and a Mamba/Jackal/Mag Rail depending on the situation.

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#### The Eye

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This replaces your string of Bond gadgets with one, easy to use, golden eye. It has four powers, one of which is altered for use in MP.

MRI Vision - Take a look through walls. Slow drain of power.

EM Hack - Set off death traps at a distance or cause malfunctions of enemy weapons. One time cost to power, depends on what you hack.

Polarity Shield - Deflects attacks. Can be discharge into enemies during melee attacks. Drains dependent on the damage you are taking.

Induction Field - Toss your enemies about like Darth Vader. One time cost. This changes to an EMP Stun in MP.

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#### A Bit on Bad

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As you might have noticed, you aren't exactly a good guy this time around. In fact, you are as bad as they come. To that end, you will be rewarded for being bad. The worse you are the more points you get toward unlocking things for each mission set.

You get points for Eliminations, Accuracy, Difficulty Level (Hard gets you more points), and a Rogue Bonus (for being bad)

The following is a list of Rogue Bonuses:

Perfect Shot - Kill your enemy with a headshot.

Death Trap - Points for letting the machinery kill them for you.  
Hostage - Use a human shield up, get a point.  
Melee Throw - Toss your hostage before he dies.  
Intimidation - Scare your opponent into taking his own Hostage.  
In Transit - Kill while riding elevators, Zip lines, and the like.  
Explosion - Blow someone up with grenades, rockets, or barrels.  
Knock Out - Melee the man to death.  
Shield Attack - Melee Attack while your shield is up.  
Induction Field - Use the 4th and final power to throw enemies about.  
Cheap Shot - Surprise your enemies with a shot through a wall.  
Hack - Earned by EM Hacking

Death Traps are the easiest way to be bad. Basically, there are buttons in most of the boards that, when activated, cause things like toxic gas leaks, electrified areas, or simple trap doors. Use them effectively to get the most enemies in one shot.

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#### Single Player Info

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I'm not going to give you a play by play for each level, because it isn't worth it. Play the game. If you get stuck then contact me and I'll post tips for the level in this section. More often than not, the problem is that you either aren't charging the enemies or you aren't taking cover when you should. Give your health time to regenerate, pick up armor when possible, always reload when you have the time, and aim for the Head. Also, learn to follow your compass to where you need to go.

For now, I will give you the Mission Locale, a brief description, and some details about weapons, particularly nasty enemies, and places that you might get stuck.

#### Fort Knox - Training Sim before being dismissed from MI6

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This is very easy to complete and there are little computers placed throughout the mission that will tell you how to do such and such. Other computers will be seen in later missions to tell you how to use new eye powers and such.

Basically, you start on the top floor of Fort Knox and you have to shoot your way down to the vault. This is all simple ground troops, who will appear as allies in the next few mission sets.

#### Auric Enterprises - Escape the assault on Goldfinger's hidden base.

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Dr. No has launched an assault on Goldfinger's mountain hideout and you must shoot your way out. You will be introduced to the MRI eye power during this mission. You will also get a more complete look at several death traps during the mission.

Your first introduction to Dr. No's soldiers, they have better armor and weapons than Goldfinger's troops, but you will have Goldfinger's troops helping you at points, try to keep them alive.

#### Hong Kong - A long road to escape across the rooftops of Hong Kong

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You have been sent to Hong Kong to assassinate Dr. No, but foolishly depend upon a triad informant to provide the weapon.

You are betrayed, and must reach a safe extraction point for Pussy Galore to get her chopper to without getting killed. Don't forget your retribution along the way. The EM Hack ability is gained for this mission.

You will be introduced to flying enemies during this set of missions. Two or three rocket blasts or Detonator shots bring your average flyer to the ground. Death traps also work, and if need be, you can bring them down with standard weapons. To give you an idea, two full clips (60 rounds) from an assault rifle will bring them down if accurate. Dr. No's personal ship takes a bit more, but the rocket launchers will continuously spawn for you.

Midas Casino - Make your way down to the vault to protect the O.M.E.N.

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Xenia Onatopp is leading an assault on Goldfinger's Casino, attempting to break into the vault where the secret weapon is being kept. You get dropped on the roof and have to make your way to the vault. You will gain the Polarity Shield upgrade for this mission.

This is not unlike Auric Enterprises in style, as you will have some troops helping at certain points and you will face a few flying vehicles. You will also be given the opportunity to kill from a moving elevator.

The most devastating new enemies you will face are Elite Guards, which carry shield systems like your own and vicious weapons (chainguns and such).

Hoover Dam - Take the round about way to set off a nuke.

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You will be dropped at the bottom of the dam and will need to make your way up through the dam, down tight corridors, along outside stairs, and across the dam's surface. Watch out for an other betrayal, and a confrontation with Xenia.

You will face most of the opponents that have already fought against you thus far, as well as a few new mechanized opponents in the form of a variety of tanks. These will also fall to two or three rockets.

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In the dam missions, you will eventually reach the roadway at the top. Here, as I mentioned above, you will encounter a number of tanks that may slow you down a bit. When you first arrive in an elevator, your actions will be dictated by your current weapon. If you have a rocket launcher:

First thing to do is run behind the car and dump your rocket launcher. Keep moving and get the one guard that stands across the way, he's the reason you can't stay in the elevator. Once you finish him, kill the other guards that have tried to surround you and attempt to get back to your launcher. Use two rockets to get the machinegun tank and one on the other then toss a grenade or grab a launcher dropped by one of the guards. Once that is done. Pick up an assault rifle and scope out anyone of the troops, particularly the rocketmen. Then just work your way along the dam until you reach a point where you are told to go back in and a chopper attacks you. Blast the guys in the ladder well and then take to the chopper with the rocket launchers lying about.

This will get you through the first part and it is the basic idea behind the later portion, so good luck.

When you reemerge, you will again need to test your patience and moxy. As you come up the ladder, turn on your shield and charge the first guy you see. Once he's dead, cross the dam to the other guards by the car. Kill them, grab the nearest rocket launcher and hide behind a car. From here it is basically the same as the first part, so have at it.

Seems as though a lot of people are confused about where to find the bomb. The bomb is a ways after the damn, suspended over a crevasse inside the damn. You will need to ride a moving platform to reach the room with the bomb. Don't forget to follow the compass if you get lost, it really does know which way to go, most of the time. There is also a fair bit of linear level design, so keep going forward.

The Octopus - Make your way through an underwater black market.

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Where do you go when you need to find the location of your nemesis' secret base? Where else but the local market...er...black market. Your fourth, and final upgrade, the Induction Field, is now at your command.

The enemies are getting tougher and more abundant, but they aren't anything new. Just take your time and spend a little money. There is, however, a new weapon, the Tesla EMP pistol. Not much to say except junk.

Now, by unbelievably popular demand, the answer to the question you have all been asking me. To get across the gap in the armory room, you must use your Eye Hack power to hack the terminal across the way from you. Once done, a bridge will extend, allowing you to continue on with the level.

Crab Key - Take your revenge on Dr. No.

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You've found him and now you must kill him. Be wary of the final betrayal.

Again, the enemies have gotten tougher, but not a lot of new things. There are two new enemies, the Doctor himself and a super tank that must be hit in it's cannon several times with rockets in order to destroy it.

Volcano Lair - It's time they learn that betrayal is a death sentence.

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You have been betrayed again and now you are mad. Free the soldiers loyal to Number 1 and lead the revolt against the power mad Goldfinger.

Once again, you find yourself facing Goldfinger's soldiers, but now they carry the OMEN lasers, which instantly vaporize you on contact. This is truly the most difficult group of soldiers you have faced yet. Stay behind cover and use your mag rail when possible, otherwise, keep moving.

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Late in the Lair missions you will come to a big round room full of guards. Two of these guards are Elites (with shields and odd weapons). After killing one or both of these guards two new elites will take their places, but this time they will be carrying OMEN lasers. Once you enter the room, the door behind you will shut and you will be trapped, so make sure you are fully loaded before going in.

What I did was get my HS-90 and Spec9 to Headshot all the normals, just ignore the two shielded guys to start. Go in to the right and make your way to the first shield guy and double back until you get to the second. At this point you may have needed to hide and regenerate, as well as running out of HS ammo. Do what you can to get your weapons refilled. Grab a Mamba in your Spec hand and take them to the first shield guy. Turn on your shield as you charge him, shooting his head. If you reach him, melee attack him. Hide and regenerate when he is dead. The first OMEN guy should be out now. He takes a bit of work. Avoid his shots and keep him in your sights, shooting him as much as possible, don't use the lasers against them, but detonators are good, if you have kept one this long. The Tesla is actually more useful here because it goes through shields, otherwise it is worthless. The other possibility is using mag rails from across the room, but it takes timing. Let them stop to shoot at you and then unload a shot and hide. Grenades work if you are really good with them, and taking the shielded guys hostage will also help if you have a good weapon.

Using these strategies is how I got through the room, but it does take a good bit of headshots and patience.

This concludes the single player coverage for now, hopefully this at least gives you an idea of what to expect.

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#### Multiplayer Info

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Multiplayer for GC is a simple matter of splitscreen deathmatch. Yes, there are Team Deathmatch, Domination, and Tug-o-war, but you won't get to much from any of these over standard deathmatch. With only four players, team deathmatch doesn't change a lot, Domination only has four maps (2 2P maps and 2 4P maps), and the Tug-O-War only has one map. If you have friends over give them a try, but the meat and potatoes is the standard showdown (Deathmatch).

If you have the game, there really isn't a point for me to post all the skins since any that aren't available yet are posted in the unlockable section already.

The four Showdown Rule Sets are:

Normal: Kill or be killed.

Golden Gun: One man has the Golden Gun, the others hope to live.

You only Live Twice: You only Live Twice.

Kicense To Kill: One shot kills with every weapon.

The Funhouse also has a Golden Gun, which is put into play just like Golden Gun mode. These are the only ways to get the Golden Gun.

Modifiers and Powerups alter the gameplay in various ways. Some, like deathtraps, Self eliminations, and body armor are preset at on, while others must be unlocked and activated.

Modifiers: Modifiers alter play for every character in the game.

Turbo Speed - Speed up the game by at least 50%. Everything is faster.

Lethal Strike - Melee attacks kill on the first contact.

Randomised Weapons - Everyone gets a random starting weapon.

Deathtraps - When on, certain maps will have active deathtraps.

Rapid Eye Recharge - Your Eye recharges approx. 10 pts. per second.

Self Eliminations - When on, suicides remove a point from your score.

Powerups: When on, icons will be placed around the board, each signifying a particular power. When the icon is retrieved, the player that does so will gain the effects of the powerup for a short period of time. When effected, colored rings will surround the player until his or her demise, or the power runs out.

| Powerup         | Description          | Icon                     | Ring Color |
|-----------------|----------------------|--------------------------|------------|
| Armor:          | Supplies Body Armor. | Green/Blue Armor         | No Ring    |
| Adrenaline:     | Move faster.         | Gold Bolt/Red Diamond    | Red        |
| Lethal Strike:  | Instant melee kill.  | Gold Fist/Blue Hexagon   | Pale Blue  |
| Eye Overcharge: | Rapid Eye Recharge.  | Gold Eye/Green Diamond   | Gold       |
| Regeneration:   | Regenerate faster.   | Gold Cross/Pink Cross    | Pale Green |
| Speed Loader:   | Turbo Reload.        | Gold Gun/White Rectangle | Pale Cyan  |

Maps: There are 22 maps in all, 9 of which are for two players only. Be cautious, as most trap doors are all set off by the same switch. Traps noted with numbers must be activated by buttons, although some others may be stopped by buttons (The Press). Non noted traps are simply hazards that will cause damage (fire, gears, chopper) or instant death (The Press, ooze, places to fall into). For real fun, try stunning your opponent and throwing him into odd places (down GoldenEye's Chimney is always a fun one).

| Name                | Players | Deathtraps  |
|---------------------|---------|---|
| Chemical Showdown   | 4       | You can step/be thrown into the ooze.               |
| Carver's Press      | 2       | The Press, 1 electrified room, 2 trap doors.        |
| Gears               | 4       | None  |
| Golden Gate Bridge  | 2       | 3 trap doors, 1 Zorin's Blimp, places to fall.      |
| Uplink              | 2       | 6 trap doors, A chopper, gears                      |
| Pyramid Duel        | 2       | 1 trap walkway and quicksand pit                    |
| Moonraker Fuel      | 4       | 1 Shuttle engine                                    |
| Moonraker Pods      | 2       | 1 trap door   |
| Moonraker Launch    | 2       | 1 G Force testing room                              |
| Dr. No's Reactor    | 4       | 1 trap door, 1 steam vent, places to fall           |
| Funhouse            | 4       | 1 spike pit, 1 Cowbot, 1 Capone                     |
| Mining Pit          | 2       | 2 trap bridges on separate switches                 |
| Pyramid Showdown    | 4       | 1 trap walkway and quicksand pit                    |
| GoldenEye's Retreat | 4       | 1 electric cage, 1 fire place, fire, 1 auto turrets |
| Atlantis            | 4       | Watch your step near the water                      |
| Lower Turbine       | 4       | None  |
| Bore Tunnel         | 4       | None  |
| Transit Tunnel      | 4       | None, but avoid the Cart in Tug-O-War               |
| Bath House          | 4       | None  |
| Pump Room           | 2       | Watch your step jumping between presses             |
| Fissure Platform    | 2       | None  |
| Vault Core          | 4       | None  |

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#### Unlockables

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Completing each Full Mission with enough points for being bad will earn you up to five Octopus Tokens. With Each Token, starting at two, comes at least one, maybe more, unlockable.

The possible unlockables are Skins, MP Maps, MP Modifiers or Powerups, and two sets of artwork per level (one for the second Token and one for the fifth. Below is a list of skins,MP levels, and MP options unlocked



with each Mission set.

Fort Knox

Map: Pump Room  
Skin: Auric Elite  
Modifier: Randomised Weapons

Auric Enterprises

Map: Carver's Press  
Skin: Dr. No's Elite  
Modifier: Lethal Strike

Hong Kong

Map: Bath House  
Skin: Triad Informant  
Powerup: Adrenaline

Midas Casino

Map: Vault Core  
Skin: Oddjob  
Powerup: Regeneration

Hoover Dam

Map: Turbine  
Skin: Xenia Onatopp  
Powerup: Eye Overcharge

The Octopus

Map: Fissure Platform  
Skin: Lair Guard  
Modifier: Rapid Eye Recharge

Crab Key

Map: Dr. No's Reactor  
Skin: Dr. No  
Powerup: Speed Loader

Volcano Lair

Map: GoldenEye's Retreat  
Skin: Lair Elite  
Modifier: Turbo

That's all I know fo the moment.

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Cheats

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Check the Gamefaqs.com cheat section for the latest cheats.

From what I know, there are cheats for:

Paintball Mode - Not as fun as the old one.

Unlock Skins - Nothing spectacular if you have played through the game.

Unlock Maps - I think that was the third one.

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Legal

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It can be posted at:

Gamefaqs.com

<http://www.cheatcc.com>

<http://www.supercheats.com>

<https://www.neoseeker.com>

<http://www.gamerhelp.com>

<http://www.thegenie.net>

but that's it for now.

It has come to my attention that the site "gameshout.com" is posting this guide without permission or due credit given, I ask that if anyone else finds this guide reproduced at a site not listed above that you contact me immediately. Thank you for your help.

If you e-mail me and ask nicely, I might consider letting you use it. If you see it anywhere else, please do let me know so that I can take the appropriate action.

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Contact

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If you absolutely, positively, must contact me... Don't.

There isn't anything else I know about the game at this point and if I find anything I will update the FAQ when I get a chance.

What you see is what I got. If it isn't here, I don't know it. With the exception of information pertaining to specific moments in the SP campaign, which I will do my best to answer if you follow the following guidelines.

To submit a question on SP:

[suspectii@hotmail.com](mailto:suspectii@hotmail.com)

I won't open attachments or emails with out subjects that I might recognize

Try "Rogue Agent" if you want me to even look.

I don't want forwards, spams, or any of that other mumbo jumbo, so please

Respect me and don't waste my time, otherwise I will just stop looking.

Also, if anyone out there is looking for a film/game reviewer, or FAQ writer and is willing to pay, I'm all for working on various projects.

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Credits

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EA games for continuing to produce the Bond Games, but You need to stop your Lies! Give us what you tell us you are giving us or don't tell us. Next time We want more Skins and Bots.

[www.MI6.co.uk](http://www.MI6.co.uk) for giving me a place to delve deeper into the Bond Universe.

GameFAQs for posting so many useful faqs, codes, and reviews.

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