

# Goldeneye: Rogue Agent FAQ

by 1234567890Chris

Updated to v0.6 on Jun 14, 2005

**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

EA Games

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Introduction

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This is my first ever FAQ so don't complain if it isn't that good please. In this FAQ I'm going to tell you how to try and beat this game. This is probably the toughest Bond game out there (ties with the N64 Goldeneye) that is why I'm going to write a guide.

It might take a long time to complete so wait patiently wait please! This is based on the Gamecube version.

Big News

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I am sorry but I'm afraid I cannot continue this FAQ. I will leave what there is here. It is sad but due to the game IS American and I live in Europe I need a Freeloader. My Freeloader has stopped working. And something in my life has tragically happened. I cannot continue. ;. ; And now I must sadly stop. I might in the far future update this. You may send me your own FAQ if you want. You CAN email me on gailfoss@blueyonder.co.uk still but I am in the middle of moving house. My email address will change soon again. Goodbye. I will try to help you if your stuck. However I can't promise anything.

Note: Sorry if this FAQ has strange lines. I have a problem on my computer.

Copyright

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You can do whatever with it. I don't mind. Give it to other sites if you want. But on 4 accounts!

1. Contact me first to ask if you can submit it to a site.
2. Don't swear at me or it will definitely be a NO.
3. Say it was MY Work.
4. Don't make money with it. Or I will... um lets not go there.

If you blackmail me&

I have allowed my FAQ on GameFags.com, Cheatcentral.com and supercheats.com

Notices for Certain People

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Tanjin Akian: If you want me to remove the data about the Golden Gun Tajin Akian due to you made the pictures just email me. I will remove them as soon as possible. If it is okay to keep them here, please confirm it. Thank You.

R1864: Sorry for not many replies! I'll try hardest to help you tomorrow!  
(I can't do it tonight as it's 1:00 AM in the morning and I'm struggling to even type this accurately!

\*\*\*\*\*

## Version History

V 1.0 - I'm sorry but I'm afraid due to personal reasons, I can't continue this FAQ. I haven't been able to play this, as my freeloader was bust quite a while ago so I can't load the game.

V 0.05 - Started Controls and Campaign. Not much yet but more coming later!

V 0.20 - Finished Cheats and Unlockables section. Started Multiplayer

V 0.40 - I am sorry for no updates lately. This is only a small update. I Sadly won't be able to update this until May as I am VERY busy in my life right now!

I have also had a few emails. Thank you guys! Another small problem I've notice is some of my email I send gets destroyed while sending. I replied to someone and I got the message something was wrong and in result, have no clue if you got my message! I am sorry for all the problems.

V 4.5 - Not much done& I'm sorry how long it's been since I've updated my FAQ. I've had personal reasons why I've been busy. It's about to get worse. I'm leaving for a holiday in Canada. Luckily I have a computer and an email address! I'll be gone on Sunday and my other address will be in operation on Tuesday (hopefully). Due to my Dad is on the computer a lot over there and the Internet is Dial-Up & things will be slow. I'll give out the address soon. I've done pretty much everything except the levels themselves. I've also been caught up into Animal Crossings. Sorry!

## Contents

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00 Controls

\*\*\*\*\*

How do you walk? How do you fire a weapon? Where's the toilet?  
(Joking) This tells you the controls and how important they are. So  
lets go!

Note: :B Means EVIL MOVE MWHAAAAAAAAAAAAAAAA! The sideways face is evil  
if you're asking why I show that.

#### Classic Controls

A Button: Action, Activate Evil Machines :B

Is it important? 7/10            You will use it a lot although not as much  
as some of the other buttons.

B Button: Crouch

Is it important? 3/10

Why? If this was Metal Gear Solid then yes but it's not. Enemies seem  
to notice you the same if you ran and touched them on the shoulders.

X Button: Activate Goldeneye Power

Is it important? 8/10

Why? Funnily enough the Goldeneye is quite a gimmick in this game.  
You will use it a lot in the later levels but mainly your shield.

Y Button: Reload Weapons

Is it important: 9/10

Why? During a battle you can't just ask for a moment to reload your  
gun during a moment and they'll say okay right? (If they do your not  
playing Goldeneye: Rouge Agent

Z Button: Melee Move :B

Is it important? 9/10

Why? It's brilliant hitting your foes and taking them hostage that's  
why your EVIL! It saves ammo, health and armour. So why 9/10? Well  
you must be beside your enemy (unless your elastic man) and secondly  
if you pick on a guy with a shield you WILL get knocked back and die  
(how I'll never know)

L Button: Fire Left Weapon

Is it important? 10/10

Why? Do I have to answer this?

R Button: Fire right weapon

Is it important 10/10

Why? This is the same as the last answer.

Control Stick: Move Forward/Back Turn Left/Right

Is it important? 10/10

Why? Do I have to repeat myself? This is obvious why!

Camera/C Stick: Strafe Left/Right Look Up/Down

Is it important? 9/10

Why: Surprisingly although you must dodge the bullets of enemies (unless you want to die) I never used this much as the last Bond games&

D-Pad Up: Change Goldeneye Power to Hack

Is this Important? 1/10

Why? Does this actually work? My enemies are fine if I hack their weapons. For machines well& activate them by hand. This solves two puzzles in the game. This uses 50 Goldeneye Power per Hack as well. 50! Save that for your shield.

D-Pad Left: Change Goldeneye Power to MRI Vision.

Is this important? 5/10

Why? You can see enemies through walls. Big Deal. It dosen't however use much power plus you can see what's going on. Also check the Mag Rail in weapons section for another section about this. It uses 1-2 Power Per Second

D-Pad Right: Change Goldeneye Power to Magnetic Field

Is this Important? 3/10

Why? This is fun but it uses far too much power. Unless you're a master or you must kill a strong enemy quickly then use it.

It uses 75 Goldeneye Power Per Person. Yes, 75!

Note: In multiplayer, this is replaced with an EMP Stun

D-pad Down: Change Goldeneye Power to Sheild

Is this Important? 8/10

Why? Easily the most used power in the game. It blocks bullets.

Whoopee! This can save you. Really, it can. If you melee them while your shield is on they die! Wow! It uses 3 Goldeneye Power Per Second. Good Bargain if you ask me! However if you get hit, it uses more. Depending how strong it was. Note: I think you lose all power if you melee someone.

Combo of Buttons (more than one button pushed at a time)

A+L: Change/Drop Left Weapon

Is this important? 10/10

Why? Unless you start with the OMEN XR (you don't) then you will need better weapons (or worse if you want to lose or you don't know the difference or you pistol to a chain gun)

A+R: Change/Drop Left Weapon

Is this important? 10/10

Why? Look at A+L's Why.

Other

Take a Hostage: Melee them until they wobble there and press A button (an icon should appear to take hostage) While you take a guy hostage, any shots that should hit you will hit him instead. He has a health bar on the left of your screen (were your armour usually is) when it's gone he dies and falls to the ground. Press A button anytime to throw them away.

Note: you have to drop your left weapon. You can't pick up any weapons.

Screen: On the right of your screen during game play is your health meter. If it's red and you don't get shot, it'll recover. If your health meter is empty, you die and go to the last checkpoint.

On your left of the screen is the armour bar. If you pick up armour then it'll rise until it's at max. If you get shot, this will deplete first and your health bar stays the same (unless it's a big hit which takes all of your armour and some of your health bar.

On your bottom right is ammo for the right weapon. On your bottom left is the ammo for your left gun. The top number shows how much you have in your bolt. If it runs out you must reload it will happen automatically but you can reload anytime (you can do this when you press Y) as long as

1. Your already carrying the most bullets for that bolt or&
2. You have bullets left

The bottom number shows how much bullets you are carrying for that weapon. When both run out you drop your weapon

On the bottom of your screen shows how much Goldeneye Power you have. Activating your Eye uses power. If you don't have enough for that move then it'll deactivate your eye.

## 01 Weapons

\*\*\*\*\*

This section tells you the difference between a Chain Gun to a cushion. Is it deadly? Is it quick? Does it do anything? Lets find out&

NAME - obvious what this is

Strength - How much damage it does roughly

Speed - How fast does it fires

Accuracy - How straight it shoots and how much it will hit your target

Overall - How useful it is

Side Effects - What else this gun does

Bolt Size - How much you can fire before reloading

### SPEC

Info: Your small pistol you always carry. It has infinite Bullets and if you have no weapon in your right hand then it'll be your Spec.

Strength? 3/10

Speed? 5/10

Accuracy? 9/10

Overall? 1/10

Side Effects? None

Bolt Size? 12

### Hand Grenade

Info: The only other weapon you always carry. If you have no weapon in your left hand then it'll be your hand grenade however you have a limited amount so you CAN run out of them.

Strength? 7-10/10 (depends how close impact was)

Speed? N/A

Accuracy? NA

Overall? 8/10

Side Effects? Might knock over opponents

Bolt Size? NA

Jackal .357

Info: A better pistol than your SPEC.

Strength? 8/10

Speed? 5/10

Accuracy? 9/10

Overall? 6/10

Side Effects? None

Bolt Size? 7

Mamba 12G

Info: The shotgun! Fires lots of bullets at once.

Strength? NA (depends on how many shots hit opponent)

Speed? 2/10

Accuracy? NA

Overall? 7/10

Side Effects? Shoots lots of bullets at once. Might knock over opponent.

Have to do a short reload after each shot.

Bolt Size? 8

HS-90

Info: This is again like other James Bond games one of the best weapons in the game. You'll see why&

Strength? 4/10

Speed? 9/10

Accuracy? 7/10

Overall? 9/10

Side Effects? None

Bolt Size? 50

AR4 Commando

Info: This is a great machine gun that's quite strong. It's a bit inaccurate though&

Strength? 7/10

Speed? 8/10

Accuracy? 4/10

Overall? 8/10

Side Effects? This weapon uses BOTH Hands. If you press L you look through a scope. Press L again to deactivate.

Bolt Size? 30

Longbow SR

Info: Sniper Rifle! This is a rare weapon. It's only in single player with 5 bullets only and opponents weirdly never use it.

Strength? 10/10 (It is unknown if this is a one shot, kill weapon)

Speed? 1/10

Accuracy? 10/10

Overall? 8/10

Side Effects? Alerts EVERYONE usually with one shot. Must do a short reload after every shot. Uses two hands. Press the L button to look through your scope.

Bolt Size? 5

Mag Rail

Info: We've waited too long for a gun that shots through walls!

If you shoot through a wall and hit someone then you get a Rogue Bonus!  
(tell you Rouge Bonuses Later) Also if you shoot through two people you get a bonus! Remember you don't need MRI Vision active to get bonus!

Strength? 10/10 (one shot kill)

Speed? 1/10

Accuracy? 10/10

Overall? 10/10

Side Effects? Shoots through walls. Must charge shot.

Bolt Size? 4

MKII Detonator

Info: This is like a sticky remote mine you shoot! You fire it then you press L/R again and BOOM!

Strength? 7-10/10 (depends how close)

Speed? 2/10

Accuracy? 9/10

Overall? 6/10

Side Effects? Shot is very sticky. Might knock enemy over.

Bolt Size? 4 (thank you R1864!)

Tesla EM

Info: It can hack shields but that's it. Only Single Player Mode

Strength? 1/10

Speed? 10/10

Accuracy? 10/10

Overall? 2/10

Side Effects? Hacks enemy shields.

Bolt Size? Coming Soon!

Venom 200ML

Info: This is more like a dart gun than a weapon.

Strength? 1/10

Speed? 1/10

Accuracy? 9/10

Overall? 2/10

Side Effects? Slows opponent down (if your screen is green you just got hit by one.

Bolt Size? Coming Soon!

Predator MG

Info: Deadly but it's so HEAVY!

Strength? 9/10

Speed? 10/10

Accuracy? 1/10

Overall? 8/10

Side Effects? Takes time to fire. You walk slower. Uses two hands. Use this to destroy Vehicles.

Bolt Size? 200!!!

Harpoon RL

Info: It's a Rocket Launcher! Whoopee!

Strength? 8-10/10

Speed? 4/10

Accuracy? 8/10

Overall? 9/10

Side Effects? Can't hold more than 3 Rockets at a time. Walk Slower. Uses two hands. Use this as well to destroy vehicles. Might knock over opponent.  
Bolt Size? 3

#### OMEN XR

Info: This Laser kills anyone in one shot! (Or vaporise to be exact) It is a deadly weapon.

Strength? 10/10

Speed? 6/10

Accuracy? 8/10

Overall? 10/10

Side Effects? Uses two hands. Fires three shots at once for one shot. Must do a short reload after each shot.

Bolt Size? 3

#### Goblin Mine

Info: A proximity mine only in multiplayer. It has been rumoured in Single Player. Email me if you know anything.

Strength? 7/10-10

Speed? NA

Accuracy? NA

Overall? 8/10

Side Effects? Might knock over opponent.

Bolt Size? NA

#### Golden Gun

Info: "He has a Powerful Weapon!" The legendary gun has always made it and is a one shot a kill. Slow but Powerful. It was thought Multi Player only but it has been discovered in the Hong Kong level.

Strength: 10/10

Speed? 1/10

Accuracy? 10/10

Overall? 9/10

Side Effects? None

Bolt Size? 1

#### 02 Campaign

\*\*\*\*\*

This is story mode. Complete missions to unlock multiplayer maps, etc. You can get something called Rouge Bonuses. This scores you points. You get them if you're EVIL MWHAAAAHAHAHA! This unlocks stuff. Here is the list:

Perfect Shot: Shoot a guy in the head.

Hostage Kill: Take guy hostage and let him get shot till he's dead.

Push: Press A while taking someone hostage and throw them

Knockout: Melee guy to death

Explosion: Blow enemy up with explosive

Shield Basher: Melee guy while your shield is on

Death Trap: Kill someone with a machine :B

Intimidate: Scare someone to take their friend hostage

Hack: Hack a machine to kill someone.

Induction Field: Move someone with your magnetic field

Transport Kill: Kill someone on a moving platform



Now on to the story.

### 03 Fort Knox

\*\*\*\*\*

\*3 Years ago you lost your right eye. You are full of vengeance and are no longer fit for MI6. 3 days you were a MI6 agent. Now you're not. Your name is unknown. All we know is you are too brutal and have been kicked out of MI6&

In a helicopter while you are still an agent on a mission. You must infiltrate Fort Knox and stop the bomb from going off. (If you watched Goldfinger the film you will understand) You're working with 007. He says the mission will go right if you follow him& (You must get sick of him) Adjust your control type on the computer. You are above Fort Knox and about to jump in. (007 insists going in first so he opens the door but all of a sudden. BOOM! You somehow land safely and Bond is hanging on to a wire for his life. He asks for help but you don't. He can't hold on, falls and dies ALL RIGHT! Lets start then&\*

There should be 3 guards there in front of you. If you want (should do this) Through a hand grenade at the oil drums. It should destroy them all. If it doesn't then kill them with your SPEC/Melee depending how close the opponent is. Go down the stairs and do what you want with the guy hanging by the bar. Continue down and you'll see another enemy or so. Kill him. Pick up the Jackal .357 or HS-90 or both if you see it. Continue down the stairs. Guards will be running to you. Kill them. Go right and kill the guys by the large boxes. Continue until you reach a door. Go through and go in the left door. A guard will be walking away from you without noticing. Melee him and take him hostage. Continue down the hall killing guards.

Go through the door when ready. Kill the guy in front of you and take the guy on the right hostage. Push him out the window. Now there is a switch for a machine trap activate it and watch the men get crushed. Go down the ladder. There is a Harpoon here. Don't waste it. Use the machine trap to kill the guys down there. Now cross the place were the machine trap is (make sure it isn't active or you will die. Remember use machine traps if possible. Blow up anyone not in a machine trap area who is annoying. Remember people can shoot from the balcony. Cross the second machine trap route when not active. Go up the stairs and through the emergency exit. There's some one from MI6 here fighting a Goldfinger Elite. Kill the elite guard. Continue when ready.

Lots of guards are in this room so take cover. Remember the balcony. You must kill everyone here as a guy won't open the next door due to someone tells him not to. Now rest for the final part in the next room. You're in a room like the first one but on the ground floor. Take cover and don't hurry. Kill anyone you see. Maybe even take someone hostage. There's a big vault door in the end of this room. Keep going to the other Vault door. Now what Oddjob's neat moves.

\*The bomb went off. You failed. So that's the end? I thought you were evil! There has to be more than 1 stage! Oh wait what's that noise.

"System Termination"? You mean that was a virtual test? Ohhhh&\*

M- There is no place for an Agent like you. You're dismissed.

\*Now you've been invited to work for someone named Goldfinger\*

\*\*\*\*\*

Auric Enterprises  
Zurich-London-Louisville

Welcome to my organisation. I'm sure you will find the benefits of working

together superior to what you were accustomed to at MI6.

As we agreed, I have initiated plans to restore sight in the eye you've lost. The work was contracted by Francisco Scaramanga, whose standards are of the highest calibre. I assure you, the results will enhance your abilities.

This leaves only the final term of the agreement: our common enemy, Dr Julius No. I will hold our contract fulfilled the moment. He has been eliminated. Come immediately to Auric Enterprises in Switzerland. All travel and documents have been arranged.

You'll meet my driver at Zurich airport. He goes by the name of Oddjob.

Auric Goldfinger.

\*\*\*\*\*

Dr No- It could have easily been more than your eye

Goldfinger- We have a common enemy in the organisation. He must be eliminated

Dr No- I declare war on Goldfinger

Scaramanga- Have vengeance against Dr No. Reclaim what he took from you. The rewards will be greater

Dr No(I think)- An Eye for an Eye

04 Auric Enterprises

\*\*\*\*\*

Goldfinger- our science engineers have come up with great weapons, but never as great as this! We call it the OMEN. It removes the atoms of real life vaporising anything!

\*Dr No outside sends a sneak attack. Guards burst in\*

Goldfinger- Secure the OMEN!!!

Turn left in the room and defeat the guards there. Go across the room where you started killing the rest of the guards. Exit through the door. Kill the enemies. And once everyone in here is killed, Exit through the door with a green key code area thing.

Pick up the Mag Rail by the computer. Use your MRI Vision and shoot through the walls. Walk up the small steps and kill any guards you see. If you're out of bullets with the Mag Rail then pick up the AR4 Commando. Continue through the big door. Kill the guys on the left BUT NOT ON YOUR RIGHT. (Unless you want to kill them for the fun of it) Go through.

Kill the guys in front of you and activate the machine trap when the 3 guys go in the centre of the arena. "Shocking& Positively Shocking!" (From the film Goldfinger) Walk across to the other side of the arena as usual killing any guards you see. Go through the door on your left. Go through the next door. Kill the two guards in front of you. Go right and pick up another Mag Rail. Kill anyone you see. Go right then left then under this mechanical electricity thing. Come out the other end killing anyone you see. Go through the corridor and through the next door. Before you go in shoot a guy using MRI Vision and the Mag Rail. There's a guy on your left. Once he's dead activate the machine trap. It'll test the rockets. Anyone in the way will be a Medium-Well done course for dinner. Turn Left then go right and go down the elevator. Watch out for enemies popping out. Go up the second elevator on your right. Go through the green door upstairs. Go through the next door on your right. Melee the guy in the left room with glass. (The glass is bullet proof) Take him hostage and kill the other guys. Also, for the fun of it, throw the guy into the laser. (you might want to pick up the MKII

detonator. Walk through the door kill the guys and go into the elevator.

Kill any guards you see. Keep going and go through the door up ahead. This room is no, FACTORY SITE is HUGE. Anyway kill anyone you see (not your mates) and go down the stairs and kill again anyone but your mates. Go down another set of stairs. There's a door that won't open. Destroy the tube over the chasm by shooting the critical spot. The door will open. Kill your enemies in here and continue. Go up the stairs in front of you and go over the catwalk killing the two guys up ahead. Kill the rest staying back. Now go down the stairs (there quite well hidden to some) and go down them. Shoot the three guys. Go up the other stairs there. Go across to the electric thing. Go across the other catwalk. Watch out for the two guards ahead. Go through the door. In the next room you'll see the first Dr No elite guard in the game. This is easy as there's only one but later on it'll get much harder with more of them. Continue once he's dealt with.

GODS PYJAMAS! THIS IS THE BIGGEST ROOM EVER!!! 3 mates are trying to stop the guys across the chasm. Go down the small steps and deal with the guys there. Activate the machine trap. Now go were the guards popped out. Kill a guy on the left and activate the other Machine Trap. Go up the small stairs and destroy the other tube thing over the chasm. Now leave. Lots of guards will try and stop you. Keep on going. Leave the room. Now go left killing some guards. Keep on going. Sooner or later you'll find the Longbow SR Use it to kill the guards in sight. Then, get your old weapons. Sooner or later you'll find a dead end. If you go back a little you'll find a hole. Jump and go through the tiny tunnel on your right. Watch out now. There is a lot of guards here and some with rocket launchers. Kill anyone you see. Sooner or later you will find two guards hanging out by a pillar. Kill them. Now go where they where and look for a big piece of glass missing which you could walkthrough. Leave the level.

\*Your walking in the snow looking for that ride he promised. There it is!\*  
Pussy Galore- I am Pussy Galore. (Lines come from the film Goldfinger) Looks like you need a ride! Come aboard Goldeneye.

\*Pussy's flying by a volcano, which the water is a big secret door for helicopters to enter\*

Pussy- this is where our global blah, blah, blah. We call it "The Lair" (that is so creative! NOT!) We have powerful connections. One person is the pipeline to the latest technology. He's waiting for you

Scaramanga- I am Francisco Scaramanga. Your eye is just one of my inventions. (I didn't catch the rest, sorry!)

04 Hong Kong

\*\*\*\*\*

Goldfinger- Dr No will stop at nothing to obtain the OMEN. We must stop him before he launches another attack. I am sending you to Hong Kong to eliminate him. One of our agents will leave a weapon to kill him. Don't. Miss!

GOLDEN GUN CONFIRMED!!!

I have found the Golden Gun following advice of the message boards. This is no hoax. This is very hard to find and was probably meant to be removed by EA. I will tell you what to do. Here's the guide in my words how to get it. It might take some time to do this. Please don't email me if you can't do this!

You start in an elevator shaft. There are two guards talking to each other

near by. I'd advise a grenade. Pick up their weapons. Be ready because the next bit is quite hectic. Kill the guy behind the big pillar and walk over the wooden wall that's on the floor like a ramp. Turn right. A few guards are in front of you. Shoot them but if you can, take 1 hostage. Guys might come behind you. Once everyone is dealt with, throw the hostage away. Now remember we're a few guys were hanging out? There is stairs there. Climb them. There is a lot of guards here. If you're not careful, you might die. MRI Vision might help. Kill anyone you see (or take hostage. Once done, continue on until you see a big nice silver case. Open it when you're ready. Hey, there's nothing in here! Hey what's that noise? Hey your friend is there! Wait a sec. Why is he still here?

Triad Informant- Goldfinger pays me well& but not as much as Dr No!

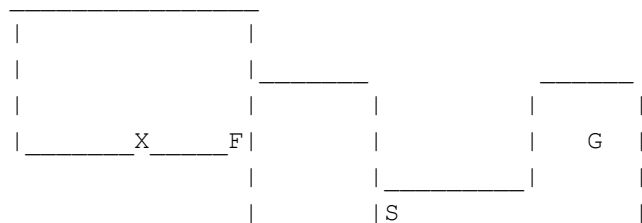
Triad takes cover. Oh boy& Dr No in a helicopter! Ruuunnn!

Behind you are a LOT of guards and helicopter fire is in front of you. Turn around and take cover. Not just from the guards but the Helicopter fire (thought I think Dr No is low on ammo as he doesn't fire much) kill anyone you see. Again MRI Vision can help. Here is the way to get the Golden Gun.

- 1) Kill every guard. Don't go down the hole. If you do, you'll have to start over.
- 2) Go back were the sniper rifle should have been. Look to your right. Go to the fire on the right. Now walk into the pillar until you it acts like a wall.
- 3) This is the hard bit. Crouch and keep going. This might not work at first. Keep trying.
- 4) Once through, you should be in another room. Now walk through the collapsed pillar. In the corner of the room, crouch and walk. You'll go through an invisible wall. In here is a room full of water and a boat with a cow in it. (don't ask why)
- 5) Look behind it. Tah Da! The Golden Gun. It has 7 bullets. Now go back the way you came. On an interesting fact, it has a scope. The Golden Gun is like the Sniper Rifle.

Here is a drawing:

Dr No Helicopter



Here are some images:

- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/Step1.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/Step1.jpg)
- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/Step2.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/Step2.jpg)
- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/Step3.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/Step3.jpg)
- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/Step4.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/Step4.jpg)
- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/Step5.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/Step5.jpg)
- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/GoldenGun.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/GoldenGun.jpg)
- [http://img.photobucket.com/albums/v54/tajin\\_akian/GoldenGun/HoldingGG.jpg](http://img.photobucket.com/albums/v54/tajin_akian/GoldenGun/HoldingGG.jpg)

Thanks to Tanjin Akian on the Message Boards!

Key: F= Fire. S= Secret Wall. G= Golden Gun. X= You in cut scene.

Now try and go back where you started. Damn, Dr No blew some of the roof off and the old route is blocked off! However, turn right and follow that route. Drop down the gigantic hole in the floor. Kill the three guards or so. Take your time here. There is a lot of people here. If you notice I think you are where you started so remember the same strategy. Keep going and you should find an elevator. Go in it.

Remember 007 Nightfire in the escape of the rooftop? Well do you remember the elevator bit? This is the same (but MUCH easier) You're on top of the elevator. You go down like normal but enemies open the elevator doors and try to fire. If you missed guards, rarely use grenades and need Rouge points, then throw a hand grenade into the door. The enemies can't run and you get an explosion bonus! Make sure you don't muck up though or you will get the blast! Once down, deal with the two guards. Now you should see a rooftop. 4 things here.

1. There are LOADS of guards. Definitely the most you've seen.
2. There's a Longbow SR. I would use all 5 shots then pick up your own weapons.
3. Someone can rotate the weird pillars. This might make you lose (or get back!) Cover. Try not to take everyone at once or you'll die. Remember MRI Vision!
4. To get across to the rooftop, press A at the wire thing. (Zipline) Once ready, go on the zipline. Keep on going and be patient. If you just keep running, you'll die. Once you crossed the zipline, go forward then right. Lots of people should appear. Be Careful! Go right again then left. If you see a switch on the right, you're going the right way. If not keep searching. Keep on going till you see a gate. Look to your left. 3 Guards should appear. Kill them. The silver ramp should be going in and a new route should appear. A guy should run out. Weirdly, he just runs by you until he is walking on a flat floor. Take him hostage and kill the guys down there. Go down the ramp. Go straight (watch out for enemies on your left) you completed the first part of the mission!

Go upstairs and kill the two guys. Oh dear. A helicopter. But they're easy if you do it right. Look for a switch on that grey pillar. Switch it on when the helicopter is about to cross the front of the dragon statues face. A gigantic flamethrower comes out, hopefully destroying the helicopter. It takes practise. Now you have two choices: The catwalk with guards, or the stairs. It doesn't matter if you destroyed the helicopter due to the guards can just turn around and shoot you. So take the guards. Note: If you failed taking out the helicopter then be careful! It itself can kill you! Once continue, it's nearly the same as the first part of the second phase. Take out the helicopter with a switch on THAT pillar, NOT the LAST ONE! Repeat this again until you reach a dead end. Now kill everyone on the rooftop next door. Once done, go on the zipline down. Go left then left again down a small Ramp. Kill the guy coming out the left door. Go in the door and climb up the ladders. Go through the door and kill the guard. Turn right and go down the ramp on your right. There should be a zipline. Go down it. Kill everyone there. Go up the stairs. Repeat. There should be a red secret door of some sort on your right. Go up the ladders. There are quite a few enemies on your right up here. Do what you do normally and go down a ramp on your left. You'll find a guard on the ramp, three on the main floor and two coming down the stairs on the other side. Watch out! Guy with a Rocket Launcher up the stairs! Just be careful when taking everyone out. Once done, go upstairs. In the gardens, there are lots of guards. They're all very strong. Once you've got rid of them, save up some rockets. It's time for a

mini boss! It's two helicopters. This can actually be skipped but they'll follow you and keep firing at you for some time. Now, once in aim, fire a rocket into the helicopter. You should try and do this after it moves. Two rockets = death for a helicopter. It isn't that hard. Once you've taken both down, go down the zipline on the corner of the building. Kill the guards and go up the wood, building thing. Keep going up until you're at the top. Few guards who can dish pain are here so take them out. Once done, go to the door. It'll open. Continue. Once through, you'll notice LOADS of guards. This is the chemical showdown mao. It is really easy to die here. Be careful. There are quite a few machine traps here as well, which are easy to miss. They're little generator looking things with a yellow warning that has the words 'Caution'. There are lots of routes here. Keep going until you find ladders. Once up them, look for another, small ladder, which goes up. There is a zipline here. Go down it. Now, either take everyone out or sprint to the door. Finally. Part 2!

This might be updated in the future&

05 Midas Casino  
\*\*\*\*\*

Might never come, sorry.

06 Hoover Dam  
\*\*\*\*\*

Might Never Come, sorry.

07 The Octopus  
\*\*\*\*\*

You know what I'm going to say.

08 Crab Key  
\*\*\*\*\*

In the year 2056&

09 Volcano Lair  
\*\*\*\*\*

\*Dead\*

10 Multiplayer  
\*\*\*\*\*

I am going to list the best levels, how many players can play each level and secrets. Note: This is on opinion.

Chemical Showdown 8/10  
Max Players? 4  
Secrets? None but people can fall into the chemicals and you can knock people off the building.

Carver's Press 8/10  
Max Players? 2  
Secrets? Loads! There are machine traps and machine savers on this level!

1. Two switches are beside platforms, which collapse. Player gets electrocuted.

2. In the computer room a switch stops the crusher. Weird. There are a few secret grates you can crawl into! (Must Duck)

Gears 2/10

Max Players? 4

Secrets? This is such a boring level. If you want a shootout then this is good but come on! There's nothing at all!

Golden Gate Bridge 9/10

Max Players? 2 \*sniff\*

Secrets? There are a few.

1. 2 Switches makes the Blimp fire like no tomorrow up on the main floor.
2. 2 Switches inside the bridge and two above open platforms making a big fall.

You can walk down the bit were Max Zorin tried to Kill Bond. Go too far though and you slip of the bridge and die automatically.

Uplink 8/10 9/10

Max Players? 2 (Why!)

Secrets? This is a duplicate of the Golden Gate Bridge in a way. The only difference is the top. Also, a helicopter automatically fires every once in a while. It can be destroyed by your weapons though& (Thank you Alex Gandy!)

Pyramid Duel 1/10

Max Players? 2

Secrets? This is a duplicate of Pyramid Showdown! It's just got a tiny bit cut off and the other one can have 4 players! What was the point of that? You can make the centre of the stage quicksand. The bottom switches also make the catwalk collapse.

Moonraker Fuel 10/10

Max Players? 4

Secrets? There are loads of goodies down there but watch out! Someone can activate the rockets! This is brilliant.

Moonraker Pods 2/10

Max Players? 2

Secrets? Some Catwalks can collapse with a switch in a computer room surrounded by bulletproof glass. This can lead someone waiting for a guy to stop activating the trap.

Moonraker Launch 7/10

Max Players? 2

Secrets? There's a switch, which makes the simulation active. There is loads of goodies there but it's impossible to get due to opponents always activate the simulation. You can see the Moonraker Pods Level here. They should have joined this together.

Dr No's Reactor 7/10

Max Players? 4

Secrets? In the main part of the reactor, you can make gas come in the centre. The catwalks in the other room can collapse with the switch. In the small room, a great hiding place is under/behind the stairs.

Funhouse 10/10

Max Players? 4

Secrets? Loads here. There are two switches in each section (except the Golden Gun area and castle of illusions) In the western theme the cowboy

says 'Draw!' and shots a few pistol shots. Not to good. In Chicago area guys say 'This Town Isn't Big Enough!' and fires a spray of bullets. Better. The best is the Golden Gun Area. Pick it up! However if someone is close, hide! If they're about to get it activate the spikes! Finally there is a secret place to hide in Castle of Illusions. It has no yellow frame.

Mining Station 2/10

Max Players? 2

Secrets? There are two catwalks that can collapse. That's about it really.

Pyramid Showdown 8/10

Max Players? 4

Secrets? Switches make the centre of the stage quicksand. Bottom switches also make the Catwalks collapse. That's it

Goldeneye's Retreat 6/10

Max Players? 4

Secrets? The generator out side has two goodies but be careful! Someone can activate the generator making lots of electricity. The glass can also be destroyed and won't regenerate. (Thank you Alex Gandy!)

Atlantis 3/10

Max Players? 4

Secrets? Nothing. Except you can't swim!

Lower Turbine 3/10

Max Players? 4

Secrets? None. Not a Sausage!

Bore Tunnel 2/10

Max Players? 4

Secrets? None (again)

Transit Tunnel 2/10

Max Players? 4

Secrets? Must I repeat myself?

Bath House 7/10

Max Players? 4

Secrets? NONE!

Pump Room 8/10

Max Players? 2

Secrets? Finally, it's about time something had secrets! The pumps in this room will kill if you hit any.

Fissure Platforms 3/10

Max Players? 2

Secrets? None.

The Vault 2/10

Max Players? 4

Secrets? NOTHING OK!!!

11 Cheats

\*\*\*\*\*

Note: D= Down, U= Up, Ri= Right, Le= Left, X= X button, Y= Y button, Z= Z button, R= R shoulder, L= L Shoulder



During Gameplay, Pause and Enter those codes

Full Health and Armour

R, R, R, L, R, R, L, R

Unlock All Eye Powers (some reports this doesn't work)

L, L, Z, Z, R, Z, L, X

Infinite Eye Power

L, R, L, L, L, R, R, L

On main menu enter codes with D-Pad or Control Stick.

One Life Mode

Le, D, U, Ri, U, Ri, Le, D

Unlock All Missions in Single Player & Multi Player

D, Ri, D, Ri, U, D, U, Le

Paintball Mode

Ri, Le, Ri, Le, D, D, U, U

All Skins in Multi Player

D, Le, U, Le, Ri, D, Le, U

No Eye Powers in Multi Player

U, U, D, Le, Ri, Ri, Le, D

Thanks to the Message Boards for this information!

Action Replay Codes

\*\*\*\*\*

NOTE: I TAKE NO RESPONCIBILITY IN THIS! USE AT OWN RISK!

NTSC (US) Version

Goldeneye Rogue Agent

There are 12 codes for this game.

(M)

XXMH-8EUX-3ZBQ4

ATBU-Y6K6-1YAKY

T6C4-RY33-T6JGM

VU78-Y1ZB-M84BN

2UY0-CV0H-Z342E

0JRN-71AZ-CTTWN

KHZ0-9Q02-TP070

Never Lose Health

Q147-EY1P-FBW8K

NW8Q-F6XB-D8X5Q

Never Lose Armor

CDCR-TMT0-K2AQ2

DNTY-GBHF-BH1HW

Never Lose Eye Power

N88G-Y5A2-NVWBX

M37Q-XD3E-1R1D0

Infinite Ammo

2V3G-3671-VCCHR

2GBQ-1R3F-JYM03

Unlock All Missions

Safety First! Use on a empty profile.

4XKD-BKCK-TW0P7

PB02-K3BK-19HWH

Unlock Multiplayer Maps

064P-RE9J-6PYTN

DAD6-32Y8-7UWEH

Enemies are Idiots

A2PG-NQBT-JP0KR

RPCR-AC3U-MKYUR

Enemies Cannot Throw Grenades

Y1GT-42V1-EUNB6

A6GD-H55H-226DB

Big Arms

R8EY-C6ED-BQUBP

Y8T5-P4J3-4JVXZ

Slow Enemies

QWEB-5CTM-RC0F9

D2PJ-CGU2-HR688

Disable Shadows

RH64-QX73-69322

AF16-0JD9-ZFV1Y

PAL Version

Goldeneye Rogue Agent

There are 8 codes for this game.

(M)

2QH2-K5AE-V03GK

VU78-Y1ZB-M84BN

N18G-1N2T-ZOMMT

0JRN-71AZ-CTTWN

UFMZ-GNHU-V4E16

UY49-HRMU-1N6JW

Never Lose Health

GG9W-Z10Q-U655M

NW8Q-F6XB-D8X5Q

Never Lose Armor  
R21P-K42X-2VP9V  
DNTY-GBHF-BH1HW

Infinite Ammo  
FUVC-9PCG-RT449  
2GBQ-1R3F-JYM03

Unlock Multiplayer Maps  
2T39-1RXN-RN7W2  
DAD6-32Y8-7UWEH

Enemies are Idiots  
KBMP-4XY5-P2JB8  
RPCR-AC3U-MKYUR

Enemies Cannot Throw Grenades  
X552-WNQ4-AWGHF  
A6GD-H55H-226DB

Big Arms  
P8EU-HFYH-MDUV0  
Y8T5-P4J3-4JVXZ

12 Unlockables  
\*\*\*\*\*

To unlock most stuff you must get a certain amount of Octi Tokens or beat the game in hard mode. The harder, more accurate and the more EVIL you are, the more tokens you get! How to get a higher score is at the start of the Campaign guide.

One Life Mode: Complete Hard Mode  
Painting of Level: Get 2 Octi Tokens on that level  
2nd Painting of Level: Get 5 Octi Tokens on that level

Multiplayer Unlockables

Goldeneye Implant: 2 Tokens Fort Knox  
SPEC Sidearm: 2 Tokens Fort Knox  
Pump Room: 3 Tokens Fort Knox  
Auric Elite Skin: 4 Tokens Fort Knox  
Random Weapons: 5 Tokens Fort Knox  
Carver's Press Level: 3 Tokens Auric Enterprises  
Dr No Elite Skin: 4 Tokens Auric Enterprises  
Lethal Strike: 5 Tokens Auric Enterprise  
Bath House Level: 3 Tokens Hong Kong  
Triad Informant Skin: 4 Tokens Hong Kong  
Adrenaline: 5 Tokens Hong Kong  
The Vault Level: 3 Tokens Midas Casino  
Oddjob Skin: 4 Tokens Midas Casino  
Regeneration: 5 Tokens Midas Casino  
Turbine Level: 3 Token Hoover Dam  
Xenia Onatopp Skin: 4 Tokens Hoover Dam  
Eye Overcharge: 5 Tokens Hoover Dam  
Fissure Level: 3 Tokens The Octopus

Lair Guard Skin: 4 Tokens The Octopus  
Rapid Eye Recharge: 5 Tokens The Octopus  
Dr No's Reactor Level: 3 Tokens Crab Key  
Dr No Skin: 4 Tokens Crab Key  
Speed Loader: 5 Tokens Crab Key  
Goldeneye's Retreat Level: 3 Tokens Volcano Lair  
Lair Elite Skin: 4 Tokens Volcano Lair  
Turbo: 5 Tokens Volcano Lair

### 13 Contact

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My contact is gailfoss@blueyonder.co.uk. Don't swear or I won't reply. If you are stuck on a section you can email me but please read the FAQ first! Don't blackmail me or else. My email address might change soon (AGAIN!)

### 14 Frequently Asked Questions

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Q: What does FAQ mean?

A: Frequently Asked Questions.

Q: How do you earn Tokens?

A: Look at the start of the campaign FAQ. Be EVIL!

Q: How do I unlock James Bond in Multi Player?

A: Sadly (and shockingly) you can't.

Q: Why?

A: Because Goldeneye is the star.

Q: He's fat&

A: &

Q: When do you fight James Bond in the film?

A: You actually only see him in the intro of the first level. And he dies in 2 seconds.

Q: When do you get revenge on MI6?

A: Are you a Bond Lover? Anyway, EA forgot about MI6. I must admit that facing the villains when you're a villain yourself is a wasted chance.

Q: I love you.

A: That worries me.

Q: How do you get the Golden Gun in single player?

A: Look in the Hong Kong level guide.

Q: My health bar is so short!

A: It recovers if you don't get shot.

Q: I need more ammo!

A: I think if you drop your weapon and pick it up again your ammo replenishes. Not certain though. I think it is a glitch which sometimes occurs&

Q: Why have you got two names: 1234567890Chris & DaDude?

A: Someone already had the name DaDude. I've used that in every other forum, etc so I am called 1234567890Chris in GameFAQS. However, people might not

recognise me so now I have two names! If you look at my quote you'll see DaDude at the end.

Q: None of these are my questions!

A: Email me and ask me AFTER you've read my FAQ. (Look at Contact for more)

Rumours

\*\*\*\*\*

I've heard only a few rumours. Please submit any you've heard. Don't make them up on the spot. If your not certain then please add this.

R: I've heard you can get the Golden Gun in single player. But in the manual it says it's only in multiplayer. Which is true?

A: It is confirmed in single player in the Hong Kong Level. Look at my instructions in the Hong Kong Section.

R: Is the Goblin Mines in single player?

A: It hasn't been found but on Volcano Lair, one of the weapons/bonuses says the Goblin Mine is acquirable. People are investigating.

R: In my guide, there are some things mentioned not in my game like machine traps. Do I have to unlock them?

A: No. It's weird how some say this. Some machine traps and levels are not in it I've heard. (eg Atlantis being a Tug-O-War level. Machine trap behind Goldeneye Retreat) I can't confirm if this was removed from the PS2 and/or Xbox as well. If anyone finds out, please confirm.

16 End

\*\*\*\*\*

Thanks to EA for making this game

Thanks to the manual for some of the story

Thanks to gamefaqs to let me submit this FAQ AND for the codes section

Thanks to me for making this &What?

Thank You Tanjin Akian for Golden Gun information. (just ask if you want me to remove the Golden Gun data)

Thank You Alex Gandy for some multi player information

Thank You R1864 (real name?) for the bolt size data for MkII

Thank You for everyone who emailed me and gave encouragement and advice!

And Thanks to YOU for reading this guide!

1234567890Chris or on some other FAQs DaDude

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