

James Bond 007: Everything or Nothing Co-Op FAQ/Walkthrough /Final

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Updated to v2.5 on Oct 14, 2006

This walkthrough was originally written for James Bond 007: Everything or Nothing on the GC, but the walkthrough is still applicable to the PS2 version of the game.

007 James Bond: Everything or Nothing - (Gamecube)
Co-Op Walkthrough
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This is our first FAQ so any spelling and grammar errors will be accepted.

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----- 1. Tunisia Chapter -----

Chapter Briefing - Agents, we are sending you to an isolated area in Tunisia near the Gulf of Gabes. Your mission is to investigate an individual know only as M. Sappho, gather what information you can and report back to MI6.

1a. Mission - Crossfire

- Primary Objectives
- Make your way to town square

From where you start go north west to a gate and take out the gaurd from behind the gate then open the gates. One player should go through the doors and take out the 2 guards then turn around because there is a guard in the window. Both players should advance through the door and take out the three guards. Continue and take a left then there will be some boxes to take cover and take out the enemies on the roof. Once that is done get the guy that comes out of the door. Continue to the gates. Both players take out the guy with the AT-420 weapon, open the gates. One player should turn around and get the enemy because he has a AT-420. Then continue on there will be enemies on the roof,two that come out of the doors at the end of the path you should see some stairs go up and get the armor,next to the place down there will be some boxes on of them contains a Dragunov continue on down there will two walls that you and your partner can use for cover. The player with the AT-420 should take out the enemies on the roof with it and then continue on down. Then head to the right as there will be some enemies. One will hide behind a table. Head to the right after that will be one more. Go back because there will be a sniper,take him out then head to the door,open it to complete your objective.

1b. Mission - Cornered

-Primary Objectives

- Find the secret entrance to Sappho's palace

This mission you have to take out everyone to find the secret entrance. When you start head down some stairs and take out all the people and go to the south and hide behind some boxes and shoot everyone that comes your way. When you have taken everyone out you should see a garden pot move and a secret entrance is found with two guys inside so be prepared to kill them...and one more thing there is no armor for this mission. (That we know of)

1c. Mission - Short Fuse

- Primary Objectives

- Defuse all explosives in Sappho's palace
- Defuse bomb 1
- Defuse bomb 2
- Defuse bomb 3
- Defuse bomb 4
- Defuse bomb 5
- Defuse bomb 6

To defuse bomb 1 head over to the left after you open the doors there will be three or so guys that you need to take out. Then one player will need to hold the A button to defuse the bomb and the will be enemies that come out from behind a gate. Take them out to help the person defusing the bomb do it quicker. Head back out the way you came in and go straight and there will be 3 more guys to the right of the entrance, and do the same as explained for objective 1. After bomb 2 is defused the gates will open. Head up the stairs and take out a guy that is on a balcony, then one person head to the left and there will be bomb 3-defuse it. Head up the stairs that are to the left of bomb 3 and bomb 4 is there. Once you defuse it head up the stairs and take out the people. When you get to the top floor there are doors that you need to open and in there are 5 or so people that don't have guns they just fight you. When one person starts to defuse the bomb snipers will be at the balcony from the other side trying to take out the guy defusing the bomb so you will need to kill them. Head back down the stairs and there will be guys that jump from the roof with rapples and take them out if you want to keep some lives. Once your done with them go back to the second floor and the wall will be blown up with guys coming out. One person should take care of them while the other goes to the room ahead of the blown wall. There will be bomb 6. Defuse it and head to the right and open the doors to complete the mission. (you will complete the first objective once you defuse bomb 6).

1d. Mission - Last Stand

- Primary Objectives

- Defeat M. Sappho

This mission is a pretty hard one to explain...we will still explain it though for those who need help. At the start of the mission each person should take out a guard but do not bother to take the crowbars because there is going to be only gunfights from that point on. When you exit the palace to the right are some windows with snipers and to the left are guys with rocket launchers. You should try to take out the snipers and rocket launchers first since they do the most damage, then take everyone else out. Head straight from the place you start at and get to a wall and you should see an opening go through and there is a door like always where you and your partner press the buttons at the same time to open them. From here one person should go to the right and the other go to the left. The person that goes to the right should kill the guy that has a rocket launcher and pick up the rockets for later use. Then head to the left and go down the stairs and wait for your partner. Oh and if anyone gets in your way kill them. The person that goes to the left should kill everyone and get down the stairs. Once again open the doors. Just as before one person to the right and another to the left. Whatever way you go has the same amount of people to kill. Find a room to enter and take everyone out and go around to a dead end except for going to the right, head up the stairs and kill the guy that has a shotgun. Head up another set of stairs to find another shotgun person. The stairs take you to where you killed the rocket launchers at the begging, but do not pick up the rockets yet. Head down the other stairs and kill people until the fountain in the middle breaks and M. Sappho comes out in a missile-launch chair. Go back to the top and one person sit on the chair and fire at Sappho with missiles. Then the person that took the rockets from the begging shoot Sappho with them. If you happen to die get more rockets near the chair. Once you kill Sappho a door straight across from you will open and you need to open it to complete the mission.

2. Andaman Sea chapter

Chapter Briefing - Our sources indicate that there is a secret research facility on the. We suspect Dr. Lazarus Beam, an expert in the field of nano-lasers is behind it. Your job is to infiltrate the facility and then get as much info as possible. Stealth is a paramount on this mission. Do not alarm the local security forces.

2a1. Mission - Cliffhanger

- Primary Objectives
- Get to the top of the cliff

At the start point go straight, and there is a person. If you shoot him three people will come out of a tunnel in the mountain. When you kill them go in there till your in daylight again. Take out your rappel and aim it to the right and go up. There will be two people, kill them and rappel up again. Open the gates and kill the people there, go straight into a tunnel. Once you reach the top go into the next tunnel to a door.

2a2. Cliffhanger (stealth)

Head straight and grab the guy. Over to the north east is a tunnel go up until you can see sunlight. Use wall cover and aim at the head of the guy walking away from. Shoot him then head slowly to the guy looking down and kill him. Take out rappel and go up. There are two guys kill them by grabbing them and go up once again to gates. Open them with your partner. DON'T go in until you kill both people there. Into the tunnel you go, when your in go slowly up the stairs killing everyone to the top. Go northeast to the next tunnel slowly hoping you will not get spotted by the guards. When your in the tunnel kill the guards slowly as always. Open the doors to complete the mission.

2b1. Mission - Warzone

- Primary Objectives
- Find the mine entrance

Kill 2 people with stealth (silent while they are not facing) Then more will come, keep on killing them. After a while go outside where there are lot of people shooting from all direction. At the end of the tunnel, just outside in the open there is a house, hide behind it and wall on either end of the backside of the house (this is the house that can be seen from the tunnel). Kill all people that come pointing gun at you at the same time, the person walling on the end closer to the tunnel, take out a person on the ladder top lookout, while your partner can take out two people on the roof of the house closer to them. Kill all small ones too. Now if you look around there is a underground room, walk down the stairs and on the way kill everyone that comes. Finally, when you are in the room open the doors to finish. (Thanks Servlet 2)

2b2. Warzone (stealth)

Start of by killing the first two guys with stealth. Then when noone can see you go around the east side of the mission making sure there are no guards just kill them if there are any. When you can't go east anymore just head start until you get to the part to rappel hopein that a sniper didn't spot you or your partner. Rappel up and kill the first guy and make sure to pick up his gun so the other guards won't see the weapon. Hide behind boxes and other things until you can successfully kill the two other guards up there. Head out to the stairs and do not go down until you shoot one guy in the head or preferably both players shoot different guards' head at the same time. Head down slowly making sure there are no other guards. Head to the end of the level and there will be two guards at the stairs kill them while they are turned around. Open the doors to finish with stealth.

2c. Mission - Firefight

- Primary Objectives
- Restore energy to elevator 1
- Restore energy to elevator 2

Kill everyone and go through a door in the west building. Get out of that room and more people come at you. When you kill most of them find stairs that take you down head all the way to the end and there are 2 buttons to press for objective one. Go back up the stairs, and go one person go to a green button near a generator. The other should go to the elevator and stand on it (it's right next to the generator as well) The person near the button should press and hold the A button to lift the elevator. The person that was on the elevator should wait for the other person to get on the elevator and press the button up there. Then both player should go straight to more buttons which close the right and left doors and open the one in front. For the second objective it is basically the same except that you have to get into the elevator from the top of a walkway. Once a person has gone up the elevator there is a door to the left and only one person needs to press it to open it. This allows the other person to go up the stairs instead of raising the elevator again. When both people are in the second floor people will come out of an elevator. Once you kill them go in and press the buttons.

2d. Mission - Death Trap

- Primary Objectives
- Disable first nano-laser generator
- Disable second nano-laser generator
- Escape the laser facility before meltdown

At the start kill the people at the top. Then one person be on the left the other on the right of the Big generator and press the buttons to activate the laser which opens the door. Kill everyone and once you get

to a part where there is a button have one person press it and the other go down to a conveyer belt and the person pressing the button should press it before the other get hit by a laser. Then do the same for the other player. Then open the doors and there will be buttons will the other goes to a moving walkway. Once you get to the nano-laser generator press and hold the A button until the generator is destroyed. Do the same for the other generator which is on the other side. Once you complete that you will have to go back to a conveyer belt but you will have to walk against it. Then get the other player across and find a door to open and you beat the mission.

2e. Mission - Core Descent

- Primary Objectives
- Escape From the Facility

In this mission you basically have to keep rappeling to do the very bottom. It's not very hard but at one point there are people with shotguns and that's the hard part. When you rappel to the very bottom open the gates and there are tons of people that come out. Just kill everyone and then head back through thge gates and go right and there will be an opening the shows like mountainswalk through there to complete the mission.

----- 3.Egypt Chapter -----

Chapter Breifing - Agents, your mission is to infiltrate the nano tech center and plant explosive charges within the facility. We've identified four areas in the building that need your attention. Avoid alerting the gaurds: otherwise completing the mission will be extremely difficult. Once the charges are set, exit as quickly as possible. This mission is considered highly dangerous. GOOD LUCK!

3a1. Mission - Flashpoint

- Primary Objectives
- Plant spider bomb in nano machine 1
- Plant spider bomb in nano machine 2
- Exit to next floor

When you start go up the stairs and open the doors. To the left there is a guy and there is another to the right, kill them and more people will come out. When everyone is dead go to find a door that you open. Have one person go in and the other person go into the controls room and press the button on the very right and the person that went on the stairs find that the elevator should be down and have the person walk through and wait for the next elevator to come down. When there is no more elevator send a spider and go into the hole to complete objective one. Head back to near the begging and go further up the stairs. This part is exactly the same except you should turn on thermosvison since people are in nano suits. When you complete objective 2 go back up the stairs to the next floor, kill everyone and go left from the begging to open the next doors and you can see Bond and he says "GOOD DAY".Walk left and open the doors to complete the mission.

3a2. Flashpoint (stealth)

Here's the stealth way for this mission. For the first floor have one person go to the right and stealth kill the guy. The other to the left, and stealth kill the guy. The person on the left goes to the end of the hall and go against the wall. Then when the guy turns shoot him silently in the head. Now for the guy that went to the right, go into the door on the right and hide next to the little wall. When the guy turns you can kill him with a grab or silent shot. Both players open the door and send a spider through the stairs, while the other presses the controls. For the next floors do the same and don't forget to use your radar to see where the people are at.

3b1. Mission - Sabotage

- Primary Objectives
- Plant spider bomb in nano machine 3
- plant spider bomb in nano machine 4
- Get to the roof for evacuation

This mission is very similar to the last one except that the doors you open later you have to send a spider in through a hole in the wall. Its pretty easy to find how to get to the elevator to bring down the spider. The person that is going to push the buttons has to press the first button when the spider is on it then got to the last one for the next elevator that looks like the one from the first mission. When you blow up the generator go to the next floor it's the same way except the first elevator is a little harder to find.Once you blow the generator head to the next floor and find the exit point.

3b2. Sabotage (stealth)

This is the same as the last mission except there are more people and it's harder to do stealth. I'm not going to explain much on this one since pretty much the same as the others. One person take out the right guys and the other on the left guys. There are a couple more guys patrolling so just pop their heads if they aren't turned around for stealth move.

3c. Mission - Knife's Edge

- Primary Objectives
 - Wait for evacuations instructions
 - Escape through access door

Remember the mission for one player A LONG WAY DOWN? Well, you get play in it on this mission and the steam vents still work!!On about the mission now. Kill the snipers that are across the building your at with sniper rifle the guy drops. Have the other player go to the bottom near the steam vents and kill everyone that comes through a door. Then from the building Bond rappels in the one player mission people will be rappeling down.Kill those guys then head to the place where there is armor on the one player mission and there is an elevator,go in with your partner for a mission complete!

3d. Mission - Inferno

- Primary Objectives
 - Escape through the building before time runs out

This mission is LoNG and you have to beat it in 25 real life minutes,but you can beat it in about 10 minutes.You start in an elevator and that wastes like 15 seconds.When you exit the elevator go straight and rapple down twice until you get to a spot with boxes.At that point kill everyone and rapple down and when you get to a part that shoots out fire it will stop for 5 seconds and that will be your chance to go through.The rest of the mission is perty much the same.When you get to a part that has a button and electricity near it press the button for the other person to go through.Do the same on the other side.You will have to do this twice in the mission.Once you get to a part where each person can go seperate ways kill everyone to find a way to go down.Turn on your thermovision since people are in nano suits.Opening doors and rappeling will be the rest of yor mission.Once you can't rappel anymore go in and kill people that are above you.Then when you hear a door open go to it and kill the guys there and hold the buttons until the door opens.Go through and you will complete the mission and the chapter!!

4.Rewards for co-op

You get these by scoring points from the cooperative missions.To score points you must complete the scoring objectives in each mission.Each Scoring objective complete gives 10 points toward the rewards.I will say what the unlock is and how many points it is.I will also put if it is for co-op or arena.

UNLOCK	COST
Suggs	Available from start(co-op/arena)
Lotus	Available from start(co-op/arena)
Regina	Available from start(co-op/arena)
Feng	Available from start(co-op/arena)
Cistern	10 points(Arena stage)
Baron Samedi	50 points(Arena)
Odd job	70 points(arena)
Egypt Commander	90 points(Arena)
Hazmat Gaurd	110 points(Arena)
Mya	130 points(co-op/Arena)
Test lab	160 points(Arena stage)
Egypt Gaurd	180 points(Arena)
South Commander	210 points(Arena)
Moscow Gaurd	230 points(Arena)
Le Rouge	260 points(Arena)
Agent 003	290 points(Arena)
Katya Jumpsuit	320 points(Arena)
Serena	350 points(co-op/Arena)
Burn Chamber	370 points(Arena stage)
Diavolo Moscow	400 points(Arena)
Serena #2	430 points(Arena)
Miss Nagai	450 points(co-op/Arena)

*note I might have Serena 1 and 2 mixed up.

5.Versions

-----v2.2 6/30/05 I took off the map from Warzone (stealth)since I got an e-mail from servlet 2 saying that it wasnt very good.Now I've fixed it to be like all the other parts.And I deleted the FAQ section since it's not very useful.Finished the mission Sabotage (stealth).

v2.1 6/12/05 I changed the Warzone level since it didn't make sense to Servlet2 and added his version of the mission.Also edited the mission core-decent so you can find the exit easier.

v2.0 5/7/05 Sorry for the long wait people,but in school grades were getting low so I've been trying to get better on those.Anyway,this was a major update since I now finished the map on the chapter 2 mission 2.Also,I did the stealth versions of the chapter 3 mission 1 and 2.This is the last update unless I find a mistake or explain some parts a little better.So good luck on the co-op!

v1.6 4/21/05 Did 3/4 of the map for stealth version now. Added a new question to FAQ section. About two more updates and I'll be done with the FAQ. This might be my last update this month, so have fun with this.

v1.55 4/18/05 Did the Andaman Sea chapter mission 2 (stealth) ver (map part 1/4) Added FAQ section. Changed wordings a bit, and also changed the contents.

v1.4 4/17/05 Made the 007 sign at the beginning. Added mission cliffhanger (stealth version)

v1.3 4/16/05 Added Thanks to... and changed FAQ a bit.

v1.2 4/9/05 Added the contact info section.

v1.1 4/8/05 Finished the Andaman Sea chapter and the rewards sections. Finished the Egypt chapter as well. Fixed some misspelled words.

V1.0 4/7/05 I saw no one had started a co-op FAQ and decided to write one. I have finished the Tunisia Chapter. Also I have written about the first 2 missions on Andaman sea chapter.

6. legal Info

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7. Contact Info

If you have any questions or spelling/grammar fixes e-mail me at - seung2_seeker@yahoo.com - and you will get credit for anything you want to add on this FAQ.

8. Thanks To...

I would like to say thanks to the following:

For posting my FAQ:
www.gamerhelp.com
www.supercheats.com
www.neoseeker.com

For helping on my FAQ:
My brother for writing some parts of FAQ, and for being also partner in co-op mode.

For giving tips for the FAQ:
Servlet2