



- XIX. Opening Vents and Grates (Reader Requested, by 100 People)
- XX. Multiplayer Tank Tutorial (Reader Requested by 1,423 People)
- XXI. Comparing it to GoldenEye (Reader Requested by 11 People)
- XXII. PC Version (Reader Requested by 3,982 People)
- XXIII. In the Field: Evasion Methods
- XXIV. Credits

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## I. History & Version

Version 0.5 First Player Walkthrough until Double Cross completed

Version 0.7 First Player Walkthroughs added until Phoenix Fire, Multiplayer Material Added

Version 0.8 First Player Walkthroughs until Island Infiltration, Gadgets and Weapons Added

Version 1.0 First Player Walkthroughs finished, guide complete, small FAQ added, Rewards and Characters Added

Version 1.2 Credits and Cheats Complete, Small adjustments made, checked grammar.

Version 1.4 Tips/Tricks/Stratigies Added, FAQ added

Version 1.5 Grammar Fized, Version Fized, FAQ added on to

Version 1.51 Slight grammar corrections

Version 2.81 So much added, tutorials and submission info.

Version 2.91 Another Bond Move believed to be found

Version 3.28 Bond Moves and Icons found for Paris Prelude

Version 3.3 In the field brief intro written, more to come, proper credits re-written. Guide goes under new name.

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## II. Weapons

Wolfram PP7 - This is the pistol you will start with in most missions. It has very accurate aim but is not two powerful, and is not horribly fast at reloading.

AT-600 Scorpion - This gun is not very accurate, but can be guided. It fires fireball type rockets.

AT-420 Sentinel - This is among the best guns in the game. With a guided/unguided option and extremely powerful rockets, this makes perfect for one hit K.O. and getting a group of people at the same time.

Storm 32- A very inaccurate gun. If you have a lot of bullets, this machine gun can rip up and get the job done. Makes for good intimidation in Multiplayer.

SG5 Commando - This gun not only has a second alternate fire and a partial sniper, but it is fairly accurate as well. However, it does not carry that high of rounds.

Raptor Magnum- This gun is loud and has a poor recovery rate, but it is a fatal gun and good for inflicting damage.

Kowloon 40- This gun is very average. It has okay accuracy and good power.

Phoenix Samurai - This is a laser weapon. It heats quite easy with good aim, but very low power.

Frenesi Automatic 12 - This gun has extreme power and a fast reload rate. It can rip through people, but at a very far range it is not that accurate.

Militek Mark 6 MGL - A grenade launcher that you will use in Phoenix Fire, it has very low range and accuracy, but its large explosion is very powerful.

Flash Grenade - Virtually useless, this grenade is really only used to save time.

Frag Grenade- This has a decent blast but is horribly inaccurate and can hardly be thrown ten feet.

Laser Trip Bomb- Similar to a laser trip wire, this will explode if crossed. Good for multiplayer battles.

Phoenix Ronin - An automatic machine gun stand, this gun cannot be moved with you but has no reloading and fires quite fast. Your body is helpless, however.

Golden Gun - The classic one hit K.O. gun, this pistol is the number one choice for experienced Bond players. However, each round is only one bullet.

Gold P2K- This gun is usually one hit knock out, but not as powerful as the golden gun but can round seven at a time.

Deutsche M9K - This gun is very weak with a slow reload and small rounds. However, three bullets can fire in about a second.

AIMS-20 - This gun has a grenade mode as well as a machine gun. It is fairly accurate with good power.

Delta 900X Repeater- This gun is like a golden gun, slow but deadly, it is an excellent gun for getting fast kills. However, it is very large and does not fire bullets, which can have its disadvantages.

Smoke Grande- A useful and interesting tool, the smoke grenade allows you to buy time. In small multiplayer levels with grenade launchers, you could have a pretty chaotic game.

Satchel Charge - This is the same as the smoke grenade but self-detonated at times and with more precise aim.

Remote Mine - This is very fun to use. Not as cool as golden eye, but it can definitely trick people good.

Korsavok K5 - This is commonly called a gadget, but I call a tranquilizer a weapon. This is one hit K.O. , but way to slow for battle.

Covert Sniper Rifle - This has an extremely good snipe vision, and is not horribly slow at reloading.

Tactical Sniper Rifle - EXTREMELY SLOW yet very deadly when you snipe. It seems to hardly hurt when you are not sniping.

Shaver Stun Grenade - In my opinion, useless, just stuns the guards and obscures your vision.

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### III. Gadgets

Q-Decryptor -This gadget can download programs and find codes. If you hold the fire button, you can brake codes to open doors.

Q-Laser Watch - This can burn door locks and hinges. It cannot be uses in battles however.

Micro Camera - Use this camera to find people in far places and take pictures, used most in Chain Reaction.

Stunner - This can be used in place of a tranquilizer. It stuns the guards, but can only be used a close up ranges.

Q-Worm - This cannot be used for anything but to hack into computer mainframe so Bond can get data easier.

Q-Specs - These can help you see laser trip wires or see in the dark. They are very useful, since it is night often, hence the name of the game.

Q-Grapple - This is similar to the Q-Claw in agent under fire. It latches on to things and allows you to move across rooms. You will use it often, and it can help you get many Bond Moves.

### A. Vehicles

1. V-12 Vanquish- A car and a sub, this car is not the fastest but very maneuverable and powerful. It can use Q-Wedge to get through things, yet its machine gun is weak.

2. Bond's Chopper- Used in Parris Prelude, this MI6 Chopper is used by Bond in the first mission.

3. Armored Snowmobile - A stolen vehicle bond uses to rip through alpine escape, it has weak guns and launchers and is not very fast.

4. Island SUV - Used in Island Infiltration, this jeep has low agility but extreme speed and power. It has not only guided missiles but a guided machine gun.

5. Ultralight - This plane, also used in Island Infiltration, seems to be quite useful for Alura. It has excellent guns.

6. Mega SAM- This vehicle Bond only uses for a short time. It has weak grenade launchers, but powerful ripping machine guns.

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### IV. WALKTHROUGH:

#### MISSION ONE: PARIS PRELUDE

Okay, you start out and you see two cars, a red convertible, and a truck. Ignore the truck, and DO NOT SHOOT the red car. Shoot the black cars only, and for maximum damage snipe in to hit them. If you snipe one, you should see a clip of the other running into a truck. You will now rise higher and the car will go under a hill. You should see a car, not moving, shooting at you. IGNORE IT UNLESS YOU NEED THE POINTS. Only

shoot it if it starts to move. Another car will take its place and you must shoot that as well. You'll now fly for a bit, and you should see a clip. One car is chasing after the agent. You must shoot it or you WILL lose the mission. Use your sniper to get it quickly. James will now says, "head over those buildings, we'll cut them off. You are now, after seeing a clip, facing what looks something like a construction site. On the object that looks like a crane, a long wire to be exact, there will be an object flashing blue. Shoot that or, yet again, you WILL LOSE the mission automatically.

#### PART TWO

You see a clip and will now be in a car. When the car says "smokescreen online" immediately use it and you will get a bond move. Continue down the long path and turn on your first right. Go up the hill and you should hear someone yell something about a truck. Charge past it QUICKLY AND INTO THE RESTRAUNT AREA, AND continue forth. You will break open a gate and see two enemy cars. TAKE THEM DOWN. Continue forward and when it says Q Wedge online, use it in between the two cars to get through and get a bond move. Continue and you will see a roadblock. Take a right. Then take the first left you sees. You will see yet another roadblock of debris, so go to the path right of it, into what looks like the restraint area. KEEP GOING FORWARD and you should leap off an edge, but fall not to far. You should see a bridge. You can use your Q Booster to make it, but I never do. Just charge at it and use Q Booster. If you don't make it you'll pass anyway. Go on the right path after knocking down yellow cones. You should see the truck come into view. After a moment, the car will say EMP online, and use it to stop the truck and complete the mission.

Bond Moves and Icons for this level contributed by Shawn Hornick

#### 007 Icons

- When you take your first right after getting into your car the icon is behind some benches
- After you dodge the truck the icon is in the middle of the some benches
- The next icon is in a resuraunt area, jump off the ramp and it is in mid-air
- The final 007 icon is after the bridge, jump, take the first right and go around some lampposts to collect the icon

#### Bond moves

- At the very beginging shoot the lead cars tire to make both cars crash
- Next you see the car siting there taking potshots at the agent wait for another car to chase her and shoot it's tire out
- After you see a clip you will see one car chasing the agent, shoot its tire out for the move

#### MISSION TWO: THE EXCHANGE:

NOTE: THE FIRST THREE BOND MOVES must be done by taking the back route to the castle, and the fourth by going out the glass door upstairs. You will start the mission looking at a ledge and below what looks like a road. Jump over the ledge and on to the road, or take the stairs down to your left if you don't want to get hurt. Go up the hill a little and you will see two men. Shoot them quickly and walk past. Go all the way up the hill to find a door guarded by two men. Shoot them and open the door. OBJECTIVE COMPLETE.

You will start and see two men talking. Shoot them by sneaking up the stairs. Walk past them through the passageway and you will see a large

statue. A man is behind it shoot him. Go forward and take the passage up on the left. Someone will say to hit the lights. After shooting the people above, make sure, even during for that matter; that you do not let the light see you, or an annoying alarm will go off; however it will not make you lose. Walk through the large underway and turn right and go down the stairs. Walk forward a little and turn through the left passage. Go up the stairs on your right. OBJECTIVE COMPLETE.

You will be acting as a party guest, so do not take your guns out and do not punch anyone. You will see two men with their backs facing you. Walk past them and turn right. You will then walk past two more guards. Turn left and go through the door. Turn left, then right, and walk through the ball room to the other end. Turn left and then a waiter will come through the door. He is mean, and will be the one trying to kill you; ah well, you'll see. Go through the door and turn left. Go up the stairs. Go through the door on your left. You will see a clip, and I believe this is a complete objective. Go back out through the door and down the stairs. Go straight through the passage and turn left. Then make a right. OBJECTIVE COMPLETE.

You will see a clip with Zoe in it. Now you may use a gun. Go to the door you came in and go through it. Make a right, and face the stairs you have already been up. Turn right, and you will see a door. Go through it. Left, then right, and shoot Drake's men. Go to the far end of the room and through the door. Go up this new set of stairs, and get all three men. Turn right and go through the door. Make an immediate right and do through a strangely painted door. OBJECTIVE COMPLETE.

This next one is simple. Press B to silence your gun and walk over. Watch the clip, and then shoot all Drake's men and jump over the ledge and take the door on your left. Turn left and you should see two of Drake's men. Take them down. Go forward, turn right, and go through the door. Two men will be shooting at you on stairs. Shoot them and go down. Stop when you see a door. Open the panel and use your laser to burn it. Two men in here and armor. Melt the hinges of the safe with your laser. You will get the needed info and a guider rocket launcher. DO NOT USE IT NOW. You will desprately need it later. Go back out and turn left and go down, shooting the men on your way. Go outside through the large double iron doors. You will see a door right in front of you. Go in, but be warned that men will be all over you apon entrance; SOMETIMES THEY ARE NOT HERE, I HAVE NOT FIGURED OUT WHY. Go all the way down the stairs and through the double door at the bottom. Go in the ski lift with Zoe and crouch to avoid being hit. You will then see a clip with that man I told you about in a chopper shooting at you. Time for the rocket. Guide one right into it. This will most likely not destroy it. Do it again to complete the mission. You might have to hit the chopper three times. Go for the tail of the plane for a quick win.

BOND MOVE #1: Jump onto the truck at the beginning. Ride it the whole way. Avoid getting shot at.

BOND MOVE #2: Ride the car al the way into the castle and go through the courtyards to the party. Find the control panel in the guard room and cut the green wire.

BOND MOVE #3: You will round a corner in which you see three windows to your right. Sneak past them to get a Bond Move. This is only if you take the back route.

BOND MOVE #4: Jump on to the high wire where the two guards were standing for a Bond move. (This is if you take the glass door on the balcony.

007 TOKENS:

- In front of the place where the truck came from
  - Storeroom under ski lift
  - On top of the broken box
  - According to sss839, at the end of the passage where you start, only I u take back route
  - In the wine cellar
  - The fireplace at the party
  - The library
- The window on the hall where you spy on the meeting

#### MISSION THREE: ALPINE ESCAPE

THIS IS THE EASIEST MISSION. Only an ametuer would have trouble. It is a rail shooting mission. All you need to do is escape. The garage will open at start, and you will get the men to your left, right, and in front, and the two cars to move forward. You will then exit. You will go for a bit, then see two men firing at you. Shoot them. You will now see a compound. Shoot all the men if you can. You will then see a clip of you charging on to another road. You will have men in a mobile behind you. Shoot them down. You will see a truck driving on a bridge now. Shoot it for a bond move. You will proceed through the tunnel. You will now see a clip a snow mobile. Shoot him down before he can hit you. You will continue forward. There will now be a mobile on your left. Shoot it. Immediately look behind a shoot the mobile trying to sneak up on you. You will be moving with a castle wall to your left. People in distance will be firing at you. Shoot them down.

You will now see a quick clip and will go towards a bridge. Shoot the men there. Once you shoot the men, a chopper will come behind you. Go through the door and you will now have to evade forces. You will come apron a house. You will go through it and you will have the chopper on you, and a mobile. Shoot the mobile guy off quickly. Another will come to your side; shoot him. You will see a mobile in front of you. Shoot it. You will go through a cave and win the mission.

BOND MOVE #1: During the fight at the beginning, hit the Gondola's top, where it attaches the cables.

BOND MOVE #2: The guards that come from the tank on your left in the garage; shoot the tank then the blue square for a bond move.

BOND MOVE #3: As you come apom the compound, shoot the barrels at the bottom of the tower. The tower falls and gives U a Bond Move.

BOND MOVE #4: Shoot out the grate and on the truck above the bridge before you go under.

BOND MOVE #5: Use your rocket launcher to shoot the control panel to stop the doors from closing. JL-70 Recommended.

007 Tokens:

- Shoot the ammo boxes on your right directly after you get out of the garage
- Take out one of the snowmobiles before it passes you (one will try)
- Use an explosive, the 70 gun, to get the guards near the wall of the castle

#### MISSION FOUR: ENIMIES VANQUISHED

I have to say that if you want excitement, this is not the level. If you want fun, then this level is your match. You probobly won't need that much of a walkthrough, but let's start. Go down the main road. After two seconds you should see two cars, one to the left and one to the right. Use your seeker missles to get them. SWITCH to your machine gun; missiles are needed near the end and you cannot run out. Continue

further. DO NOT HARM police cars. The second your Q-smoke is activated, use it for a bond move. Shoot only at enemies. When you turn after using S-Screen, there will be a car. Shoot the back of it until it blows. I must tell you these cars do little damage, but for the points do it anyway. Continue down the main path. Eventually you will come to a turn in front, up stairs, see two cars firing at you. Shhot them with missles if you want; you need not shoot them at all. Turn left and continue. You will see two police cars in the road with a space in between. Q-Wedge will come online. Use it by heading right towards the open space and activating it. Continue down the path. After a while you should see two cars. Machine gun; take them down. While shooting at the cars, use Q-Smoke for a bond move. You will now go through a tunnel. Get all cars off your back and front. You will see a blockcade. Turn right; DO NOT RUN ITNO IT. You can pick up armor off road. Speed. You will now see a clip of you jumping over a bridge. You will go on a snowy road and leap off; there is a token in the air their. Continue the direction you were going. Get out your missles; waste NONE unless you are being fired at. As you are shooting the gut in the car in front of you which you will see, grab the missles on the floor. Keep going on the icy path. You should eventually, after a small jump, see a bridge. Shoot what is on top and get the missles on the bottom. Continue, you will go off a small jump. The next one is a big one. Launch off and Q will stop you; you now have choppers to deal with. Use the missles when they are in aim to get rid of all three. Body armor and missles lay around. If you have many, get rid of the cars as well. Once all the planes are shot, you win. A 007 token is on the ground here as well.

FAQ: On my friend game I only had to shoot the choppers, on mine I have to shoot them and the mobiles. Is there a glitch?

A: Might be. I have both situations on mine. Shoot everyone to be safe, but save your missiles for the helicopters.

BOND MOVE #1: Use Q-Smoke as soon as it is online.

BOND MOVE #2: Go up the stairs were the two cars were and speed forward. You will launch up a jump and get a Bond move.

BOND MOVE #3: You will eventually see a car waiting for you as you turn a corner. Q-Smoke it for a bond move. NOTE: This car is a police car no Drake's.

Bond Tokens:

- Between in the two tables in the left townhouse
  - Coming out of the area after taking the stair shortcut
  - Above the hill you leap off of at the end
- THE LAST TWO are on the frozen lake.

MISSION FIVE: DOUBLE CROSS

I have to be honest; this level is boring as hell. But the game must go on. Getting to the bunker is the easy part here. You start out with four men shooting at you. Shoot them all and go forward. To your left will be a hall. Go inside it. Mayhew says he will not go until you check. You will see a clip; men are behind the door. Bust in and shoot them. There are six of them, and they are fairly good. Continue on. As you come to the end of the hall, a man will be there as you turn right. Shoot him quickly. Two men will follow. You will come to a large room with people shooting at you. Ignore them and you should see the door to the bunker on you left; well, you won't see the door, but you will see the structure. The door you must go against the wall and turn around to see. Open it to see stairs leading down. Don't go down them yet. Now shoot everyone in the room. Go down the stairs. OBJECTIVE COMPLETE.



You will see a ladder in front of you. Go up it. Turn left. You will be outside. Goggles are suggested. Shoot the men out there. Turn left and you will see a small flight of stairs. These lead to the ONLY open door. Go inside and you will see a woman running. Go forward and to the left. You must shoot all the men in this room to save the first hostage. Go back out through where you came in. Turn on the first right then the first left. You will be outside. Take the left path down the hall. Go across the yard to a building. Go on the back side and you should find stairs leading inside. Turn left IMMEDIATELY to find three men down a hall. Shoot them, don't go down the hall yet. Mayhew's computer is in this room. Find it and shoot it. OBJECTIVE COMPLETE.

Now go down that hall. At the other end there will be a door. Go through it with caution. You will come to a room with a table in it and the door at the far left. Go through it and shoot everyone to save the girl. It will say all hostages released. You will be in a kitchen. Head back out of it. Take the path to the very left and go through the gray doors.

Cut scene, now you are outside. Go up the stairs heading left in front of you. You will now take the left path. Go through and turn right. Shoot all the guards if they shoot at you. The dragon safe you will find in this room. It is a dragon. Press A to open it and get the contents. Once you get the items people will start firing at you. Shoot them all from where you are standing. Now turn left into the bedroom. There will be a crooked picture on the wall. Press A to open a secret door. Go through it, then through the other you will see. You will be in a library with men shooting at you. Shoot them to save the hostage. Go up the stairs and shoot the men if you have not already. You will see a balcony; go there. Jump down to your shoot the guy to your left. You will see stairs with a door and a lantern. Go through the door. Men inside; watch your back. Go past them and to the door on the far left. Rescue the girl in there by shooting down the men. Go through the right passage way. To the left is the last hostage. Save her. Head back to the room you got in but going through the door with the lantern just a moment ago. Go backward to the silver door you came in through, now on the left of the wall. Turn right and you will see a door across the room.

Go through to find a cut scene- you will be fighting a ninja! Get shotgun shots, about 3, 4, or 5; AVOID CLOSE RANGE HIS SWORD KICKS BUTT. One shot to the head does it. MISSION COMPLETE! Mayhew dies, however.

BOND MOVE #1: You will see water and bridges outside. At one point you will see a guard on the bridge. Get under and shoot him from below.

BOND MOVE #2: Climb the later to enter the bath house.

BOND MOVE #3: Save the Geisha girl in the kitchen by shooting the guy threatening with a sniper.

BOND MOVE #4: Shoot out the hanging lamps outside to use the rope to enter the smaller house. You will be crossing over water.

BOND MOVE #5: Another Bond Move you can earn by using Q-Glasses inside the house with the lanterns outside the door. There is a hidden passage to the library. It will lead to the guards holding the last Geisha girl hostage.

NOND MOVE #6: Hop along the roof from the balcony and shoot out the window and guard below. Hope down to get a Bond Move.

007 Tokens:

- In the yard on the walkway next the large room
- Upstairs of the showroom

## MISSION SIX: NIGHT SHIFT

Hello, there. I greet you here because you probably came here first, because this level is a real NIGHT MARE. It is actually quite short and easy once you know what to do. Okay, let's begin. You start with a man in front of you. Shoot him. Get out your stunner and go behind the truck to the door leading to the back stairs. There will be a man patrolling the stairs. Stun him and get your Tranquilizer back out. Go up the stairs and put on your Q-Vision goggles, the green ones. Open the door. Two men will be controlling the large area. Get them and go across the room and you will find a door on the right leading to the lobby. Inside is the PC to activate the elevators. Go back out, turn left, and go into the now open elevator you will see.

NEW OBJECTIVE. Turn right, do not move forward. There is a machine gun here. Run out and you will see a fold in the wall, right in front of the copy machine. Go there before the gun can shoot at you. Once you are here it retracts, continue down the hall. There will be a guy there, shoot him. Take the first right you see and run against the left wall. You must avoid the laser camera. You will come to a dead end with a door in front, to the right, and to the left. Go in the one on the left. A guard will either be in here or in the door on the left in this room. Take care of him. In this room there is a red computer. Next to it is a box. Install the Q-Worm there.

Go back out and to the door on the right at the dead end. It is a janitor's closet. Go up the vent there via the grapple, through the system and drop down. In this room there are two computers. Activate them both. OBJECTIVE COMPLETE.

Go to the door in front of you and HOLD the Q-Decryptor to get it to open. Go to the doors to the balcony now. Simply walk to the right past the cooler, past the camera and to the left. You will now be on the raining room after a clip. Walk to the right. CLIP. Continue and turn the corner to the right. You will see a moving elevator. Jump on top of it when it comes down. When you get up you will see a vent. Open it and go in. You will drop in a room. Go to the door on the left and then out. DO NOT GO TO THE ROOM with the large meeting table. Once out, you should see a camera in the distance. Go past it and turn left. You should see a door. Go through it and you will see another. Go through it via the decryptor. This is Mayhew's office. Install the Q-Worm and get the Scorpion gun.

Go back out and go to the very left hall and through the gray doors. Get your blue goggles out to check for lasers. Go to the middle and press A. If the guns start going off, run. Go outside and to the right and go through the door leading to the roof. Once up, you need a machine gun out. Shoot all the guards. You will see a plane taking off. Shoot it with the Scorpion if you want a bond move. If you don't, haul to the chopper on the ground and grab the chute. Jump off the building. You have beat the mission.

BOND MOVE #1: Drop down from the vent system to get a bond move.

BOND MOVE #2: Shoot the helicopter taking off with a Scorpion.

BOND MOVE #3: (Not Confirmed) (You can get a third Bond Move. I really don't know why I got it, but I have gotten it repeatedly... all you do is when you open the door to the Secure Terminal, IMMEDIATELY run forward and walk on top of where the terminal is about to rise.) Info contributed by Seth Bleecker

#### Bond Tokens:

- If you head in front of you at the start, you will see it behind the wall
- At the lobby Doors
- At the outside bridge, the end of the barrier
- In the office before the camera
- In the board room
- Other side of the top roof

#### MISSION SEVEN: CHAIN REACTION

You start out with snipers looking for you. Run to the back of platform you are on and burn with your laser the grate. Drop down and hide behind the boxes while you shoot the guards. Go one floor down and take a picture of the jet pack prototype.

Go to the bottom floor and use the passage to get outside. Turn right and right again and shoot the guy there. Keep going until you see the ladder. Climb up it and go to the rope and climb across. There is body armor on this platform. Go find the other rope and climb across. Go in the TR-2 building.

Lots of men here. Once they are shot, use the bent beam in the middle of the room. Climb up and drop down to the left. Go through the door and outside. There are four snipers in the area. Shoot them and go to the yellow crane in the Northeastern corner of this open yard. This will be very difficult because the snipers are very good, so make sure they are all down before you climb the ladder to the crane. Climb up the crane and crouch. Now cross the cable to get to the other crane. Go in and activate controls. Now walk to the doorway that lets you in to TR-3.

Enter the room on the very left. Use the crane to go to the laser prototype. If you cannot catch the crane, jump over and walk there. Take a picture of it.

Make sure you shoot any attacking guards. You can now use this info to cut down the guards. Do not fire to long, it will heat. Use this laser on the C5 door. Go through the opening quickly. Go down the hall.

MISSION COMPLETE.

BOND MOVE #1: Using the laser at the beginning to jump down.

BOND MOVE #2: Activate the controls and use the grapple to hook to the ceiling. Drop onto the crane.

#### 007 Tokens:

- On the forklift
- Inside the building with the machine gun
- Behind power generator in TR-2
- Left High path (someone said they are called catwalks??)
- Where you start to investigate tr-3 with the armor in front of you, to the top left in the room with three broken windows
- End "catwalk" in the room with the ceiling crane
- Room on left of laser prototype

#### MISSION EIGHT: PHEONIX FIRE

Okay you start out on an elevator. There is one man in the area in front of you. Shoot him and avoid the civilians. Go back to the ladder and jump onto the ledge of the building through the broken glass. Q-Grapple Up and into the vent. Drop down in the janitor's closet. Exit

and then in the next room take the room on the left. Go to the very end of the hall and turn. To your left you should see gray doors. Head to them and look right. The stairs down are here. Go all the way down the stairs to the glowing gray door. Many men will be down there and some will swing from the central wires. Once down, you will have a new objective.

Two men will be in front of you. Shoot them quickly. Turn right, but DO NOT TAKE another right. Around this corner is a machine gun. Fire a grenade to get it; you'll need two. Go to the security center where you unlocked the security door in night shift. You should see the door easy. Activate the computer and then go outside to the main hall where many levels reside. Two men will shoot from below. Go across to the other side and back to the halls, with room 70E to your right. Head back to where the elevators were; when you turn left you will need your grenade launcher to take out the machine gun in front of the elevators. Go inside.

You are now riding down the elevator. Shoot the men as you go down. Twice a time bomb will be through at you; ONLY ONCE will a cut-scene be shown, so keep an eye. Use your laser and hit the numbers until they begin to scramble. Once you are down, you will shoot a few men. Go to the right and into the green shaded room. Activate the computer in there and go back out.

A few people are there. Shoot them and go for the lobby. MISSION COMPLETE. You will now meet Alura, on loan to MI6 from Australian Intelligence.

BOND MOVE #1: Go out through elevator and grapple up, and when you drop you get a BM

BOND MOVE #2: You will see a helicopter outside on the way to that gray door. Use the scorpion to take it down.

007 Tokens:

- On the ledge from the elevator
- Boardroom, same as night shift
- Cafeteria
- On floor at end of corridor (can't guide you there yet, information contributed by quickskater33)
- Office 70A
- Security Control Room
- In front of gold colored shelf in lobby

MISSION NINE: DEEP DESENT

Head forward and slightly to the right. You should eventually see a cut scene. Now go through the hole in the sunken ship in front of you. Head forward until you see another cut scene with two submarines. Now take a sharp right down a vent like hall. Turn left and you will see three fans. Go through them and destroy the communications node at the end. If you want a Bond Move, fire a remote torpedo through the fans and get it from there.

Now that you have destroyed the node, fire a remote torpedo down the left hall. Turn it left and you will see a sub with tanks under it. Hit the tanks and go forward. This will also get you a Bond Move. To get through this laser gate, fire a remote torpedo and follow the flashing lights on the right until the double flashing lights which indicate the control box. Now go through the field of mines, and keep your distance. Once out, you will find yet another laser gate. Fire a torpedo and follow the lights, which now go much further. Once through you will be in a large facility. BE AWARE that you must go through one more field

of mines. Circle the structure and when it says PRESS B to engage Q-Charge, press B. Once you have all 6, get out of there.

A cutscene shows the wrong exit, the real one is at the other side near the top. Destroy the subs guarding it, and follow the small sub inside. Eventually you will see a rock dividing the road for a short distance. GO LEFT to avoid a rock blockade. Follow the submarine all the way to the large structure. There, in the middle of the structure, is a laser gate. Go fire a torpedo and get through. There is body armor in this tunnel. Once through, you are in an even larger structure. Destroy Drake's Sub from a distance and then place Q-charge on the three towers. Then go forward and the mission will be complete.

BOND MOVE #1: Firing the remote torpedo through the fans to hit the node.

BOND MOVE #2: Hitting the tanks with a remote control torpedo.

BOND MOVE #3: Shooting the gas barrels before the tunnel with the armor.

Bond Tokens:

-In sunken ship

-Near communications node

-Below the mine after the 2nd laser door

-In front of the third passage while chasing small sub

-In room above the subs (Info by Tim, not yet confirmed)

-In alcove in last hangar, to the right (Info by Allzall)

MISSION TEN: ISLAND INFILTRATION

On this mission, as mission four, you will want to conserve you missiles as much as possible. Head up the dirt path until you see the road split. Go up the right hand path for a second or two. You are now at their compound. Go through the left passage way, you don't need to worry about the cars. Go to the launch pad and the second you are able to download, press B, or whatever system press their button, and haul butt back out.

When the road split comes, go right again. Keep going and stay sharp until you get to the first gate. Unlock it with the code and take the first sentinel down, which IS REQUIRED. You may not skip it. Go a bit further to the second gate and unlock it. Now go through the village and get the second sentinel, keep an eye out for enemies. Keep on going, through the narrow passages, until your downloaded code comes online again. Use it and the bridge will come forth. Go across it and through the tunnel and a cutscene will trigger.

Now take the two trucks and the guns down. There is armor on that platform, and if you needed some before, there is armor on a passage in the tunnel, on the left side. Now you will take over an plane. First take out the bridge, there is a truck, aim for that. Keep going, there will be a tower, take that out. Shoot everything along your path, nothing else to say. When you are in the bay of ships, make sure you get them all to advance. There will be a few sentinels, get them as well. Eventually you will see a large SAM, as Alura called it.

It will take you down and you will go in it. There are cars around this area to the left and right. Planes will come ahead. Get them for a bond move. Eventually a sub will come. Pulse cannon it about three times. MISSION COMPLETE.

BOND MOVE #1: Come to the gate at the compound slowly, as if you are a

member, and stop to get in. If no one shoots, BOND MOVE.

BOND MOVE #2: There is a secret path. Run into the plant on the bridge. Go through it.

BOND MOVE #3: Shoot the truck on the bridge.

BOND MOVE #4: Take out the first car with the SAM's pulse cannon

BOND MOVE #5: Shoot the planes that come from the left, ALL THREE.

BOND MOVE #6: There is another set of planes from the right, SHOOT THEM.

BOND MOVE #7: Another set comes from straight above you, shoot them.

007 Tokens:

-By beach, turn around at start to see token.

-Inside first compound near dish

-After final sentinel, in volcano

MISSION ELEVEN: COUNTDOWN

Drop from the ventilation system into the room and get the guard. To the right of where you dropped is a door. Keep going forward through the doors with the biggest numbers you see that lead you forward. There are many guards. Alura will tell you Kiko is in A12 or another door. Try and keep close. Eventually you will trigger a cutscene in the security center. Now go to the far corners of the room and burn the green parts of the power boxes, NOT THE RED. Now go to the computer, the red one, at the beginning. Activate it and a cutscene will trigger with shaking. Now go out and face the elite guards. Eventually, as you wander, you will find Rook, somewhere near A5. Take him down, it is quite hard. Make sure to take cover, get off head shots and grenades from far. Get his laser when you are through and go to the door to DELTA SECTOR.

Now you are in delta sector. Now go through each door one by one and keep an eye out for guards. There are control boxes for the lasers. After about D8C, you will find a large, gray and green door. Go through there. Now you are at Phoenix Base from MP. Shoot everyone here and go upstairs to the office looking control room. You should find a button. Press it and go back down. Go to the door at the other end of where you started, with the picture above it. Go through that door and into a new sector.

You now must prevent Kiko from launching into space. She drops the bridge on you as you walk across. Now go to the control room and grab the armor. Kiko sends a few guards and a ninja. Take them out. Go back in the room and let the second shuttle launch. Now there are harder guards and ninja's. SHOOT THEM ALL and Kiko will go up the elevator.

Bond will follow. Now press the button after the cutscene to the right of the door. MISSION COMPLETE. Welcome to space, 007.

BOND MOVE #1: In one of the security rooms, the small ones, there is a circuit board. Take out the green part. Take out all in this room and the other camera security room.

BOND MOVE #2: Shoot a guard by shooting the barrels, and it works only once.

007 Icons:

-In vent system via first room

-In the first room full of crate, in crawl space

-Through the 2nd door where you can shoot the boxes off to get through

-Under Shuttle

-Under Shuttle

-In last silo on box

-Upstairs, not the office room, the other, longer room

#### MISSION TWELVE: FINAL MISSION: EQUINOX

This mission is not that difficult, but the guards are pretty good and a pest in my opinion. The starting position, the platform you are on, has a map screen in the right side of the screen. When the dots turn green, go to that missile. Watch out for guards. The first missile will be the 2nd to the bottom missile. To deactivate them, keep an eye out for guards and let them raise up until a hatch opens. Shoot it three times. Do this for all of them, the last will be three at the same time, act quickly. Now a bunch of guards will attack. Concentrate on them until a cutscene shows metal crashing into the station. (Sometimes for me it seems to just be a flash of blue.) Drake will now be out with the astronauts. Use the laser on drake, he has a rocket launcher. Be sure to fire on astronauts in spare time. Once you destroy him, GAME: NIGHTFIRE. COMPLETE, GOOD JOB, 007. As you see, this mission was really short and easy.

NO BOND MOVES. I have found none, and my researchers tell me that as well, as well as Internet

#### 007 Tokens:

-In middle of big lens

-Near first missile to activate

-Missile on 2nd to bottom right

-Front of platform on right

-Front of platform on left

-Center of laser beam's path (Info from All543)

-On right or beam's path (CONFIRMED)

=====

#### V. Characters

James Bond - If you don't know who Bond is, I would not suggest playing this game. Bond is M16's top secret agent and virtually indestructible. All the hard missions are given to Bond. He never gives up until the mission is done. He chooses his mission over his friends due to his high loyalty. He also gets all the ladies due to his boyish charm, as Money Penny would say.

Money Penny - Along with M, she helps Bond with all his missions.

According to Bond she is the best looking in M16, and the person he gets along with best.

M - The leader of M16, M is hard-headed and bold. She gives bond all his missions and has good advice through the mission. She is a bit elderly, yet knows agent work well.

Q - The genius Q currently makes all of Bond's inventions, gadgets, cars, and other items. Q likes to disguise his items as something else, like the camera as a match, a watch as a laser, and a missile as a leg cast.

Zoe Nightshade - Back from the dead, it's Zoe from agent under fire. One of Bond's many "fellow female agents", Zoe is very good on the offense but not too good on the defense. She is an American CIA agent, so she knows good camouflage and can get around people. She will not give away her information no matter what.

Dominique Paradis - Dominique is a French Intelligence agent. She helps

Bond infiltrate Drake's facility by becoming his girlfriend undercover. She works well with grenades.

Makiko Hayashi - Kiko is a bodyguard to Mayhew. She is actually playing Bond the whole time, and is working for Drake. She is good on the offense but horrible on the defense, and takes many precautions so she cannot get caught.

Alexander Mayhew- With low offense and defense, Mayhew has his loyalties confused and is a traitor. He makes exchanges to Drake and has a suite building in Japan. He is also a coward who hides behind Kiko.

Armitage Rook - Excellent in offense compared to most, Rock has not only that but the best defense in the game. When you battle him in Countdown he will take a while to kill. He has a bad attitude and lets no one stand in his way.

Raphael Drake- The biggest coward in the game, Drake is also the main bad guy. He has many recruits and takes over a Space Weapons Platform. He plans to take over the world with his sick plans for a new Earth.

Alura McCall - A top Australian agent, Alura McCall is a master of many weapons and has exceptional skills at driving. She is on loan to MI6 to help Bond with his case.

Ninja A - Battles in Double Cross and first of two in Countdown, this ninja keeps his distance and uses no guns. He is not very fast either. His sword packs some punch, but not too much.

Ninja B- A more powerful ninja, the second of two in countdown, this will get up close and personal and really carve you up. He has high endurance and health, and is very fast.

Guide written and (c) 2002 by Matthew M. McGowan, a.k.a. "MMM"

## VI. Multiplayer

### A. Levels and Strategies

1. First, I must say that the Golden Gun, Delta Repeater, and Sentinel AT-420 are the guns of choice for all levels. Helicopters can be used well, as tanks suck. However, leaving your body soul-less is suicidal and should not be done.
2. SKY RAIL: Very interesting for snipers and rockets. This level is gigantic, and even has a moving ski lift. With two main houses and snow hills, four on six is a great mode for this level.
3. FORT KNOX: This is a small level, yet very interesting because of its size. It has a roof and a central area where most of the action happened.
4. SNOW BLIND: The Exchange in multiplayer, this level has many paths to go take and inside outside thing going on. It is a good sized level as well.
5. PHEONIX BASE: Exceptionally small, this makes for great combat. With a middle platform and a lava pit, it makes good for free for all of team arena, because you will really have to work as a team here.
6. ATLANTIS: Not a very interesting level, Atlantis is like a big maze



so it is best for Team Arena so you can group and move as a squad.

7. MISSILE SILO: SMALL but TALL, this level is extremely boring. I would not recommend playing in this level.

8. SUB PEN: A very good level for Top Agent, you can be inside or outside. It is very hard to find people in this level unless you know it well.

9. RAVINE: No bots available here, this level is on the back of the Exchange level. It is the best level for sniping and just going for the kill.

#### A. Scenarios

1. Arena: A free for all match where it is everyone against everyone else. You really have to be good at this game to survive alone.

2. Team Arena: In my opinion, the most fun scenario. You can team up with your friends to face up to six bots, or pair up in teams and face eachother.

3. Capture the Flag: Yawn. This made is the traditional capture the flag game from Goldeneye, no different. You get the other teams flag and bring it to your side.

4. Uplink: Also boring, this is like Graffiti in Tony Hawk, trying to claim the most satellites for your team. I would say it is more of a test of speed.

5. Top Agent: A true test of skill. You are given a certain amount of lives to make last. Last man standing is the top agent. This also helps your agent skills, sneaking around to kill but not be killed.

6. Demolition: MI6 must destroy Phoenix's target object. If they do not, three points go instead to Phoenix. Three minute time limit.

7. Protection: Opposite of Demolition. MI6 protects and Phoenix destroys.

8. Industrial Espionage: You have to find a disk. When a team finds it and brings it back, they get a new weapon for their team.

9. GoldenEye Strike: You must find part of the Golden. Once you get both halves, you can unlock good weapons to attack the other team with.

10. Assasination: One person is the assassin and the rest attack him. When killed, that person who made the shot becomes the assassin.

11. King of the Hill: There is a blue power ring. Stand in it as long as you can.

12. Team King of the Hill: Teams try and stand in the ring of power. Combined times highest wins.

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#### VII. Rewards

Paris Prelude: Bronze: Dominique Card  
Silver: Jaws in MP  
Gold: Racing Missile Upgrade

Platinum: Renard in MP

The Exchange: Bronze: Zoe Card

Silver: Oddjob in MP

Gold: Pistol Upgrade

Platinum: Baron Samedi in MP

Alpine Escape: Bronze: Military Snowmobile

Silver: Assassination Scenario

Gold: Grapple Upgrade

Platinum: Zorin in MP

Enemies Vanquished: Bronze: Vanquish Card

Silver: Scarmonga in MP

Gold: Micro Camera Upgrade

Platinum: May Day in MP

Double Cross: Bronze: Mayhew Servant Girl Card

Silver: Uplink Scenario

Gold: Rifle Upgrade

Platinum: Xenia in MP

Night Shift: Bronze: Kiko Card

Silver: Team King of Hill Scenario

Gold: Pistol Upgrade

Platinum: Christmas Jones in MP

Chain Reaction: Bronze: Rook Card

Silver: Wai Lin in MP

Gold: Dart Gun Upgrade

Platinum: Goldfinger in MP

Phoenix Fire: Bronze: Alura Card

Silver: Demolition Scenario

Gold: Pistol Upgrade

Platinum: Drake Suit in MP

Deep Descent: Bronze: Vanquish Sub Card

Silver: Nik Nak in MP

Gold: Decryptor Upgrade

Platinum: Electra King in MP

Island Infiltration: Bronze: Ultralight Ultimate Laser Card

Silver: Protection Scenario

Gold: Stunner Upgrade

Platinum: Bond Tuxedo in MP

Countdown: Bronze: Drake Card

Silver: Explosive Scenery Mode in MP

Gold: Laser Upgrade

Platinum: Pussy Galore in MP

Equinox: Bronze: Bond Card

Silver: GoldenEye Strike

Gold: Rifle Upgrade

Platinum: Bond Space Suit in MP

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VIII. Cheats

Alpine Escape - POWDER

Enemies Vanquished - TRACTION

Double Cross - BONSAI

Nightshift - HIGHRISE  
Chain Reaction - MELTDOWN  
Phoenix Fire - FLAME  
Deep Descent - AQUA  
Island Infiltration - PARADISE  
Countdown - BLASTOFF  
Equinox - VACUUM  
All Stages - PASSPORT  
Golden PP7 - AU PP7  
Grapple - LIFTOFF  
Camera - SHUTTER  
Rifle Scope - SCOPE  
P2K - P2000  
Dartgun - SLEEPY  
Golden P2K - AU P2K  
Decryptor - SESAME  
Stunner - ZAP  
Laser - PHOTON  
Vanquish Missiles - LAUNCH  
All Upgrades - Q LAB  
Oddjob - BOWLER  
Rifle Clip - MAGAZINE  
Bond Tuxedo - BLACKTIE  
Wai Lin - MARTIAL  
Nik Nac - BITESIZE  
Scaramanga - ASSASSIN  
Jaws - DENTAL  
Renard - HEADCASE  
Zorin - BLIMP  
Bond Space suit - ZERO G  
All Characters - PARTY  
Scenario: Assassination - TARGET  
Scenario: Uplink - TRANSMIT  
Scenario: Team Vanquish Missiles - LAUNCH  
All Upgrades - Q LAB  
Oddjob - BOWLER  
Rifle Clip - MAGAZINE  
Bond Tuxedo - BLACKTIE  
Wai Lin - MARTIAL  
Nik Nac - BITESIZE  
Scaramanga - ASSASSIN  
Jaws - DENTAL King of the Hill - TEAMWORK  
Protection - GUARDIAN  
Scenario: Goldeneye Strike - ORBIT  
Mode: Explosive Scenery - BOOM  
All Scenarios - GAMEROOM  
Drake Suit - NUMBER 1  
Baron Samedi - VODOO  
Xenia Onatopp - JANUS  
Goldfinger - MIDAS  
Mayday - BADGIRL  
Elektra King - SLICK  
Christmas Jones - NUCLEAR  
Pussy Galore - CIRCUS  
Renard - HEADCASE  
Zorin - BLIMP  
Bond Space suit - ZERO G  
All Characters - PARTY  
Scenario: Assassination - TARGET  
Scenario: Uplink - TRANSMIT

Scenario: Team King of the Hill - TEAMWORK  
Protection - GUARDIAN  
Scenario: Goldeneye Strike - ORBIT  
Mode: Explosive Scenery - BOOM  
All Scenarios - GAMEROOM

Drive a Cobra: Press Start in Enemies Vanquished. Hold L, press right on control stick twice, then left twice, then up and let go.

=====  
IX. Review

Wing2871x's Review: RATING: 4.4/5

This game was actually surprising. I expected it to be short because everyone said it was, but there is quite a bit to it. It's first player is good and has great missions, but too many car and rail-shooting missions. It also has little Multiplayer Options. The graphics are excellent and you get to do things you could never do in AUF, like use Low Gravity in First Player, go in space, and pose a party guest. The gadgets I found cool and helpful. I also liked the submarine level, it was like you were flying a car. I would suggest getting this game for Gamecube if you were to get it because I have found that system to be the best. You can also set up your own controls, which I thought was very cool. There are also many secret paths you can take in this game, unlike AUF.

=====  
X. Tips, Strategies, and Tricks

Head Shots- You must get head shots up, especially in 00 Agent. This will allow you to rip through guards easily and finish the mission with more persistence. You want to keep your gun high, but not too high.

NO leg shots- DO NOT take leg shots, especially in Multiplayer. This will hardly hurt your enemy and you will die unless they have no gun.

Up Close and Personal- If someone has a rocket launcher and you do not, you want to get very close to them. This will hurt them as well as you and if you are lucky, kill them and not you. It is a last resort, but if he is going to take you down, take him down with you.

Dodging Sentinels'- This was a nifty little trick I learned while playing multiplayer with my brother. Now, these bullets cannot turn very quickly, know that. If someone is firing one at you, do not run. Let them fire, and when it is about five feet away jam backwards. You will, if you do at all, get only slightly hurt, and the rocket's path could not be altered.

Driving Tanks - Much harder than it looks, these things are actually quite hard to drive. Only press the analog stick forward and backward, DO NOT TURN IT. Use C to turn the Tank. The grenades are pretty good and the tank can't crash, and it has good bullets.

Platform at Phoenix Base - This Platform not everyone can jump to. Make sure you run as far as you can and beyond before you jump so you do not fall in a pool of lava.

Missile Silo - For your entertainment's sake, DON NOT PLAY THIS BORING LEVEL.

=====  
XI. FAQ

Q:How do you take the back route in the exchange?

A: Go up to the main door and turn left and go on the ledge, and follow that. Going in the truck is really actually pointless.

Q: Should I use my silencer on my PP7?

A: For a large amount of people, yes. This actually improves accuracy.

Q: Can I do all the Bond Moves in the exchange?

A: I don't believe so because the second Bond move you need to be inside the castle and the third outside, and you can't go back out.

Q: Where does Drake come from in Equinox?

A: He comes from the ground level window, sinks down, then comes up.

Q: Which car is the best?

A: Overall, the Vanquish, but the weapons are better on the truck, but it drives terribly.

Q: Where do I find Rook???

A: Near the A5 door. Look around, you will tell by his laser.

Q: How do I use the Q-Decryptor to get into Mayhew's office?

A: HOLD THE FIRE button until it comes up. It will take about ten seconds.

Q: How do you open the vent in Countdown and Night Shift?

A: Open it as you would open a door.

Q: Where do I enter the cheats?

A: In the secret unlocks screen under your codename in "CodeNames", which is on the main menu.

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### XII. Submission

To submit information that I have missed, send it to be at my email, Wing2871x@yahoo.com. I check it about every 2 hours and during 8:00-10:00 AM, about every 3 minutes, this up until 1/14. I am trying to raise my guide back into the top 25. Please Clarify the section you wish me to put it in and make sure to give me your contributor name. If you do not have one, give me your email address or name.

=====

### XIII. My Review

This review cannot be distributed or reproduced without my permission, also on Gamefaqs.com

Introduction:

This game is truly Bond at its best. Following the traditional chain of Bond games, this one allows you to do more than ever and finally lets you go undercover. This game was announced some time last August, but was only released November 18. It is a very good game. I currently have a Walkthrough for it as well, and it is truly being used, because it is in the top 25, and I get about 30 emails a day filled with questions. People are getting this game and it is becoming very popular, and is worth every penny.

Gameplay: (10)

The most fun since Goldeneye. Goldeneye still has its edges, but this game can challenge it. The game allows you to go undercover as a party guest, and the guns are very cool. There are so many secrets and possibilities, some still not yet discovered. This game has a good challenge and fun levels. You have knew opponents, such as ninja's, that you must face to prove you Bond skills. The game is not to hard, but it is not to easy either. The controls are great, but if you have PS2 or XBox they are not becuase traditionally, Gamecube has the best controllers and controls, XBox the worst.

Story: (10)

This has an interesting story, full of trust and traitors, and, to take the name, Bonds. You can trust no one, as you go after Rapheal Drake, who is trying to take over the world. You must get to his castle somewhere in Austria, then you go to Japan, then to a secret Island. You can go in space here. You have to be careful whoyou talk to. There are two people who never can be trusted, Mayhew and Kiko, part of Drake's cooperation.

Graphics/Sound:(9)

Traditional Bond music, motivation and all. It also gets a classic 10. The graphics are worth a ten, but still a step down from AUF graphics in ways. Very sharp with much detail, but the Cutscenes are not to clear.

Play Time/Replay:(9)

Can be played over and over, and does not lose its fun. You can always try new possibilities and strategies. It is very short, however, with only 12 levels, but not horribily short.

Recommindation: Buy it knew. You'll like it.

Multiplayer:

The multiplayer is awsome. Big levels to chose from with great guns. You can drive choppers and tanks and rockets to your opponents. You can play 4(People) vs. 6(Bots)

Overall: 10

This game is awsome and scores a perfect 10.

=====

XIX. Bond Cards

Many people have emailed me about these cards so I will say a few things.

- They are not for anything, only to say you have them.

- You cannot access them after you earn them.

- They help you in no way.

=====

#### XV. Points

- You get more points for the following:

Getting your Enemies to Surrender: Go up behind an unsuspecting enemies and press the gun against their back. They will put their hands up and surrender, but you will have to shoot the or pick up their weapon because if you leave they will shoot at you.

Where to Try it: You can try this in the Exchange. At the very beginning, go down the stairs and upon coming out you will see a man with his back to you. Go for it.

Stunning Your Enemies: Use the stunner, try it on The Exchange as well, do not try this with a group of people with Machine Guns. Use this as an alternate method in Night Shift.

Take out Your Enemies by Fist: Do just that, but get good at this skill because they will kick you. Go for the head and move quickly.

=====

#### XVI. Sentinels and Helicopters (Reader Requested)

Okay, so many of you have asked about multiplayer if you should use rockets or choppers, and tips on how to use them both. First, it does not matter which one you use but I would not suggest the Helicopter because your soul leaves your body and if you get out you have to wait for the Chopper to regenerate.

##### Helicopters:

- Do Not go to fast inside. You do not want to crash.
- If you start to get hurt, that is your body. Press A to leave and fight off your opponent.
- Use Seeker Rockets if you see someone, but go for the better players, the weaker ones can be taken out by its machine gun.
- If you go far, go far quickly, and stay generally around your body so if you have an attacker you might be able to use the chopper.
- If you do use the above tip, do not use rockets, you may kill yourself.
- Do not stay still. Though you are small, you can still be shot down.

##### Sentinels:

- Disarm only if you are about to shoot someone on your team by mistake.
- Go high then dive down to your target, but go for the ground near them, if you go for them, such as their back, you may miss.
- Use Unguided if you need to get rid of people quickly.

=====

#### XVII. Decryptor Tutorial (Reader Requested)

!!! What is wrong here? I have gotten email on email asking me how to use the Q-Decryptor. It explains well in the section, but here it goes,

I'll tell you again.

- First, it takes about ten seconds, so do not do it during a battle. In fact, make sure the coast is clear all together.

- You are going to HOLD the FIRE BUTTON. I mean HOLD until it comes up. You will notice number by number coming up.

- That's right, this can unlock almost anything, you do not need to get the codes, unless you wish to waist your time.

- Decryptor can not be used to Download things like in Agebt Under Fire.

That should cover it all.

=====  
XVIII. Battling with a Stunner (Reader Requested)

- You cannot keep that much distance. Do not use it around people with machine guns.

- You can rip through people with this, hold FIRE.

- Crouch alot and go for the legs so they cannot get you.

- This will get to 100 so watch out.

- Use this in Night Shift and make sure to sneak up on the person because if they are moving it will be a lot harder.

- No, you do not have this in Multiplayer

=====  
XIX. Opening Vents and Grates (Reader Requested)

People, this is easy! Yet it is a top email subject. Open the vents and grate as you would a door. The one in night shift you do not even have to crouch for.

=====  
XX. Multiplayer Tank Tutorial (Reader Requested, Over 3000 pe

Oh, how many emails with people needed help on how to drive the tanks and wanting tips for getting people in multiplayer with them.

- To get in a tank, look down at it and press A.

- Avoid using the bombs at close range, you might hit your opponent.

- No, You cannot go up stairs.

- On the Gray Anolog Stick, hold only forward or backward, and let C do all the turning.

- People will have a hard time shooting you if you keep moving, and make sure no one gets your body.

- Yes, you can ram into wall, tanks can take it.

I hope this covers the basics of tank driving.

=====  
XXI. Comparing it to GoldenEye (Reader Requested)

I WILL GIVE A GRADE FOR EACH PART. It is out of 10 through -10, if it is a negitive that means it is worse than Goldeneye, positive means



better.

Graphics: (5)

It's a new age people, GoldenEye is a game of the past.

Story: (-2)

An okay story, GoldenEye's was longer and better

Gameplay: (-9)

Nothing will probably be as fun as GoldenEye, but you can hope.

Sound: (0)

All Classic Bond Sounds.

Replay: (-7)

GoldenEye over and over, because it just keeps going and going, its like the Energizer Gammie.

Overall: (-4)

No it does not measure up to GoldenEYE, but it is the closest so far.

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#### XXII. PC Version

Yes, I have played the PC version, but it IS different than the console. It has merely 9 levels. I might write a walkthrough for it but I currently have none, and if you have questions email me at Wing2871x@yahoo.com with the subject PC VERSION. PC also has slightly different guns. I may just make this a PC and Gamecube guide, but it will probably come separate. You start with the level Redezvous, unlike Paris Prelude in 007: Nightfire for Gamecube, and yes, mine is based for gamecube, but Xbox users and PS2 users can also use it.

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#### XXIII. In the Field.

In the field there are many evasion methods you can use to avoid getting shot. The main method you want to use is crouching and strafing, because crouching helps your aim and in combination with strafing you can completely evade your enemy. Strafing is really walking sideways and when you crouch you have more control of your gun. Start with this tips and there will be more to come.

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#### XXIV. Credits

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