

Then press ctrl c, then ctrl f, then ctrl v, then press enter.

For Mac users use the apple key instead of ctrl.

Section A- Beginning Stuff

- A01 - Legal Info
- A02 - Hosting log
- A03 - Contact Info
- A04 - Version History
- A05 - Introduction

Section B- Getting Started

- B01 - Difficulty Settings
- B02 - Scoring Points
- B03 - Controls

Section C- Weapons

- C01 - Pistols
- C02 - Sniper Rifles
- C03 - Automatics
- C04 - Hand Held Grenades and Explosives
- C05 - Grenade and Rocketlaunchers
- C06 - Advanced Technology Weapons
- C07 - Miscellaneous Weapons
- C08 - Ground Mounted Weapons

Section D- Gadgets

- D01 - Gadgets

Section E- Vehicle Weapons and Gadgets

- E01 - Weapons
- E02 - Gadgets

Section F- Characters

- F01 - Allies
- F02 - Enemies

Section G- Walkthrough

- G01 - Paris Prelude
- G02 - The Exchange
- G03 - Alpine Escape
- G04 - Enemies Vanquished
- G05 - Double Cross
- G06 - Night Shift
- G07 - Chain Reaction
- G08 - Pheniox Fire
- G09 - Deep Descent
- G10 - Island Infiltration
- G11 - Countdown
- G12 - Equinox

Section H- Mission Awards

H01 - Mission Awards

Section I- Multiplayer Mode

- I01 - Menu Options
- I02 - Levels
- I03 - Character stats
- I04 - Bot Settings
- I05 - Weapon Sets

Section J- Cheats

J01 - Cheats

Pretty long, eh

```

.:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
A
':*:'

```

Beginning Stuff

```

.:*:.
A +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:'

```

```

.:*:.
A01 Legal Info
':*:'

```

Copyright 2005 (c) Nathaniel Modlich

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This means that you can not take this guide and sell it or make any kind of profit off it. If you want to put this guide on your site, then you must first email me.

Big Note!!!! This guide is not allowed to put on www.cheatcc.com under any ***** Conditions.

```

.:*:.
A02 Hosting Log
':*:'

```

These are the sites that this FAQ is currently on. If you are viewing this FAQ from a site that is not on this list then you are comitting a crime. Please email me if you see this guide on a site that is not on this list.

www.cheat.de
www.ign.com
www.supercheats.com

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*  
A03        Contact Info  
'*:*'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Email: Namod65[at]yahoo[dot]com

If you have any questions or comments you may email them to me. You can also email game tips or other stuff about the game and I will put them on this FAQ.

You may not send me:

1. Advertisements
2. Stuff not related to this game
3. Emails that are hard to understand because of using words like "ur" or "cuz" and other stuff like that.
4. Stupid, pointless questions

You must email me if you want to put this guide on your site.

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*  
A04        Version History  
'*:*'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

v. 1.00 2/8/04 - 112 KB

-YES! After a lot of slacking off, I FINALLY FINISHED THE WALKTHROUGH! Enjoy.

v. .93 12/18/03 - 100 KB

-added a hosting log

v. .90 12/13/03 - 100 KB

-completed the Island Infiltration walkthrough

v. .85 12/8/03 - 96 KB

-completed the Deep Descent level walkthrough

v. .75 11/23/03 - 92 KB

- completed section A
- completed section B
- completed section C
- completed section D
- completed 75% of the walkthrough

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*  
A05        Introduction  
'*:*'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Hi everyone, my name is Nathaniel Modlich and I wrote this FAQ for James Bond 007: Nightfire.

I bought this game over the summer after I played Agent Under Fire and wanted more Bond action so I bought this game. It is way better then AUF in graphics, sound, effects and all of that stuff. I think the weapons are way cooler then AUF. And the multiplayer mode is so good that it is almost worth buying the game just to play multiplayer.

The story sets out like this. MI6 has discovered that a stolen missile guidance chip has been stolen from the US space defense platform. They find out it is Rafael Drake who has stolen it. He heads Pheniox corp. A company that disarms nuclear warheads. Bond discovers that Pheniox is secretly making nuclear missiles. They plan to take over the world. Bond must stop this.

This guide is not yet complete. I plan to get the walkthrough and weapons sections done before the other things so be patient.

```
.:*:.                                     .:*:.
+=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==* B
':*:'                                     ':*:'
```

Getting Started

```
.:*:.                                     .:*:.
B +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*
':*:'                                     ':*:'
```

```
.:*:.      +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*
B01         Difficulty Settings
':*:'      +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*'
```

There are three difficulties of play:

Operative- This is for beginners. Enemies are very weak. They do not deal much damage when they shoot you. Your auto-aim works very well so it is very easy to kill enemies.

Agent- For intermediate players. Enemies have average health and deal a average amount of damage. Your auto-aim does not work as well.

00 Agent- For Experts. Enemies have above average health and deal a lot of damage. Your auto-aim no longer works.

```
.:*:.      +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*
B02         Scoring Points
':*:'      +=-*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*=-+==*'
```

The scoring system is the same as AUF except you can get a whole lot more points. If you get a certain amount of points on each level then you will receive either a bronze, silver, gold, or platinum medal. You get different prizes for earnign medals on levels.

Oponents dispatched- Amount of enemies you killed on that level.

Enemies subdued- The amount of enemies you punched after stunning them or making them surrender.

Enemies surrenderd- Sneak up behind a enemy without him knowing your there and point a gun at him. He will surrender by putting his hands

up. As soon as he does, it counts as a surrender. Now you can just punch him.

Accuracy rating- The percentage of how many time you hit a enemy when you fire. This goes up when you hit enemies and down when you miss.

Health remaining- The percentage of the amount of health you have left, not body armor. Use body armor to protect your health to get a better score.

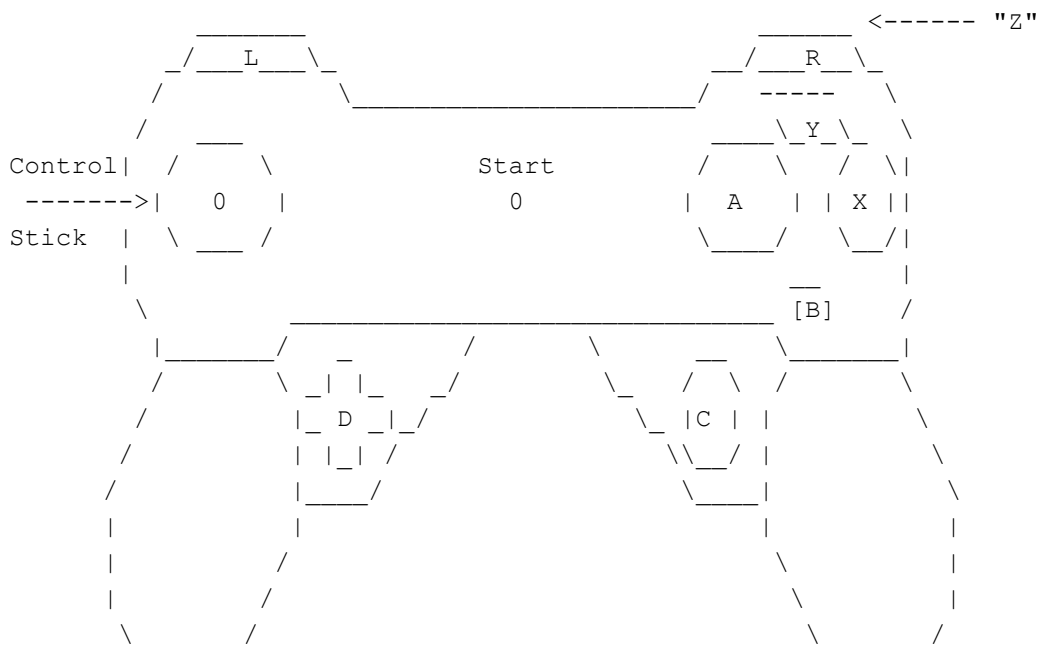
Time taken- The amount of time taken to beat the level. For each level there is a time that you have to finish the level under to earn points.

Bond moves- The amount of bond moves you do in the level. Which is when you do something cool that the real bond would do like shooting gas cans near a gaurd to kill him or something like that.

007 bonus tokens- These are small gold tokens that can only be found after getting a gold on that level. If you want to get a platinum, then you must find all of these in the level, plus getting a good score.

Difficulty bonus- You will get a big bonus if you beat the level on a hard difficulty.

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
B03        Controls
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```



Normal Controls

These are the controls that you use the most like on The Exchange.

Nightfire

- A Button: Reload/Action
- B Button: Alternate Fire
- Y Button: Jump

X Button: Crouch
Z Button: Vision Mode
L Button: Manual Aim
R Button: Fire
DPad - Up: Cycle Gadget/Zoom
DPad - Down: Cycle Gadget/Zoom
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Strafe/Move
C Stick: Turn/Look

Moonraker

A Button: Reload/Action
B Button: Alternate Fire
Y Button: Jump
X Button: Crouch
Z Button: Cycle Weapon Forward
L Button: Manual Aim
R Button: Fire
DPad - Up: Vision Mode/Zoom
DPad - Down: Vision Mode/Zoom
DPad - Left: Cycle Gadget
DPad - Right: Cycle Gadget
Control Stick: Strafe/Move
C Stick: Turn/look

Octopussy

A Button: Reload/Action
B Button: Vision Mode
Y Button: Jump
X Button: Crouch
Z Button: Alternate Fire
L Button: Manual Aim
R Button: Fire
DPad - Up: Cycle Gadget/Zoom
DPad - Down: Cycle Gadget/Zoom
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Move/Turn
C Stick: strafe/Look

Goldfinger

A Button: Reload/Action
B Button: Vision Mode
Y Button: Jump
X Button: Crouch
Z Button: Alternate Fire
L Button: Manual Aim
R Button: Fire
DPad - Up: Cycle Gadget/Zoom
DPad - Down: Cycle Gadget/Zoom
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Strafe/Move

C Stick: Turn/look

Doctor No

A Button: Reload/Action
B Button: Vision Mode
Y Button: Cycle Weapon
X Button: Cycle gadget
Z Button: Alternate Fire/Reverse Cycle
L Button: Manual Aim
R Button: Fire
DPad - Up: Jump
DPad - Down: Crouch
DPad - Left: n/a
DPad - Right: n/a
Control Stick: Turn/look
C Stick: Strafe/Move

Thunderball

A Button: Reload/Action
B Button: Vision Mode
Y Button: Jump
X Button: Crouch
Z Button: Alternate Fire
L Button: Manual Aim
R Button: Fire
DPad - Up: Cycle Gadget
DPad - Down: Cycle Gadget
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Turn/Move
C Stick: Strafe/Look

Goldeneye

A Button: Reload/Action
B Button: Cycle Weapon
Y Button: Jump
X Button: Crouch
Z Button: Alternate Fire
L Button: Manual Aim
R Button: Fire
DPad - Up: Vision Mode/Zoom
DPad - Down: Vision Mode/Zoom
DPad - Left: Cycle Gadget
DPad - Right: Cycle Gadget
Control Stick: Strafe/Move
C Stick: Turn/Look

Classic Bond

A Button: Reload/Action
B Button: Alternate Fire
Y Button: Jump
X Button: Crouch

Z Button: Vision Mode
L Button: Manual Aim
R Button: Fire
DPad - Up: Cycle Weapon/Zoom
DPad - Down: Cycle Weapon/Zoom
DPad - Left: Cycle Gadget
DPad - Right: Cycle Gadget
Control Stick: Turn/Move
C Stick: Strafe/Look

Stationary Controls

These are the controls were you are sitting in a vehicle like Paris Prelude

Nightfire

Y Button: Spin
L Button: Manual Aim
R Button: Fire
DPad - Up: Zoom
DPad - Down: Zoom
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Look
C Stick: Look

Moonraker

Y Button: Spin
Z Button: Cycle Weapon Forward
L Button: Manual Aim
R Button: Fire
DPad - Up: Zoom
DPad - Down: Zoom
Control Stick: Look
C Stick: Look

Octopussy

Y Button: Spin
L Button: Manual Aim
R Button: Fire
DPad - Up: Zoom
DPad - Down: Zoom
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Look
C Stick: Look

Goldfinger

Y Button: Spin
L Button: Manual Aim
R Button: Fire
DPad - Up: Zoom
DPad - Down: Zoom

DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Look
C Stick: Look

Doctor No

B Button: Spin
Y Button: Cycle Weapon Forward
X Button: Zoom Out
Z Button: Cycle Weapon Backward
L Button: Manual Aim
R Button: Fire
Control Stick: Look
C Stick: Look

Thunderball

B Button: Spin
Y Button: Zoom In
X Button: Zoom Out
L Button: Manual Aim
R Button: Fire
DPad - Left: Cycle Weapon
DPad - Right: Cycle Weapon
Control Stick: Look
C Stick: Look

Goldeneye

B Button: Cycle Weapon Forward
Y Button: Spin
L Button: Manual Aim
R Button: Fire
DPad - Up: Zoom In
DPad - Down: Zoom Out
Control Stick: Look
C Stick: Look

Classic Bond

Y Button: Spin
L Button: Manual Aim
R Button: Fire
DPad - Up: Cycle Weapon
DPad - Down: Cycle Weapon
Control Stick: Look
C Stick: Look

Driving Controls

These controls are for when you are in a car like Enemies Vanquished

A Button: Fire
B Button: Gadget

Y Button: Cycle Weapon Forward
X Button: Handbrake
Z Button: Camera View
L Button: Brake/Reverse
R Button: Gas
D PAD - Up: Cycle Weapon
D PAD - Down: Cycle Weapon
Control Stick: Steer Left and Right
C Stick: Look Behind

```
..*:. .:*.  
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==* C  
'*:' '*:'
```

Weapons

```
..*:. .:*.  
C +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==*  
'*:' '*:'
```

```
..*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*  
C01 Pistols  
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Weapon: Wolfram PP7

Primary Fire: Semi automatic fire

Secondary Fire: Silenced Shots

Clip size: 7

Description: This is a famous gun in most of the bond games. It has a good fire rate for taking out gaurds very quickly before they can get you. And it's silencer makes it a very useful gun for stealth missions. It has great accuracy but it's small clip size and small bullets make this gun a weaker weapon. It is great for a small number of enemies but you better pull out a different gun for taking out large groups of guys.

Weapon: Gold PP7

Primary Fire: Semi Automatic Fire

Secondary Fire: Silenced Shots

Clip size: 7

Description: This gun is almost the same as the normal PP7 except it is gold. You have to get a gold in The Exchange to get this gun which will replace your old PP7. This gun takes out enemies twice as fast as the normal PP7 because it is twice as powerful. Having the same small clipsize as the normal PP7 is this gun's downfall.

Weapon: Wolfram P2K

Primary Fire: Semi Automatic Fire

Secondary Fire: Silenced Shots

Clip size: 16

Description: Almost the same as the PP7 except a larger clip size which makes this gun better for taking out large groups of men. It has a silencer for stealth missions and has good accuracy similar to the PP7. It also has a built in laser-aim system.

Weapon: Gold P2K

Primary Fire: Semi Automatic Fire

Secondary Fire: Silenced Shots

Clip size: 16

Description: A gold version of the P2K. Twice the amount of firepower. Great for all purposes. Good for taking out many guards with large clip size. It has a built in laser-aim system.

Weapon: Kowloon type 40

Primary Fire: Semi Automatic Mode

Secondary Fire: 3 round burst fire

Clip size: 18

Description: This weapon is mainly used by Pheniox. There are two versions of this gun. The Semi-automatic version is mainly used in multiplayer. It has a slower fire rate and should be used on single guards. When you switch it to burst mode you can use it on large groups of guards and it's larger lip size will help when you face large numbers of men.

Other: You can also get double of this gun and hold them both at once. This only happens in multiplayer and you can not use burst mode.

Weapon: Kowloon type 80

Primary Fire: Full Automatic mode

Secondary Fire: n/a

Weapon: Sniper Rifle

Primary Fire: Single Shot

Secondary Fire: n/a

Clip size: 1

Description: This is a regular sniper rifle. It is only found on the first level. There is not much else to say about it because you only get it for a short time on the first level. Though it does have a really cool scope.

Weapon: Winter Convert Sniper

Primary Fire: Single Shot

Secondary Fire: n/a

Clip size: 5 (10 when upgraded)

Description: This is just the same as the tactical sniper except it is different color and has a silencer. This is excellent for stealth. Like all snipers, this gun has a low fire rate. Its magnification can be increased with an upgrade.

Weapon: Winter Tactical Sniper

Primary Fire: Single Shot

Secondary Fire: Armor piercing bullets.

Clip size: 5 (10 when upgraded)

Description: This version of the Winter Sniper is the same except it does not have a silencer. It has the same accuracy and fire rate as the Winter Sniper. You can increase its magnification with an upgrade.

Weapon: Delta Repeater Crossbow

Primary Fire: Single Shot

Secondary Fire: n/a

Clip size: 3

Description: This looks like a cross bow except it fires toxic darts that instantly kill an enemy. This is the most silent of the snipers but it does not have the power to fire the darts fast. Because of this you have to aim above your target at long range. This makes the accuracy not as good.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
C03 Automatics
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Weapon: SG5 Commando Assault rifle version 1

Primary Fire: Burst Fire

Secondary Fire: Semi-Automatic Fire with laser-aim

Clip size: 30

Description: There are two versions of this gun. This is the white one that you get on The Exchange. This gun has medium fire power but is very stealthy. This gun is probably the better version of the two because of its stealth and accuracy. There is no scope which is a downside but this is still a very good gun.

Weapon: SG5 Commando Assault Rifle version 2

Primary Fire: Automatic Fire

Secondary Fire: Burst Fire with laser-aiming

Clip size: 30

Description: This is the other version of the Commando. This one is louder and is automatic. There is also a scope shown on the gun, but you can not use it. This gun is very powerful and can be used to take out large numbers of men. This is not very stealthy weapon which is the downside.

Weapon: Storm M32

Primary Fire: Automatic Fire

Secondary Fire: Semi-Automatic fire

Clip size: 32

Description: This gun has some of the worst firepower and accuracy. It has a average clip size but it is still not a very good gun. Do not use this gun unless you are forced to.

Weapon: Deutsche M9K

Primary Fire: Silenced Burst Fire

Secondary Fire: Burst fire

Clip size: 21

Description: This gun is very accurate for a automatic and is a very good stealth weapon if you have the silencer on. Great for taking out large groups of guys on stealth missions. But it is not that powerful so it will use up a lot of bullets on on guy.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
C04 Hand Held Grenades and Explosives
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Weapon: AN M9 Flash Bang/Stun Grenade

Primary Fire: Throw Grenade

Secondary Fire: n/a

Clip size: 1

Description: This grenade will flash and blind or stun enemies. You can use it on large groups of enemies. Just make sure not to be facing it when it explodes or you will get blinded also. It will be even worse if you are wearing night vision goggles.

Weapon: Fragmentation Grenade

Primary Fire: Throw Grenade

Secondary Fire: n/a

Clip size: 1

Description: This will not stun but kill enemies who get in the way of it. It is very powerful but does not have a wide explosive range

Weapon: Smoke Grenade

Primary Fire: Throw Grenade

Secondary Fire: n/a

Clip size: 1

Description: This grenade will produce a huge cloud of smoke. It is great for creating a diversion while you get away from tough areas.

Weapon: Satchel Charge

Primary Fire: Throw Satchel Charge

Secondary Fire: Set timer

Clip size: 1

Description: This a explosive bomb that will go off by a timmer that you can set up to 30 seconds by 5 second intervals. It is very powerful and has a very long explosive range.

Weapon: Remote Mine

Primary Fire: Remote Expositive

Secondary Fire: Detonate

Clip size: 1

Description: This mine has the same explosive power as the grenade. You can throw it, then go away and detonate it.

Weapon: Laser trip bomb

Primary Fire: Throw laser trip baomb

Secondary Fire: n/a

Clip size: 1

Description: This is a cool weapon that is very useful for protecting a area. It has a beam that can travel forever but it will not hurt the person who tripped it if they are too far away from the bomb. It is very powerful and has a large explosive range.

```
..*:.      +--=*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*
C05         Grenade and Rocketlaunchers
':*:'      +--=*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*
-----
```

Weapon: Militek Mark 6 Grenade Launcher

Primary Fire: Impact detonation

Secondary Fire: Timed delay grenades

Clip size: 6

Description: This is a regular grenade launcher with a good sized clip for a explosive weapon. It is not as powerfull as the one on the AIMS-20 but is still fun to use in multiplayer.

Weapon: AT-420 Sentinel Guided Missile Launcher

Primary Fire: Guided Missiles

Secondary Fire: unguided missiles

Clip size: 4

Description: This is a big rocketlauncher that you can fire guided missiles from. You can guide the missile for about 20 seconds then it will detonate. You can detonate them sooner by pressing the fire button while you are guiding it. The missiles are really easy to guide though you should watch out because you are extremely vulnerable while guiding a missile.

Weapon: AT-600 Scorpion Heatseeker Missile Launcher

Primary Fire: Heatseeking missiles

Secondary Fire: unguided missiles

Clip size: 4

Description: This weapon is just like the sentinel except the missiles are heatseeking instead of being guided. You have to watch out in multiplayer with this because the missiles will go for your teammates as well.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
C06 Advanced Technology Weapons
'*:!' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Weapon: Advanced Individual Munitions Systems (AIMS-20)

Primary Fire: Burst shots

Secondary Fire: Grenade fire

Clip size: 6 for Grenade, 30 for burst

Description: This is one of the best guns in the game. It is the ultimate killing machine. It has awesome power with its burst fire and its grenade launcher is about 3 times as powerful as the Militek. Which means it can shoot twice as far. It has a great scope with heat vision and great magnification. You can use this weapon to get out of any situation.

Weapon: Phoenix Samurai Laser Rifle

Primary Fire: Beam/Pulse fire

Secondary Fire: Overcharge Beam

Clip size: Unlimited

Description: This is a state of the art weapon. Instead of bullets this thing shoots beams of energy. It does not need bullets so you can never run out of ammo. But you have to wait for it to cool down after firing it some. It's secondary fire is really powerfull. It will charge up, then fire a huge amount of energy and it will take out any living creature near the beam. But you have to wait a long time for it to cool down after the overcharge.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
C07 Miscellaneous Weapons
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Weapon: Unarmed

Primary Fire: Fists

Secondary Fire: n/a

Clip size: unlimited

Description: You use your fists to punch enemies. Only good when the enemy doesn't know you are there.

Weapon: Korsak K5 Dart Gun

Primary Fire: Darts

Secondary Fire: n/a

Clip size: 5

Description: A stealth weapon for knocking out guards for a short period of time. Be careful because the guards will wake up after a few minutes. This is not a very common weapon.

Weapon: Frinesi Auto 12 Shotgun

Primary Fire: Pump Action

Secondary Fire: Automatic shots

Clip size: 8

Description: This is a powerfull weapon that has a very slow fire rate, but what do you expect with a shotgun. It is very inaccurate. Ammo runs out very quickly when you have it on auto mode.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
C08 Ground Mounted Weapons
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Note: Most of these are found in multiplayer.

Weapon: Gattling Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimitted

Description: This is a machine gun that is found when weapons are "pistols"

Weapon: Machine gun emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimitted

Description: This weapon has a fast firing rate and has average accuracy. It
can be found when the weapons are set to "Automatics"

Weapon: Sniper Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimitted

Description: This is a accurate weapon that is found when the weapons are set
to "snipers". It fires sniper missiles that are pretty cool.

Weapon: Pulse Laser gun emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimitted

Description: This gun can be found when the weapons are set to "cloak and
dagger". It has powerfull damage and slow firing rate.

Weapon: Stream Laser Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This is like the laser gun you find on Chain Reaction except it is not as powerfull. This gun can be found when the guns are set as "Phenix Weapons".

Weapon: Grenade Launcher Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This gun can be found when the weapons are "MI6 weapons" and "Explosives 2" This is pretty much the same as the Militek.

Weapon: Rocketlauncher Gun Emplacement

Primary Fire: n/a

Secondary Fire: n/a

Clip size: unlimited

Description: This is found when the weapons are set to "Explosives 1". It is the same as the scorpion with it's heatseeking missiles.

Weapon: Phoenix SNT Laser defense platform

Primary Fire: Pulse

Secondary Fire: Main

Clip size: 500 and 20

Description: The only place this weapon is found is on Island Infiltration. It is designed to take down armored targets. It is extremely powerful and has a fast fire rate with it's primary.

Vision Enhancement googles

Settings: nightvision and heat sensitive

These can help you see in the dark or see heated objects like laser trip wires. You have a time limit to wear these before they have to charge. So you can't wear them forever. They are great for spotting enemies in the dark. Though if you have these on when a stun grenade goes off, you will be blinded even more.

Hand Held Decryptor

This device also looks like a cell phone. It can open keypad locks without a code. The only downside is that it takes kind of long to crack the code. You do not get this gadget very often.

Q-Worm Credit Card

This is a credit card that contains a disc that has a virus that allows for MI6 to access that info on the computer.

Electric Shaver Grenade

This is a stun grenade that is disguised as a electric shaver. You operate it by dropping it, then use the detonator you have when you are far enough away. It is just like the regular stun grenade.

Phoenix Ronin Suitcase

This is a powerful machine gun that is hidden inside a suitcase. It can only turn 180 degrees around. To deploy it simply press the fire button and then press the fire button again when you are holding the little remote thingy to view from the barrel of the gun. Then press the fire button to fire. You can also just leave it and it will automatically fire at enemies.

Body Armor

Not really a gadget, but it is not a weapon either. You will find this on the levels. When you get it it will fill up over your health providing a extra layer. So enemies have to get through this to get to your health.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
E02 Gaget
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Q-Wedge

This is a cool thing your car can do. It will lift up onto two wheels on one side. This will allow you to get through tight spaces like road blocks and other things.

Q-Smokescreen

Here is a useful trick to help get rid of anyone in pursuit of you. Just get in front of them and let the smoke lose. They will have to stop so they won't crash. This gives you plenty of time to get away.

Q-Boost

This gaget will let you jump to high speeds in a matter of seconds for a short period of time. You will not get the chance to use it very often in the game. That is a downside to this gaget.

Q-Charge

You only get to use this weapon in Deep Descent. It is a little mine that you can put on things underwater. You can then blow it up when you are at a safe distance.

Q-Pulse

You get to use this gaget once. On the first level when you are chasing the truck. It will disable a moving vehicle without damaging the vehicle. This is very useful when you want to stop a truck with a bomb in it.

.:*:. .:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==* F
'*:' '*:'

Characters

.:*:. .:*:.
F +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
'*:' '*:'

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
F01 Allies
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

James Bond

James Bond is also know as 007. He is an agent for MI6 Intelligence. He is the character that you will play as in this game. He is know as one of the best agents ever for MI6. He has completed many missions, and has saved the world many times. While doing this, he has made many enemies, so be carefull.

Dominique Paradis

You will meet up her in the first misson. She is a deep cover agent in the French Intelligence. She is working undercover in Drake's inner circle. She knows much about Drake and what is going on with Pheonix Corp. She is a very good ally to have.

Alura McCall

You meet up with Alura in some of the later missions. She works for the Austrailian Intelligence. She will help you get through the rest of your mission.

Zoe Nightshade

You have teamed up with her once before. In the game Agent Under Fire she helped you foil Malprave's plan. She is well known for her driving skills.

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*  
F02        Enemies  
'*:.'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Rafael Drake

He is the head of Pheonix Corp. He has a reputation of being a respectable man, who handles cleaning up nuclar waste. It is now rumored that he is stealing parts and missiles instead of disabling them. You must not stop at anything to bring this man to justice.

Armitage Rook

Rook is Drake's head of security. He is well fit for the job. He has a massive body structure and is very tough. He will survive many things that other men can not. This will make him a powerful foe.

Makiko Hayashi

She is also known as Kiko. She is the bodygaurd of Mayhew. She does a good job at hiding the real truth. Watch out for her. She may not be as she seems.

.:*:. .:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==* G
'*:' '*:'

Walkthrough

.:*:. .:*:.
G +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
'*:' '*:'

Note: I am writing this walkthrough at the Operative and I think Agent level because I refer to flashing objects that are in Operative and I think Agent.

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G01 Paris Prelude
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Bond Moves:

Move 1)

At the first part, shoot the tire out of one of the two cars, making them both crash.

Move 2)

Shoot the tire out of the third car.

Move 3)

Shoot the tire out of the fourth car.

Move 4)

Shoot the tire out of the fifth car on the long avenue.

Move 5)

As soon as you start in the car, use your smokescreen to distract the 2 enemy cars behind you.

Move 6)

Half way through the second part, use the Q wedge to go through the small 2 car roadblock.

Move 7)

Towards the end of the second part, use the Q Boost to leap over the broken bridge.

007 Tokens:

- 1) At the end of the first straight when you get in your car
- 2) To the right road, after when the first trucks reverses to block your path.
- 3) When you ramp off the ramp there is one in the air.
- 4) After jumping over the broken bridge, take the same path the truck takes.

Medal Rewards:

Platinum Award - MP Skin Renard
Gold Award - Upgrade Pistol
Silver Award - MP Skin Jaws
Bronze Award - Reward Card Dominique

Available weapons: Sniper Rifle

Available Vehicles

V12 Aston Martin Vanquish
- Machine Gun
- Homing Missiles
- Q Boost
- Q EMP Pulse Projectile

- Q Smoke
- Q Wedge

Mission Objectives:

Protect Dominique Paradis.
Stop truck from reaching Eiffel Tower.

Briefing: Dominique is being chased by a bunch of bad guys who stole a nuclear warhead and heading to destroy the Eiffel Tower.

=====
| Walkthrough |
=====

You start out in a helicopter with a sniper rifle. When you get closer to the road you should start to aim at the black cars chasing Dominique. Try to shoot the tire of one of the cars to make them crash. If you can't destroy one of the cars in time, the cars will run into a truck up ahead and blow up. You get a break this time, but next time if you can't destroy a car you will fail the level.

Now the big green truck splits off from the red car. A little bit later another black car comes. Try to shoot it in the tire or at least blow it up. 5-10 seconds later another black car comes and you should blow it up too.

Now there will be a cutscene where the cars skid turn onto a big double sided street. You will be at the end of the street and they will be coming toward you. Shoot the black car.

There will be another cutscene where the cars turn into a construction site. Dominique drives off a ramp. Your helicopter moves up next to the crane holding the ramp up. Aim and shoot the flashing thing on the cable holding the ramp. The pursuing black car flies off where the ramp used to be and blows up.

-Protect Dominique Paradis-
OBJECTIVE COMPLETE

After a cutscene of Bond rescuing Dominique from the red car you start out in the Aston Martin Vanquish. Start going and use your smokescreen right away to stop the cars behind you. Just follow the road and destroy any cars with your missiles. When you come along two cars making a road block, use the Q wedge to get between them. When you come to the big bridge use the Q boost to jump it. Follow the truck and activate the EMP when it says it's online to beat the level.

-Stop truck from reaching Eiffel Tower.-
OBJECTIVE COMPLETE

END MISSION

.:*:. +--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*
G02 The Exchange
'*: ' +--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*

Bond Moves:

Move 1)

After jumping onto the truck at the start, wait until it goes towards the front door without you being seen from the guards nearby.

Move 2)

Taking the back way, to the left of the front door, pass the 3 windows with guards patrolling inside without being seen at all. Get to the other side of it.

Move 3)

Burning the searchlight control box. Only burn the green wire though.

Move 4)

Use the zip line after spying on the meeting with Drake and Mayhew which is outside the window.

007 Tokens:

- 1) Behind the start point, follow the road backwards
- 2) Bottom of the ravine, to get there, drop down towards the middle where there is a cliff. You cannot die as it is not low enough.
- 3) In the further corner of the wine cellar.
- 4) Near the courtyard, go up the stairs, near the locked door at the far end of corridor. Easier to find if taking back way.
- 5) Near the two chairs and fireplace in the room where Drake holds his short speech.
- 6) In the library where you meet up with Dominique.
- 7) After the meeting with Drake and Mayhew. Go through the window and look right.
- 8) Once near the gondola, go down the stair nearby and follow the catwalk into a small room. It is hidden behind the crates.

Medal Rewards:

Platinum Award	- MP Skin	Baron Samedi
Gold Award	- Upgrade	Pistol
Silver Award	- MP Skin	Oddjob
Bronze Award	- Reward Card	Zoe Nightshade

Available Weapons:

- PP7
- Gold PP7
- P2K
- Gold P2K
- Kowloon Type 40
- Kowloon Type 80
- Deutsche M9K
- SG5 Commando Variant 1
- Winter Covert Sniper Rifle
- AT-420 Sentinel Rocket Launcher
- Stun Grenade

Available Gadgets:

- Micro Camera
- Q Grapple
- Q Laser
- Q Stunner
- Vision Enhancement Glasses

Mission Objectives:

- Breach the Castle Walls.
- Find a way inside to the party.
- Rendezvous with undercover agents & maintain cover as party guest.
- Spy on secret meeting.
- Retrieve guidance chip from safe room.
- Escape with Zoe in Gondola.

Briefing: The stolen guidance chip is being exchanged between Drake and Mayhew.

You must spy on the secret meeting when the exchange is taken place.

=====
| Walkthrough |
=====

You start out with a PP7 on top of a building that is some sort of guard building guarding the road to the castle. Put the silencer on your gun and turn right and go down the stairs. At the bottom of the stairs go to the door to the right. There is a guard with his back turned on you. You can either make him surrender or kill him. Pick up his Sniper Rifle.

Up ahead is a building with two watch towers. There is a guard in one of the towers. Aim your sniper at his head. Then to save sniper bullets switch to your PP7 without moving and you should be pointed at his head. Fire and you should get a one shot kill. Move on ahead. There is another guard standing around the towers and another walking on the road up farther. After you kill both the guards go up near the bridge.

From here you can go left down the stairs and stay towards the wall the whole way around. Or you could go across the bridge. If you inch closer to the bridge you will be able to see the tops of two guards heads. Shoot the guards and go in the big doors

-Breach the Castle Walls-
OBJECTIVE COMPLETE

You will see two guards talking to each other up ahead. Shoot them both with the SG5 Commando you picked up earlier. Then go through the door with the red and white banners on either side. There is a guard standing on the other side of the fountain with his back turned.

Take out your silenced PP7 and shoot him in the head. Shoot the guard in the head that is standing in the window. Another guard will come out of the door. Kill him and go inside. Open the control box and burn the green wire. Not the red one. Go out the door to the right and up the stairs. Get out your sniper rifle and take out the three guards.

Now you have to get down in the courtyard. To do this go back into that little room with the control box and out the other door. Go through the passage that leads up. You should now go right, then right again. Kill the guards in this area. Go left through the door then go up to the big doors.

-Find a way inside to the party-
OBJECTIVE COMPLETE

You are now not allowed to take your guns out. Go straight, then right, and follow the red carpet and you'll come to a big dark room with lots of people in it. Keep going and go through the door at the other end of the room. Rook will come out of the other door and say something to you. Go through the door he came out of and up the stairs.

Go through the door at the top. Keep going and there will be a cutscene when Drake gives a little speech. After that go back down the stairs and go straight then left to the library. Dominique will be there and Zoe comes in a little bit after. After the three are done talking you have your PP7 out again.

-Rendezvous with undercover agents & maintain cover as party guest-
OBJECTIVE COMPLETE

Get the armor on the table and go out the door. Go back into the room with the stairs and go right. When you go in that door there will be a lot of gaurds. Try to stay behind the wall by the door and let the gaurds come to you. Pick up their weapons and go through the door on the other side of the room.

Switch the K-40 you just picked up to burst and put it away. (you'll need it later) Kill the gaurds on the stairs and go up. Go in the door at the top of the stairs. Then go in the door that is flashing to the right.

There will be a cutscene were you spy on the secret meeting. After that, go through the window at the other end of the balcony. To your left you will see two gaurds on a rooftop down below. Use your manual aim to shoot their heads. Go under the wire to the right and zip down it. You will get a bond move.

Oh yeah, I forgot, after you spy on the meeting you clear a objective.

-Spy on secret meeting-
OBJECTIVE COMPLETE

Go in the open window on the roof and drop down. Kill the gaurds that come. Go through the uper doors and kill the gaurds. Go out the double doors in that room and kill the gaurds. Cross the snow to the other doors. Go in them and kill the gaurds on the stairs. Go up the stairs and open the control pannel. Fry the contents of the pannel with your laser. Go in the door and kill the gaurds. Use your laser to melt the hinges on the safe. Get the guidance chip and sentinal in the safe.

-Retrieve guidance chip from safe room-
OBJECTIVE COMPLETE

Go back down the stairs and back into that room with the big pullies in it. Go down and out the door. There should be some gaurds around here somewhere. Get in the gondola with zoe and shoot the windows out. After the gondola gets going Rook flys a helicopter and tries to take you out. Use your sentinal to shoot him down.

-Escape with Zoe in Gondola-
OBJECTIVE COMPLETE

END MISSION

```
.:*. .      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G03          Alpine Escape
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Bond Moves:

Move 1)

At least 20 to 30 seconds after the level starts look to the right and you will see a gondola come downwards. Shoot it at the small blue flashing thing near the cable when it is above the two guards that run out.

Move 2)

There is a gas cylinder near the building straight ahead from the start, wait until a few guards run from the left next to it and shoot the small blue flashing thing at the bottom of the cylinder.

Move 3)

Shoot the fuel drums after going into the forest to where the big tower is. It will fall on the the guys.

Move 4)

Shoot the metal grate at the bridge before passing it.

Move 5)

When heading towards the big wooden gates, shoot the small control box to the left of the door before it closes. That way you don't have to wait for the doors to be blown open from a helicopter later.

007 Tokens:

- 1) After destroying the garage and merged to forest, look right and shoot the barrels near the guards.
- 2 Kill the snowmobile that comes at you from the opposite direction before you get to the bridge.
- 3) Kill the 2 guards on top of castle wall when trying to destroy the wooden door ahead.

Medal Rewards:

Platinum Award	- MP Skin	Max Zorin
Gold Award	- MP Mode	Grapple
Silver Award	- MP Scenario	Assassination
Bronze Award	- Reward Card	Military Snowmobile

Vehicles Weapons/Gadgets:

- JL-7 Armoured Snowmobile
 - JL-7 20mm Cannon
 - JL-7C Rocket Launcher

Mission Objectives:

- Escape from Drake's castle compound
- Evade Drake's pursuing forces

Briefing: You have to escape from the castle grounds with Zoe. You use a well weapon equipped snowmobile.

=====
| Walkthrough |
=====

Before the level starts there is a cutscene where Bond sets a bomb in the shed to explode in 30 seconds. You start out in the shed and doors will open. Shoot the enemies out in the area. Be careful because doors open from the left and right will open too, guys will be there too. Zoe will soon get the engine started and you will be off.

As you get onto the road, the shed explodes. You will turn off to the forest. Oh, make sure you are facing forward. Almost as soon as you enter the forest there will be some guys standing next to some barrels by a small building. Shoot the barrels. After that on your left will be two more guys standing next to a tower. Shoot the barrels at the bottom of the tower. It will fall on them. There will be a cutscene when you go onto the road, then back into the woods. There will be armor.

There will be a few snowmobiles behind you. Kill them. A few more come on the left and right. Soon there will be a cutscene where a snowmobile comes up ahead. After you kill it, or pass it, shoot the grate covering the tunnel up under the bridge.

There will be a few guards by the castle wall you come near to. Then you come up to the big wooden gates closing. Shoot the two guys at the top, then shoot the control panel to the left before the gates close. If you don't shoot it in time, just wait and kill the guys that come. Soon a helicopter will come and blow the gates for you.

-Escape from Drake's castle compound-

OBJECTIVE COMPLETE

There will be a cutscene when the heilcopter shoots the brigde. You will make a big jump, then go down, through a lodge. Make sure you shoot the snowmobiles when they come. Don't bother shooting the helicopter. Keep going and you will see what happens. That is the end of the level.

-Evade Drake's pursuing forces-

OBJECTIVE COMPLETE

END MISSION

```

.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G04        Enemies Vanquished
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

```

Bond Moves:

Move 1)

Use the smokescreen to distract the first police car.

Move 2)

Take the shortcut a bit from the start, up the stairs.

Move 3)

Use the smokescreen to distract the second police car.

007 Tokens:

- 1) Take a sharp left into the area with tables which is located at the first bunch of corners.
- 2) Take the shortcut up the stairs. It's near the house you smash through.
- 3) At the start of the frozen river, at the first jump.
- 4) Shortly after number 3, go left on the short Y junction.
- 5) On the big frozen lake at the end.

Medal Rewards:

- Platinum Award - MP Skin May Day
- Gold Award - Upgrade Micro Camera
- Silver Award - MP Skin Scaramanga
- Bronze Award - Reward Card Vanquish

Vehicles Weapons/Gadgets:

- V12 Aston Martin Vanquish
 - Machine Gun
 - Missiles
 - Q Smoke
 - Q Wedge

Mission Objectives:

- Rendezvous with Q at extraction point.
- Avoid Civilian casualties.
- Evade local police using non-lethal means.
- Dispatch all enemies.

Breifing: You must still escape Drake's forces. You use the V12 Aston Martin Vanquish.

```

=====
| Walkthrough |
=====

```

You start out in your car and there are two snowmobiles in front of you. Kill them and follow the road. Soon M will tell you to use your smokescreen on the

police car behind you.

Keep following the road. Soon another car will pop out from the right. Kill it. Follow the road. After some turns you will come to a straight where there are enemies at the end of it. You should keep going on the road turning right or take the shortcut off the road from here. If you go right, you'll have to use the Q wedge to get through a police road block. If you take the shortcut, at the end will be two enemies that need to be destroyed. Farther is a cop car to use the smokescreen, the further is another enemy car.

Go through the tunnel and up ahead is a police road block that you cannot get through. Go right before you hit the road block. After the small cutscene, you will be going on a ice path. After a few snowmobiles, you will drop onto a big frozen lake.

To beat the level, just destroy all the enemies here.

-Rendezvous with Q at extraction point-

OBJECTIVE COMPLETE

-Avoid Civilian casualties-

OBJECTIVE COMPLETE

-Evade local police using non-lethal means-

OBJECTIVE COMPLETE

-Dispatch all enemies-

OBJECTIVE COMPLETE

END MISSION

```
.:*:.      +---*---+---*---+---*---+---*---+---*---+---*---+---*---+---*---+---*---+---*
G05         Double Cross
':*:'      +---*---+---*---+---*---+---*---+---*---+---*---+---*---+---*---+---*---+---*
```

Bond Moves:

Move 1)

When you first go outside, go to the small lake and swim underwater to the room with the first geisha girl.

Move 2)

When you first go outside, swim underwater towards the bridge the guy is standing on. Shoot him from underneath.

Move 3)

The second time you go outside, go to the other side of the area and you will see a wire with 3 lanterns on it. Shoot them first then use it as a hand grip to go across.

Move 4)

Go to the bedroom next to the lounge room where the dragon is. Look for a painting that is faintly flashing. Open the door to the left of it once unlocked and kill the guy next to the hostage.

Move 5)

Kill the guy right next to the second geisha girl in the kitchen.

007 Tokens:

- 1) On the walkway, to the right, straight ahead from the start.
- 2) In the area with guards, just before the bunker entry, go up the stairs at the back corner of the room. Found on the second floor.
- 3) After leaving Mayhew's bunker, going to the open area, go to the far end of the open area where the gong is.
- 4) Near the dining room, behind the small cover at the corner of the room.

Near the kitchen.

- 5) To the right of the first sniper, on the walkway at the second outside area.
- 6) To the left of the second sniper who is standing on the roof. Look at the balcony of the house, were you exit from.
- 7) Near were you rescue the last hostage, in a small room.

Medal Rewards:

Platinum Award - MP Skin Xenia Onatopp
Gold Award - Upgrade Sniper Rifle
Silver Award - MP Scenario Uplink
Bronze Award - Reward Card Mayhew

Available Weapons:

PP7/Gold PP7/P2K/Gold P2K
Raptor Magnum
Deutsche M9K
Storm M32
Frinesi Auto 12
Winter Tactical Sniper Rifle
Stun Grenade

Available Gagets:

Q Grapple
Q Laser
Q Stunner
Vision Enhancement Glasses

Mission Objectives:

Escort Mayhew to bunker.
Rescue Geisha girls.
Destroy Mayhew's computer.
Retrieve Dragon safe contents.
Rescue Mayhew's Servants.
Find door leading to Mayhew.
Defeat the Assassin.

Briefing: Mayhew thinks Drake is goinf to kill him, so he asks for help. In return, he will give info about Nightfire. You go to his house to get him and get the info.

=====
| Walkthrough |
=====

You start out with Mayhew in the living room. Right away a few guys break the window and come in. Kill them and pick up their guns. Go out where they came from and go left in the door. Now go right and there will be a cutscene when the guys on the other side of the door get ready for you to come in. Get out the Raptor Magnum and open the door. Blow away all the guys and take out the shotgun one of them drops.

Go right and kill the other guys that come. Keep going and you will come to a smaller room with a high ceiling. Kill the guys in here and Mayhew will lead you to the bunker.

-Escort Mayhew to bunker-
OBJECTIVE COMPLETE

After the cutscene you should go left and get the armor then jump up on the bed

'*: ' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Bond Moves:

Move 1)

Get to the terminal room and get access to the nightfire operation files.

Move 2)

Destroy the helicopter flying on the roof top using the scorpion rocket launcher from Mayhew's office.

Move 3)

In the office floor, go to the store room opposite from room 70-E and you should see a vent on the ceiling. Open it, use the grapple to get up it and follow it towards the next vent. Drop down it to end up in the security room. You will earn a bond move once dropping down.

007 Tokens:

- 1) In the area, straight ahead from where you start. Look carefully if you cannot see it.
- 2) The front entrance of lobby at ground level.
- 3) The sky bridge near where you exit the elevator on the office floor.
- 4) Room 70-C in office floor.
- 5) The dead-end corridor nearby the exterior door.
- 6) The meeting room on top floor.
- 7) On top of roof, where the guards are shooting at you, to the left side.

Medal Rewards:

Platinum Award	- MP Skin	Christmas Jones
Gold Award	- Upgrade	P2K Pistol
Silver Award	- MP Scenario	Team King of Hill
Bronze Award	- Reward Card	Kiko

Weapons Available:

PP7/Gold PP7/P2K/Gold P2K
Korsakov K5 DartGun
SG5 Commando Version 2
AT-600 Scorpion Rocket Launcher

Gadgets Available:

Q Decryptor
Q Grapple
Q Laser
Q Shaver
Q Stunner
Q Worm
Vision Enhancement Glasses

Mission Objectives:

- Don't let the security guards raise the alarm.
- Get to the lobby and activate the main elevator system.
- Take main elevator to office floor.
- Install Q-Worm on office computer systems.
- Find the security center and unlock exterior door.
- Find door to outer balcony.
- Install Q-Worm on Mayhew's computer system.
- Locate the secure terminal room.
- Retrieve the Nightfire files from the secure terminal.
- Escape to the roof.
- Acquire parachute from helicopter then jump off tower roof.

=====

| Walkthrough |

=====

You start out at the truck and there is a gaurd walking away from you up ahead. To get these gaurds out of the way you can either use your dartgun to stun them for a few minutes or you can punch them. I recomend punching them because they will not get back up if you punch them. They will get back up if you shoot them with the dart gun. So...punch this gaurd and go the way he was going to the elevator area and go up one of the working elevators.

When you get out, go right and into the main lobby. Punch the gaurd walking around in here. Keep going forward and into the big room in the front and punch the gaurd standing behind the desk. Then go out from behind the desk and punch the other gaurd walking around in this room. Now go back out into the main lobby and there should be another gaurd in here now. If not, he is in the room with the green glass. Go in that room and get the armor. Now go activate all of the computers on the wall to turn on the elevators and turn off the laser wires on the next floor for a few minutes.

-Get to the lobby and activate the main elevator system-

OBJECTIVE COMPLETE

Next leave this room and go back to the elevator area and go in the elevator that is open and let the game load.

-Take main elevator to office floor-

OBJECTIVE COMPLETE

When the game has loaded you will be facing a map of the floor. The room you need to go to is room 70-E. It is displayed as E on the map. Try to memorize where it is on the floor. After you have it memorized, go to the room. Go to the computer that is red and install the Q Worm on it.

-Install Q-Worm on office computer systems-

OBJECTIVE COMPLETE

Go to the main hallway and look to your left. Open the door that has a keypad with your decrypter. Go around to the other side of this area and go through the door. Follow the hall and turn right when it turns right. Then go right at the end of the hallway. You will see a door with a keypad. Open it with your decrypter. Go in and look to the left. Go over there and activate both of those computers.

-Find the security center and unlock exterior door-

OBJECTIVE COMPLETE

Go out of the room. Go right and follow the hallway until you see the camera. Avoid the camera, go left down the hallway and into the exterior door.

-Don't let the security guards raise the alarm-

OBJECTIVE COMPLETE

-Find door to outer balcony-

OBJECTIVE COMPLETE

Go forward a little bit and there will be a cutscene. After the cutscene go right along the edge of the building. You will see the elevator going up and down. Get on it when it comes down. Ride it to the top. When you get to the top open the vent and go in. Go through the vent until you come out in a little room. Go out and all the way across to the other side of this room and go out

the door.

Go left and head for the brown door on the other side of this room. Watch out for the camera. Go in the brown door and go left and use the decrypter on the door. Go in and head over to the desk and pick up the rocketlauncher. Now install the Q Worm on the computer on the desk.

-Install Q-Worm on Mayhew's computer system-

OBJECTIVE COMPLETE

Now go out into the main hallway and head for the big metal double doors. Unlock them with Mayhew's key.

-Locate the secure terminal room-

OBJECTIVE COMPLETE

If you are quick enough you can run into the room before the terminal rises up and the laser wires turn on. If not, use your goggles to see the laser wires. As soon as you get the info from the terminal run as fast as you can from the room because machine guns will pop out from the ceiling and shoot at you. There will also be some guys out of the room now.

-Retrieve the Nightfire files from the secure terminal-

OBJECTIVE COMPLETE

Head right and out the fire exit.

-Escape to the roof-

OBJECTIVE COMPLETE

Out on the roof you should get out your rocketlauncher. It is heatseeking so you can just fire away and take out all of the guys. Go up to the helicopter and get the parachute out of the cockpit and jump of the roof.

-Acquire parachute from helicopter then jump off tower roof-

OBJECTIVE COMPLETE

END MISSION

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G07        Chain Reaction
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Bond Moves:

Move 1)

Behind from were you start, go to the other vent locked by metal hinges. Burn them with laser and drop down.

Move 2)

Next to the big metal hangar to the right of the building you start on top of, go to the right again from the hangar and you will see a big wall with two broken stairs and a grapple hook on the very top. You cannot reach it but wait until the forklift comes, jump on top of it and use the grapple when the target turns green. When on top you will earn a bond move.

Move 3)

The last part, activate the ceiling crane in building ST3 and use the grapple to stand on top of it.

007 Tokens:

- 1) On the forklift in the first building - ST1.
- 2) Power generator inside big metal building, to the right of the building

ST1. Next to the ronin gun, you have to enter the generator via the small roof opening.

- 3) The catwalk in the second building. Use the grapple.
- 4) Behind the power generator in TR-2.
- 5) In the room with three smashed windows.
- 6) At the end of the catwalk in the room with crane.
- 7) Near the laser prototype, beside some crates.

Medal Rewards:

Platinum Award	- MP Skin	Goldfinger
Gold Award	- Upgrade	Dart Gun
Silver Award	- MP Skin	Wai Lin
Bronze Award	- Reward Card	Rook

Weapons Available:

PP7/Gold PP7/P2K/Gold P2K
Storm M32
Kowloon Type 40
Kowloon Type 80
Winter Tactical Sniper Rifle
Delta Repeater Crossbow

Gadgets Available:

Micro Camera
Phoenix Ronin
Q Grapple
Q Laser
Q Stunner
Vision Enhancement Glasses

Mission Objectives:

Investigate building ST-1.
Photograph the Jetpack Prototype.
Exit through building TR-2.
Investigate building ST-3.
Photograph the laser prototype.
Destroy door C5 with mounted laser on catwalk.

Briefing: You use Mayhew's evidence to lead you to this old plant. You must sneak around and spy on the stuff inside the warehouses.

=====
| Walkthrough |
=====

You start out on top of a building with a sniper rifle out. There are some guys out on buildings and around out ahead. You can use your camera to locate them and pick them off with your sniper. There is about 5 of them. Just make sure not to stay out in the open where they can have good shots at you. After you kill most of them drop in the big vent thingy in front of you.

-Investigate building ST-1-
OBJECTIVE COMPLETE

You should duck down and then aim at the guys that are higher up. Kill them first, then get their guns and kill the lower enemies with that gun. On the second deck up there is a advanced jetpack siting up. You should get your camera out and take a picture of it.

-Photograph the Jetpack Prototype-

OBJECTIVE COMPLETE

Now you should go to the bottom floor. If you are facing the Jetpack when you are on the ground then you should go left and out the door. Get your sniper out and go right, down the alley. You will hear when a sniper spots you. When you hear, just duck behind some boxes or something. If there is a sniper down this alley, then you should kill him. There will probably be some more snipers ahead if you did not kill most of them at the beginning of this level. After you kill the remaining snipers you should head up the big ladder on the huge round tank like thing. Walk around till you find the cable wire. You should use it to get across. You should then go around and find another one, go across it. Keep going and there will be one more long wire. Go across it to the door.

Go in the door. You can not get all the way across, so drop to the floor. Make sure you kill all of the guys either with your Storm M32 or sniper. Go to the stairs on the floor and go up and around the platform until you come to that big beam that is across the middle. Go across it and drop on the platform on the other side. Go out the door on that side.

-Exit through building TR-2-

OBJECTIVE COMPLETE

After the game loads, you will be standing on a high platform facing out over the yard. Use your camera and sniper to take out the snipers here. Then go down. About halfway down the stairs when you are facing the building you can see over the big boxes a door and the feet of some guys inside. Kill the guys to get ammo. Then go out and up the big ladder on the crane. When you get to the top some more snipers will pop out on the buildings. Kill them and cross the wire.

When you drop on the next crane you should go inside the cockpit and press the action button to make the crane rotate. Now go out onto the beam of the crane and walk towards and go in the door.

-Investigate building ST-3-

OBJECTIVE COMPLETE

Go right and go past the controls. Go down and get out your Storm and kill the guards in here. Just stay at a distance and they will not be much of a threat. After you do that go back up to the control both and press action at the controls. The big crane like thing will start moving. Go on the stairs outside of the control both and grapple onto the ceiling. Hold the grapple there until the crane thing comes underneath you. Then jump on it. Ride it as far as it goes then jump off the right side onto the little rails on the wall that it was on. Follow the rail until you can get off on the platform. Take picture of the big laser gun.

-Photograph the laser prototype-

OBJECTIVE COMPLETE

Now some more guys will come. You can use the laser to kill them. That part is fun. When no more guys come you use the laser to blast open the big C-5 doors. Then go through them to beat the level.

-Destroy door C5 with mounted laser on catwalk-

OBJECTIVE COMPLETE

END MISSION

.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G08 Pheniox Fire
'*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

Bond Moves:

Move 1)

From the start in the elevator, jump outside to your left then look up and use the grapple to get to the vent, above the elevator. Follow the vent then drop down it.

Move 2)

Get the scorpion rocket launcher to destroy the attack helicopter flying around the office floors.

007 Tokens:

- 1) Building ledge, left from the elevator.
- 2) Meeting room on the top floor.
- 3) The dead-end corridor near the security centre on office floor.
- 4) In the kitchen/cafeteria.
- 5) Room 70-A.
- 6) The security room on the lobby floor.
- 7) Near the entrance in the lobby area.

Medal Rewards:

Platinum Award - MP Skin Drake Suit
Gold Award - Upgrade Golden P2K Pistol
Silver Award - MP Scenario Demolition
Bronze Award - Reward Card Alura

Weapons Available:

Raptor Magnum .50
SG5 Commando Version 2
Frinesi Auto 12
Militek Mark 6
AT-600 Scorpion Rocket Launcher
Fragmentation Grenade
Satchel Charge

Gadgets Available:

Phoenix Ronin
Q Grapple
Q Laser
Vision Enhancement Glasses

Mission Objectives:

- Escape from the tower.
- Gain access to lower office floor.
- Activate elevator over ride control in security center.
- Escape through the elevator shafts.
- Gain access to the lobby.
- Raise security gate and escape through front entrance.

Breifing: You have been captured by Drake's forces and need to escape from the building. You have been here before in the level "Nigh Shift."

=====
| Walkthrough |
=====

You must escape from the Pheniox building. You start out in the clear elevator made of glass. Two guys will come. Kill them and go to the right of the big terminal doors. Note: If you are playing on agent or 00 agent then you should

go into Mayhew's office which left from where you start out and get the code from the computer to the door.

Now go in that door with the keypad and go down the stairs. Now going down the stairs is not that easy. There will be a lot of guys on the stairs and a few will come from above. When you get to the bottom you will complete a objective.

-Gain access to lower office floor-

OBJECTIVE COMPLETE

You should see two guys standing with their backs turned in front of you. Kill them and get the ronin on the ground. Note: There are a lot of ronins on this floor. You can use frag grenades to kill them or you can go behind them and press the action button to fold it up.

Go right down the hallway after you kill the two guys. You should see the security center here. For 00 Agents and Agents, you will need to get the code for this door, but this walkthrough is for mainly operative so for all you on the operative level go in the security center. Activate the computers as you have done before. Now go out.

-Activate elevator over ride control in security center-

OBJECTIVE COMPLETE

You should now head to the elvator area. Go out and follow the hallways to the elevators. There will be a few ronins. So be carefull. You should know the layout pretty well because you have been here before. There is a ronin and a gaurd gaurding the elevator. My advise is to run as fast as you can past the ronin and gaurd because the game will load if you get into the elevator.

-Escape through the elevator shafts-

OBJECTIVE COMPLETE

You will now ride the elevator down. There will be a lot of guys on the wall shooting at you. Pretty soon there will be a cutscene where two guys drop a satchel charge onto the elevator. You can disable it with your laser. Keep shooting the guys on the wall. Keep looking on the ground often because two more satchel charges will come. After a while there is a cutscene and you will get to the bottom of the shaft.

-Gain access to the lobby-

OBJECTIVE COMPLETE

Now you are on the bottom floor. Go out of the elvator and into the main lobby. This would be a good spot to put your ronin. Put it facing the elevators then go into the room with the green glass. Press the action button by the computers and go back out. Now you can head for the front room where you will beat the level.

-Raise security gate and escape through front entrance-

OBJECTIVE COMPLETE

END MISSION

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G09        Deep Descent
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Bond Moves:
Move 1)

Destroy the communications node with the remote torpedo's.

Move 2)

Shoot the oxygen tanks underneath the mini-sub with remote torpedos.

Move 3)

After the sub chase, shoot remote or normal torpedos towards the oxygen tanks just behind where the three mini-sub's are docked.

007 Tokens:

- 1) When going inside wrecked tanker for cover, go past the first part of it and look right.
- 2) Go past the fans and go to the Comm node, it is below it.
- 3) Underneath the second laser net control box. Go a bit further downwards and it is next to the mine.
- 4) An easy one to get, follow the sub for a while, and before the third door in the chase, look to the right on a small ledge.
- 5) When the sub chase ends, look above the docking base of where the three subs are. It should be at the middle.
- 6) Go upwards straight after going through the tunnel that leads to the nuclear subs, and drive up right to the top of nearly where the surface is. Look around this area for a ledge holding the bonus.

Medal Rewards:

Platinum Award	- MP Skin	Electra King
Gold Award	- Upgrade	Decryptor
Silver Award	- MP Skin	Nick Nack
Bronze Award	- Reward Card	Vanquish Sub

Vehicles Weapons/Gadgets:

- V12 Aston Martin Vanquish Submarine
 - Torpedo
 - Remote Torpedo
 - Q Charge

Mission Objectives:

- Make it to the beach undetected.
- Find alternate way into Drake's base.
- Destroy communications node.
- Plant Q charges on missiles.
- Follow sub into base.
- Place Q Charges on docked submarines.
- Destroy enemy attack sub.

Briefing: You must sneak into Drake's Island base. You will use the V12's new submarine abilities.

=====
| Walkthrough |
=====

At the start you should merge a little to the right as you go forward. There will be a cutscene where an enemy sub is patrolling the channel. Go right through the hole in the sunken ship and follow the cave and there will be a cutscene where an enemy sub is patrolling up ahead.

-Find alternate way into Drake's base-

OBJECTIVE COMPLETE

Take a right turn into the vent and follow it to the fans. Shoot a remote torpedo past the fans to the controls that are mounted on the big pillar. Make sure you destroy them.

-Destroy communications node-

OBJECTIVE COMPLETE

Go left from here, then go right into the cave area again. Shoot the mini sub up ahead with a torpedo then go up to the laser net blocking your way. Shoot a remote torpedo through the net and follow the wire on the wall to the control box on the wall. Run the torpedo into it. This will disable the laser net.

Go through the opening and go forward. There will be a minefield up ahead. My advise is to try to go as fast as you can through the mines, dodging them as you go. There will be a break from mines after the first minefield, then there will be a smaller minefield ahead. After you get through that, you will come to another laser net. Do the same thing as you did at the last laser net. There will be another minefield. Stay to the roof of the cave and keep following the path were you come to a area with a few missiles in it.

Kill the one mini sub in this area, then place a charge on the blue area for each missile. The game will tell you when you can place a charge. After you place the six charges, a few mini subs will come through a door. Kill them and go through the door.

-Plant Q charges on missiles-

OBJECTIVE COMPLETE

Follow the mini sub to the base. DO NOT shoot it until it leads you inside the base, then you can kill it.

-Follow sub into base-

OBJECTIVE COMPLETE

Kill the few mini subs in here, then go to the laser net. Disable it and go through as you have done with the other laser nets. You will now be in a area with three nuclear subs. Plant a charge on the blue area as before with the missiles. It will tell you when you can plant one.

-Place Q Charges on docked submarines-

OBJECTIVE COMPLETE

After the third sub is disabled, a operational attack sub comes and starts shooting missiles at you. Kill it as fast as you can with regular torpedos. After you blow it up, go the way it was guarding and you will beat the level.

-Destroy enemy attack sub-

OBJECTIVE COMPLETE

-Make it to the beach undetected-

OBJECTIVE COMPLETE

END MISSION

```
.:*:.      +--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*
G10        Island Infiltration
':*:'      +--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+=--*--+
```

Bond Moves:

Move 1)

When arriving towards the security compound, wait before the small gate, stop before it, let it raise but do not break it then pass through it to get a bond move.

Move 2)

Take the shortcut or secret jump towards the end of the first part.

Move 3)

Destroy the bridge one of the enemy 4WD's cross. It is after the first bridge you destroy.

Move 4)

At the last part, in the SNT, shoot the fuel barrels next to the first tank that comes to the left, when it arrives. Use the laser pulse.

Move 5)

Shoot the first group of 2 hoverplanes coming from the left.

Move 6)

Shoot the second group of 2 hoverplanes coming from the right.

Move 7)

Shoot the last 2 hoverplanes coming from the center cliff.

007 Tokens:

- 1) Behind you at the start of the first part.
- 2) In the security compound area were you get the code from.
- 3) Behind the third sentinel.
- 4) Destroy the first tower with the missiles in the second part, with the plane.

Medal Rewards:

Platinum Award	- MP Skin	Bond Tuxedo
Gold Award	- Upgrade	Stunner
Silver Award	- MP Scenario	Protection
Bronze Award	- Reward Card	Ultralight

Vehicles Weapons/Gadgets:

Phoenix Combat 4WD Utility Vehicle
- Machine Gun
- Missiles
D1400 Combat Plane
- D1600 Missiles
- D1400 Pulse Gun
SNT Laser Defence Platform
- Pulse Laser Shots
- Main Powered Shot

Mission Objectives:

Dismantle Drake's Island defence systems.
Download defence system code from compound.
Disable island defence sentinels.
Disable primary access route.
Protect Alura as she completes the mission.

Briefing: You use one of the defense vehicles to sneak into Drake's island base and also need to take out the island's air defense.

=====
| Walkthrough |
=====

You start out in one of the island weapons vehicles. Hit the gas and follow the road. Use your machine gun to take out any enemies that you will come along. You will soon come to a fork in the road. Go right and follow it to the compound. If you go slow enough, you can get a bond move by getting in under cover. The gate will open and no enemies will attack you if you go slow in

here. Go to the back of the base and up the stairs onto the helipad. It will now tell you that you can download the data. Press B to download it, then go slow, and out of the compound.

-Download defence system code from compound-

OBJECTIVE COMPLETE

Now you should go fast because they know you are there now. Your machine gun is powerful and has a auto-aim, so use that. Follow the road and you will soon come to a fence blocking the road. Press B to use the code to open the gates. There will be a cutscene showing the first sentinal popping up. Try to stay as far away as possible and use your machine gun to kill the sentinal.

Keep following the road and you will come to another gate that needs to be opened. After you go through the gate and follow the road another sentinal will pop up from around the corner. Kill it and follow the road through the little compound. As you follow the road it will tell you to use the access code again. Be careful, because it is not a gate this time. It is a bridge that needs to be extended with the code. Use the code and shoot the enemy on the other side while you are waiting for the bridge to extend. Go across the bridge and into the tunnel. Stop just before the end of the tunnel so you can shoot the two black enemies out of the tunnel without the sentinal shooting you. Now go out of the tunnel and there will be a cutscene showing the sentinal pop up. Kill it and there will be a cutscene showing Bond and Alura getting into a plane.

You are now flying around in a plane. Soon, up ahead, there is a bridge. Kill it with two rockets.

-Disable primary access route-

OBJECTIVE COMPLETE

Now let the plane fly on. Use your rockets wisely, because you have just enough to complete the mission. Make sure to blow up the round red towers on the ground. After you pass the first tower another sentinal will pop up. Kill it with 4 rockets. There will be another tower down below. Kill it. Keep on going and another sentinal will pop out on the right when Alura tells you. Shoot 4 more rockets. After you pass the second bridge there will be some other planes that come. You have to use a few rockets on each.

You will then come to a waterfall and head down it. Try to kill all the boats on the first pass so all you have to do now is worry about the other planes that come. You will circle around in this area for a little bit, then you will continue. Kill the last tower down below, then the last sentinal will pop up on the left. After this you will land on the ground and there will be a cutscene where Bond goes up to the big gun.

-Disable island defence sentinels-

OBJECTIVE COMPLETE

You are now in control of the SNT. There will be a few tanks that come on the ground that you should shoot. Then planes will come in groups at you from all sides. Just have some fun here and shoot enemies. After a little bit you will complete the mission.

-Dismantle Drake's Island defence systems-

OBJECTIVE COMPLETE

-Protect Alura as she completes the mission-

OBJECTIVE COMPLETE

END MISSION

```
.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G11        Countdown
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Bond Moves:

Move 1]

Burn the three control boxes at the first part before going to the security centre. The laser control box, the camera control box and the alarm control box.

007 Tokens:

- 1] From the vent bond starts in, go down from it, and there should be another 3 vents. Go to the one directly opposite from the one you start in, and it should be in the small dead-end area of the vent.
- 2] Look for the big room "A6" and go into the crawling space where all the crates are packed. Next to the body armour.
- 3] A dead end corridor near silo D12C.
- 4] In silo D5C near some boxes right before the omega sector door.
- 5] In the big area when at the third part. Opposite the room where you open the door to the launch bay. It's on the second floor.
- 6] Underneath the first shuttle.
- 7] Underneath the second shuttle.

Medal Rewards:

Platinum Award	- MP Skin	Pussy Galore
Gold Award	- Upgrade	Laser
Silver Award	- MP Mode	Explosive Scenery
Bronze Award	- Reward Card	Drake

Available Weapons :

- PP7/Gold PP7/P2K/Gold P2K
- Delta Repeater Crossbow
- Deutsche M9K
- AIMS-20
- Phoenix Samurai
- Fragmentation grenade
- Remote Mine
- Laser Trip Bomb

Available Gadgets :

- Q Decryptor
- Q Laser
- Q Grapple
- Vision Enhancement Glasses

Mission Objectives:

- Infiltrate Drake's Facility undetected.
- Follow kiko to the security control center.
- Sabotage base security and escape from room.
- Prevent Rook from cutting the power to the Delta Sector.

Take exit to the delta sector.
Find the exit to omega sector.
Reach Drake's launch silo.
Prevent Kiko from launching into space.

Briefing: You have to get through the island base and get to the shuttle launch area to prevent Drake's forces from launching into space.

=====
| Walkthrough |
=====

You start out in a vent. Drop down and use the Delta Repeater to shoot the guy in here. Go out the door to your right and shoot the guys here. There will be a cutscene here. After it kill the guy out in this hallway.

-Infiltrate Drake's Facility undetected-
OBJECTIVE COMPLETE

Go left and into the door that is marked A3. There is a circuit box in here that you can disable. Open it and burn the green with your laser. NEVER EVER burn the red. Now go back out of this little room. Go out in the hallway and go left again and into the little room marked A4. Kill the guard in here. Now burn the green in the circuit box in here and go back out. Now get out of this room and head for A5. Go right and kill the guards here. Now go through A6 and left through A8. Go straight and you will go through A8 again.

Go left and through A12. Now go straight and kill some more pesky guards. Now go right and through A16. Kill all the guys in here and go through the little door under A15. Disable the circuit box in here as you have done before with all the others. This will get you the only bond move in the level.

Go out and back to the hallway. Keep going the way you were going. You will probably see a door with two guns on it. Go in and use your decryptor to open the two keypads to open the door. Get all the ammo and guns you can carry in here. Now go back out and keep following the hallway. Soon there will be another cutscene with Kiko in the security room.

-Follow kiko to the security control center-
OBJECTIVE COMPLETE

Now go to the back of this room and use your laser watch to burn the green on both circuit boxes on either side here. Now go back up to the front of the room and use the action button on the computer with the red screen to blow up the room.

-Sabotage base security and escape from room-
OBJECTIVE COMPLETE

Now the door will soon open here. Get ready because the guards are a lot harder now because they have AIMS-20s. Soon there is a cutscene with Rook. He is by the "Delta Sector" door. You should have already passed that door so just make your way back and be watchfull for those hard guards. Rook is somewhere near the Delta door when you get there. Switch to grenades on your AIMS-20 and blow the hell out of Rook. Make sure to pick up his gun, the Samurai. Now go through the Delta door.

-Prevent Rook from cutting the power to the Delta Sector-
OBJECTIVE COMPLETE

-Take exit to the delta sector-

OBJECTIVE COMPLETE

Ok, this next part is a whole lot of the same pattern. Use your samurai. You have to move from silo to silo to get to the other side. In each silo there are few guys and only two doors that will open. One door has ammo and other supplies behind it. The other will lead you to the next silo. Watch out for laser trip bombs that are placed behind doors. Just keep moving through these until you come to the omega door. Go through it.

-Find the exit to omega sector-

OBJECTIVE COMPLETE

Now go through the door ahead of you and you will be in a big area with a balcony up a level. There are a lot of guys in here that are waiting to become destroyed by your AIMS-20 or samurai. Go up onto the balcony and go in the room up here. Press the button by the window. Now go down and through the other door in here. Go forward and through this door.

Go and press the green button on the wall and go through the door. Kiko will make you fall to the floor. Go into one of the two safe rooms to the side and wait for the shuttle to launch. When the doors open again, wait here and let the enemies come to you. Soon the doors will close again and another shuttle will launch. After the doors open more guys come. After you kill them there is a cutscene and you beat the level.

-Prevent Kiko from launching into space-

OBJECTIVE COMPLETE

END MISSION

```

.:*:.      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
G12        Equinox
':*:'      +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*

```

007 Tokens:

- 1] At the black part of were the big laser charges.
- 2] On the left side, below the platform, near 2nd missile.
- 3] On the right side, below the platform, near 2nd missile.
- 4] Further at the back, above platform, on right side.
- 5] Further at the back, above platform, on left side.
- 6] Further at the back, below platform, on right side.
- 7] Further at the back, below platform, on left side.

Medal Rewards:

Platinum Award	- MP Skin	Bond Spacesuit
Gold Award	- Upgrade	Laser
Silver Award	- MP Scenario	Goldeneye Strike
Bronze Award	- Reward Card	Bond

Weapons Available:

Phoenix Samurai Laser Rifle

Mission Objectives:

Disable the missiles before they are launched.


```
.:*:.
I +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:'
```

```
.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
I01 Menu Options
':*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Coming Soon!

```
.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
I02 Levels
':*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Coming Soon!

```
.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
I03 Character Stats
':*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Coming Soon!

```
.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
I04 Bot Settings
':*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Coming Soon!

```
.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
I06 Weapon Sets
':*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Coming Soon!

```
.:*:.
+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==* J
':*:'
```

Cheats

```
.:*:.
J +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
':*:'
```

```
.:*:. +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
J01 Cheats
':*:' +==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*==+==*
```

Coming Soon!

*****RATE THIS GUIDE*****

Go to <http://www.misterpoll.com/2210502457.html>.
Please answer the questions truefully.

