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- i. Ingalls Type 20
- j. MB POW 90
- k. Meyer Bullpup
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- n. Mustang MAR-4
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I) Version Updates:
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Version 0.1: This was the original version, just typed it up.

Version 0.2: Formatted the guide more correctly to be posted, saved it as Text with Line Breaks. Put in correct e-mail. Added the Section Great Tips and Tricks.

Version 0.3: Corrected some spacing, added the Section Great Tips and Tricks' a., b., etc.

Version 0.4: Put this section in, added title The World Is Not Enough 007. Corrected almost all the spacing (I hope). Changed stars to the = and -. Added model of Human player. Added CJayC and ToastWomble to the Thank You section. Added cheats section.

Version 0.5: Added the section Game Scenarios. Also added the weapons section. Spent hours in the process. Also something that took me two hours was the new AI Bots section. I hope you like it!

Version 0.6: Put in lines to make charts at bottom. Made many things look better and easier to read.

Version 0.7: Fixed the head on the model.

Version 0.8: Added one more Game Scenario to the FAQ. Changed a small part of the guide using grammar, and such. Prayed the head was fixed the correct way this time.

Version 0.9: Added the weakest spot picture. Clarified a few things.

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II) Legal Junk:
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a. This is a part that most of you will skip, I know. I don't really want to have to type this, but for my sake I will. Many things I will use to help you and all others visiting this I found from experience! I, jekirby, created this FAQ/Guide on my own and used names, etc. that were created by people other than I and respect that. Some people may have found out information that I have used before I did, but I do not know how to give credit if I didn't learn this from them directly. In short, do not e-mail me saying that you or someone was the first to do something and told all others how to and that I said I found it first, because I didn't.

b. You may use this for your personal gain, and if you would like to use this for a site or whatever, you may copy and paste it to the destination, without changing it in any way, and giving credit to me.

c. Thanks to all who helped in creating this game, it's great! Also I would like to thank CJayC, creator of the website, ToastWomble, the one who helped me make the Human model look about 3 times better. I also would like to thank Steven Lee for contributing the Scenario "Watch Your Step". I'll

list everyone to thank so it is more distinctive if you are looking.

CJayC
Eurocom Crew
EA Games
ToastWomble
Steven Lee
Myself

III) The Basics

a. Default Controls:

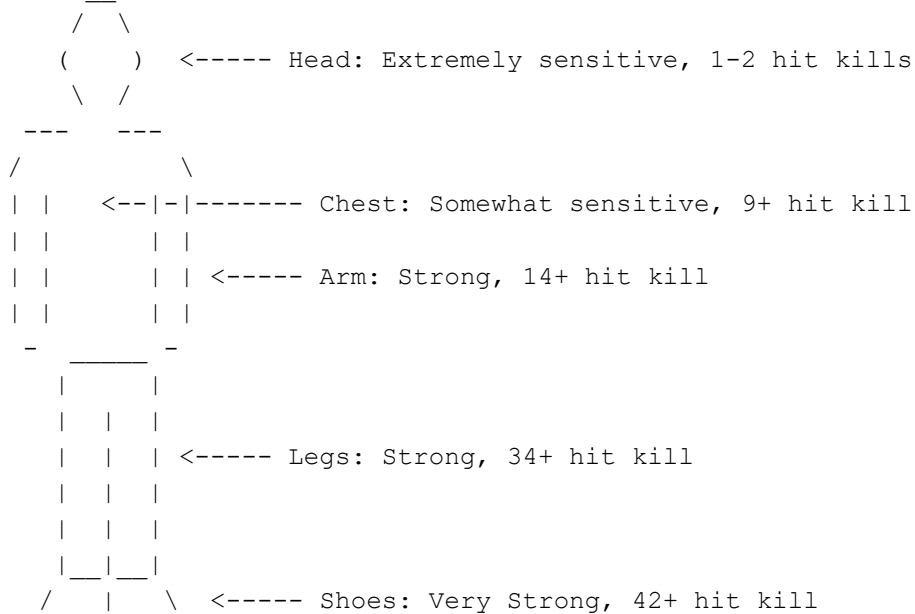
- Control Stick- Move around, easy to remember
- Directional Pad- Look Around
- L/R- Aim (C Up and C Down to Zoom when Aiming)
- B- Reload, Open doors
- A- Scroll upwards through weapons
- C Right/C Left- Strafe Right/Left
- C Up- Jump (Stand up when ducking)
- C Down- Duck
- Z- Fire Weapon
- (Default Settings)

b. Strafe: This is very useful when in combat, hold C Right to Circle your opponent, so they must keep turning to shoot at you. There are many different ways to strafe, learn them. It can cause less accuracy on your part put it causes much more accuracy loss on their part! You can also Jump/Duck while strafing so try that!

c. Using Glasses/Goggles: To use the X-Ray Glasses/Night Vision Goggles hold B and Press A. They can be very useful!

d. Secondary Fire Mode: To activate the secondary fire feature, select the gun you would like to use it on and hold B, then Press Z. Note: Not all weapons have this feature.

e. Damage:



Weakest spots:

Top of Head: Extremely sensitive, 2- hit kill



This test was conducted, using a Wolfram P2K, on a multiplayer Human, with 100% health. The shoes often take no damage at all. I noticed that the further up you go anywhere on the body, the more damage is dealt.

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IV) Multiplayer Settings

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a. Arena: Probably the most popular of the game types, its Arena, no teams, and no special Flags or anything. All you must do to win is destroy the most opponents. Staying alive helps prevent them from raking up Kills, get to know your opponent well, know what makes them tick, what they forget in combat, etc., it's very useful! Make them tick if you can if you get ticked, but be careful if you're a guest. Gain Accuracy and skills, witch is always needed, sneak around and know witch gun to use when. And be sure to know the arena. If you have a sibling and you earn a level, play it a few times then play it with them to get a head start. Learn where the guns are!

b. Team Arena: Now with teams, go around destroying every enemy however you like. If you gain secret motions, or whatever you'll win easier (ex. Jump 4 times in front of team member means that you are going after Player4, Jump 3 times in front of them to signal you are going after Player 3, and so on, Duck and Stand 3 times in front of team member to signal that you will sniper, etc.). If you are fighting AL Bots, you can just talk with your friend(s), but if you're on with an Al Bot, good luck predicting their next move so you don't do the same.

c. Capture the Flag: You are spit in two teams to do Capture the Flag. When playing a Kill is equal to 1 point and taking the opponent's flag from their stand to yours is equal to 10 points, and after their flag touches your stand it magically goes back to theirs, and in this one you may use weapons when carrying a Flag. If you die while carrying a Flag it stays in Midair for about 5 seconds, and if one of your team members touches it within that time they get the chance to score by carrying it to your stand, if the other team touches it, it flies to their stand, and if nothing touches it for the time period it is returned to the right base, no points added. When you have the flag just run to your base, and if they get your flag, do what you can to stop them from touching their stand. Not as fun as Capture the Briefcase, but still a fun, heart pounding scenario!

d. Capture the Briefcase: The same as Capture the Flag with 2 differences. 1) Now the Flag is a Briefcase and 2) To score by taking their briefcase to your stand you must have your briefcase in your stand.

e. King of the Hill: No teams, but still fun, Kills score 1 point, and for every 1-3 seconds you stand in the small purple circle somewhere in the arena (is shown on Radar and known as the Hill) you gain a point. Get in the Hill and KO any people that try and take it from you, so before you get in the Hill, grab Mucho Ammo and Armor, and hold your ground to become King!

f. Team King of the Hill: Create two teams and Battle over the Hill. The more team members in the Hill at the same time, the faster points rake in! One person should be in or fighting for the Hill at all times!

g. Uplink: Two Teams once again, and three Uplinks scatted throughout the Arena (numbered 1, 2, and 3) (shown on Radar). The Uplinks look like little Radar things (with a number on them), and start out Gray, a single touch will change them to your teams' color, and the longer they are that color, the more points you rake in. On screen are three Uplink Icons that show what color the 3 Uplinks are. Ex. 1 is Red 3 is Blue while 2 is Gray. The Icon for Uplink 1 would be Red, 2 would be Gray, and 3 would be Blue (same on Radar). The Uplinks will stay the same color until a team member of either team changes its color by touch; after it becomes touched it stays that color no matter what until a team member of the other team touches it. You'll get the hang of it!

h. Last Agent Standing: Basically you have the same objective as Arena,

but now everyone has a set number of lives to live. Stay on the move and get Armor and a good gun before and after a fight.

i. Golden Gun: There are three parts to the Golden Gun spread and hidden in with weapons on this game, get everything on the floor you can and kill who has 1 part of the gun. Get the three parts and switch to the Golden Gun to 1 hit Kill anyone. Raised Accuracy is needed for this because others can kill you if you keep missing and must reload.

j. Weapon Settings:

I) Standard- Use the weapon pick-ups from the Map.

II) Convert- Start Weapon: Silenced Wolfram P2K

Start Gadget: Night Vision Goggles Pickups Available: Deutsche M95, Suisse SSR4000, and Delta 900 MAG

III) Combat- Start weapon: Raptor Magnum

Start Gadget: Body Armor Pickups Available: Deutsche M95, Meyer Bullpup, GL 40, RL 22, and Frag Grenade

IV) Rapid Fire- Start Weapon: Soviet KA-57

Start Gadget: Body Armor Pickups Available: MB PDW90, Meyer Bullpup, and Mustang MAR-4

V) Close Combat- Start Weapon: WolframP2K

Pickups Available: Raptor Magnum, Mustang.44

VI) Sniper Combat- Start Weapon: Suisse SSR4000

Pickups Available: Deutsche M95, Deutsche SA90, and Night Vision Goggles

VII) Explosive- Start Weapon: GL 40

Start Gadget: Body Armor Pickups Available: Mustang MAR4-GL, RL 22, AT420 Sentinel, Sticky Grenade, and Frag Grenade

VIII) Exotic- Start Weapon: Seamaster Speargun

Pickups Available: Delta 900 MAG, GL 40, Sticky Grenade, and X-Ray Glasses

IX) Wild Fire- Start Weapon: Frinesi Special 12

Pickups Available: Meyer TMP, Soviet KA-57, GL 40, and Frag Grenade

X) Gadget War- Start Weapon: Silenced Wolfram P2K

Start Gadget: Body Armor Pickups Available: Ingalls Type 20, Sticky Grenade, and X-Ray Glasses

k. Screen Split: Choose Vertical or Horizontal (only when 2 Humans are playing with any AI Bots).

l. Weapon Detail: The lower, the less detail to your guns, and the faster you go, the higher, the more detail in your guns and the slower you walk (not that much slower).

m. Friendly Fire: On to damage team members, off not to (only when teams are on).

n. Maximum Score: Set a Maximum Score to stop the battle when it is met.

o. Duration: Set the number of minutes a battle will last.

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V) Arenas

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a. Air Raid: This level is a pretty big sized arena with the main plane and the SR-71 Blackbird in the back. The 3 best spots that I think there are is the "Secret Spot 1". Grab a few guns (a Sniper) and some Armor and battle your way up into the cockpit, break the window on one side, and jump up on the ledge like you are going to jump off, but don't. Turn slowly around until you see a small "ramp" or the thing separating the two windows in the cockpit and walk up it. Straight ahead of you is a dorsal fin. Behind that is a hole, go around the hole to the ledge and you won't be blown off, pull out your sniper and shoot everyone on the SR-71 Blackbird. Later when you're down to a lower range weapon fall in that hole (this is why to carry a few guns). You may have to slowly turn around (go to fast and you might accidentally jump off of it) and anyone switching between the SR-71 Blackbird and the "Main Plane" will pass under you. You can still see each other but it's a good spot if no one else knows how to get there. The final "Secret Spot" is on the SR-71 Blackbird, you walk on top of it but not the wings, at least usually, so jump over the mound stopping you from getting on the wings,

and there isn't any wind, mystically. Have fun. And if you prefer not to be at those places I have another great spot to work off all your enemies. The cockpit. Simple, has a gun near it, only one entrance. But also this level is hard to park it in one place, because once you die you want to run all around to get the gun/guns that you like, so sometimes I just run around the whole level, killing all my enemies and getting guns, but you'll die eventually doing this.

b. Castle: Probably the Smallest Arena, Castle has two floors that contain many rooms, the room directly across the main passage area from the Library upstairs is probably one of the few good "Hold your Guns and Ground" areas, because there is only two entrances, but you pretty much are on your own here, find your own strategy works here. This is probably one of the most difficult areas too. But that doesn't mean it isn't fun. And if your desperate you could go to where you find the body armor or the adjacent room, which has only one entrance. This is also a good level to stay on the move.

c. Field of Fire: If you've seen The World Is Not Enough, than you know this level comes from one scene where you find this area is a place for villagers to test their faith. Don't do that here (walk in the fire) because it shows how much faith you have by damaging you. Also be careful walking across the bridge, to get the special gadget. You should probably hold your ground outside the cave, and when they come out you can attack them. Or on the little ramp that has the AT 420 Sentinel on it, because using your radar and aiming, along with guiding your missile, you could stop anyone from entering, unless they spawn in that room.

d. Flashpoint: The best area here is probably in the room with the map of Elektra's Oil Pipeline, with extra light. Be careful, this is the hardest place for me to play Multiplayer at. I suggest exploring until you find your personal favorite spot. But the map room has Night Vision Goggles, which will show people in green, very helpful at any room in this level. If you stand around where the goggles appear you can easily guard two entrances.

e. Forest: Dark and Creepy this forest is, it's fun too though, be a darker character so that you blend in with the trees. This is great for team battle, and not, because of all of the ambushing points. To do the "Hold your Guns and Ground" style here, go in one of the buildings and hide under the stairs, when someone enters, pop out and shoot, or go upstairs and aim at the door. To find the Night Vision Goggles here head your way through the creek to the area where it turns and ends off, a little before you reach there near the trees is the Night Vision Goggle, which are Very effective here.

f. Frostbite: Brrrr! Bring your fur coat because the only warm place here is that Cabin, and someone is likely to shoot open that big window! Using the tunnel systems is very effective here, start somewhere and head for the tunnel that leads you up to where the Red Flag is on Level and shoot all above ground as you make your way to the start of your underground check. Or the "Hold your Guns and Ground" style means probably going downstairs in the Cabin and getting in the corner so that you face the tunnel, and shoot all coming by. And if you know the elevated area where the Red Flag stands, near the rock tunnel, go there and sniper everyone on one half of the level, watch your radar so that you don't have someone pop up out of the tunnel when you are sniping, or they could have a quick kill.

g. Hidden Volcano: Ow! Hot now! Here there are three floors, with a big fat elevator, try and use the elevator to go from floor 1 to floor 2 and from floor 2 to floor 1 because since the Radar shows as if everyone was on the same floor, you may want to use the elevator do go down, see if a battle is there, if so, jump, and up you go away from it. The top floor is probably a good place NOT to hold your ground, since everyone is there. The basement is probably the best for the "Hold your Guns and Ground" style. If you happen to find a GL 40 and want to confuse Human players got to the first floor and bring the elevator down, turn it to TIME, not IMPACT, then stand by the buttons. Aim up at an angle to the corner and shoot, the grenade will go

bouncing one floor above you! It's VERY LOW accurate and usually won't kill anyone, but it does confuse him or her. Make sure to bring the elevator down, or the Grenades might fly back at you.

h. Istanbul: Not too hot, not too cold, it's Istanbul! I think the best spot for the "Hold your Guns and Ground" style is the room with the Body Armor. One entrance, regain Armor, only needs a good gun, so get one before you come here. There is a high Balcony here, great for Sniper, because a Sniper gun is on it, but the hole in the rail means a "Secret Spot"! Run towards the hole and jump just before you fall and hold forward! Boom, you land on the Building thing (don't know what to call it, balcony???), pretty good for Sniping with a non-Sniper, such as a GL 40 or the Meyer Bullpup, if you know what I mean.

i. Labyrinth: An actual maze to walk in; find a circular brick spot with only one entrance for the "Hold your Guns and Ground" style. Otherwise you'll encounter everyone just trying to go through the maze for weapons! A very hard level to play, but around the area where the hill is if you walk around it is (!)X-Ray Glasses(!). Now you can see through the bushes and bricks that make up the maze!

j. Merchant: Oh, one of my personal favorites! Merchant offers two floors of action connected by a set of stairs and two elevators. The elevators may be open, if so all you need to do is run in them, otherwise you'll take the stairs or press B on the button making one come in a few seconds. If you're looking for action on Standard weapons, come here! Upstairs offers a variety of Powerful and Automatic weapons, and body armor, along with the fact that most of the time almost everyone will be up there. So, if you're looking to "Hold your Guns and Ground" go to the toilet-less, sink-less bathroom upstairs and either stare out the door ducking and aiming up to where the heads would pass, or taking cover in the door-less stall. If you're too afraid to go upstairs, or just know you wouldn't survive, grab the Meyer Bullpup that is downstairs, put it on secondary fire mode (automatic), and hide in the safety deposit room, waiting for anyone to walk in, and get blasted by about 30 bullets. If you're heading downstairs, don't jump from the top of the stairs, you'll commit suicide by accident, so run down one flight then jump to safe about 3-5 sec.

k. MI6: No doors, no bathrooms, no more than one floor, one empty floor, is the MI6 level. This is probably a good spot to Kill and Run, and stay on the move, because there really isn't one good spot to defend off in all these Halls. The only one I can think of that works somewhat well is the one-entrance room that has red lights on the wall, just travel the maze until you find it, but by the time you get there you probably have about half of your damage taken from meeting enemies on your travel. Have fun.

l. Silo Surprise: Looks like this was from the Cold War, but it ended in 1989, oh well, that's probably why half of the light bulbs have burned out! Many shadowy places offer good areas to hide, stay away from the explosive barrels, and shoot them if an enemy gets too close to them, Cold War Style.

m. Sky Rail: Another one of my personal favorites because of all the light, the tram, and the size of it, its Sky Rail. Snipers will rule here, unless you manage to get past them. Usually the snipers will be in the room up high with 3 windows, on a Sky Rail, or up high where the Flag is in capture the flag. If you become a sniper the Sky Rail is where you will probably rule most, you see your opponents movements, but loose accuracy, and you almost never get hit. If you do last agent standing stay on that rail. Also, you can jump off the Sky Rail without dieing so if you need ammo try and drop down on it, then run to the elevator and get back on the rail before it moves again!

n. Submarine: Like other submarines, you don't want to be in one if you're Closter phobic, this level offers halls and rooms, so when roaming watch out when you turn for enemies in the shadows. This is probably one of those levels where you should find what works for you, or at least with you.

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VI) Human Players

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a. The Smart: The smart players usually gained this from experience, or in my case fighting, let's say silly, people, like my sister who would run in circles around ammo doing a chant so that when she got it she would shoot right, and by the time the chant was over I had aimed and shot the ammo damaging her in the explosion. If you're not "A Smart" then you are probably not crazy or unstoppable, because those wouldn't come to a Web site to find help for their position, I know, from family. So most people reading this are at least 2/3 of a Smart person (in the game). Smart people are usually either roaming around getting guns and killing people, or hiding in a quiet corner hoping one will fall for his trap (Snipers, or Reg. Guns).

b. The Crazy: Some people are just crazy. Kill them and they try to "Get Revenge" on that AI Bot that killed them (even though you killed them). No helping them.

c. The Unstoppable: There really isn't, it's just some people can't be stopped by you. Just go for them only, do whatever it takes to beat them in a battle and try to get more kills by killing others. If you want to, go ahead and grab a team mate, and both shoot at them. But I recommend grabbing the smaller fish if you can't fry the bigger fish.

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VII) Great Tips/Tricks-

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a. Strafe: I recommend strafing almost all the time, shooting, running, anytime you don't know what will happen. A sniper above shooting ammo next to you, a grenade, or even a team member who is attacking you because Friendly Fire is On. Know how to strafe and just as importantly when. Know the arena well enough to where you could strafe through a door with your back turned. Strafe at an angle to get to weapons quicker. And last but not least, you can duck and strafe! (If you want)

b. Sniper: Sniping can be very effective. Best you sniper in an area where you can get new sniper ammo quickly. When you sniper use the aimer and Zoom in if you must. Also very important is to watch your radar. When you are Sniping watch to make sure someone doesn't sneak up behind you. Also watch out for other snipers that are within firing range of you.

c. Know the Arena: Learn the arena and learn it well! This maximizes your radar efficiency. What I mean is that it can help you determine if the opponent is in which room.

d. Radar: Know your how to use your radar! This is very important, at least so you can tell if around the next corner is an enemy.

e. Character selection: Choose YOUR character wisely! For example, you probably don't want to be a rainbow colored character, simply because you'll be easily spotted. Try to be blended in with the background a little.

f. Don't shoot Allies: If for some reason you are on teams and chose to have friendly fire on, only shoot your allies when they shoot you. Otherwise you forget about the enemy and start killing each other until either:

- 1) Time runs out
- 2) Opponents win
- 3) One of you realizes how crazy that is.

g. Sneak around: Sneaking around is what you would probably do in a real life situation, so try it here. Don't announce to everyone "I'm hiding in the Elevator!!!" instead tell other's "Josh is hiding in the Elevator" so that everyone heads to them. Once I followed by brother to a closed room on the MI6 level when I was like only 10 feet or so behind him and then when he went in to get the weapon I was toward the end of the hall and threw a Frag Grenade and ran. He was just walking out the door when it blew up and I only was damaged like 10% from the explosion. To make them think you aren't following them strafe a lot and shoot like you are trying to get away from someone so they may think that you are a different dot on the Radar or you are trying to escape. Just pray that they don't look at your radar! Sniper

Spots: There are spots throughout the level where it is better to sniper! For example, if you want to sniper don't stand in the middle of a room and aim around, choose an elevated spot higher to shoot downward where they won't see you as easily, and a corner area, like in the corner of the stage, so there are less areas to be attacked from, but some levels have good spots to sniper that aren't in the middle of the stage. If you find a good sniper spot try to keep it a secret, so you don't have to fight off some players.

h. Weapon Choice: Make sure to choose a good weapon. Don't choose a Wolfram P2K over a Soviet KA-57, unless you are extremely low on bullets. Yet in a small arena don't choose an AT420 Setinel over a Meyer Bullpup, because you will Kill yourself also.

i. Weapon Mode: Some weapons are better in their second mode, for example the Meyer Bullpup, because the secondary mode is automatic! Remember that not all guns have a secondary fire mode. Some of the secondary fire modes are silent, that is good in single player, and in multiplayer the best use is to quiet down the noise so that a player might not notice you shooting at them as easily as if you were shooting a Frinesi Special 12 for example. But remember that the Frinesi Special 12 has a secondary AUTOMATIC (!!!!!) mode that can very easily Kill someone in like what, two seconds! Many tactics come into play on this game.

j. "Use the Force Luke!": Don't be over confident, because then if you fail it will enrage you, but don't be under confident, because then you will more likely loose. Hope that you win, but don't hope you win by a ton of points, because then you might think you could do much better. In short think that you can do it if you try hard and don't set your goal too high. Another thing is not to play if you are too mad. Then you can't even think well. And last but not least do what the manual to the Nintendo 64 and every other system says- take a ten to fifteen minute break from video games every hour, and if that isn't possible for you then do it every hour and a half or so. It lets your mind rest, eyes rest, fingers, and skills even, so you wake up with more energy.

k. Know where the weapons are: Know where the good and bad weapons lay. That way you aren't unarmed. Pretty easy once you get the hang of it. It should come naturally... At least it did for me...

l. Crouch: Crouching can be very effective. But not all the time. Just make sure that you don't do that all the time!

VIII) Game Scenarios

a. I just wanna use the bathroom!:

Settings-

Team Arena (2 vs. 2)

Weapon Mode: Any

Max Score: Any

Duration: Any

Characters: Any (Preferably ones that stand out)

Arena: Merchant

What you do:

Two players are people who need to use the bathroom (can be anyone, but preferably someone who stands out, like the divers) and they must remain unarmed while running around the Merchant level looking for the bathroom (each team has one person who needs to use the bathroom). The first players that don't need to use the bathroom run around the arena trying to kill the other teams member who needs to use the bathroom. The players that are allowed to use guns cannot protect their team members and must not kill anyone but the person on the other team that needs to use the bathroom. If the member of the team that needs to use the bathroom makes it safely to the bathroom they must then run downstairs and into the main room or the safety deposit booths and stand for five seconds, then the other person needs to use the bathroom and must make it to the bathroom before they can shoot again

(must go downstairs to meet team member and tell them they now must use the bathroom). Keep switching off until you get tired or time runs up/max score is met.

b. That's MY Pipeline!:

Settings-

Team Arena (2 vs. 2)

Weapon Mode: Any

Max Score: Any

Duration: Any

Characters: Elektra (either one), Sir Robert, Renard (either one), Electra Bodyguard (either one)

Arena: Frostbite

What to do:

Elektra (Blue Team) thought that Renard (Blue Team) killed Sir Robert King (Red Team), her father, and the pipeline was her's, but Sir Robert is apparently not dead, and wants his pipeline back. Then Sir Robert offers to pay her bodyguard (Red Team) double what she was paying her if he would finish off Renard for kidnapping Elektra, and then Renard and Elektra's bodyguard face off on the snow as Elektra and Sir Robert start fighting in the green pipes going through the snow. Whichever team has most points at end wins the pipeline.

c. Hide and Seek:

Settings-

Arena (3 or 4 players)

Weapon Mode: Any

Max Score: Any

Duration: Any

Characters: Any

Arena: Any

Special Notes: Turn ALL Radars OFF and hidiers may only use the Wolfram P2K

What to do:

Choose one person to be the "Seeker" and send them out of the room while the ones who hide go hide. Have the hiding people look at the wall, ceiling, or somewhere so that they don't give out clues to where they are hiding. Then when the seeker comes in he must find at least one hider then the race begins! If he kills one of the hidiers (using any weapon) then he begins a race with that hider to find and kill the other one or two hidiers before the other. If the previous hider wins the seeker must leave the room and the hidiers find new hiding spots and you start over. If the seeker wins the hider he/she raced with must be the seeker and leave the room. Continue until you must stop or get tired. This is just for fun, so no one wins, unless you all agree on a scoring system. *NOTE*: The hidiers may feel free to run for it to a new hiding space while the seeker is present, as long as it doesn't die, it is still a hider, so you CAN change hiding spots.

d. "You can't win Powers!":

Settings-

Arena (4 of any combo of Al's and Humans, preferably humans)

Weapon Mode: Explosive

Max Score: Any

Duration: Any

Characters: Any

Arena: Submarine

Special Notes: Health is at 10 for everyone but Al's (can't go that low)

What to do:

This is just one quote I loved from one of my favorite scenes of Austin Powers the Spy Who Shagged Me, that was said by Robin Swallows after a few consecutive attempts to destroy Austin Powers, which completely backfired and hit her, but anyways this is the main point of the game, it's so hard to win! I chose Submarine because all the hallways and small rooms would make it hard to escape the explosions, which destroy enemies, and usually destroy you too!

It's very hard to win at this and usually people use explosives, a bad idea.

e. "Watch Your Step":

Settings-

Team Arena (2 vs. 2)

Weapon Mode: Explosive

Max Score: Any

Duration: Any

Characters: Any

Arena: Air Raid

What to do:

Everybody gets on top of the airplane and dukes it out with Grenade Launches. It's pretty funny to see the other guy get blown off.

NOTE: Steven Lee contributed this. See the Thank You section.

f. Zzzzz... Ahhhhhh!!!

Arena (1 vs. 1 vs. 1 vs. 1)

Weapon Mode: Any

Max Score: Any

Duration: Any

Characters: Any

Arena: Any

What to do:

Everyone stays up very late, until maybe 4:00 in the morning, but still dark outside. Make sure not to have sugar within half an hour of the time you start to play it and make it a contest on staying up. Start out sniping and after one gets very tired they may fall asleep, then you each kill him/her about ten times each, and snipe slowly until one falls asleep, and each kill him/her about 10 times each, and continue until one is left, the one who didn't sleep is the winner and then they pause it to show they won with ten points ahead of 2nd (about), who is ten points ahead of 3rd (about), who is about ten points ahead of 4th (about), while fourth has about 5 points give or take. If the winner isn't too tired then I suggest that he/she uses a marker to write looser or something not harmful on each of the others hands or something that is commonly washed through the day. Fun only one night with the same people though, then they wanna mark your hand all day.

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IX) Weapons

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a. AT 420 Sentinel:

Ammo: Missiles

Zoom: about 4x

Max Ammo/Clip Size: 4 rounds

Range: Very High

Damage: Very High

Overall: Very Effective from a distance, otherwise explosion may hurt.

Rating: **** (out of *****)

b. Delta 900 Mag:

Ammo: Bolts

Zoom: about 4x

Max Ammo/Clip Size: 5 rounds

Range: Medium

Damage: High

Overall: Effective as a sniper, but takes long to reload.

Rating: *** (out of *****)

c. Deutsche M45:

Ammo: .45 ACP

Zoom: no zoom

Max Ammo/Clip Size: 25 rounds

Range: Medium

Damage: Medium

Overall: Not the best choice, but somewhat effective.

Rating: ** (out of *****)

d. Deutsche M95:

Ammo: 9mm

Zoom: about 4x

Max Ammo/Clip Size: 30 rounds

Range: Medium

Damage: Low

Overall: Not so great, but it does have a laser targeter.

Rating: ** (out of *****)

e. Deutsche SA90:

Ammo: 7.62mm

Zoom: about 4.5x

Max Ammo/Clip Size: 20 rounds

Range: Very High

Damage: High

Overall: Great weapon, scored high in every section!

Rating: ***** (out of *****)

f. Frag Grenade:

Ammo: N/A

Zoom: N/A

Max Ammo/Clip Size: N/A

Range: High

Damage: Very High

Overall: Good, but usually your opponent can run from it.

Rating: *** (out of *****)

g. Frinesi Special 12:

Ammo: 12 gauge

Zoom: no zoom

Max Ammo/Clip Size: 8 rounds

Range: Low

Damage: High

Overall: A good close range weapon, takes long to reload.

Rating: *** (out of *****)

h. GL 40:

Ammo: 40 mm Grenade

Zoom: about 2x

Max Ammo/Clip Size: 1 round

Range: High

Damage: Very High

Overall: Good to use from a short distance, surprisingly, but low on ammo, which will bring score down.

Rating: **** (out of *****)

i. Ingalls Type 20:

Ammo: .45 ACP

Zoom: no zoom

Max Ammo/Clip Size: 30 rounds

Range: Medium

Damage: Medium

Overall: Your average rapid-fire weapon.

Rating: *** (out of *****)

j. MB POW 90:

Ammo: 5.7mm

Zoom: about 1.5x

Max Ammo/Clip Size: 50 rounds

Range: High

Damage: Medium

Overall: New players of FPS' will like, and many Goldeneye fans will be disappointed, as it has less rounds and it takes about half a round to kill someone.

Rating: *** (out of *****)

k. Meyer Bullpup:
Ammo: 5.56mm
Zoom: about 2.5x
Max Ammo/Clip Size: 30 rounds
Range: High
Damage: High
Overall: A great weapon, to make even better switch to Secondary Fire

Mode!

Rating: **** (out of *****)

l. Meyer TMP:
Ammo: 9mm
Zoom: no zoom
Max Ammo/Clip Size: 25 rounds
Range: Low
Damage: Medium
Overall: Not the best automatic, but a cool looking one!
Rating: ** (out of *****)

m. Mustang .44:
Ammo: .44 Mag
Zoom: about 3x
Max Ammo/Clip Size: 6 rounds
Range: Medium
Damage: High
Overall: A good pistol, but not so great on the ammo side.
Rating: *** (out of *****)

n. Mustang MAR-4:
Ammo: 5.56mm
Zoom: about 2x
Max Ammo/Clip Size: 30 rounds
Range: High
Damage: High
Overall: A great weapon, my favorite automatic.
Rating: ***** (out of *****)

o. Mustang MAR-4GL:
Ammo: 40mm Grenade
Zoom: no zoom
Max Ammo/Clip Size: 1 round
Range: High
Damage: Very High
Overall: A very good weapon, not much ammo, but a great weapon!
Rating: ***** (out of *****)

p. Raptor Magnum:
Ammo: .44 Mag
Zoom: no zoom
Max Ammo/Clip Size: 8 rounds
Range: Low
Damage: High
Overall: It's a pretty good Pistol to make head shots with.
Rating: ** (out of *****)

q. RL 22:
Ammo: Rocket
Zoom: about 2x
Max Ammo/Clip Size: 1 round
Range: Very High
Damage: Very High
Overall: Very good weapon, but must throw away after one use!
Rating: **** (out of *****)

r. Seamaster Seagun:
Ammo: Spears
Zoom: no zoom

Max Ammo/Clip Size: 2 rounds

Range: Low

Damage: High

Overall: A hard gun to use because you must be close and moving to dodge attacks, which greatly lowers accuracy.

Rating: ** (out of *****)

s. Soviet KA-57:

Ammo: 7.62mm

Zoom: no zoom

Max Ammo/Clip Size: 30 rounds

Range: High

Damage: High

Overall: A highly effective weapon, built by the Soviet. Great for close combat, because there is no zoom (which will lower rating).

Rating: **** (out of *****)

t. Sticky Grenade:

Ammo: N/A

Zoom: N/A

Max Ammo/Clip Size: N/A

Range: Very High

Damage: Very High

Overall: Very effective, but you will almost always get some damage from the giant explosion (which will hurt it's rating).

Rating: **** (out of *****)

u. Suisse SSR 4000:

Ammo: 7.62mm

Zoom: about 5x

Max Ammo/Clip Size: 5 rounds

Range: Very High

Damage: High

Overall: Very effective, but takes a while to reload.

Rating: **** (out of *****)

v. Wolfram P2K:

Ammo: 9mm

Zoom: no zoom

Max Ammo/Clip Size: 16 rounds

Range: Medium

Damage: Low

Overall: An okay gun to start out with, can be silenced.

Rating: ** (out of *****)

=====

X) Codes/Earnings

=====

a. GameShark codes: (GameShark 3.0 or Higher)

```

/_____/
/GameShark Codes\_____
|-----|
|Enable Codes-          F10A9240 2400|
|                      F10A6804 1000|
|-----|
|Unlock Everything-    50001501 0000|
|                      81112F70 0101|
|-----|
|Unlock Exotic         80112F82 0001|
|-----|
|Unlock Wildfire-     80112F83 0001|
|-----|
|Unlock Gadget War-   80112F84 0001|
|-----|
|Unlock Forest-       80112F7B 0001|

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Unlock Sky Rail-	80112F7C 0001
Unlock Air Raid-	80112F7D 0001
Unlock Castle-	80112F7E 0001
Unlock Team Hill-	80112F7F 0001
Unlock Capture Briefcase-	80112F80 0001
Unlock Golden Gun-	80112F81 0001
All Guns-	80112F6C 0001

Note: On Unlock Everything you unlock things you would have to earn through earnings.

/b. Earnings:\

Multi Level	Single Level	Difficulty	Time
Castle	Underground Uprising	Agent	2:15
Sky Rail	Cold Reception	Secret Agent	3:15
Forest	Night Watch	00 Agent	2:20
Air Raid	Masquerade	Agent	3:15
Scenario	Level	Difficulty	Time
Capture Briefcase	Turncoat	Secret Agent	3:20
Team King of Hill	King's Ransom	Agent	2:20
Golden Gun	All	00 Agent	Any
Skin	Level	Difficulty	Time
Contemporary	All	Agent	Any
Classic	All	Secret Agent	Any
Covert	City Walkways 1	Secret Agent	3:50
Scientist	Masquerade	00 Agent	4:20
Suit	Courier	Secret Agent	2:00
Civilian	City Walkways 1	Agent	3:40
Soldier	Midnight Departure	Agent	3:05
Navy	A Sinking Feeling	00 Agent	2:55
Security	King's Ransom	Secret Agent	3:45
Exotic	Cold Reception	00 Agent	3:05

XI) Al Bots

a. Al Bot Files:

/Al Bot Files\

Character	Health	Settings
James Bond	150	Good, Team Player
Istanbul Bond	150	Good, Team Player
Convert Bond	150	Good, Team Player
Undercover Bond	150	Good, Team Player

Commander Bond	150	Good, Team Player	
Skiing Bond	150	Good, Team Player	
Tuxedo Bond	200	Good, Team Player	
Doctor Jones	100	Good, Collector	
Christmas Jones #1	100	Good, Collector	
Christmas Jones #2	125	Good, Team Player	
Renard #1	150	Evil, Assassin	
Renard #2	150	Evil, Assassin	
Elektra King #1	100	Evil, Assassin	
Elektra King #2	100	Evil, Assassin	
Cigar Girl	100	Evil, Assassin	
Bilbao Cigar Girl	100	Evil, Assassin	
Valentin Zukovsky	125	Good, Normal	
Bullion	100	Evil, Collector	
Gabor	100	Evil, Team Player	
M	200	Good, Team Player	
Robinson	100	Good, Team Player	
R	100	Good, Team Player	
Money Penny	100	Good, Collector	
Doctor Warmflash	100	Good, Collector	
Davidov	100	Evil, Team Player	
Colonel Akakievich	125	Good, Normal	
Lachaise	100	Evil, Collector	
Sir Robert King	100	Good, Normal	
Nikolai	100	Good, Team Player	
AirTrafficController	75	Good, Team Player	
Female Bank Clerk	75	Good, Collector	
Male Bank Clerk	75	Good, Collector	
Bathing Woman	75	Good, Collector	
Bathing Man	75	Good, Normal	
Builder	75	Good, Team Player	
Bus Driver	75	Good, Team Player	
Elektra Bodyguard #1	125	Evil, Assassin	
Elektra Bodyguard #2	125	Evil, Assassin	
Businesswoman	75	Good, Collector	
Bank Staff	75	Good, Collector	
Istanbul Female	75	Good, Collector	
Forest Mercenary #1	100	Evil, Team Player	
Forest Mercenary #2	100	Evil, Team Player	
Helicopter Pilot	75	Evil, Team Player	
IDA Physicist	75	Good, Team Player	
Jogger	75	Good, Team Player	
Runner	75	Good, Team Player	
Kazakh Scientist	75	Good, Team Player	
Kazakh Soldier	100	Good, Team Player	
King Guard	100	Evil, Team Player	
Lachaise Bodyguard #1	100	Evil, Team Player	
Lachaise Bodyguard #2	100	Evil, Team Player	
London Police #1	90	Good, Normal	
London Police #2	90	Good, Normal	
Businessman	75	Good, Team Player	
Office Worker	75	Good, Team Player	
Communer	75	Good, Team Player	
Market Trader	75	Good, Team Player	
Mercenary	125	Evil, Team Player	
Mercenary Leader	125	Evil, Assassin	
MI-6 Agent	100	Good, Team Player	
MI-6 Security	100	Good, Normal	
Parahawk Pilot	100	Evil, Team Player	
Q Branch Scientist	75	Good, Team Player	

Russian Sub Crew	75	Good, Team Player	
Saboteur	125	Evil, Assassin	
Salesman	75	Good, Team Player	
SCUBA Mercenary	110	Evil, Normal	
SCUBA Terrorist	110	Evil, Normal	
Bank Security Guard	75	Good, Team Player	
Skier	100	Evil, Normal	
Spanish Police	90	Good, Normal	
Special Forces	125	Evil, Assassin	
Sub Crew #1	100	Evil, Team Player	
Sub Crew #2	100	Evil, Team Player	
Terrorist #1	100	Evil, Assassin	
Terrorist #2	100	Evil, Assassin	
Suited Thug	125	Evil, Assassin	
Henchman	125	Evil, Assassin	
Thug	125	Evil, Assassin	
Tourist	75	Good, Team Player	
Undercover Mercenary	100	Evil, Team Player	
Zukovsky Guard #1	125	Good, Team Player	
Zukovsky Guard #2	125	Good, Team Player	
Baron Samedi	150	Evil, Assassin	
Jaws	300	Evil, Assassin	
May Day	175	Evil, Team Player	
Oddjob	250	Evil, Assassin	
Scaramanga	200	Evil, Assassin	
Alec Traveleyan	200	Evil, Assassin	
Wai Lin	175	Good, Team Player	
Max Zorin	200	Evil, Assassin	

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XII) End Notes

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I hope that you enjoyed this guide and that it benefited you. I certainly enjoyed making this and hope to get it updated to the Final Version soon. If I have not updated it for a while I have probably decided to add in maps of the arena, which I hope to have all of them by the end of the summer, but it is highly unlikely. I have everything on the game so I will be able to do it all. If you have ideas for my guide or any other comments send them to me via email. If you want to be included in the thank you section tell me what you want me to list you as (and how you helped). Please use the nickname you made on the Message Boards or your real name. No messages will go with it. Example: you send me a map of the Forest level and say you want to be listed as "The master of the universe, great and almighty _____" I will email you back to choose another name or I will not even put your whatever into my guide. More that I plan on doing besides maps, are walkthroughs on how to get the earnings, and much more. jekirby

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