

The World Is Not Enough FAQ/Walkthrough

by Bonds Legacy

Updated to vFinal on Dec 21, 2001

This walkthrough was originally written for The World Is Not Enough on the N64, but the walkthrough is still applicable to the PS2 version of the game.

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(N i n t e n d o 6 4)

Complete FAQ/Walkthrough
The World Is Not Enough (Nintendo 64)
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Table of Contents

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- 1.....Walkthrough Revision History
- 2.....Game Overview
- 3.....Review
- 4.....Weapons/Gadgets
- 5.....Characters
- 6.....Walkthrough
 - A....Agent Guide
 - B....Secret Agent Guide
 - C....00 Agent Guide
- 7.....007 Award Times/ AI Bot statistics
- 8.....Frequently Asked Questions
- 9.....Credits/Thanks
- 10.....Copyright Info

* means the section is under construction

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- 1. W a l k t h r o u g h R e v i s i o n H i s t o r y

---Start---

Version 0.05 - 05/30/01-I have just begun the walkthrough, did some
 formatting, etc
 05/31/01-Finished Courier
 05/31/01-Finished Kings Ransom
 05/31/01-Finished Meltdown

Version 0.10 - 06/01/01-Finished Thames Chase
 06/01/01-Finished Underground Uprising
 06/01/01-Finished Night Watch

Version 0.15 - 06/03/01-Finished Masquerade
 06/06/01-Did some more work on multiple levels, but didn't
 finish one
 06/06/01-Finished Turncoat

Version 0.20 - 06/07/01-Finished Cold reception, along with Version 0.5 of
 this Guide
 06/07/01-Finished Fallen Angel
 06/07/01-Finished A Sinking Feeling
 06/07/01-Finished City of Walkways, only 1 more level to go!

Version 0.25 - 06/21/01-Added the Game Overview section
 06/21/01-Added most of the weapons to the weapons section

Version 0.50 - 06/23/01-Added the descriptions for the weapons/gadgets
 06/23/01-Fixed a few errors in the Walkthrough
 06/23/01-Added a few Character Bios
 06/23/01-Added a section on strafing to the Gamer Overview

Version 0.55 - 07/06/01-Added a chart for the 007 Awards
 07/06/01-Did a little work on the multiplayer section. Added
 a couple weapon descriptions, level descriptions,
 etc.

Version 0.60 - 07/08/01-Added one level description. I'll do more work on
 the chart soon.

Final Version - 07/15/01 -Finished off the 007 Awards chart.

---Finish---

Version 1.00 - Whoa. i got a hold of all the AI bot statistics. added them
in with the 007 times.

2. G a m e O v e r v i e w

Shoot.....Z Button
Strafe.....C Left/Right
Jump.....C Up
Crouch.....C Down
Manuel Aim.....R Button
Move.....Analog Stick
View Down.....D Pad Up
View Up.....D Pad Down
Strafe.....D Pad Left/Right
Select Gun.....Press A to cycle through your available weapons
Backwards Select.....Hold A then press Z to cycle backwards

Gadget Select.....Hold B, then press A to cycle through your gadgets
Second Function.....Pressing B then Z will let you select the second
function for your gun

Body Armor

There are little blue vests scattered about Bonds' missions. They are like bullet proff vests. They basically give you extra life. These are very important, and you should pick them up when you see one.

Ammo

Every gun has different ammo. You can find new ammo/guns in crates scattered around, or pick up a dead enemies gun. If you already have that gun, you'll get more ammo.

Strafing

This is one of the most important things that you will learn, strafing can determine whether you will live or die. Basically, it lets you side step. It may not sound like much, but let me tell you, it's a life saver!

The most common use is to peek around corners. Face the wall and strafe to your left or right, so that you can see down the next passage way. You will be able to see everything in front of you. This is a lot easier than stepping out into the open, and then having to turn. It will save you time, and may save your head.

Reloading

I know, I know. This doesn't sound very important, but it is. Make sure, that when you're reloading, you're hiding behind something. It's not a smart idea to stand out in the open and reload, as everybody is shooting at you.

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3. R e v i e w

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Introduction

My first impression of this game was "YES!", another Bond game, "It's gonna be the best ever!" I was half right, it is another Bond game, but it is not the best ever. It is far from the best, but a good game nevertheless. Well basically everyone has played Goldeneye, so if you are a fan of that, or Perfect Dark, then you should like this game. It sort of grows on you, one day you might be saying it sucks, the next you will be playing it for hours on end. It is a decent game if you are willing to give it a chance

Storyline

What more can I say, If you've seen the movie, you know the story line of the game, but for those of you that don't know... Basically, a nuclear warhead gets stolen and its up to Bond to get it back, simple, right? Wrong! Bond will have to make his trip on skies, total stealth, through a sinking submarine, etc. A day in the life of Bond is not what I would want.

Gameplay

Well personally, I enjoyed the Goldeneye gameplay better. One of the reasons is that you have to jump in this game, you didn't have to in Goldeneye. (Have you ever jumped in an FPS before?). But other than the little jumping problem, the gameplay is pretty good. You can even change it to the Goldeneye controls if you really want.

Graphics-Although they are better than Goldeneye's graphics, TWINE graphics are pretty choppy in alot of places. The up-side is that the faces look like real faces, and not glued on. Most people will complain alot about these graphics, but do graphics REALLY make or break a game? Didn't think so.

Sound/Music

Well, the game DOES have speech in it so that may boost it's score up, but other than that there isn't many songs, and the other sound effects aren't that great. But overall, better than Goldeneye. The only thing I like about the sound is the sound that goes along with the reloading animations.

Rent/Buy-This is the part I hate the worst, it decides the fate of a single TWINE cartridge. Normally, I would say to buy it. But right now, I would say, rent it first, even if you love first person shooters like perfectdark, goldeneye, etc. It is a good game with a multiplayer that you must get used to. So I say rent, and if you still like it, then go out and buy it.

PS: The cartridge is BLUE!

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4. W e a p o n s / G a d g e t s
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Weapons

DEUTSCHE M45

An updated version of the Deutsche M9. This heavy-caliber submachine gun sacrifices a bit in the rate of fire with a tradeoff of more stopping power

Capacity: 25
Damage: Medium
Range: Medium
Ammunition: .45 ACP
Second Function: Change to burst fire

FRENESI SPECIAL 12

A shotgun with automatic-fire capabilities. The Frinesi is powerful, but lacks accuracy from long-range

Capacity: 8 Rounds
Damage: High
Range: Low
Ammunition: 12 Gauge
Second Function: Change to full automatic fire

The GL 40 is a single shot grenade launcher. The grenades will explode after a 5 second delay

Capacity: 1 Round
Damage: Very High
Range: High
Ammunition: 40mm
Second Function: Change to timed grenades

INGALLS TYPE 20

The Ingalls Type 20 is a heavy machine pistol with a high rate of fire, complete with a silencer. It is a favorite amongst terrorists and urban criminals

Capacity: 30 Rounds
Damage: Medium
Range: Medium
Ammunition: .45 ACP
Second Function: Change to burst fire

MEYER BULLPUP

The Meyer Bullpup is a compact and highly accurate rifle. Its telescopic sight makes it a great weapon to use from a distance

Capacity: 30 Rounds
Damage: High
Range: High
Ammunition: 5.6 mm
Second Function: Change to full automatic fire

MEYER TMP

The Meyer TMP is a small machine pistol with a high rate of fire. Though its damage is low, it is very reliable from a distance

Capacity: 25 Rounds
Damage: Low
Range: Medium
Ammunition: 9mm
Second Function: Change to burst fire

RAPTOR MAGNUM

The magnum is a large, powerful, semi-automatic pistol. Because of the heavy-caliber rounds, the Magnum holds less rounds than a standard firearm such as the P2K

Capacity: 8 Rounds
Damage: High
Range: Low
Ammunition: .44 Mag
Second Function: Attach/Detach laser sighting

SOVIET KA-57

This heavy assault rifle is the standard issue weapon for the Russian military. It has excellent stopping power, but limited accuracy.

Capacity: 30 Rounds
Damage: High
Range: High
Ammunition: 7.62 mm
Second Function: Change to burst fire

SUISSE SSR 4000

Designed for covert missions, this is a superbly accurate sniper rifle with silencer and telescopic sight. However, the bolt action makes it slow to fire and reload.

Capacity: 5 Rounds
Damage: High
Range: Very High
Ammunition: 7.62mm
Second Function: Change to burst fire

WATCH DART

Designed to look like a normal wristwatch, this is actually a concealed dart gun. It is intended for covert infiltration missions, and fires small tranquilizer darts capable of dropping your target on the spot. Intended for situations when non-lethal force must be used, this will be issued to you by the start of appropriate missions.

WATCH STUNNER

Also contained in your wristwatch is a low-powered electric cable weapon. When it hits a person, the stunners current interferes with the body's own natural electrical field. The target is immobilized by muscle contractions, but no permanent damage is suffered. It will incapacitate a target as long as the beam is held on them, and they will need a short time to recover afterwards.

The stunner uses an internal power supply, which is good for 100 shots. This power supply recharges after automatically, at a rate of 2 shots for every 1 second.

WOLFRAM P2K

The P2K is your standard issue firearm. It is lightweight, efficient, and sometimes comes equipped with a silencer

Capacity: 16 Rounds
Damage: Low
Range: Low
Ammunition: 9mm
Second Function: Attach a silencer

Gadgets

CAMERA

A miniature digital camera with conventional and low-light operating capability. Use the camera to copy secret documents, take surveillance

shots, or gather incriminating evidence. You're only as good as your information

COVERT MODEM

A small computer device that can be attached to a target computer and used to relay data back to MI-6 headquarters

CUTTING LASER WATCH

Your wristwatch also possesses a powerful, short-range cutting laser. It can be used to sever wires or cables, or to burn the locks off doors.

DATA SCRAMBLER

A miniature electronic bomb that when placed on a computer or electronic storage device, irreparably scrambles any data within.

FINGER PRINT SCANNER

A handy device used to copy an individuals fingerprints in order to open high-security locks.

FLASH BANG GUN

A stun grenade disguised as a semi-automatic pistol, with the detonator hidden in a pair of galsses. These are used to disorient and subdue targets rather than do permanent damage

GRAPPLE HOOK WATCH

A fasionable timepiece containing a miniature grappling hook with a 50-foot high-tensile micro-filament, able to support up to 800 pounds.

KEYPAD DECRYPTOR

A computerized algorithm generator which is capable of decoding any encoded keypad lock system within seconds.

NIGHT VISION GLASSES

Thses galsses allow the wearer to see clearly in the darkest environments. They have a limited power supply, which automatically recharges when not in use.

PHONE TAP

A tiny transceiver device used for bugging telephones. Will broadcast any received conversations.

SAFE CRACKER

An electronic gadget that automatically ascertains the combination of any safe and unlocks it.

X-RAY GLASSES

These galsses allow the wearer to see through walls or doors, at close-range

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5. C h a r a c t e r s
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Character: James Bond

Description: The main character of the James Bond series. He is a top secret agent for England. He is always trying to save the world, and this time, there's no exception. He's trying to stop an oil pipeline from getting all of the world's money. But is the world enough?

Character: Christmas Jones

Description: This doctor is a nuclear physicist. She got "attached" to Bond as he was trying to stop Renard from making off with a nuclear warhead. This feisty doctor may prove useful to Bond. ...for more than one thing

Character: M

Description: The head of MI-6. The boss, the head honcho...you get the picture. M is MI-6's first female leader. She considers Bond to be her best agent. She is getting rather old and could be getting a replacement soon....

Character: Robertson

Description: One of M's hired men. He does a lot of surveillance work with Bond

Character: Electra

Description: Daughter of Sir Robert King. When he dies, she inherits the pipeline. Did she kill her father? Is she an enemy of Bond? Play the game or watch the movie to find out

Character: Gabor

Description: Electra's body guard. This guy doesn't have a liking towards Bond and is very faithful to Electra.

Character: Davidov

Description: A traitor to MI-6. This agent is secretly working for Renard. He's a tricky one..but has he left enough evidence behind to be convicted?

Character: Renard

Description: The "bad guy" of the game. Renard is a terrorist whose life is over. A bullet struck him in the head and is slowly moving to the the brain. He loses feeling in his body with each passing day. He will eventually die when it plugs the blood flow to his brain.

Character: Dr. Warmflash

Description: This frisky doctor is the head of MI-6's medical department, and one of Bonds "closest" friends. After he hurt his arm, the good doctor passes Bond on his physical examination after they did a few, how shall I say this, "tests"

Character: Q

Description: The head of Q labs. This old geezer supplies Bond with a never ending assortment of gadgets, cars and weapons. He won't admit it, but he's fond of Mr. Bond.

Character: Bullion

Description: Zukovsky's limo driver. This little traitor deserves to be

taught a lesson after trying to kill Bond with a bomb.

Character: Zukovsky

Description: He owns a casino, a caviar factory, and he has girls sitting on his lap 24 hours a day, what more could you ask for. This guy will supply Bond with valuable information concerning the King Pipeline and Electra.

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6. Walkthrough
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Introduction

Welcome back, 007.™ An MI-6 agent has been murdered and a classified report from the Russian Atomic Energy Department taken from his body. An old friend, Sir Robert King, accidentally purchased this stolen document, believing it to contain information about terrorists who attacked his pipeline in Kazakhstan. In the meantime, a Swiss banker named LaChaise, a middle man in this affair, has offered to return Sir Roberts money. I want you to go to him, discover who killed out agent, and collect the money.

- * Mission 1: Courier
- * Mission 2: Kings Ransom
- * Mission 3: Thames Chase
- * Mission 4: Underground Uprising
- * Mission 5: Cold Reception
- * Mission 6: Night Watch
- * Mission 7: Midnight Departure
- * Mission 8: Masquerade
- * Mission 9: City of Walkways
- * Mission 10: City of Walkways II
- * Mission 11: Turncoat
- * Mission 12: Fallen Angel
- * Mission 13: A Sinking Feeling
- * Mission 14: Meltdown

- * means the level walkthrough is complete
° means the level walkthrough is half complete
^ means I haven't started the level

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6. A) Agent Guide
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---Mission 1: Courier--- (Agent)

- Mission Objectives:
- A. Collect Equipment from safety deposit box
 - B. Avoid Civilian Casualties
 - C. Collect Money from Vault
 - D. Crack safe, get security swipe card
 - E. Escape bank with money

You will start out talking to a woman at the front desk of a bank. This is the lobby. You will need to go to your right, through the hallway and through the door. Then go through the next door. You will be in a little room. Go to the nearest booth and open the door, go inside and open up the box to get a flash bang gun and an appointment card. This is the equipment, so Objective 1 is now complete. Now go back out through the doors, into the

lobby. Go through the door to your right to find a man standing in front of a metal detector.

Show him the appointment card and he will let you through . It will show a cutscene off Bond killing a couple of "nimrods" and then you're left to play again. Wait for the guy in front of you to get up. Shoot him and take his gun. Go through the door ahead of you and shoot the guard. Now go through the next door, shoot the guard in front of you, strafe to the left and shoot that guard, a guard should pop his ugly face out of the door nearby so when he does, kill him. Go through the room he opened and ipen up all the cupboards to get ammo. Now go through the other room and shoot all guards. Run over to the safe against the wall and use the safe cracker to open it. This gives you the swipe card which completes another objective.

Now go out into the hall, through the doors that you came in and turn left, keep going until you come to a door on your left, use the swipe card on the little slot next to the door to get in. You're almost at the money. Just run over to the automatic door, pull out your keypad decryptor and use it on the keypad, beside the door. Now run in and get the briefcase full of money.

Now to escape from this place. Go out of the room and turn right, go to the end of the hall and open the door. It's an elevator so go inside and wait for the door to close, when it opens, you'll be back on the ground floor. Make sure you put your gun away now, or else the guards will be shooting at you. Run straight ahead, through the doors and back into the lobby. Go straight once again and go through the rotating glass doors. Bonds will jump into his car and drive off

---Mission Complete---

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---Mission 2: King's Ransom--- (Agent)

- Mission Objectives:
- A. Protect all Primary MI-6 personnel
 - B. Avoid civilian and security guard casualties
 - C. Find Sir Robert King
 - D. Activate top floor lockdown panel
 - E. Activate sprinklers
 - F. Activate ground floor lockdown panel
 - G. Escort Dr. Warmflash to the injured people

You start this level in a meeting room, there are explosions and M sends you to investigate, turn around and open the door. The door ahead of you will blow up, run out of it and kill the terrorist on your left. Now continue on to the right, take your first left. The on your next left will be a terrorist, shoot him and go to the right. Turn left. Now be careful of the ambush, a couple of guys will come through the windows/doors and try to kill you. Turn the corner and kill the 3 guys down the hall. Then run down the hall and press (B) on the red thumb pad.

When the door opens up, go in and press (B) on the red panel on the right wall. This will complete Objective A. The manuel lockdown. But this is only half of it. Go back out the door, and run back down it. Be ready to kill anybody that gets in your way at the moment. At the end of the hallway, turn to your right, then strafe toright, shoot the guard and go up the hallway. Turn left, then another left. At the end of this hallway, turn to find a couple of guards, kill them and move up. Go through the door on your right and go to the table to find body armor. Now go back into the hall and

continue to the left, open the door. Now be careful, strafe to the right while shooting through the open door at the terrorists hanging from the elevator cables.

Once they're all dead, move up a little until you can see over the edge. Shoot the guy, then go down the stairs, Every time you can see a terrorist, shoot him. When you get to the bottom, the stairs will collapse and a few guys on ropes will come repelling down, take care of them quickly. Go through the door and the guard in front of you will give you a new objective, activate the sprinkler system.

When you exit the room you will have to follow a hallway around until you get to the main area. You will have to speak to the one guard in here who will give you another objective, activate the ground floor lockdown. Keep going down the hallway. whn you get to the end, terrorists may come out, so take care of them. A scientist might be with them, so be careful

Keep going until you get to the end of this hallway and look left. If you can see any terrorists kill them. If not go right and go around the corner. Kill the terrorist that is "hiding" around this corner and then activate the sprinkler control on the wall so that it can put out the fire in the lobby. on your way out of the room, be careful becasue there might be a terrorist, if so, kill him. Go back around the corner that you rounded before.

Carry on until the end of this hallway and turn left when you get to the security room. Go in and activate the red panel on the wall to turn it on. Now no more terrorists can get into the building, but you must kill the ones that are already in...

Once you get back into the main area head along the only route that you haven't seen yet (at least not if you've been following this) It should be the room on the other side of the door that got shut by the lockdown. Carry on following this corridor around, killing any enemies that you encounter. Use the hand scanner in the lobby to open up the door to the vault.

Keep going through the blown up doors to find Sir Robert King. There was an accident. His pin exploded a bomb, he gives you the pin and dies on the spot. You must now follow a female assasin, she is waiting in a boat outside of the Q lab, so time to get there...

To get to Q labs, go out through the vault doors and go left, keep following the halls to the left, also look at the signs on the wall. When you get to the door with "Q labs" above it, go in it. Go towards the big crack in the wall. Bond will jump in a boat and chase the assasin away. But he and she will both crash.

---Mission Complete---

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---Mission 3: Thames Chase--- (Agent)

- Mission Objectives: A. Pursue but do not eliminate the female assasin
- B. Rescue the hostages

You start the mission off standing in front of your crashed boat. Run forward, but don't shoot at the assasin in front of you, it'll fail the mission. Run up to the edge of the water and shoot at the 3 gunmen that

will speed by in a few seconds. Now to to the right, around the corner and shoot the guy on the other side. Now go to where he was and slowly walk up the stairs. There will be 3 armed guys standing in front of a blue truck, so shoot them and run into the truck. Get all the ammo, reload and peek around the corner (strafe) Shoot the guy standing in the window. Or he will shoot you. If a guy comes running from around a the barrel straight across from you, then shoot the barrel to kill him.

Now run up to the barrel and go through the door on the right, go up to the window and collect the ammo from the dead guy. Now, go back outside the little hut and go through the little gap straight ahead and a little to the right. Get out a gun with a sniper scope, Turn the corner and shoot the guy with the gun to the hostages' head. Move the gun a little to the left and shoot the guy in the other opening. Now move it further to the left and shoot the guy on the dock.

Now continue running down the pathway, go to the right, through the stone opening. Turn left and shoot the 3 scooba divers here. Now run out, past their fallen bodies and turn left, go through the wooden walkway and turn left. Now take a right and shoot the guy in the head. Now aim up because a few guys will start coming from the door on the second floor. When no more come out, jump on top of the crate on the ground, then jump to the next highest and so on, until you get to the little fence thing, jump over it.

Go out the door that everybody was coming through and shoot the 2 guys on the ramp. Now go to the bottom of it and turn to the left go straight, then a right, into another stone pathway. Turn left and kill all the guys that are hiding behind the "invincible" barrels. When they're all dead, run to the end of the hall and turn right. Now you're in a wooden "maze"

Go straight and take your first left, then right, then left. When you turn next corner, shoot the guy above you. Now pull out your watch grappling hook. Aim it at the black and yellow circle on the ceiling and press [Z] This will let a rope down, climb it and jump off to reach the upper area. Jump across all of the big wooden crates to get some body armor, you'll probaly need it. Next, jump back across the crates, or just jump to the ground and run back to the rope. But when you get back to that first area, walk across the short platform to find a little door. Open it and go through.

Next, open the door in the next room. Q will contact you and tell you to hurry up. Jump out of the opening to your right. Then run tot he right. At the end of the walkway, take a left, shoot all the guys that you can, but never stopping. At the end of THIS walkway, take a right now you will have to go through the slightly hidden path on the left. Run the stairs, shooting the guards as you go until you reach the top, shoot as many as you can, but run into the subway.

---Mission Complete---

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---Mission 4: Underground Uprising--- (Agent)

- Mission Objectives:
- A. Rescue the hostages
 - B. Defuse the terrorist bomb
 - C. Pursue but do not eliminate female assassin
 - D. Avoid civilian casualties

Start the level off by going straight down the hall and turn left. Shoot

the guard in the window ahead of you and wait for 2 civilians to run past, followed by a terrorist, kill him and go out into the room. Go right and shoot the terrorist. Go down the escalator and shoot the 3 guys at the bottom, turn to the right and shoot the terrorist covering the hostages. Make sure NOT to shoot the hostages or you'll fail the mission. Now go to the left to the end of the hall, go down the next escalator. At the bottom, turn left and shoot the terrorists.

Turn to the right and shoot all the terrorists you can. But be careful because at the end of the hallway is a hostage so DON'T kill him/her. After that is taken care of, turn around and go to the wall, be careful not to get hit by the passing train and run across the tracks on an angle to the door. Open it and go left. At the end, go right. Then right again, hop up onto the train, shooting the terrorists inside. When you get to the end of the train, open the door, jump outside and shoot the terrorist on the left. Now jump up on the side where he is and follow the train tunnel to the end, killing all terrorist and saving the hostages as you go. When you get to the end, take a left. Shoot the guard standing nearby

You will see a torn door in the metal to the left of you, wait and kill the guy that come out of it. Ahead of you are a men and a woman bathroom, go in the mens. Go to the very end of the bathroom and kill the terrorist there. The gun shot should attract any other terrorist in the bathroom, if so, kill them. Check all of the stalls just to make sure there are no terrorists, but watch out for the civilians. In the second to last stall is the terrorist bomb. Pull out your bomb defuser kit.

This is a little tricky. To defuse the bomb, you have to press Z rapidly, but not so fast that the entire meter fills up, this will cause the bomb to blow. Just do it slowly.

After it's done, go out of the bathroom and to the right, through the torn metal door. In here, there might be a guard, so kill him and go to the next room. There is a locked door to your right. Shoot the lock off of it and go through, run up the stairs in front of you. The stairs may blow up, but don't worry, you can just jump across them, keep running up the stairs, shooting anybody that gets in your way, until you reach a door. Shoot the lock off and go through. Run across the grass, towards the hot air ballon, jump on to the string hanging off of it.

---Mission Complete---

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---Mission 5: Cold Reception--- (Agent)

- Mission Objectives:
- A. Draw terrorists away from Electra
 - B. Destroy fuel dump at tower 1
 - C. Destroy fuel dump at tower 2
 - D. Get to the bottom of the peak

This is one of the easier missions in the game, the whole time, you will be skiing down a mountain while shooting obstacles and of course, bad guys.

When the level starts, you automatically move on a fixed track so don't try to move qall over the place. When you come around the bend, shoot the 3 guys here. When you come around the next bend, shoot the 3 new guys. After them, you will fly off a cliff and land in a tunnel. Shoot the guy in front of you. Then you will turn to the left, shoot the guys that pop up around you until you are out in the open again. You will come to a fork in the

mountain. You will want to go to the left, so strafe (C-Left) to the left. If you don't make it, don't worry. But if you do, get the body armor.

After that, you will be skiing through the forest, so take out all the terrorists that come into your way. You will jump off of a small cliff. You will land near a tower with lots of barrels underneath. Shoot one of the barrels to make the whole thing blow up and complete objective B. You will keep going, back into a forest/snow field. Shoot the guy in the corner of the turn. When you turn, you will go through a place where lots of guys are on top of big boulders, pick them off. At the end, you will go through a tunnel. Pick off all the guys you possibly can. When you come out, strafe to the left once again. This path will take you on top of a little shack to get some more body armor. When you get off, you will go flying off another "cliff" and land near the next fuel dump. Blow up a single barrel to blow up the entire thing.

After that, you will ski through a couple of bridges/half built buildings with guys on top of them. Once again, pick off all that you can. When you get to the side of a warehouse, kill the 2 guys that are there with you. Kill the sniper that will cut you off when going over the bridge or else he will drop a grenade. After this, it's all downhill. Just keep killing everybody that you possibly can. Try to stay alive. Tapping C-Up can make you go faster so use this to your advantage. You will know you're at the bottom when it shows a cut scene of a helicopter coming to get you.

---Mission Complete---

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---Mission 6: Nightwatch--- (Agent)

- Mission Objectives:
- A. Avoid alerting Gabor
 - B. Avoid alerting Davidov
 - C. Find telephone and plant wire taps
 - D. Photograph documents showing Davidov's a traitor
 - E. Avoid all casualties

Start the mission by running to the door on the side, go outside and jump over the balcony. Head straight until you reach a big metal gate, blow the lock off and go in. Go right down the middle. Trying to avoid the guard, if you have to, just punch him out, this will not fail the mission. Keep running until you reach the hut. Open the door and punch out the guard inside. Then pull out your scrambler and use it on the white thing on the desk. This will turn all of the cameras in the area off. Now, go back up to where the big metal gate is and take a left. Keep behind the hedges, avoiding the guards talking in front of you. Use your x-ray glasses to look through the wall, if you see Gabor, then wait until he passes, if not go through the doorway. Knock out the guy on your left. Then go to the other side of the pool.

Use your x-ray glasses again and look for Gabor, if you still don't see him, then go through the doorway and to the left, behind the hedges. Run to the back and try to sneak around, if anyone sees you, just knock them out. When that is taken care of, go through the doors of the building. Go to the right, down the small hallway, and through the door. Inside is a phone, so use your tap. Go back outside the door. This time, go right, down the hallway again, and turn right at the end. Go straight until you see a door, open it.

Outside, is a big field with 2 guards in it, so be careful. Run across the

grass, doing whatever you want with the 2 guards (knocking them out or ignoring them) through the gateway. Go left and open the metal gate. There are 2 guards in this area two, so be careful. Make your way to the hut on the far side. Go inside and knock out the guard, then pull out your scrambler and scramble the TV monitors again. Now go back outside, back through the metal gate. This time, blow the lock off the wooden door and go inside. Pull out your watch darts and shoot the first guard with one. Then go inside the room more and shoot the other guard.

Inside this room are a few things. In the safe against the right wall are documents. Take a picture of them. On the desk is a telephone. So tap it. Now go back out of this room and turn right. Go through the door, still with your darts. You will need to run along the forest path. Shooting the darts at the guards as you go. At the end, you will see a car and a hut. Go inside the hut. It will then show a cut scene of Davidov walking towards you, time to get a move on.

First, go over to the desk and take a sanp shot of the documents. Next, go over to the other, smaller desk and take a picture of THOSE documents. This will complete objective D. Now go back to the corner desk and plant the final phone tap. Run outside and press (B) on the trunk of the car. Bond will climb in, and Davidov will walk up and drive away, with Bond.

---Mission Complete---

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---Mission 7: Midnight Departure--- (Agent)

- Mission Objectives:
- A. Eliminate Davidov
 - B. Pick up Davidovs phone
 - C. Get controller to land plane
 - D. Board the plane
 - E. Avoid civilian casualties

Start the mission off my running forward. Go to the left path, along the dirt road. Around the corner are two guards, take them out and keep going. On the next open stretch of road, you will see Davidov. Run after him, shooting guards as you run. When you get near him, give him a couple of shots to the head. When he dies, go back and look for cover. Shoot all of the guards that you can; the ones that are near you. You should have picked up a sniper rifle, so take it out and shoot at the 2 guards on top of the rocks at the end of the dirt road.

Now, go out to where Davidovs body is, get the cell phone that he dropped and start heading down the road. Go to the left, into the forest. Follow the forest path. Keep foloowing it until you see a little wooden lodge. Run past it and shoot the 2 guys on the street. Then go up to the street yourself and go left. You will come up to a guard behind a tree.

Kill him before he has a chance to set off the alarm. Then continue down the street. You will come up to a wide bridge. As long as no body has set the alarm off, the bridge will be clear of enemies. But if the alarm HAS gone off, then there will be a truck and lots of guards waiting for you. When all the guards are dead (if there was any) go across the bridge and up the path. You will see a truck ahead, with 3 guards talking. Pull out your sniper rifle and kill all of them. Then run and jump int he back of the truck. Then hop out again. When it starts moving, hop back in it. This will carry you along the path. All the way out to an open field. When you can see a building, hop out again. There should be a guard walking towards you.

Shoot him if ther eis. Then go over to where he was walking. On the side of the building is a door. Open it and go through. If the alarm wasn't set off, there won't be a lot of enemies in here. But if it did, it's jammed pack with people wanting to kill you.

Run along the hallway and up the stairs. At about the 3rd floor a guard should run down the stairs ahead of you. Take him out. Continue up the stairs until you get to the top. Talk with the civilian to get him to land the plane outside. Now go back down the stairs and out the door. Go left and another left and go straight until you get to the plane. The piolet will have a brief conversation with you, then it's off to the next mission.

---Mission Complete---

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---Mission 8: Masquerade--- (Agent)

- Mission Objectives:
- A. Infiltrate facility, do not arouse suspicion
 - B. Christmas must survive
 - C. Avoid innocent casualties
 - D. Escape the blast pit

Start by going straight, over to the guy standing by his truck. He will have a conversation with you. He will also give you instructions if you show him the "papers" so pull them out and flash them. He will tell you to go see the doctor. So head to the other side of the area, to where the tents are. There should be a woman walking around one of them. Walk up to her. After another conversation, show her the papers. She will tell you to go to the elevator. So go to the left and you will see a big stone structure poking out. In the middle is a doorway, so go through it. This is the elevator. Wait here for Dr. Jones to come. She will bring the elevator down.

Once the elevator is at the bottom, and Dr. Jones is out, go out of the door and go straight down the hall. There is a big metal door with a switch beside it. Press the switch to open the door. Go through it and folow the hallway to the right. When you get to an open space, look for the other big metal door on the back wall. Press the switch.

A cut scene will come on. Bond will talk to Renard and then other people come in. And everybody starts shooting each other. Bond and Dr. Jones will jump down into the blast pit. Now a new objective will appear; Escape from the blast pit. Start by pulling out your gun and shooting the guys that are on the ledge of the blast pit. When they are all dead, pull out your grappling hook. Shoot it at the black/yellow circle on the ceiling and climb up it. Jump off of it to escape the blast pit. Now, Christmas will run over to the doorway and try to rewire it. Wait until she does and go through the door. There will be a metal cart in your way. So push it along the track, shooting the guys stupid enough to walk in front of it.

Eventually, a set of doors will close and the cart will get stuck. Jump over it and shoot the guys that are all around. When they are dead, run straight up to where Renard is hiding. he will begin talking to you, then a bomb will start a countdown. Run back and jump on the black and yellow bar hanging from the celing. A cut scene will show Bond swinging through the air with the explosion right behind him.

When he gets out, the door behind him will close, and he will be back in the blast pit room. Shoot the 3 guys to the left and run over to where

they were. Get their ammo and go through the now open door beside them. Jump up on the metal catwalk. Walk along it until the room comes into sight. Shoot all of the guys in this room, some may be hiding behind boxes. Then jump into the room, passing the fire. Go to the door on the right. Run up this hall, at the end, turn left. Run up this new hall. There will be 2 of Renards men at the very end of the tunnel. But be careful, because some of good guys are right in front of them. Keep running up the hall. When you get to the end, or the good guys die, then kill off Renards men and go into the elevator. You will see the explosion of fire coming straight at you. Then at the last moment, the elevator will lift off from the ground.

---Mission Complete---

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---Mission 9: City of Walkways--- (Agent)

- Mission Objectives:
- A. Locate Zucovsky
 - B. keep Christmas Jones alive
 - C. Do not eliminate your allies
 - D. Keep Zucovsky alive
 - E. Retrieve computer files

The next 2 levels are perhaps 2 of the most annoying FPS levels I have ever played.

Start the level by running straight ahead, out of the garage. Go up the ramp and through the door. Follow the upper part of the factory around to find another door. Shoot the lock off and enter. A cut scene comes on with Bond and Christmas tricking Zukovsky. When you get in control again, go through the opening beside you. Down the ramp here is 2 guards, one in each corner. Take them out and go down the ramp. Turn left and go past the tractors and other equipment. Go through the door. Once you're out, run over to the group of barrels in front of you. Stay behind them while shooting the 2 guards on top of the wooden ramp, and the other 2 that are on the same walkway as you, off to the left a little. When they are taken care of, walk up the ramp where the guards were.

Go through the doorway. Once inside, turn to the right and shoot the 3 guards. Now run up to the caged door. it's an elevator, infact. Push the switch beside it, then run and hide behind the crates behind you. When the elevator comes down, it will bring lots of guards with it so make sure ALL of them get taken out.

When that's done, go inside the elevator. it will automatically go up. When it opens go out and turn the corner. Shoot the 2 guys then go up the hall. Open the door and move to the side. Strafe back and forth, taking out everybody in the room. When they're all taken care of, go out the other door. There is a convator belt moving to the side. Ignore it, walk over to the safety rail. Duck down and shoot the 2 visible guards. Then jump over the railing. You should land right in front of or near a guard, kill him. You should also be near a switch so pull it down. Now go the only way you can, past the crates and underneath the convator belt. Kill the guy in the distance and run towards him. Go out the first door on your right.

You will be back outside. Walk over to the right a little. There is a guy with a rocket launcher in the corner below you so take him out before you advance any further. Go down the ramp and turn right. There is a little "garage" type thing with 2 enemies in it. Kill them, there is also a switch, pull that also. Now look out the big window beside the switch. Shoot the

2 scuba divers that are on the boat. Then go out of the hut. Turn right. Go straight until you reach the end, then go right, shoot the guy then go towards him, and go down the ramp.

Go straight and up the ramp on the other side. Now go straight along this boardwalk. It is a very long one, with guards shooting rockets/bullets at you. So be careful! When you get to the end. Go in to the warehouse. Go to the far side of it and go up the stairs. Kill the 2 guards in this room, then go to the far side once again, and go up the ramp. Kill the 2 guards in this room and walk over to the window on the far side of the room. Shoot through the glass and kill everybody. If one comes through the door on your left, kill him. After everybody is dead, go through the door on the left, turn right and right. Go over to the computer on the desk. Pull out the only item you have, a thing that downloads data from a PC. Attach it to the PC to complete objective E. After that, go through the doorway on the left and go down the ladder. Turn the corner and shoot the guy. Go past his corpse and into the garage type thing.

---Mission Complete---

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---Mission 10: City of Walkways II--- (Agent)

- Mission objectives:
- A. Return to Zucovsky
 - B. Collect equipment from Zukovsky's car
 - C. Do not eliminate your allies
 - D. Destroy the attack helicopter

This is the second half of City of Walkways. It is just as annoying as the first. So let's get to it...

As soon as you start, move to the right and get the guns and body armor, and sticky grenade. Now go out of the door on the other side of the garage and flip the switch. Stay right where you are, because the bridge ahead of you will fall down, and a helicopter with blades hanging down will fly across. After it's gone, peek around the corner and take out the 2 guards lurking about. Now just go straight, into the big double doors. When you go inside, go to the left. You should hear gun fire. Jump up on the box and shoot the guy in the upper floor. Now jump back down and keep going to the left. Turn the corner and shoot the guards if there is any. But DON'T shoot Zukovsky's body guard, your mission will be failed.

Go past the body guards. Get your sticky grenade out and throw it up into the room above. There is the big window that you used to kill that guy a few minutes ago. That is where you throw the grenade. After it blows, go up the ramp into that room. If anybody's still alive, finish them off. Then collect the ammo and exit through the ramp on the other side.

As you go down this walkway, be careful, because 2 guards will jump off of the crates above you, blow them away and go out through the door. Run outside and run up the ramp, run over the moving wood board, shooting the enemies that are on the rooftop to your right and straight ahead of you. When you get off the board, go through the warehouse doors. In this next room is a lot of guards, so be careful. Run up and to the left, in the first aisle, will be a guy standing on top of a big box. Kill him then turn a little to the left and shoot the guy up in the alcove. Now go to the left some more, into the next aisle. Shoot the guy inside of the box, then go inside of it and get the ammo. Now go out of it and continue on down the aisle. Shoot the 3 guys standing in front of the doors, then go

out.

Run across the bridge and go to the right. Get the body armor and go back to the left, but be careful because a helicopter will be there, waiting for you. Go right again and you will see a bunch of metal bridges extending over multiple pools of caviar. When you go near them, the bladed helicopter will come and destroy all of them. Run over to the middle one and walk up it. Straight across will be a guard with a rocket launcher. Take him out quickly.

When you get to the other side, open the doors and go through. Turn a little to the left and shoot the barrel. This should take care of everybody close to it. Now run to the other side, where the barrel was. Go down the aisle to your right, there may be a guy there, so be careful. Shoot the guy blocking the door and go out of it. Start running along the walkway, when a helicopter comes up behind you, run back inside until it passes, then chase it down the boardwalk.

When you make it to the open platform go down the ramp in the middle. Walk over to the car to find the Sentinal. One of the most powerful guns in the game. Change it to it's secondary function, auto fire. Now move towards the closed bridge, go as close to it as you can, then aim straight up. When the helicopter flies over you, fire missiles like crazy! When it is dead, an objective will be complete and the bridge will be let down. Run across it and keep going until you reach 2 guards, take them out and go in to the warehouse doors to find Zukovsky drowning in his own caviar...

---Mission Complete---

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---Mission 11: Turncoat--- (Agent)

- Mission Objectives:
- A. Pursue Bullion, don't let him get away
 - B. Rescue hostages
 - C. Christmas must survive
 - D. Avoid innocent casualties

As soon as the level starts, run forward. Keep running to the end of the walkway, at the end, turn right and go up the ladder, follow the path off to the left to find n. Jump down and go to the right. Stop when you get to the cars and shoot the 3 enemies that will come at you. Continue on down the street. At the corner, you will see a few enemies, so take them out quickly, then turn the corner and run straight. Turn left at the end of the street and run down yet another street.

At the end, turn right. Shoot the guy standing behind the boxes and run down this street, yet more cautiously because a lot of guards will ambush you. When you get to the end, turn left and shoot the guy that will be standing there (he's not ALWAYS there, but most of the time) Then go straight down this new street, a guy may chase a hostage out in the open, so take care of him if he does. When you see the door on the left, wait until a guy runs out with a shotgun, take him out and go through the door. Go up the stairs and look out the door on the left at the top.

Shoot the hostage guarding guy, straight across from you. Then shoot the hostage guard guy to the left. Then aim up at the balcony and shoot the guy on the right. Then aim across the room and shoot the guy standing in the little "crawl space" type thing. Run on an angle to the left corner of the room. In the last little hole thing on the wall is body armor, so get it.

Then go through the doorway beside it. Go up the stairs until you reach the doorway, when you go through it, look at the rooftop across from you. Kill the guy before he kills you. Then run out and go to the left. When you see an opening on the rooftop to your right, run across it, and make sure that you jump! to reach the other building rooftop.

Go straight and then to the right when you can go in front of the rooftop house. There may be a guard, so take him out if he rears his ugly face. Next, keep going straight, down the ramp and into another opening. Shoot the terrorist on YOUR side of the building first, then shoot the 3 guys on the other side. There are a few barrels of apples or something off to the right, go jump on them.

Take a running start and jump over the gap to the next building. Go through the doorway and shoot the guy behind the crate to your right. Go near him and go through the door on the right. Shoot the guy ahead of you then turn left, shoot the guys that are in the room and the 2 that are patrolling outside. Go out that door on the left side of the room and go to the left. When you make it to the open, go right. Keep going until you reach the ladder, climb up it and shoot the guys behind the hanging curtains.

Now, go across the board bridge and shoot the 2 guys in the distance. Go up to where they were to see a hole in the grate on the rooftop window. Jump down it.

Once on the ground, turn to the left. Go through the opening and turn right. Shoot all of the terrorists, without harming the hostage in the corner. Then run down to the end of the hallway and go through the door on your left. Shoot the 2 guys that will come up at you. Then run down to the end of this walkway. Turn left, down the stairs and shoot the guy in front of the door. Then go through that door. Turn to the left, shoot the guy, then turn to the right, shoot the guy behind the crate. Then turn even more to the right and shoot the last guy. Go through the door off to the right. Through here, be careful, there are a lot of guards with shotguns. Shoot all the terrorists, then go to the left. There is a tiny door in the wall, go through it.

---Mission Complete---

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---Mission 12: Fallen Angel--- (Agent)

- Mission Objectives:
- A. Open door with scanned finger print of Bullion
 - B. Rescue M at all costs
 - C. Stop Electra from warning Renard
 - D. Do not eliminate your allies

The opening cut scene will show Zukovsky save your life, then get killed. When you get in control of Bond, run over to Zukovsky's body and grab his gun. Now go out the doors in front of you. Turn right and go through the next set of doors. Turn right, shoot the guy, then go left. Follow this path around, shoot the guy walking around below you. Then go down the ramp to where he was. Shoot all of the guys that are on the boardwalk. Then go left, follow the path up until you find a hole in the wood. Drop down it to land on some body armor, but also near a bunch of Renards men! Kill all of them. Crouch behind the box on your right if you need to reload. When they're all dead, go down the hall and kill the guys in the left hall. Go down the stairs and kill the guy in the corner.

Now turn, strafe to the right and shoot the guy in the opposite corner. Go through the doorway near the freshly killed man. Turn left and go up the boardwalk. If you didn't kill all of the men while you were above them, do it now. Behind the sand bags should be Bullion. If he's dead, great. If he's not, kill him. Walk up to his dead body and pull out your fingerprint scanner. Scan his prints and turn around. A few guards may have snuck up on you so take them out. Now, you must go back, back up the stairs. When you're up, turn around and go through the door. Shoot the guard and go up the ramp. Follow it until you find the door leading back into the mansion. Kill the guy that is in the little hole thing up above you when you open the door. Now turn left and go back in to the room with Zukovsky.

Go to the right to see a staircase leading up, go up it, past Zukovskys guard to the top. Across from you is a door, stand outside of it and shoot through the window at the enemies. When they are all dead, turn to the left and go down the hall. if any more guards come, take them out. Keep going along this hall until you find a door with a light switch thing next to it. This switch is actually a fingerprint activater. So take out your scanned print of Bullion and press [Z] on the panel.

The door will open so go in. You will see Electra run up another set of stairs, but don't follow her right away. Instead, aim at the camera in the top corner of the room. There is one behind you as well, so take that out. After that, run up the stairs after electra. When you get to the top, shoot the 2 guards, but make sure you don't fall down the hole. Run down the hall, to where the the guards were. Turn right and go down the corridor with all of the jail cells. In the last cell, will be M. Blow the lock off the door and go inside to rescue her.

Electra and Gabor will come up behind you. They will take your gun and leave Gabor to finish you off. Just keep punching him in the face until he dies. When he does, take his gun and run past his body to the door. Go through it and run up the stairs, keep going until you reach the top. 2 guards will be waiting for you. Take care of them and go through the double doors. Another cut scene will come on. Electra is holding M captive again. When you get in control of Bond, give Electra a couple of good shots to the head. Bond will then jump out the window into the water, and the awaiting submarine...

---Mission Complete---

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---Mission 13: A Sinking Feeling--- (Agent)

- Mission Objectives:
- A. Board Submarine
 - B. Locate and rescue Christmas unharmed
 - C. Gain access to control room
 - D. Avoid submarine crew casualties
 - E. Escort Christmas to mine room
 - F. Destroy steering controls

This is definitely one of the harder missions in the game. You have to rescue Christmas Jones, but she's never in the same place twice in a row.

You start off the level behind some crates. Move forward and to the left. there will be at least one guy. Kill him before he has the chance to set the alarm off behind him. Now, run more to the left and jump into the water. Now swim left. Up to the back of the submarine. Jump onto the back of it and run up the slope. try to stay to the left side of the sub so that

all the people on the other side can't see you. When you get to the spout thin sticking up from the middle of the sub, climb up the ladder and drop in the hole.

Climb down the ladder, but be careful, because there's a guard waiting for you. Shoot him in the head from the ladder and make your way to the bottom. From here, go right and open the door. Christmas might be in here. If not then kill the guard anyways. Go out of the room and the opposite direction now. Open the door to find a hallway. Pull out your X-ray gallasses. Walk a little to the left, if you can see Christmas, then this is the way you're going to have to go. If you don't then she's in the other side. Wherever she is, go into the room and kill the guards. Now with her, you must protect her from getting shot. Open the the other door in the hallway, there's probably a couple of guards so kill them.

After that, go out in the hall and follow it until you see a path leading off to the left. Go through it. There is another door. Open it and go through, go right and open up the next door. Go down this hallway and open the door on the right. Go through it. You will be in a small chamber, to the right is the steering room. Straight ahead is the mine room. Open the door to the steering room and kill all the guards. Then close the door. Now go the other way, towards the mine chamber. You will see a ladder leading to the room below. Crouch but do not go down the ladder. Shoot the guard if you can see him, if not, then climb down and shoot him. In any case, go down there and wait until Christmas goes down there. This will complete an objective.

Now, go back up the ladder and back to the steering room. At the back of the room, on the left wall is a door, go through it and shoot the 2 guards. Next, shoot the computer on the wall.

---Mission Complete---

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---Mission 14: Meltdown--- (Agent)

- Mission Objectives:
- A. Enter the reactor chamber
 - B. Eliminate Renard
 - C. Protect Christmas
 - D. Stop the meltdown

The first thing you must do is to jump into the opening in front of you. Then drop down into the water through the hatch, swim to the end of this room and drop through the open door hatch. Refill the oxygen bar by surfacing to the surface of the water and then dive down and go through the hatch at the bottom of this corridor.

Then look up and go through the other door hatch ahead of you. Now swim down again after you enter the new hallway. Go through the door into what could be the floor and swim down the hallway. You will see a door hatch to your right, swim through it and refill your air meter at the little patch of air at the top. Then swim back into the hallway you came from and go through the door at the end of the hallway. Follow the hallway around and once you reach a door with a green light above it, go through it. The door is located halfway through a hallway.

Go through it and swim into the end room. Now look for a rectangular opening with bolts surrounding it. Go through the middle hatch in this next hallway and swim through the room with "pipes" in it. Now go

through the next door and look up, there will be another door for you to go through. Swim up it, all the way to the top, but be ready to shoot 2 guards when you come up for air...

Now get out your grapple watch and look for an open hatch in the ceiling, if there isnt a balck and yellow circle, then you probably have to go to the other side of the room where another hatch is. When you get up the rope, shoot the guard ahead of you. Next, crouch down and go under the gas shooting out from the pipe. When you come to another open hatch in the ceiling, fire your grappling watch up it. Now climb up it, but jump off when you reach solid ground. You should be on the ground floor of the reactor chamber. Now look up at the rope you climbed up and wait for a guard to come down, shoot him.

Now go over to the wall to find a red button, pushing it will cause the nuclear meltdown to stop, and making the nuclear rod go right through Renard's chest. This completes 2 objectives. Now climb back up your rope. Go all the way to the top. Shoot the guards (if any) in the vent. Then go to the other side, shoot your grappling hook up through the open hatch and climb up. Shoot the guards again (if there is any) and take another couple steps forward. Shoot your grappler up into the hatch, Christmas Jones is waiting for you, so get a move on!

---Mission Complete---

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6. B) Secret Agent Guide
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---Mission 1: Courier--- (Secret Agent)

- Mission Objectives:
- A. Collect Equipment from safety deposit box
 - B. Avoid Civilian Casualties
 - C. Collect Money from Vault
 - D. Crack safe, get security swipe card
 - E. Escape bank with money

You will start out talking to a woman at the front desk of a bank. This is the lobby. You will need to go to your right, through the hallway and through the door. Then go through the next door. You will be in a little room. Go to the nearest booth and open the door, go inside and open up the box to get a flash bang gun and an appointment card. This is the equipment, so Objective 1 is now complete. Now go back out through the doors, into the lobby. Go through the door to your right to find a man standing in front of a metal detector.

Show him the appointment card and he will let you through . It will show a cutscene off Bond killing a couple of "nimrods" and then you're left to play again. Wait for the guy in front of you to get up. Shoot him and take his gun. Go through the door ahead of you and shoot the guard. Now go through the next door, shoot the guard in front of you, strafe to the left and shoot that guard, a guard should pop his ugly face out of the door nearby so when he does, kill him. Go through the room he opened and ipen up all the cupboards to get ammo. Now go through the other room and shoot all guards. Run over to the safe against the wall and use the safe cracker to open it. This gives you the swipe card which completes another objective.

Now go out into the hall, through the doors that you came in and turn left, keep going until you come to a door on your left, use the swipe card on the little slot next to the door to get in. You're almost at the money. Just

run over to the automatic door, pull out your keypad decryptor and use it on the keypad, beside the door. Now run in and get the briefcase full of money.

At the very end of the hallway is a door. Inside are 2 guards. Take them out and go over to the file cabinet thingy with a VCR on top. Pull out your data scrambler and press Z to scramble the video tape, completing your objective.

Now to escape from this place. Go out of the room and turn right, go to the end of the hall and open the door. It's an elevator so go inside and wait for the door to close, when it opens, you'll be back on the ground floor. Make sure you put your gun away now, or else the guards will be shooting at you. Run straight ahead, through the doors and back into the lobby. Go straight once again and go through the rotating glass doors. Bonds will jump into his car and drive off

---Mission Complete---

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---Mission 2: King's Ransom--- (Secret Agent)

- Mission Objectives:
- A. Protect all Primary MI-6 personnel
 - B. Avoid civilian and security guard casualties
 - C. Find Sir Robert King
 - D. Activate top floor lockdown panel
 - E. Activate sprinklers
 - F. Activate ground floor lockdown panel
 - G. Rescue M

You start this level in a meeting room, there are explosions and M sends you to investigate, turn around and open the door. The door ahead of you will blow up, run out of it and kill the terrorist on your left. Now continue on to the right, take your first left. The one on your next left will be a terrorist, shoot him and go to the right. Turn left. Now be careful of the ambush, a couple of guys will come through the windows/doors and try to kill you. Turn the corner and kill the 3 guys down the hall. Then run down the hall and press (B) on the red thumb pad.

When the door opens up, go in and press (B) on the red panel on the right wall. This will complete Objective A. The manual lockdown. But this is only half of it. Go back out the door, and run back down it. Be ready to kill anybody that gets in your way at the moment. Money Penny will contact you, saying that M has been captured by the terrorists. Run back to her office and shoot the terrorist. Now you have to escort her to the security room for safety precautions. The security room is the room that you were just in, when you pushed the button for a manual lock down. At the end of the hallway, turn to your right, then strafe to right, shoot the guard and go up the hallway. Turn left, then another left. At the end of this hallway, turn to find a couple of guards, kill them and move up. Go through the door on your right and go to the table to find body armor. Now go back into the hall and continue to the left, open the door. Now be careful, strafe to the right while shooting through the open door at the terrorists hanging from the elevator cables.

Once they're all dead, move up a little until you can see over the edge. Shoot the guy, then go down the stairs, Every time you can see a terrorist, shoot him. When you get to the bottom, the stairs will collapse and a few guys on ropes will come repelling down, take care of them quickly. Go

through the door and the guard in front of you will give you a new objective, activate the sprinkler system.

When you exit the room you will have to follow a hallway around until you get to the main area. You will have to speak to the one guard in here who will give you another objective, activate the ground floor lockdown. Keep going down the hallway. when you get to the end, terrorists may come out, so take care of them. A scientist might be with them, so be careful

Keep going until you get to the end of this hallway and look left. If you can see any terrorists kill them. If not go right and go around the corner. Kill the terrorist that is "hiding" around this corner and then activate the sprinkler control on the wall so that it can put out the fire in the lobby. on your way out of the room, be careful because there might be a terrorist, if so, kill him. Go back around the corner that you rounded before.

Carry on until the end of this hallway and turn left when you get to the security room. Go in and activate the red panel on the wall to turn it on. Now no more terrorists can get into the building, but you must kill the ones that are already in...

Once you get back into the main area head along the only route that you haven't seen yet (at least not if you've been following this) It should be the room on the other side of the door that got shut by the lockdown. Carry on following this corridor around, killing any enemies that you encounter. Use the hand scanner in the lobby to open up the door to the vault. Go into it

Just inside the door is a guard. He tells you to go get Dr. Warmflash to help a couple of injured people. Go back into the maze of hallways and follow the signs on the wall. Follow the ones that say "medical labs" The lab itself will be down a short corridor, all by it's self. Go inside and talk to Warmflash. She will drop what she's doing and follow you. Bring her back to the vault room, but make sure she doesn't get shot at! Go through the vault to the blown up door, this is where the injured people are.

Keep going through the blown up doors to find Sir Robert King. There was an accident. His pin exploded a bomb, he gives you the pin and dies on the spot. You must now follow a female assassin, she is waiting in a boat outside of the Q lab, so time to get there...

To get to Q labs, go out through the vault doors and go left, keep following the halls to the left, also look at the signs on the wall. When you get to the door with "Q labs" above it, go in it. Go towards the big crack in the wall. Bond will jump in a boat and chase the assassin away. But he and she will both crash.

---Mission Complete---

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---Mission 3: Thames Chase--- (Secret Agent)

- Mission Objectives:
- A. Pursue but do not eliminate the female assassin
 - B. Rescue the hostages

You start the mission off standing in front of your crashed boat. Run

forward, but don't shoot at the assassin in front of you, it'll fail the mission. Run up to the edge of the water and shoot at the 3 gunmen that will speed by in a few seconds. Now to to the right, around the corner and shoot the guy on the other side. Now go to where he was and slowly walk up the stairs. There will be 3 armed guys standing in front of a blue truck, so shoot them and run into the truck. Get all the ammo, reload and peek around the corner (strafe) Shoot the guy standing in the window. Or he will shoot you. If a guy comes running from around a the barrel straight across from you, then shoot the barrel to kill him.

Now run up to the barrel and go through the door on the right, go up to the window and collect the ammo from the dead guy. Now, go back outside the little hut and go through the little gap straight ahead and a little to the right. Get out a gun with a sniper scope, Turn the corner and shoot the guy with the gun to the hostages' head. Move the gun a little to the left and shoot the guy in the other opening. Now move it further to the left and shoot the guy on the dock.

Now continue running down the pathway, go to the right, through the stone opening. Turn left and shoot the 3 scooba divers here. Now run out, past their fallen bodies and turn left, go through the wooden walkway and turn left. Now take a right and shoot the guy in the head. Now aim up because a few guys will start coming from the door on the second floor. When no more come out, jump on top of the crate on the ground, then jump to the next highest and so on, until you get to the little fence thing, jump over it.

Go out the door that everybody was coming through and shoot the 2 guys on the ramp. Now go to the bottom of it and turn to the left go straight, then a right, into another stone pathway. Turn left and kill all the guys that are hiding behind the "invincible" barrels. When they're all dead, run to the end of the hall and turn right. Now you're in a wooden "maze"

Go straight and take your first left, then right, then left. When you turn next corner, shoot the guy above you. Now pull out your watch grappling hook. Aim it at the black and yellow circle on the ceiling and press [Z] This will let a rope down, climb it and jump off to reach the upper area. Jump across all of the big wooden crates to get some body armor, you'll probaly need it. Next, jump back across the crates, or just jump to the ground and run back to the rope. But when you get back to that first area, walk across the short platform to find a little door. Open it and go through.

Next, open the door in the next room. Q will contact you and tell you to hurry up. Jump out of the opening to your right. Then run tot he right. At the end of the walkway, take a left, shoot all the guys that you can, but never stopping. At the end of THIS walkway, take a right now you will have to go through the slightly hidden path on the left. Run the stairs, shooting the guards as you go until you reach the top, shoot as many as you can, but run into the subway.

---Mission Complete---

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---Mission 4: Underground Uprising--- (Secret Agent)

- Mission Objectives:
- A. Rescue the hostages
 - B. Defuse the terrorist bomb
 - C. Pursue but do not eliminate female assassin
 - D. Avoid civilian casualties

Start the level off by going straight down the hall and turn left. Shoot the guard in the window ahead of you and wait for 2 civilians to run past, followed by a terrorist, kill him and go out into the room. Go right and shoot the terrorist. Go down the escalator and shoot the 3 guys at the bottom, turn to the right and shoot the terrorist covering the hostages. Make sure NOT to shoot the hostages or you'll fail the mission. Now go to the left to the end of the hall, go down the next escalator. At the bottom, turn left and shoot the terrorists.

Turn to the right and shoot all the terrorists you can. But be careful because at the end of the hallway is a hostage so DON'T kill him/her. After that is taken care of, turn around and go to the wall, be careful not to get hit by the passing train and run across the tracks on an angle to the door. Open it and go left. At the end, go right. Then right again, hop up onto the train, shooting the terrorists inside. When you get to the end of the train, open the door, jump outside and shoot the terrorist on the left. Now jump up on the side where he is and follow the train tunnel to the end, killing all terrorist and saving the hostages as you go. When you get to the end, take a left. Shoot the guard standing nearby

You will see a torn door in the metal to the left of you, wait and kill the guy that come out of it. Ahead of you are a men and a woman bathroom, go in the mens. Go to the very end of the bathroom and kill the terrorist there. The gun shot should attract any other terrorist in the bathroom, if so, kill them. Check all of the stalls just to make sure there are no terrorists, but watch out for the civilians. In the second to last stall is the terrorist bomb. Pull out your bomb defuser kit.

This is a little tricky. To defuse the bomb, you have to press Z rapidly, but not so fast that the entire meter fills up, this will cause the bomb to blow. Just do it slowly.

After it's done, go out of the bathroom and to the right, through the torn metal door. In here, there might be a guard, so kill him and go to the next room. There is a locked door to your right. Shoot the lock off of it and go through, run up the stairs in front of you. The stairs may blow up, but don't worry, you can just jump across them, keep running up the stairs, shooting anybody that gets in your way, until you reach a door. Shoot the lock off and go through. Run across the grass, towards the hot air ballon, jump on to the string hanging off of it.

---Mission Complete---

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---Mission 5: Cold Reception--- (Secret Agent)

- Mission Objectives:
- A. Draw terrorists away from Electra
 - B. Destroy fuel dump at tower 1
 - C. Destroy fuel dump at tower 2
 - D. Get to the bottom of the peak

This is one of the easier missions in the game, the whole time, you will be skiing down a mountain while shooting obstacles and of course, bad guys.

When the level starts, you automatically move on a fixed track so don't try to move qall over the place. When you come around the bend, shoot the 3 guys here. When you come around the next bend, shoot the 3 new guys. After them, you will fly off a cliff and land in a tunnel. Shoot the guy in front

of you. Then you will turn to the left, shoot the guys that pop up around you until you are out in the open again. You will come to a fork in the mountain. You will want to go to the left, so strafe (C-Left) to the left. If you don't make it, don't worry. But if you do, get the body armor.

After that, you will be skiing through the forest, so take out all the terrorists that come into your way. You will jump off of a small cliff. You will land near a tower with lots of barrels underneath. Shoot one of the barrels to make the whole thing blow up and complete objective B. You will keep going, back into a forest/snow field. Shoot the guy in the corner of the turn. When you turn, you will get through a place where lots of guys are on top of big boulders, pick them off. At the end, you will go through a tunnel. Pick off all the guys you possibly can. When you come out, strafe to the left once again. This path will take you on top of a little shack to get some more body armor. When you get off, you will go flying off another "cliff" and land near the next fuel dump. Blow up a single barrel to blow up the entire thing.

After that, you will ski through a couple of bridges/half built buildings with guys on top of them. Once again, pick off all that you can. When you get to the side of a warehouse, kill the 2 guys that are there with you. Kill the sniper that will cut you off when going over the bridge or else he will drop a grenade. After this, it's all downhill. Just keep killing everybody that you possibly can. Try to stay alive. Tapping C-Up can make you go faster so use this to your advantage. You will know you're at the bottom when it shows a cut scene of a helicopter coming to get you.

---Mission Complete---

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---Mission 6: Nightwatch--- (Secret Agent)

- Mission Objectives:
- A. Avoid alerting Gabor
 - B. Avoid alerting Davidov
 - C. Find telephone and plant wire taps
 - D. Photograph documents showing Davidov's a traitor
 - E. Avoid all casualties

Start the mission by turning to your left and using the phone tap on the phone. Then run to the door on the side, go outside and jump over the balcony. Head straight until you reach a big metal gate, blow the lock off and go in. Go right down the middle. Trying to avoid the guard, if you have to, just punch him out, this will not fail the mission. Keep running until you reach the hut. Open the door and punch out the guard inside. Then pull out your scrambler and use it on the white thing on the desk. This will turn all of the cameras in the area off. Now, go back up to where the big metal gate is and take a left. Keep behind the hedges, avoiding the guards talking in front of you. Use your x-ray glasses to look through the wall, if you see Gabor, then wait until he passes, if not go through the doorway. Knock out the guy on your left. Then go to the other side of the pool.

Use your x-ray glasses again and look for Gabor, if you still don't see him, then go through the doorway and to the left, behind the hedges. Run to the back and try to sneak around, if anyone sees you, just knock them out. When that is taken care of, go through the doors of the building. Go to the right, down the small hallway, and through the door. Inside is a phone, so use your tap. Go back outside the door. This time, go right, down the hallway again, and turn right at the end. Go straight until you see a door, open it.

Outside, is a big field with 2 guards in it, so be careful. Run across the grass, doing whatever you want with the 2 guards (knocking them out or ignoring them) through the gateway. Go left and open the metal gate. There are 2 guards in this area two, so be careful. Make your way to the hut on the far side. Go inside and knock out the guard, then pull out your scrambler and scramble the TV monitors again. Now go back outside, back through the metal gate. This time, blow the lock off the wooden door and go inside. Pull out your watch darts and shoot the first guard with one. Then go inside the room more and shoot the other guard.

Inside this room are a few things. In the safe against the right wall are documents. Take a picture of them. On the desk is a telephone. So tap it. Now go back out of this room and turn right. Go through the door, still with your darts. You will need to run along the forest path. Shooting the darts at the guards as you go. At the end, you will see a car and a hut. Go inside the hut. It will then show a cut scene of Davidov walking towards you, time to get a move on.

First, go over to the desk and take a sanp shot of the documents. Next, go over to the other, smaller desk and take a picture of THOSE documents. This will complete objective D. Now go back to the corner desk and plant the final phone tap. Run outside and press (B) on the trunk of the car. Bond will climb in, and Davidov will walk up and drive away, with Bond.

---Mission Complete---

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---Mission 7: Midnight Departure--- (Secret Agent)

- Mission Objectives:
- A. Eliminate Davidov
 - B. Pick up Davidovs phone
 - C. Get controller to land plane
 - D. Board the plane
 - E. Avoid civilian casualties
 - F. Find Badge

Start the mission off my running forward. Go to the left path, along the dirt road. Around the corner are two guards, take them out and keep going. On the next open stretch of road, you will see Davidov. Run after him, shooting guards as you run. When you get near him, give him a couple of shots to the head. When he dies, go back and look for cover. Shoot all of the guards that you can; the ones that are near you. You should have picked up a sniper rifle, so take it out and shoot at the 2 guards on top of the rocks at the end of the dirt road.

Now, go out to where Davidovs body is, get the cell phone that he dropped and start heading down the road. Go to the left, into the forest. Follow the forest path. Keep foloowing it until you see a little wooden lodge. Go inside it to find the badge that you're looking for. Run past it and shoot the 2 guys on the street. Then go up to the street yourself and go left. You will come up to a guard behind a tree.

Kill him before he has a chance to set off the alarm. Then continue down the street. You will come up to a wide bridge. As long as no body has set the alarm off, the bridge will be clear of enemies. But if the alarm HAS gone off, then there will be a truck and lots of guards waiting for you. When all the guards are dead (if there was any) go across the bridge and up the path. You will see a truck ahead, with 3 guards talking. Pull out your

sniper rifle and kill all of them. Then run and jump into the back of the truck. Then hop out again. When it starts moving, hop back in it. This will carry you along the path. All the way out to an open field. When you can see a building, hop out again. There should be a guard walking towards you. Shoot him if there is. Then go over to where he was walking. On the side of the building is a door. Open it and go through. If the alarm wasn't set off, there won't be a lot of enemies in here. But if it did, it's jammed pack with people wanting to kill you.

Run along the hallway and up the stairs. At about the 3rd floor a guard should run down the stairs ahead of you. Take him out. Continue up the stairs until you get to the top. Talk with the civilian to get him to land the plane outside. Now go back down the stairs and out the door. Go left and another left and go straight until you get to the plane. The pilot will have a brief conversation with you, then it's off to the next mission.

---Mission Complete---

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---Mission 8: Masquerade--- (Secret Agent)

- Mission Objectives:
- A. Infiltrate facility, do not arouse suspicion
 - B. Christmas must survive
 - C. Avoid innocent casualties
 - D. Escape the blast pit
 - E. Retrieve locator card

Start by going straight, over to the guy standing by his truck. He will have a conversation with you. He will also give you instructions if you show him the "papers" so pull them out and flash them. He will tell you to go see the doctor. So head to the other side of the area, to where the tents are. There should be a woman walking around one of them. Walk up to her. After another conversation, show her the papers. She will tell you to go to the elevator. So go to the left and you will see a big stone structure poking out. In the middle is a doorway, so go through it. This is the elevator. Wait here for Dr. Jones to come. She will bring the elevator down.

Once the elevator is at the bottom, and Dr. Jones is out, go out of the door and go straight down the hall. There is a big metal door with a switch beside it. Press the switch to open the door. Go through it and follow the hallway to the right. When you get to an open space, look for the other big metal door on the back wall. Press the switch.

A cut scene will come on. Bond will talk to Renard and then other people come in. And everybody starts shooting each other. Bond and Dr. Jones will jump down into the blast pit. Now a new objective will appear; Escape from the blast pit. Start by pulling out your gun and shooting the guys that are on the ledge of the blast pit. When they are all dead, pull out your grappling hook. Shoot it at the black/yellow circle on the ceiling and climb up it. Jump off of it to escape the blast pit. Now, Christmas will run over to the doorway and try to rewire it. Wait until she does and go through the door. There will be a metal cart in your way. So push it along the track, shooting the guys stupid enough to walk in front of it.

You will notice a door on the right. Go through it and kill the guy inside. Walk over to him to pick up the locator card and complete objective E.

Eventually, a set of doors will close and the cart will get stuck. Jump

over it and shoot the guys that are all around. When they are dead, run straight up to where Renard is hiding. he will begin talking to you, then a bomb will start a countdown. Run back and jump on the black and yellow bar hanging from the ceiling. A cut scene will show Bond swinging through the air with the explosion right behind him.

When he gets out, the door behind him will close, and he will be back in the blast pit room. Shoot the 3 guys to the left and run over to where they were. Get their ammo and go through the now open door beside them. Jump up on the metal catwalk. Walk along it until the room comes into sight. Shoot all of the guys in this room, some may be hiding behind boxes. Then jump into the room, passing the fire. Go to the door on the right. Run up this hall, at the end, turn left. Run up this new hall. There will be 2 of Renard's men at the very end of the tunnel. But be careful, because some of the good guys are right in front of them. Keep running up the hall. When you get to the end, or the good guys die, then kill off Renard's men and go into the elevator. You will see the explosion of fire coming straight at you. Then at the last moment, the elevator will lift off from the ground.

---Mission Complete---

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---Mission 9: City of Walkways--- (Secret Agent)

- Mission Objectives:
- A. Locate Zucovsky
 - B. keep Christmas Jones alive
 - C. Do not eliminate your allies
 - D. Keep Zucovsky alive
 - E. Retrieve computer files

The next 2 levels are perhaps 2 of the most annoying FPS levels I have ever played.

Start the level by running straight ahead, out of the garage. Go up the ramp and through the door. Follow the upper part of the factory around to find another door. Shoot the lock off and enter. A cut scene comes on with Bond and Christmas tricking Zucovsky. When you get in control again, go through the opening beside you. Down the ramp here is 2 guards, one in each corner. Take them out and go down the ramp. Turn left and go past the tractors and other equipment. Go through the door. Once you're out, run over to the group of barrels in front of you. Stay behind them while shooting the 2 guards on top of the wooden ramp, and the other 2 that are on the same walkway as you, off to the left a little. When they are taken care of, walk up the ramp where the guards were.

Go through the doorway. Once inside, turn to the right and shoot the 3 guards. Now run up to the caged door. it's an elevator, in fact. Push the switch beside it, then run and hide behind the crates behind you. When the elevator comes down, it will bring lots of guards with it so make sure ALL of them get taken out.

When that's done, go inside the elevator. it will automatically go up. When it opens go out and turn the corner. Shoot the 2 guys then go up the hall. Open the door and move to the side. Strafe back and forth, taking out everybody in the room. When they're all taken care of, go out the other door. There is a conveyor belt moving to the side. Ignore it, walk over to the safety rail. Duck down and shoot the 2 visible guards. Then jump over the railing. You should land right in front of or near a guard, kill him. You should also be near a switch so pull it down. Now go the only way you

can, past the crates and underneath the convator belt. Kill the guy in the distance and run towards him. Go out the first door on your right.

You will be back outside. Walk over to the right a little. There is a guy with a rocket launcher in the corner below you so take him out before you advance any further. Go down the ramp and turn right. There is a little "garage" type thing with 2 enemies in it. Kill them, there is also a switch, pull that also. Now look out the big window beside the switch. Shoot the 2 scooba divers that are on the boat. Then go out of the hut. Turn right. Go straight until you reach the end, then go right, shoot the guy then go towards him, and go down the ramp.

Go straight and up the ramp on the other side. Now go straight along this boardwalk. It is a very long one, with guards shooting rockets/bullets at you. So be careful! When you get to the end. Go in to the warehouse. Go to the far side of it and go up the stairs. Kill the 2 guards in this room, then go to the far side once again, and go up the ramp. Kill the 2 guards in this room and walk over to the window on the far side of the room. Shoot through the glass and kill everybody. If one comes through the door on your left, kill him. After everybody is dead, go through the door on the left, turn right and right. Go over to the computer on the desk. Pull out the only item you have, a thing that downloads data from a PC. Attach it to the PC to complete objective E. After that, go through the doorway on the left and go down the ladder. Turn the corner and shoot the guy. Go past his corpse and into the garage type thing.

---Mission Complete---

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---Mission 10: City of Walkways II--- (Secret Agent)

- Mission objectives:
- A. Return to Zucovsky
 - B. Collect equipment from Zukovsky's car
 - C. Do not eliminate your allies
 - D. Destroy the attack helicopter

This is the second half of City of Walkways. It is just as annoying as the first. So let's get to it...

As soon as you start, move to the right and get the guns and body armor, and sticky grenade. Now go out of the door on the other side of the garage and flip the switch. Stay right where you are, because the bridge ahead of you will fall down, and a helicopter with blades hanging down will fly across. After it's gone, peek around the corner and take out the 2 guards lurking about. Now just go straight, into the big double doors. When you go inside, go to the left. You should hear gun fire. Jump up on the box and shoot the guy in the upper floor. Now jump back down and keep going to the left. Turn the corner and shoot the guards if there is any. But DON'T shoot Zukovsky's body guard, your mission will be failed.

Go past the body guards. Get your sticky grenade out and throw it up into the room above. There is the big window that you used to kill that guy a few minutes ago. That is where you throw the grenade. After it blows, go up the ramp into that room. If anybody's still alive, finish them off. Then collect the ammo and exit through the ramp on the other side.

As you go down this walkway, be careful, because 2 guards will jump off of the crates above you, blow them away and go out through the door. Run outside and run up the ramp, run over the moving wood board, shooting the

enemies that are on the rooftop to your right and straight ahead of you. When you get off the board, go through the warehouse doors. In this next room is a lot of guards, so be careful. Run up and to the left, in the first aisle, will be a guy standing on top of a big box. Kill him then turn a little to the left and shoot the guy up in the alcove. Now go to the left some more, into the next aisle. Shoot the guy inside of the box, then go inside of it and get the ammo. Now go out of it and continue on down the aisle. Shoot the 3 guys standing in front of the doors, then go out.

Run across the bridge and go to the right. Get the body armor and go back to the left, but be careful because a helicopter will be there, waiting for you. Go right again and you will see a bunch of metal bridges extending over multiple pools of caviar. When you go near them, the bladed helicopter will come and destroy all of them. Run over to the middle one and walk up it. Straight across will be a guard with a rocket launcher. Take him out quickly.

When you get to the other side, open the doors and go through. Turn a little to the left and shoot the barrel. This should take care of everybody close to it. Now run to the other side, where the barrel was. Go down the aisle to your right, there may be a guy there, so be careful. Shoot the guy blocking the door and go out of it. Start running along the walkway, when a helicopter comes up behind you, run back inside until it passes, then chase it down the boardwalk.

When you make it to the open platform go down the ramp in the middle. Walk over to the car to find the Sentinel. One of the most powerful guns in the game. Change it to its secondary function, auto fire. Now move towards the closed bridge, go as close to it as you can, then aim straight up. When the helicopter flies over you, fire missiles like crazy! When it is dead, an objective will be complete and the bridge will be let down. Run across it and keep going until you reach 2 guards, take them out and go in to the warehouse doors to find Zukovsky drowning in his own caviar...

---Mission Complete---

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---Mission 11: Turncoat--- (Secret Agent)

- Mission Objectives:
- A. Pursue Bullion, don't let him get away
 - B. Rescue hostages
 - C. Christmas must survive
 - D. Avoid innocent casualties

As soon as the level starts, run forward. Keep running to the end of the walkway, at the end, turn right and go up the ladder, follow the path off to the left to find n. Jump down and go to the right. Stop when you get to the cars and shoot the 3 enemies that will come at you. Continue on down the street. At the corner, you will see a few enemies, so take them out quickly, then turn the corner and run straight. Turn left at the end of the street and run down yet another street.

At the end, turn right. Shoot the guy standing behind the boxes and run down this street, yet more cautiously because a lot of guards will ambush you. When you get to the end, turn left and shoot the guy that will be standing there (he's not ALWAYS there, but most of the time) Then go straight down this new street, a guy may chase a hostage out in the open, so take care of him if he does. When you see the door on the left, wait

until a guy runs out with a shotgun, take him out and go through the door. Go up the stairs and look out the door on the left at the top.

Shoot the hostage guarding guy, straight across from you. Then shoot the hostage guard guy to the left. Then aim up at the balcony and shoot the guy on the right. Then aim across the room and shoot the guy standing in the little "crawl space" type thing. Run on an angle to the left corner of the room. In the last little hole thing on the wall is body armor, so get it. Then go through the doorway beside it. Go up the stairs until you reach the doorway, when you go through it, look at the rooftop across from you. Kill the guy before he kills you. Then run out and go to the left. When you see an opening on the rooftop to your right, run across it, and make sure that you jump! to reach the other building rooftop.

Go straight and then to the right when you can go in front of the rooftop house. There may be a guard, so take him out if he rears his ugly face. Next, keep going straight, down the ramp and into another opening. Shoot the terrorist on YOUR side of the building first, then shoot the 3 guys on the other side. There are a few barrels of apples or something off to the right, go jump on them.

Take a running start and jump over the gap to the next building. Go through the doorway and shoot the guy behind the crate to your right. Go near him and go through the door on the right. Shoot the guy ahead of you then turn left, shoot the guys that are in the room and the 2 that are patrolling outside. Go out that door on the left side of the room and go to the left. When you make it to the open, go right. Keep going until you reach the ladder, climb up it and shoot the guys behind the hanging curtains.

Now, go across the board bridge and shoot the 2 guys in the distance. Go up to where they were to see a hole in the grate on the rooftop window. Jump down it.

Once on the ground, turn to the left. Go through the opening and turn right. Shoot all of the terrorists, without harming the hostage in the corner. Then run down to the end of the hallway and go through the door on your left. Shoot the 2 guys that will come up at you. Then run down to the end of this walkway. Turn left, down the stairs and shoot the guy in front of the door. Then go through that door. Turn to the left, shoot the guy, then turn to the right, shoot the guy behind the crate. Then turn even more to the right and shoot the last guy. Go through the door off to the right. Through here, be careful, there are a lot of guards with shotguns. Shoot all the terrorists, then go to the left. There is a tiny door in the wall, go through it.

---Mission Complete---

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---Mission 12: Fallen Angel--- (Secret Agent)

- Mission Objectives:
- A. Open door with scanned finger print of Bullion
 - B. Rescue M at all costs
 - C. Stop Electra from warning Renard
 - D. Do not eliminate your allies

The opening cut scene will show Zukovsky save your life, then get killed. When you get in control of Bond, run over to Zukovsky's body and grab his gun. Now go out the doors in front of you. Turn right and go through the next set of doors. Turn right, shoot the guy, then go left. Follow this

path around, shoot the guy walking around below you. Then go down the ramp to where he was. Shoot all of the guys that are on the boardwalk. Then go left, follow the path up until you find a hole in the wood. Drop down it to land on some body armor, but also near a bunch of Renards men! Kill all of them. Crouch behind the box on your right if you need to reload. When they're all dead, go down the hall and kill the guys in the left hall. Go down the stairs and kill the guy in the corner.

Now turn, strafe to the right and shoot the guy in the opposite corner. Go through the doorway near the freshly killed man. Turn left and go up the boardwalk. If you didn't kill all of the men while you were above them, do it now. Behind the sand bags should be Bullion. If he's dead, great. If he's not, kill him. Walk up to his dead body and pull out your fingerprint scanner. Scan his prints and turn around. A few guards may have snuck up on you so take them out. Now, you must go back, back up the stairs. When you're up, turn around and go through the door. Shoot the guard and go up the ramp. Follow it until you find the door leading back into the mansion. Kill the guy that is in the little hole thing up above you when you open the door. Now turn left and go back in to the room with Zukovsky.

Go to the right to see a staircase leading up, go up it, past Zukovskys guard to the top. Across from you is a door, stand outside of it and shoot through the window at the enemies. When they are all dead, turn to the left and go down the hall. if any more guards come, take them out. Keep going along this hall until you find a door with a light switch thing next to it. This switch is actually a fingerprint activater. So take out your scanned print of Bullion and press [Z] on the panel.

The door will open so go in. You will see Electra run up another set of stairs, but don't follow her right away. Instead, aim at the camera in the top corner of the room. There is one behind you as well, so take that out. After that, run up the stairs after electra. When you get to the top, shoot the 2 guards, but make sure you don't fall down the hole. Run down the hall, to where the the guards were. Turn right and go down the corridor with all of the jail cells. In the last cell, will be M. Blow the lock off the door and go inside to rescue her.

Electra and Gabor will come up behind you. They will take your gun and leave Gabor to finish you off. Just keep punching him in the face until he dies. When he does, take his gun and run past his body to the door. Go through it and run up the stairs, keep going until you reach the top. 2 guards will be waiting for you. Take care of them and go through the double doors. Another cut scene will come on. Electra is holding M captive again. When you get in control of Bond, give Electra a couple of good shots to the head. Bond will then jump out the window into the water, and the awaiting submarine...

---Mission Complete---

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---Mission 13: A Sinking Feeling--- (Secret Agent)

- Mission Objectives:
- A. Board Submarine
 - B. Locate and rescue Christmas unharmed
 - C. Gain access to control room
 - D. Avoid submarine crew casualties
 - E. Escort Christmas to mine room
 - F. Destroy steering controls

This is definately one of the harder missions in the game. You have to rescure Christams Jones, but she's never in the same place twice in a row.

You start off the level behind some crates. Move forward and to the left. there will be at least one guy. Kill him before he has the chance to set the alarm off behind him. Now, run more to the left and jump into the water. Now swim left. Up to the back of the submarine. Jump onto the back of it and run up the slope. try to stay to the left side of the sub so that all the people on the other side can't see you. When you get to the spout thin sticking up from the middle of the sub, climb up the ladder and drop in the hole.

Climb down the ladder, but be careful, because there's a guard waiting for you. Shoot him in the head form the ladder and make your way to the bottom. From here. go right and open the door. Christmas might be in here. If not then kill the guard anyways. Go out of the room and the opposite direction now. Open the door to find a hallway. Pull out your X-ray galasses. Walk a little to the left, if you can see Christmas, then this is the way you're going to have to go. If you don't then she's in the other side. Wherever she is, go into the room and kill the guards. Now with her, you must protect her from getting shot. Open the the other door in the hallway, there's probably a couple of guards so kill them.

After that, go out in the hall and follow it until you see a path leading off to the left. Go through it. There is another door. Open it and go through, go right and open up the next door. Go down this hallway and open the door ont he right. Go through it. You will be in a small chamber, to the right is the steering room. Straight ahead is the mine room. Open the door to the steering room and kill all the guards. Then close the door. Now go the other way, towards the mine chamber. You will see a ladder leading to the room below. Crouch but do not go down the ladder. Shoot the guard if you can see him, if not, then climb down and shoot him. In any case. go down there and wait until Christmas goes down there. This will complete an objective.

Now, go back up the ladder and back to the steering room. At the back of the room, ont he left wall is a door, got hrough it and shoot the 2 guards. next, shoot the computer on the wall.

---Mission Complete---

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---Mission 14: Meltdown--- (Secret Agent)

- Mission Objectives:
- A. Enter the reactor chamber
 - B. Eliminate Renard
 - C. Protect Christmas
 - D. Stop the meltdown

The first thing you must do is to jump into the opening in front of you. Then drop down into the water through the hatch, swim to the end of this room and drop through the open door hatch. Refill the oxygen bar by surfacing to the surface of the water and then dive down and go through the hatch at the bottom of this corridor.

Then look up and go through the other door hatch ahead of you. Now swim down again after you enter the new hallway. Go through the door into what could be the floor and swim down the hallway. You will see a door hatch to your right, swim through it and refill your air

meter at the little patch of air at the top. Then swim back into the hallway you came from and go through the door at the end of the hallway. Follow the hallway around and once you reach a door with a green light above it, go through it. The door is located halfway through a hallway.

Go through it and swim into the end room. Now look for a rectangular opening with bolts surrounding it. Go through the middle hatch in this next hallway and swim through the room with "pipes" in it. Now go through the next door and look up, there will be another door for you to go through. Swim up it, all the way to the top, but be ready to shoot 2 guards when you come up for air...

Now get out your grapple watch and look for an open hatch in the ceiling, if there isnt a balck and yellow circle, then you probally have to go to the other side of the room where another hatch is. When you get up the rope, shoot the guard ahead of you. Next, crouch down and go under the gas shooting out from the pipe. When you come to another open hatch in the ceiling, fire your grappling watch up it. Now climb up it, but jump off when you reach solid ground. You should be on the ground floor of the reactor chamber. Now look up at the rope you climbed up and wait for a guard to come down, shoot him.

Now go over to the wall to find a red button, pushing it will cause the nuclear meltdown to stop, and making the nuclear rod go right through Renard's chest. This completes 2 objectives. Now climb back up your rope. Go all the way to the top. Shoot the guards (if any) in the vent. Then go to the other side, shoot your grappling hook up through the open hatch and climb up. Shoot the guards again (if there is any) and take another couple steps forward. Shoot your grappler up into the hatch, Christmas Jones is waiting for you, so get a move on!

---Mission Complete---

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6. C) 00 Agent Guide
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---Mission 1: Courier--- (00 Agent)

- Mission Objectives:
- A. Collect Equipment from safety deposit box
 - B. Avoid Civilian Casualties
 - C. Collect Money from Vault
 - D. Crack safe, get security swipe card
 - E. Escape bank with money
 - F. Destroy video tape backup

You will start out talking to a woman at the front desk of a bank. This is the lobby. You will need to go to your right, through the hallway and through the door. Then go through the next door. You will be in a little room. Go to the nearest booth and open the door, go inside and open up the box to get a flash bang gun and an appointment card. This is the equipment, so Objective 1 is now complete. Now go back out through the doors, into the lobby. Go through the door to your right to find a man standing in front of a metal detector.

Show him the appointment card and he will let you through . It will show a cutscene off Bond killing a couple of "nimrods" and then you're left to play again. Wait for the guy in front of you to get up. Shoot him and take his gun. Go through the door ahead of you and shoot the guard. Now go through the next door, shoot the guard in front of you, strafe to the left and shoot that guard, a guard should pop his ugly face out of the door

nearby so when he does, kill him. Go through the room he opened and open up all the cupboards to get ammo. Now go through the other room and shoot all guards. Run over to the safe against the wall and use the safe cracker to open it. This gives you the swipe card which completes another objective.

Now go out into the hall, through the doors that you came in and turn left, keep going until you come to a door on your left, use the swipe card on the little slot next to the door to get in. You're almost at the money. Just run over to the automatic door, pull out your keypad decryptor and use it on the keypad, beside the door. Now run in and get the briefcase full of money.

At the very end of the hallway is a door. Inside are 2 guards. Take them out and go over to the file cabinet thingy with a VCR on top. Pull out your data scrambler and press Z to scramble the video tape, completing your objective.

Now to escape from this place. Go out of the room and turn right, go to the end of the hall and open the door. It's an elevator so go inside and wait for the door to close, when it opens, you'll be back on the ground floor. Make sure you put your gun away now, or else the guards will be shooting at you. Run straight ahead, through the doors and back into the lobby. Go straight once again and go through the rotating glass doors. Bonds will jump into his car and drive off

---Mission Complete---

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---Mission 2: King's Ransom--- (Secret Agent)

- Mission Objectives:
- A. Protect all Primary MI-6 personnel
 - B. Avoid civilian and security guard casualties
 - C. Find Sir Robert King
 - D. Activate top floor lockdown panel
 - E. Activate sprinklers
 - F. Activate ground floor lockdown panel
 - G. Rescue M

You start this level in a meeting room, there are explosions and M sends you to investigate, turn around and open the door. The door ahead of you will blow up, run out of it and kill the terrorist on your left. Now continue on to the right, take your first left. The one on your next left will be a terrorist, shoot him and go to the right. Turn left. Now be careful of the ambush, a couple of guys will come through the windows/doors and try to kill you. Turn the corner and kill the 3 guys down the hall. Then run down the hall and press (B) on the red thumb pad.

When the door opens up, go in and press (B) on the red panel on the right wall. This will complete Objective A. The manual lockdown. But this is only half of it. Go back out the door, and run back down it. Be ready to kill anybody that gets in your way at the moment. Money Penny will contact you, saying that M has been captured by the terrorists. Run back to her office and shoot the terrorist. Now you have to escort her to the security room for safety precautions. The security room is the room that you were just in, when you pushed the button for a manual lock down. At the end of the hallway, turn to your right, then strafe to right, shoot the guard and go up the hallway. Turn left, then another left. At the end of this hallway, turn to find a couple of guards, kill them and move up. Go through the door on your right and go to the table to find body armor. Now go back into the hall

and continue to the left, open the door. Now be careful, strafe to the right while shooting through the open door at the terrorists hanging from the elevator cables.

Once they're all dead, move up a little until you can see over the edge. Shoot the guy, then go down the stairs, Every time you can see a terrorist, shoot him. When you get to the bottom, the stairs will collapse and a few guys on ropes will come repelling down, take care of them quickly. Go through the door and the guard in front of you will give you a new objective, activate the sprinkler system.

When you exit the room you will have to follow a hallway around until you get to the main area. You will have to speak to the one guard in here who will give you another objective, activate the ground floor lockdown. Keep going down the hallway. whn you get to the end, terrorists may come out, so take care of them. A scientist might be with them, so be careful

Keep going until you get to the end of this hallway and look left. If you can see any terrorists kill them. If not go right and go around the corner. Kill the terrorist that is "hiding" around this corner and then activate the sprinkler control on the wall so that it can put out the fire in the lobby. on your way out of the room, be careful becasue there might be a terrorist, if so, kill him. Go back around the corner that you rounded before.

Carry on until the end of this hallway and turn left when you get to the security room. Go in and activate the red panel on the wall to turn it on. Now no more terrorists can get into the building, but you must kill the ones that are already in...

Once you get back into the main area head along the only route that you haven't seen yet (at least not if you've been following this) It should be the room on the other side of the door that got shut by the lockdown. Carry on following this corridor around, killing any enemies that you encounter. Use the hand scanner in the lobby to open up the door to the vault. Go into it

Just inside the door is a guard. He tells you to go get Dr. Warmflash to help a couple of injured people. Go back into the maze of hallways and follow the signs on the wall. Follow the ones that say "medical labs" The lab itself will be down a short corridor, all by it's self. Go inside and talk to Warmflash. She will drop what she's doing and follow you. Bring her back to the vault room, but make sure she doesn't get shot at! Go through the vault to the blown up door, this is where the injured people are.

Keep going through the blown up doors to find Sir Robert King. There was an accident. His pin exploded a bomb, he gives you the pin and dies on the spot. You must now follow a female assasin, she is waiting in a boat outside of the Q lab, so time to get there...

To get to Q labs, go out through the vault doors and go left, keep following the halls to the left, also look at the signs on the wall. When you get to the door with "Q labs" above it, go in it. Go towards the big crack in the wall. Bond will jump in a boat and chase the assasin away. But he and she will both crash.

---Mission Complete---

---Mission 3: Thames Chase--- (00 Agent)

Mission Objectives: A. Pursue but do not eliminate the female assassin
B. Rescue the hostages

You start the mission off standing in front of your crashed boat. Run forward, but don't shoot at the assassin in front of you, it'll fail the mission. Run up to the edge of the water and shoot at the 3 gunmen that will speed by in a few seconds. Now to to the right, around the corner and shoot the guy on the other side. Now go to where he was and slowly walk up the stairs. There will be 3 armed guys standing in front of a blue truck, so shoot them and run into the truck. Get all the ammo, reload and peek around the corner (strafe) Shoot the guy standing in the window. Or he will shoot you. If a guy comes running from around a the barrel straight across from you, then shoot the barrel to kill him.

Now run up to the barrel and go through the door on the right, go up to the window and collect the ammo from the dead guy. Now, go back outside the little hut and go through the little gap straight ahead and a little to the right. Get out a gun with a sniper scope, Turn the corner and shoot the guy with the gun to the hostages' head. Move the gun a little to the left and shoot the guy in the other opening. Now move it further to the left and shoot the guy on the dock.

Now continue running down the pathway, go to the right, through the stone opening. Turn left and shoot the 3 scooba divers here. Now run out, past their fallen bodies and turn left, go through the wooden walkway and turn left. Now take a right and shoot the guy in the head. Now aim up because a few guys will start coming from the door on the second floor. When no more come out, jump on top of the crate on the ground, then jump to the next highest and so on, until you get to the little fence thing, jump over it.

Go out the door that everybody was coming through and shoot the 2 guys on the ramp. Now go to the bottom of it and turn to the left go straight, then a right, into another stone pathway. Turn left and kill all the guys that are hiding behind the "invincible" barrels. When they're all dead, run to the end of the hall and turn right. Now you're in a wooden "maze"

Go straight and take your first left, then right, then left. When you turn next corner, shoot the guy above you. Now pull out your watch grappling hook. Aim it at the black and yellow circle on the ceiling and press [Z] This will let a rope down, climb it and jump off to reach the upper area. Jump across all of the big wooden crates to get some body armor, you'll probaly need it. Next, jump back across the crates, or just jump to the ground and run back to the rope. But when you get back to that first area, walk across the short platform to find a little door. Open it and go through.

Next, open the door in the next room. Q will contact you and tell you to hurry up. Jump out of the opening to your right. Then run tot he right. At the end of the walkway, take a left, shoot all the guys that you can, but never stopping. At the end of THIS walkway, take a right now you will have to go through the slightly hidden path on the left. Run the stairs, shooting the guards as you go until you reach the top, shoot as many as you can, but run into the subway.

---Mission Complete---

---Mission 4: Underground Uprising--- (00 Agent)

- Mission Objectives:
- A. Rescue the hostages
 - B. Defuse the terrorist bomb
 - C. Pursue but do not eliminate female assassin
 - D. Avoid civilian casualties

Start the level off by going straight down the hall and turn left. Shoot the guard in the window ahead of you and wait for 2 civilians to run past, followed by a terrorist, kill him and go out into the room. Go right and shoot the terrorist. Go down the escalator and shoot the 3 guys at the bottom, turn to the right and shoot the terrorist covering the hostages. Make sure NOT to shoot the hostages or you'll fail the mission. Now go to the left to the end of the hall, go down the next escalator. At the bottom, turn left and shoot the terrorists.

Turn to the right and shoot all the terrorists you can. But be careful because at the end of the hallway is a hostage so DON'T kill him/her. After that is taken care of, turn around and go to the wall, be careful not to get hit by the passing train and run across the tracks on an angle to the door. Open it and go left. At the end, go right. Then right again, hop up onto the train, shooting the terrorists inside. When you get to the end of the train, open the door, jump outside and shoot the terrorist on the left. Now jump up on the side where he is and follow the train tunnel to the end, killing all terrorist and saving the hostages as you go. When you get to the end, take a left. Shoot the guard standing nearby

You will see a torn door in the metal to the left of you, wait and kill the guy that come out of it. Ahead of you are a man and a woman bathroom, go in the mens. Go to the very end of the bathroom and kill the terrorist there. The gun shot should attract any other terrorist in the bathroom, if so, kill them. Check all of the stalls just to make sure there are no terrorists, but watch out for the civilians. In the second to last stall is the terrorist bomb. Pull out your bomb defuser kit.

This is a little tricky. To defuse the bomb, you have to press Z rapidly, but not so fast that the entire meter fills up, this will cause the bomb to blow. Just do it slowly.

After it's done, go out of the bathroom and to the right, through the torn metal door. In here, there might be a guard, so kill him and go to the next room. There is a locked door to your right. Shoot the lock off of it and go through, run up the stairs in front of you. The stairs may blow up, but don't worry, you can just jump across them, keep running up the stairs, shooting anybody that gets in your way, until you reach a door. Shoot the lock off and go through. Run across the grass, towards the hot air balloon, jump on to the string hanging off of it.

---Mission Complete---

---Mission 5: Cold Reception--- (00 Agent)

- Mission Objectives:
- A. Draw terrorists away from Electra
 - B. Destroy fuel dump at tower 1
 - C. Destroy fuel dump at tower 2
 - D. Get to the bottom of the peak

This is one of the easier missions in the game, the whole time, you will be skiing down a mountain while shooting obstacles and of course, bad guys.

When the level starts, you automatically move on a fixed track so don't try to move qall over the place. When you come around the bend, shoot the 3 guys here. When you come around the next bend, shoot the 3 new guys. After them, you will fly off a cliff and land in a tunnel. Shoot the guy in front of you. Then you will turn to the left, shoot the guys that pop up around you until you are out in the open again. You will come to a fork in the mountain. You will want to go to the left, so strafe (C-Left) to the left. If you don't make it, don't worry. But if you do, get the body armor.

After that, you will be skiing through the forest, so take out all the terrorists that come into your way. You will jump off of a small cliff. You will land near a tower with lots of barrels underneath. Shoot one of the barrels to make the whole thing blow up and complete objective B. You will keep going, back into a forest/snow field. Shoot the guy in the corner of the turn. When you turn, you will got hrough a place where lots of guys are on top of big boulders, pick them off. At the end, you will go through a tunnel. Pick off all the guys you possibly can. When you come out, strafe to the left once again. This path will take you on top of a little shack to get some more body armor. When yuo get off, you will go flying off another "cliff" and land near the next fuel dump. Blow up a single barrel to blow up the entire thing.

After that, you will ski through a couple of briges;/half built buildings with guys on top of them. Once again, pick off all that you can. When you get to the side of a warehouse, kill the 2 guys that are there with you. Kill the siier that will cut you off when going over the bridge or else he will drop a grenade. After this, it's all downhill. Just keep killing everybody that you possibly can. Try to stay alive. Tapping C-Up can make you go faster so use this to your advantage. You will know you're at the bottom when it shows a cut scene of a helicopter coming to get you.

---Mission Complete---

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---Mission 6: Nightwatch--- (00 Agent)

- Mission Objectives:
- A. Avoid alerting Gabor
 - B. Avoid alerting Davidov
 - C. Find telephone and plant wire taps
 - D. Photograph documents showing Davidov's a traitor
 - E. Avoid all casualties

Start the mission by turning to your left and using the phone tap on the phone. Then run to the door on the side, go outside and jump over the balcony. Head straight until you reach a big metal gate, blow the lock off and go in. Go right down the middle. Trying to avoid the guard, if you have to, just punch him out, this will not fail the mission. Keep running until you reach the hut. Open the door and punch out the guard inside. Then pull out your scrambler and use it on the white thing on the desk. This will turn all of the cameras in the area off. Now, go back up to where the big metal gate is and take a left. Keep behind the hedges, avoiding the guards talking in front of you. Use your x-ray glasses to look through the wall, if you see Gabor, then wait until he passes, if not go through the doorway. Knock out the guy on your left. Then go to the other side of the pool.

Use your x-ray glasses again and look for Gabor, if you still don't see him, then go through the doorway and to the left, behind the hedges. Run to the back and try to sneak around, if anyone sees you, just knock them out. When that is taken care of, go through the doors of the building. Go to the right, down the small hallway, and through the door. Inside is a phone, so use your tap. Go back outside the door. This time, go right, down the hallway again, and turn right at the end. Go straight until you see a door, open it.

Outside, is a big field with 2 guards in it, so be careful. Run across the grass, doing whatever you want with the 2 guards (knocking them out or ignoring them) through the gateway. Go left and open the metal gate. There are 2 guards in this area too, so be careful. Make your way to the hut on the far side. Go inside and knock out the guard, then pull out your scrambler and scramble the TV monitors again. Now go back outside, back through the metal gate. This time, blow the lock off the wooden door and go inside. Pull out your watch darts and shoot the first guard with one. Then go inside the room more and shoot the other guard.

Inside this room are a few things. In the safe against the right wall are documents. Take a picture of them. On the desk is a telephone. So tap it. Now go back out of this room and turn right. Go through the door, still with your darts. You will need to run along the forest path. Shooting the darts at the guards as you go. At the end, you will see a car and a hut. Go inside the hut. It will then show a cut scene of Davidov walking towards you, time to get a move on.

First, go over to the desk and take a snapshot of the documents. Next, go over to the other, smaller desk and take a picture of THOSE documents. This will complete objective D. Now go back to the corner desk and plant the final phone tap. Run outside and press (B) on the trunk of the car. Bond will climb in, and Davidov will walk up and drive away, with Bond.

---Mission Complete---

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---Mission 7: Midnight Departure--- (Secret Agent)

- Mission Objectives:
- A. Eliminate Davidov
 - B. Pick up Davidov's phone
 - C. Get controller to land plane
 - D. Board the plane
 - E. Avoid civilian casualties
 - F. Find Badge

Start the mission off by running forward. Go to the left path, along the dirt road. Around the corner are two guards, take them out and keep going. On the next open stretch of road, you will see Davidov. Run after him, shooting guards as you run. When you get near him, give him a couple of shots to the head. When he dies, go back and look for cover. Shoot all of the guards that you can; the ones that are near you. You should have picked up a sniper rifle, so take it out and shoot at the 2 guards on top of the rocks at the end of the dirt road.

Now, go out to where Davidov's body is, get the cell phone that he dropped and start heading down the road. Go to the left, into the forest. Follow the forest path. Keep following it until you see a little wooden lodge. Go inside it to find the badge that you're looking for. Run past it and shoot the 2 guys on the street. Then go up to the street yourself and go left. You

will come up to a guard behind a tree.

Kill him before he has a chance to set off the alarm. Then continue down the street. You will come up to a wide bridge. As long as no body has set the alarm off, the bridge will be clear of enemies. But if the alarm HAS gone off, then there will be a truck and lots of guards waiting for you. When all the guards are dead (if there was any) go across the bridge and up the path. You will see a truck ahead, with 3 guards talking. Pull out your sniper rifle and kill all of them. Then run and jump into the back of the truck. Then hop out again. When it starts moving, hop back in it. This will carry you along the path. All the way out to an open field. When you can see a building, hop out again. There should be a guard walking towards you. Shoot him if there is. Then go over to where he was walking. On the side of the building is a door. Open it and go through. If the alarm wasn't set off, there won't be a lot of enemies in here. But if it did, it's jammed pack with people wanting to kill you.

Run along the hallway and up the stairs. At about the 3rd floor a guard should run down the stairs ahead of you. Take him out. Continue up the stairs until you get to the top. Talk with the civilian to get him to land the plane outside. Now go back down the stairs and out the door. Go left and another left and go straight until you get to the plane. The pilot will have a brief conversation with you, then it's off to the next mission.

---Mission Complete---

=====

---Mission 8: Masquerade--- (00 Agent)

- Mission Objectives:
- A. Infiltrate facility, do not arouse suspicion
 - B. Christmas must survive
 - C. Avoid innocent casualties
 - D. Escape the blast pit
 - E. Retrieve locator card

Start by going straight, over to the guy standing by his truck. He will have a conversation with you. He will also give you instructions if you show him the "papers" so pull them out and flash them. He will tell you to go see the doctor. So head to the other side of the area, to where the tents are. There should be a woman walking around one of them. Walk up to her. After another conversation, show her the papers. She will tell you to go to the elevator. So go to the left and you will see a big stone structure poking out. In the middle is a doorway, so go through it. This is the elevator. Wait here for Dr. Jones to come. She will bring the elevator down.

Once the elevator is at the bottom, and Dr. Jones is out, go out of the door and go straight down the hall. There is a big metal door with a switch beside it. Press the switch to open the door. Go through it and follow the hallway to the right. When you get to an open space, look for the other big metal door on the back wall. Press the switch.

A cut scene will come on. Bond will talk to Renard and then other people come in. And everybody starts shooting each other. Bond and Dr. Jones will jump down into the blast pit. Now a new objective will appear; Escape from the blast pit. Start by pulling out your gun and shooting the guys that are on the ledge of the blast pit. When they are all dead, pull out your grappling hook. Shoot it at the black/yellow circle on the ceiling and climb up it. Jump off of it to escape the blast pit. Now, Christmas will

run over to the doorway and try to rewire it. Wait until she does and go through the door. There will be a metal cart in your way. So push it along the track, shooting the guys stupid enough to walk in front of it.

You will notice a door on the right. Go through it and kill the guy inside. Walk over to him to pick up the locator card and complete objective E.

Eventually, a set of doors will close and the cart will get stuck. Jump over it and shoot the guys that are all around. When they are dead, run straight up to where Renard is hiding. he will begin talking to you, then a bomb will start a countdown. Run back and jump on the black and yellow bar hanging from the ceiling. A cut scene will show Bond swinging through the air with the explosion right behind him.

When he gets out, the door behind him will close, and he will be back in the blast pit room. Shoot the 3 guys to the left and run over to where they were. Get their ammo and go through the now open door beside them. Jump up on the metal catwalk. Walk along it until the room comes into sight. Shoot all of the guys in this room, some may be hiding behind boxes. Then jump into the room, passing the fire. Go to the door on the right. Run up this hall, at the end, turn left. Run up this new hall. There will be 2 of Renard's men at the very end of the tunnel. But be careful, because some of the good guys are right in front of them. Keep running up the hall. When you get to the end, or the good guys die, then kill off Renard's men and go into the elevator. You will see the explosion of fire coming straight at you. Then at the last moment, the elevator will lift off from the ground.

---Mission Complete---

=====

---Mission 9: City of Walkways--- (00 Agent)

- Mission Objectives:
- A. Locate Zucovsky
 - B. keep Christmas Jones alive
 - C. Do not eliminate your allies
 - D. Keep Zucovsky alive
 - E. Retrieve computer files

The next 2 levels are perhaps 2 of the most annoying FPS levels I have ever played.

Start the level by running straight ahead, out of the garage. Go up the ramp and through the door. Follow the upper part of the factory around to find another door. Shoot the lock off and enter. A cut scene comes on with Bond and Christmas tricking Zucovsky. When you get in control again, go through the opening beside you. Down the ramp here is 2 guards, one in each corner. Take them out and go down the ramp. Turn left and go past the tractors and other equipment. Go through the door. Once you're out, run over to the group of barrels in front of you. Stay behind them while shooting the 2 guards on top of the wooden ramp, and the other 2 that are on the same walkway as you, off to the left a little. When they are taken care of, walk up the ramp where the guards were.

Go through the doorway. Once inside, turn to the right and shoot the 3 guards. Now run up to the caged door. it's an elevator, in fact. Push the switch beside it, then run and hide behind the crates behind you. When the elevator comes down, it will bring lots of guards with it so make sure ALL of them get taken out.

When that's done, go inside the elevator. it will automatically go up. When it opens go out and turn the corner. Shoot the 2 guys then go up the hall. Open the door and move to the side. Strafe back and forth, taking out everybody in the room. When they're all taken care of, go out the other door. There is a convator belt moving to the side. Ignore it, walk over to the safety rail. Duck down and shoot the 2 visible guards. Then jump over the railing. You should land right in front of or near a guard, kill him. You should also be near a switch so pull it down. Now go the only way you can, past the crates and underneath the convator belt. Kill the guy in the distance and run towards him. Go out the first door on your right.

You will be back outside. Walk over to the right a little. There is a guy with a rocket launcher in the corner below you so take him out before you advance any further. Go down the ramp and turn right. There is a little "garage" type thing with 2 enemies in it. Kill them, there is also a switch, pull that also. Now look out the big window beside the switch. Shoot the 2 scooba divers that are on the boat. Then go out of the hut. Turn right. Go straight until you reach the end, then go right, shoot the guy then go towards him, and go down the ramp.

Go straight and up the ramp ont he other side. Now go straight along this boardwalk. It is a very long one, with guards shooting rockets/bullets at you. So be careful! When you get tot hend. Go in to the warehouse. Go to the far sid eof it and go up the stairs. Kill the 2 guards in this room, then go to the far side once again, and go up the ramp. Kill the 2 guards in this room and walk over to the window on the far side of the room. Shoot through the glass and kill everybody. If one comes through the door on your left, kill him. After everybodies dead, go through the door on the left, turn right and right. Go over to the computer on the desk. Pull out the only item you have, a thing that downloads data from a PC. Attach it to the PC to complete objective E. After that, go through the doorway on the left and go down the ladder. Turn the corner and shoot the guy. Go past his corpse and into the garage type thing.

---Mission Complete---

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---Mission 10: City of Walkways II--- (00 Agent)

- Mission objectives:
- A. Return to Zucovsky
 - B. Collecte equipment from Zukovsky's car
 - C. Do not eliminate your allies
 - D. Destroy the attack helicopter

This is the second half of City of Walkways. It is just as annoying as the first. So let's get to it...

As soon as you start, move to the right and get the guns and body armor, and sticky grenade. Now go out of the door on the other side of the garage and flip the switch. Stay right where you are, because the bridge ahead of you will fall down, and a helicopter with blades hanging down will fly across. After it's gone, peek around the corner and take out the 2 guards lurking about. Now just go striaght, into the big double doors When you go inside, go to the left. You should hear gun fire. Jump up on the box and shoot the guy in the upper floor. Now jump back down and keep going to the left. Turn the corner and shoot the guards if there is any. But DON'T shoot Zukovsky's body guard, your mission will be failed.

Go past the body guards. Get your sticky grenade out and throw it up into

the room above. There is the big window that you used to kill that guy a few minutes ago. That is where you throw the grenade. After it blows, go up the ramp into that room. If anybody's still alive, finish them off. Then collect the ammo and exit through the ramp on the other side.

As you go down this walkway, be careful, because 2 guards will jump off of the crates above you, blow them away and go out through the door. Run outside and run up the ramp, run over the moving wood board, shooting the enemies that are on the rooftop to your right and straight ahead of you. When you get off the board, go through the warehouse doors. In this next room is a lot of guards, so be careful. Run up and to the left, in the first aisle, will be a guy standing on top of a big box. Kill him then turn a little to the left and shoot the guy up in the alcove. Now go to the left some more, into the next aisle. Shoot the guy inside of the box, then go inside of it and get the ammo. Now go out of it and continue on down the aisle. Shoot the 3 guys standing in front of the doors, then go out.

Run across the bridge and go to the right. Get the body armor and go back to the left, but be careful because a helicopter will be there, waiting for you. Go right again and you will see a bunch of metal bridges extending over multiple pools of caviar. When you go near them, the bladed helicopter will come and destroy all of them. Run over to the middle one and walk up it. Straight across will be a guard with a rocket launcher. Take him out quickly.

When you get to the other side, open the doors and go through. Turn a little to the left and shoot the barrel. This should take care of everybody close to it. Now run to the other side, where the barrel was. Go down the aisle to your right, there may be a guy there, so be careful. Shoot the guy blocking the door and go out of it. Start running along the walkway, when a helicopter comes up behind you, run back inside until it passes, then chase it down the boardwalk.

When you make it to the open platform go down the ramp in the middle. Walk over to the car to find the Sentinel. One of the most powerful guns in the game. Change it to its secondary function, auto fire. Now move towards the closed bridge, go as close to it as you can, then aim straight up. When the helicopter flies over you, fire missiles like crazy! When it is dead, an objective will be complete and the bridge will be let down. Run across it and keep going until you reach 2 guards, take them out and go in to the warehouse doors to find Zukovsky drowning in his own caviar...

---Mission Complete---

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---Mission 11: Turncoat--- (00 Agent)

- Mission Objectives:
- A. Pursue Bullion, don't let him get away
 - B. Rescue hostages
 - C. Christmas must survive
 - D. Avoid innocent casualties

As soon as the level starts, run forward. Keep running to the end of the walkway, at the end, turn right and go up the ladder, follow the path off to the left to find n. Jump down and go to the right. Stop when you get to the cars and shoot the 3 enemies that will come at you. Continue on down the street. At the corner, you will see a few enemies, so take them out quickly, then turn the corner and run straight. Turn left at the end of the

street and run down yet another street.

At the end, turn right. Shoot the guy standing behind the boxes and run down this street, yet more cautiously because a lot of guards will ambush you. When you get to the end, turn left and shoot the guy that will be standing there (he's not ALWAYS there, but most of the time) Then go straight down this new street, a guy may chase a hostage out in the open, so take care of him if he does. When you see the door on the left, wait until a guy runs out with a shotgun, take him out and go through the door. Go up the stairs and look out the door on the left at the top.

Shoot the hostage guarding guy, straight across from you. Then shoot the hostage guard guy to the left. Then aim up at the balcony and shoot the guy on the right. Then aim across the room and shoot the guy standing in the little "crawl space" type thing. Run on an angle to the left corner of the room. In the last little hole thing on the wall is body armor, so get it. Then go through the doorway beside it. Go up the stairs until you reach the doorway, when you go through it, look at the rooftop across from you. Kill the guy before he kills you. Then run out and go to the left. When you see an opening on the rooftop to your right, run across it, and make sure that you jump! to reach the other building rooftop.

Go straight and then to the right when you can go in front of the rooftop house. There may be a guard, so take him out if he rears his ugly face. Next, keep going straight, down the ramp and into another opening. Shoot the terrorist on YOUR side of the building first, then shoot the 3 guys on the other side. There are a few barrels of apples or something off to the right, go jump on them.

Take a running start and jump over the gap to the next building. Go through the doorway and shoot the guy behind the crate to your right. Go near him and go through the door on the right. Shoot the guy ahead of you then turn left, shoot the guys that are in the room and the 2 that are patrolling outside. Go out that door on the left side of the room and go to the left. When you make it to the open, go right. Keep going until you reach the ladder, climb up it and shoot the guys behind the hanging curtains.

Now, go across the board bridge and shoot the 2 guys in the distance. Go up to where they were to see a hole in the grate on the rooftop window. Jump down it.

Once on the ground, turn to the left. Go through the opening and turn right. Shoot all of the terrorists, without harming the hostage in the corner. Then run down to the end of the hallway and go through the door on your left. Shoot the 2 guys that will come up at you. Then run down to the end of this walkway. Turn left, down the stairs and shoot the guy in front of the door. Then go through that door. Turn to the left, shoot the guy, then turn to the right, shoot the guy behind the crate. Then turn even more to the right and Shoot the last guy. Go through the door off to the right. Through here, be careful, there are a lot of guards with shotguns. Shoot all the terrorists, then go to the left. There is a tiny door in the wall, go through it.

---Mission Complete---

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---Mission 12: Fallen Angel--- (00 Agent)

Mission Objectives: A. Open door with scanned finger print of Bullion

- B. Rescue M at all costs
- C. Stop Electra from warning Renard
- D. Do not eliminate your allies

The opening cut scene will show Zukovsky save your life, then get killed. When you get in control of Bond, run over to Zukovsky's body and grab his gun. Now go out the doors in front of you. Turn right and go through the next set of doors. Turn right, shoot the guy, then go left. Follow this path around, shoot the guy walking around below you. Then go down the ramp to where he was. Shoot all of the guys that are on the boardwalk. Then go left, follow the path up until you find a hole in the wood. Drop down it to land on some body armor, but also near a bunch of Renards men! Kill all of them. Crouch behind the box on your right if you need to reload. When they're all dead, go down the hall and kill the guys in the left hall. Go down the stairs and kill the guy in the corner.

Now turn, strafe to the right and shoot the guy in the opposite corner. Go through the doorway near the freshly killed man. Turn left and go up the boardwalk. If you didn't kill all of the men while you were above them, do it now. Behind the sand bags should be Bullion. If he's dead, great. If he's not, kill him. Walk up to his dead body and pull out your fingerprint scanner. Scan his prints and turn around. A few guards may have snuck up on you so take them out. Now, you must go back, back up the stairs. When you're up, turn around and go through the door. Shoot the guard and go up the ramp. Follow it until you find the door leading back into the mansion. Kill the guy that is in the little hole thing up above you when you open the door. Now turn left and go back in to the room with Zukovsky.

Go to the right to see a staircase leading up, go up it, past Zukovskys guard to the top. Across from you is a door, stand outside of it and shoot through the window at the enemies. When they are all dead, turn to the left and go down the hall. if any more guards come, take them out. Keep going along this hall until you find a door with a light switch thing next to it. This switch is actually a fingerprint activater. So take out your scanned print of Bullion and press [Z] on the panel.

The door will open so go in. You will see Electra run up another set of stairs, but don't follow her right away. Instead, aim at the camera in the top corner of the room. There is one behind you as well, so take that out. After that, run up the stairs after electra. When you get to the top, shoot the 2 guards, but make sure you don't fall down the hole. Run down the hall, to where the the guards were. Turn right and go down the corridor with all of the jail cells. In the last cell, will be M. Blow the lock off the door and go inside to rescue her.

Electra and Gabor will come up behind you. They will take your gun and leave Gabor to finish you off. Just keep punching him in the face until he dies. When he does, take his gun and run past his body to the door. Go through it and run up the stairs, keep going until you reach the top. 2 guards will be waiting for you. Take care of them and go through the double doors. Another cut scene will come on. Electra is holding M captive again. When you get in control of Bond, give Electra a couple of good shots to the head. Bond will then jump out the window into the water, and the awaiting submarine...

---Mission Complete---

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---Mission 13: A Sinking Feeling--- (00 Agent)

- Mission Objectives:
- A. Board Submarine
 - B. Locate and rescue Christmas unharmed
 - C. Gain access to control room
 - D. Avoid submarine crew casualties
 - E. Escort Christmas to mine room
 - F. Destroy steering controls

This is definitely one of the harder missions in the game. You have to rescue Christmas Jones, but she's never in the same place twice in a row.

You start off the level behind some crates. Move forward and to the left. there will be at least one guy. Kill him before he has the chance to set the alarm off behind him. Now, run more to the left and jump into the water. Now swim left. Up to the back of the submarine. Jump onto the back of it and run up the slope. try to stay to the left side of the sub so that all the people on the other side can't see you. When you get to the spout thin sticking up from the middle of the sub, climb up the ladder and drop in the hole.

Climb down the ladder, but be careful, because there's a guard waiting for you. Shoot him in the head from the ladder and make your way to the bottom. From here. go right and open the door. Christmas might be in here. If not then kill the guard anyways. Go out of the room and the opposite direction now. Open the door to find a hallway. Pull out your X-ray glasses. Walk a little to the left, if you can see Christmas, then this is the way you're going to have to go. If you don't then she's in the other side. Wherever she is, go into the room and kill the guards. Now with her, you must protect her from getting shot. Open the the other door in the hallway, there's probably a couple of guards so kill them.

After that, go out in the hall and follow it until you see a path leading off to the left. Go through it. There is another door. Open it and go through, go right and open up the next door. Go down this hallway and open the door on the right. Go through it. You will be in a small chamber, to the right is the steering room. Straight ahead is the mine room. Open the door to the steering room and kill all the guards. Then close the door. Now go the other way, towards the mine chamber. You will see a ladder leading to the room below. Crouch but do not go down the ladder. Shoot the guard if you can see him, if not, then climb down and shoot him. In any case. go down there and wait until Christmas goes down there. This will complete an objective.

Now, go back up the ladder and back to the steering room. At the back of the room, on the left wall is a door, go through it and shoot the 2 guards. next, shoot the computer on the wall.

---Mission Complete---

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---Mission 14: Meltdown--- (00 Agent)

- Mission Objectives:
- A. Enter the reactor chamber
 - B. Eliminate Renard
 - C. Protect Christmas
 - D. Stop the meltdown

Be careful going through this level on 00 agent. You will need to duck into every single air pocket you can find, as your air goes down really

fast

The first thing you must do is to jump into the opening in front of you. Then drop down into the water through the hatch, swim to the end of this room and drop through the open door hatch. Refill the oxygen bar by surfacing to the surface of the water and then dive down and go through the hatch at the bottom of this corridor.

Then look up and go through the other door hatch ahead of you. Now swim down again after you enter the new hallway. Go through the door into what could be the floor and swim down the hallway. You will see a door hatch to your right, swim through it and refill your air meter at the little patch of air at the top. Then swim back into the hallway you came from and go through the door at the end of the hallway. Follow the hallway around and once you reach a door with a green light above it, go through it. The door is located halfway through a hallway.

Go through it and swim into the end room. Now look for a rectangular opening with bolts surrounding it. Go through the middle hatch in this next hallway and swim through the room with "pipes" in it. Now go through the next door and look up, there will be another door for you to go through. Swim up it, all the way to the top, but be ready to shoot 2 guards when you come up for air...

Now get out your grapple watch and look for an open hatch in the ceiling, if there isnt a balck and yellow circle, then you probally have to go to the other side of the room where another hatch is. When you get up the rope, shoot the guard ahead of you. Next, crouch down and go under the gas shooting out from the pipe. When you come to another open hatch in the ceiling, fire your grappling watch up it. Now climb up it, but jump off when you reach solid ground. You should be on the ground floor of the reactor chamber. Now look up at the rope you climbed up and wait for a guard to come down, shoot him.

Now go over to the wall to find a red button, pushing it will cause the nuclear meltdown to stop, and making the nuclear rod go right through Renard's chest. This completes 2 objectives. Now climb back up your rope. Go all the way to the top. Shoot the guards (if any) in the vent. Then go to the other side, shoot your grappling hook up through the open hatch and climb up. Shoot the guards again (if there is any) and take another couple steps forward. Shoot your grappler up into the hatch, Christmas Jones is waiting for you, so get a move on!

---Mission Complete---

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A message from the Author...

Thanks for using my Walkthrough to beat The World is Not Enough on Agent difficulty, now move on to Secret Agent, I also have a guide available for that so check it out.

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7.007 Award Times / AI BOT STATISTICS

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Level	007 Award	Difficulty	Time
-----+-----+-----+-----			

Courier	Business Suit Skins	Secret Agent	3:45	
-----+	-----+	-----+	-----+	-----+
Kings Ransom	Team King of the Hill	Agent	2:20	
-----+	-----+	-----+	-----+	-----+
Kings Ransom	Security Skins	Secret Agent	3:45	
-----+	-----+	-----+	-----+	-----+
Thames Chase	Exotic Weapons	00 Agent	4:25	
-----+	-----+	-----+	-----+	-----+
Underground Uprising	Castle	Agent	2:15	
-----+	-----+	-----+	-----+	-----+
Cold Reception	Sky Rail	Secret Agent	3:15	
-----+	-----+	-----+	-----+	-----+
Cold Reception	Exotic Skins	00 Agent	3:25	
-----+	-----+	-----+	-----+	-----+
Night Watch	Forest	00 Agent	2:20	
-----+	-----+	-----+	-----+	-----+
Midnight Departure	Soldier Skins	Agent	3:05	
-----+	-----+	-----+	-----+	-----+
Masquerade	Air Raid	Agent	3:15	
-----+	-----+	-----+	-----+	-----+
Masquerade	Scientist Skins	00 Agent	4:20	
-----+	-----+	-----+	-----+	-----+
City of Walkways	Civilian Skins	Agent	3:35	
-----+	-----+	-----+	-----+	-----+
City of Walkways	Covert Skins	Secret Agent	3:45	
-----+	-----+	-----+	-----+	-----+
City of Walkways II	Wild Fire Mode	Secret Agent	3:40	
-----+	-----+	-----+	-----+	-----+
Turncoat	Capture the Briefcase	Secret Agent	3:20	
-----+	-----+	-----+	-----+	-----+
Fallen Angel	Gadget War	Secret Agent	2:45	
-----+	-----+	-----+	-----+	-----+
A Sinking Feeling	Navy Skins	00 Agent	2.55	
-----+	-----+	-----+	-----+	-----+
Meltdown	Contemporary Skins	Agent	Finish	
-----+	-----+	-----+	-----+	-----+
Meltdown	Classic Skins	Secret Agent	Finish	
-----+	-----+	-----+	-----+	-----+
Meltdown	Golden Gun Scenario	00 Agent	Finish	
-----+	-----+	-----+	-----+	-----+

NAME Acc Hlth Spd A.I. PREF. WEAPONS SPECIAL

AI BOT STATISTICS!

A HUGE thank you goes out to the team of Eurocom developers that took time to amke this list. Thanks guys!

Accuracy (a)

Higher numbers shoot more often, and score more headshots.

Speeds (sp)

1 = Walking

2 = Jogging
3 = 80% player speed
4 = 100% player speed
5 = 115% player speed

Preferences (pref)

NORMAL : No specific preferences
PICKUPS : Targets pickups
TEAM : Targets teamplay items (uplink points, flags etc.)
PLAYERS : Targets other players

Weapon Preferences (wpns)

NORMAL : Normal weapon preferences
SNIPER : Prefers sniper weapons
PISTOLS : Prefers pistols & machine pistols
EXPLODE : Prefers explosive weapons
STUPID : Prefers exotic weapons (speargun & crossbow)

Specials (spc)

NONE : None
PSYCHIC : Always knows location of enemies
JUDGE : Targets highest scoring enemy
PREY : Targets weakest enemy
VENGE : Targets enemy that last killed them
REGEN : Health regenerates

BOND

James Bond

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

Istanbul Bond

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

Covert Bond

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

Undercover Bond

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

Commander Bond

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

Skiing Bond

ACCURACY - 4
HEALTH - 150
SPEED - 1
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

Tuxedo Bond

ACCURACY - 4
HEALTH - 200
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Judge

MAIN GAME CHARACTERS

Doctor Jones

ACCURACY - 4
HEALTH - 100
SPEED - 2
PREFERENCES - Pickups
WEAPON PREFERENCES - Pistols
SPECIALS - None

Christmas Jones

ACCURACY - 4
HEALTH - 100
SPEED - 2
PREFERENCES - Pickups
WEAPON PREFERENCES - Pistols
SPECIALS - None

Christmas Jones

ACCURACY - 4
HEALTH - 125
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Renard

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Venge

Renard

ACCURACY - 4
HEALTH - 150
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Psychic, Venge

Elektra King

ACCURACY - 4
HEALTH - 100
SPEED - 1
PREFERENCES - Players
WEAPON PREFERENCES - Pistols
SPECIALS - Venge

Elektra King

ACCURACY - 4
HEALTH - 100
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Pistols
SPECIALS - Venge

Cigar Girl

ACCURACY - 4
HEALTH - 100
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Sniper
SPECIALS - Venge

Bilbao Cigar Girl

ACCURACY - 4
HEALTH - 100
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Pistols
SPECIALS - Venge

Valentin Zukovsky

ACCURACY -4
HEALTH - 125
SPEED - 1
PREFERENCES - Normal
WEAPON PREFERENCES - Normal
SPECIALS - None

Bullion

ACCURACY - 3
HEALTH - 100
SPEED - 4

PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - Prey

Gabor

ACCURACY - 4
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Venge

M

ACCURACY - 3
HEALTH - 200
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - Judge

Robinson

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Pistols
SPECIALS - None

R

ACCURACY - 4
HEALTH - 100
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Sniper
SPECIALS - None

Money penny

ACCURACY - 2
HEALTH - 100
SPEED - 2
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Dr. Warmflash

ACCURACY - 2
HEALTH - 100
SPEED - 2
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Davidov

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Pistols
SPECIALS - None

Col. Akakievich

ACCURACY - 3
HEALTH - 125
SPEED - 3
PREFERENCES - Normal
WEAPON PREFERENCES - Normal
SPECIALS - Judge

Lachiase

ACCURACY - 2
HEALTH - 100
SPEED - 3
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Sir Robert King

ACCURACY - 1
HEALTH - 100
SPEED - 2
PREFERENCES - Normal
WEAPON PREFERENCES - Normal
SPECIALS - None

Nikolai

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

BACKGROUND CHARACTERS

Air Traffic Controller

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Bank Clerk

ACCURACY - 1
HEALTH - 75
SPEED - 1
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Bank Clerk

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Bathing Woman

ACCURACY - 1
HEALTH - 75
SPEED - 1
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Bathing Man

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Normal
WEAPON PREFERENCES - Explode
SPECIALS - Venge

Builder

ACCURACY - 2
HEALTH - 75
SPEED - 1
PREFERENCES - Team
WEAPON PREFERENCES - Explode
SPECIALS - Explode

Bus Driver

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Elektra Bodyguard

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - None

Elektra Bodyguard

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - None

Business Woman

ACCURACY - 1
HEALTH - 75
SPEED - 1
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Bank Staff

ACCURACY - 1
HEALTH - 75
SPEED - 1

PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Istanbul Female

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Pickups
WEAPON PREFERENCES - Normal
SPECIALS - None

Forest Mercenary

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Stupid
SPECIALS - None

Forest Mercenary

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Stupid
SPECIALS - None

Helicopter Pilot

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

IDA Physicist

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Jogger

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Runner

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Kazakh Scientist

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Kazakh Soldier

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

King Guard

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Lachaise Bodyguard

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Lachaise Bodyguard

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

London Police

ACCURACY - 3
HEALTH - 90
SPEED - 3
PREFERENCES - Normal
WEAPON PREFERENCES - Normal
SPECIALS - Judge

London Police

ACCURACY - 3
HEALTH - 90
SPEED - 3
PREFERENCES - Normal
WEAPON PREFERENCES - Normal
SPECIALS - Judge

Businessman

ACCURACY - 2
HEALTH - 75
SPEED - 2

PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Office Worker

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Commuter

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Market Trader

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Mercenary

ACCURACY - 3
HEALTH - 125
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Mercenary Leader

ACCURACY - 4
HEALTH - 125
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Prey

MI6 Agent

ACCURACY - 4
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Pistols
SPECIALS - None

MI6 Security

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Normal
WEAPON PREFERENCES - Normal
SPECIALS - Judge

Parahawk Pilot

ACCURACY - 2
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Q Branch Scientist

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Russian Sub Crew

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Saboteur

ACCURACY - 4
HEALTH - 125
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Sniper
SPECIALS - Prey

Salesman

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

SCUBA Mercenary

ACCURACY - 3
HEALTH - 125
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

SCUBA Terrorist

ACCURACY - 4
HEALTH - 125
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Prey

Bank Security Guard

ACCURACY - 2
HEALTH - 75
SPEED - 2

PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Skier

ACCURACY - 3
HEALTH - 100
SPEED - 1
PREFERENCES - Normal
WEAPON PREFERENCES - Explode
SPECIALS - None

Spanish Police

ACCURACY - 3
HEALTH - 90
SPEED - 3
PREFERENCE - Normal
WEAPON PREFERANCE - Normal
SPECIALS - Judge

Special Forces

ACCURACY - 4
HEALTH - 125
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Prey

Submarine Crew 1

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Submarine Crew 2

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Terrorist 1

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Normal
Prey

Terrorist 2

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Prey

Suited Thug

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - None

Henchman

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - None

Thug

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - None

Tourist

ACCURACY - 2
HEALTH - 75
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Stupid
SPECIALS - None

Undercover Mercenary

ACCURACY - 3
HEALTH - 100
SPEED - 3
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Zukovsky Guard 1

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

Zukovsky Guard 2

ACCURACY - 3
HEALTH - 125
SPEED - 2
PREFERENCES - Team
WEAPON PREFERENCES - Normal
SPECIALS - None

SPECIAL CHARACTERS

Baron Samedi

ACCURACY - 3
HEALTH - 150
SPEED - 4
PREFERENCES - Players
WEAPON PREFERENCES - Sniper
SPECIALS - Psychic / Judge / Regen

Jaws

ACCURACY - 2
HEALTH - 300
SPEED - 2
PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Venge

May Day

ACCURACY - 3
HEALTH - 175
SPEED - 5
PREFERENCES - Team
WEAPON PREFERENCES - Sniper
SPECIALS - Psychic / Prey

Oddjob

ACCURACY - 4
HEALTH - 250
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Stupid
SPECIALS - Venge

Scaramanga

ACCURACY - 5
HEALTH - 200
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Pistols
SPECIALS - Psychic / Prey / Venge

Alec Trevelyn (006)

ACCURACY - 4
HEALTH - 200
SPEED - 3
PREFERENCES - Players
WEAPON PREFERENCES - Sniper
SPECIALS - Psychic / Prey

Wai Lin

ACCURACY - 4
HEALTH - 175
SPEED - 4
PREFERENCE - Team
WEAPON PREFERENCE - Sniper
SPECIALS - Psychic / judge

Max Zorin

ACCURACY - 4
HEALTH - 200
SPEED - 4

PREFERENCES - Players
WEAPON PREFERENCES - Normal
SPECIALS - Psychic / Prey / Venge

Q

ACCURACY - 4
HEALTH - 100
SPEED - 2
PREFERENCE - Team
WEAPON PREFERENCE - Sniper
SPECIAL - None

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8. Frequently Asked Questions

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Question: i heard there is a Casino level in this game, WHERE IS IT?!

Answer: The "Casino" level is only in the PlayStation(r) version of The World Is Not Enough

Question: Is this game as good as Goldeneye and Perfect Dark?

Answer: Some aspects, such as the stealth and great variety of missions makes this game better, but it fails in the multiplayer area, so no. Goldeneye and Perfect Dark are better games.

Question: How Can I earn 007 times?

Answer: You must complete certain levels in certain times on on certain difficulties. I will try to get a chart up to show these times.

Question: There are SO many locked doors in this game, can they be unlocked?

Answer: Unless there's an unidentified GameShark code, the answer is no.

Question: Is this a James Bond game?

Answer: Where have you been living? Of course it is

Question: What does "TWINE" stand for?

Answer: It is an acronym for "The World Is Not Enough"

Question: Can you have Simulants in this game, like perfect Dark?

Answer: yes, and no. There are AI Bots which are like perfect Dark's simulants, only a lot dummer.

Question: I found an error in your guide, what do I do?

Answer: Contact me, tell me, and I will fix it

Question: May I post this guide on my website?

Answer: E-mail me and i'll see. The answer will probably be no though.

Question: How can I contact you?

Answer: look at the "Contacts" section at the top of this Guide.

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9. C r e d i t s / T h a n k s
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Credit/Thanks for this Guide go to:

-CJayC: For posting this FAQ/Walkthrough on his site (www.gamefaqs.com)

-EA: For developing and publishing this game.

-Eurocom: For developing the game

-Eurocom development team for supplying me with the AI bot statistics.

-Email Effects: For providing me with the ASCII art work

-Myself: For taking the time to write this Walkthrough

-Ian Flemming: He invented James Bond, without him, this game would have never been made.

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10. C o p y r i g h t I n f o
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