

The World Is Not Enough FAQ/Walkthrough

by Mrhal88

Updated to vFinal on Apr 4, 2003

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.

The World Is Not Enough (N64)

Walkthrough

By insane clown

Final (v2) Version

Last updated 4/4/03

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Note: This walkthrough will only provide steps for the 00 Agent Level.

If you have any questions, e-mail me (address provided below).

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Revision History
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1.0 - I hope to make this the only update of the walkthrough. Did the whole walkthrough and multiplayer section, along with the rest of the

stuff.

1.1 - Made a few grammatical changes, but that's it.

1.2 - Added the hints section, made a few changes with headings.

1.3 - After viewing the cheats section on the web, made a few view changes to it, just so it isn't in one column.

1.4 - It's been a while since I made an update, and this one isn't going to be big. Added a new strategy that I found for Meltdown, and added a bit more to the credits section. Also renamed the "Closing, Credits, and Contact Information", to "In conclusion...".

Final - Either the GBA has done something to me, or I have just lost interest for TWINE, because I haven't updated in ages. Didn't change a thing, just had to make this final because I won't be updating this unless some big breakthrough happens.

Final (v2) - *mutters something about growing up*. I realized that I absolutely HATED this FAQ, with a burning passion, because of how badly I screwed up the formatting. So, I知 fixing it. I知 also changing most of the ID stuff. But, this is probably about it. IGN can now also use this, and all of my FAQs.

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Story

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Well, it looks like everybody's favorite British spy is back on the job. James Bond, codenamed 007, is back in his second adventure on the Nintendo 64, and this time the game comes from EA games, not Rare. This time, James starts in trying to find out who killed one of his colleagues. But it soon evolves into much more which ends up with James and his girl (Christmas Jones), get caught on a sinking nuclear submarine which is on the verge of blowing up, which would destroy all of Istanbul. But there are a few twists and turns in the middle of it all

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Basic Controls

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Obviously, the control stick will move you forward, backward, left, and right, but there are more controls

To fire the selected gun, or use the selected gadget, press Z

To reload your gun (if needed), or to perform an action (open door, etc), press B

To change your weapon, press A

To aim, press R

To look up or down, press the Control pad up or the Control pad down

To strafe, press C right or C left

To jump or duck, press C up or C down

To pause, press start

To go to the previous weapon, hold down A while pressing Z

To select a gadget, hold down A while pressing B

To switch vision modes (where needed), hold down B and press A

To switch firing methods, hold down B and press Z

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Basic Game play
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Well, at the top left hand of the screen, the green is the amount of health you have. Blue is the amount of body armor you have left when you have it. In the bottom right, you have your gun status. For the gun things, the left is how much ammo is left in this clip. The right is how much ammo you have left, period, and the bottom is what firing mode you are in. Of course, you can see your firearm, or your watch when you're using it. Also, when wearing the night vision glasses, at the top, you see how much life you have left (in the goggles).

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Weapons and Gadgets
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Note: All descriptions and information are from the instruction book.
Note: There might be more guns in the game, but they are probably very rare.

Seamaster Speargun
Capacity: 2 rounds
Damage: High
Range: Low
Ammunition: Spears
Zoom: None

Double-barreled spear gun suitable for underwater use. Barrels can be fired singly or both together.

Delta 900 Mag
Capacity: 5 rounds
Damage: High
Range: Medium
Ammunition: Bolts
Zoom: Up to x4

Pump-action crossbow with detachable magazine. Developed for the hunting market, the Delta 900 is also an effective sniping weapon.

Wolfram P2K
Capacity: 16 rounds
Damage: Low
Range: Low
Ammunition: 9mm
Zoom: None

Light weight, high-capacity semi-automatic pistol. Another classic from Wolfram GmbH. Alternate fire is silenced.

Raptor Magnum
Capacity: 8 rounds
Damage: High

Range: Low

Ammunition: .44 Mag

Zoom: None

.44 Magnum semi-automatic pistol. The heavy caliber round means there is only limited magazine capacity. Alternate fire uses laser sight.

Mustang .44

Capacity: 6 rounds

Damage: High

Range: Medium

Ammunition: .44 Mag

Zoom: Up to x2.5

.44 Magnum revolver from Mustang Industries, popular with big-game hunters. Slow to fire and reload, this pistol has impressive range and stopping power.

Meyer TMP

Capacity: 25 rounds

Damage: Low

Range: Medium

Ammunition: 9 mm

Zoom: None

Small machine pistol with a high rate of fire. Light weight, but remarkably tough and very reliable. Alternate fire is single-shot.

Deutsche M45

Capacity: 25 rounds

Damage: Medium

Range: Medium

Ammunition: .45ACP

Zoom: None

Heavy-caliber submachine gun. An update of the classic M9, this sacrifices rate of fire for more stopping power. Alternate fire is 2-round burst.

Ingalls Type 20

Capacity: 30 rounds

Damage: Medium

Range: Medium

Ammunition: .45ACP

Zoom: None

Silenced heavy machine pistol with a high rate of fire. Popular among terrorists and urban criminals. Alternate fire is single-shot.

MB POW90

Capacity: 50 rounds

Damage: Medium

Range: High

Ammunition: 5.7 mm

Zoom: Up to 1.5x

High power, high-capacity personal defense weapon from Munitions Belguique. Reloading is however rather slow. Alternate fire is single shot.

Soviet KA-57

Capacity: 30 rounds

Damage: High

Range: High

Ammunition: 7.62 mm

Zoom: None

Heavy assault rifle with good stopping power but limited accuracy. Standard issue weapon for the Russian military. Alternate fire is 3-round burst.

Meyer Bullpup

Capacity: 30 rounds

Damage: High

Range: High

Ammunition: 5.56 mm

Zoom: Up to x3

Compact and highly accurate assault rifle. Carrying handle features a telescopic sight. Alternate fire is fully automatic.

Mustang MAR-4

Capacity: 30 rounds

Damage: High

Range: High

Ammunition: 5.56 mm

Zoom: Up to x2

Fast-firing assault carbine manufactured by Mustang Industries for the US military. Alternate fire is 3-round burst.

Mustang MAR-4GL

Capacity: 1 round

Damage: Very High

Range: High

Ammunition: 40 mm

Zoom: None

A MAR-4 carbine with an under-barrel single-shot grenade launcher. Alternate fire is HE grenade.

Frinesi Special 12

Capacity: 8 rounds

Damage: High

Range: Low

Ammunition: 12 gauge

Zoom: None

Shotgun capable of pump-action or automatic fire Inaccurate at a distance and slow to reload, but powerful.

Suisse SSR 4000

Capacity: 5 rounds

Damage: High

Range: Very high

Ammunition: 7.62 mm

Zoom: Up to x5

Superbly accurate sniper rifle with silencer and telescopic sight. Designed for covert missions, the bolt action makes it slow to fire and reload.

Deutsche SA90

Capacity: 20 rounds

Damage: High

Range: Very high

Ammunition: 7.62 mm

Zoom: Up to x5.5

Automatic sniper rifle with powerful sights. Capable of semi-automatic fire, this is designed for military use.

GL 40

Capacity: 1 round

Damage: Very high

Range: High

Ammunition: 40 mm

Zoom: Up to x2

Single-shot grenade launcher. Usually these grenades explode on impact, but on alternate fire they explode after a five second delay.

RL 22

Capacity: 1 round

Damage: Very high

Range: Very high

Ammunition: Rockets

Zoom: Up to x2

Disposable anti-tank rocket launcher. Very damaging but must be discarded after single use.

AT 420 SENTINEL

Capacity: 4 rounds

Damage: Very high

Range: Very high

Ammunition: Missiles

Zoom: Up to x4

Multi-tube missile launcher designed for use against armored vehicles or helicopters. Once fired, user guides missile by pointing laser dot at desired target. Alternate fire is unguided fully automatic.

Sticky Grenade

Small explosive devices which can be attached to most surfaces, and which detonate with great force after 5 seconds.

Stun Grenade

These are used to disorient and subdue targets rather than do any permanent damage, generating 1,000,000 candela of light and 175 decibels of noise. This will cause 5-15 seconds of disorientation to anyone within a 10-meter radius.

Frag Grenade

Fragmentation grenade with a time-delay fuse. On detonation, the blast and shockwave will effect an area of 15m radius.

Watch: Stunner

Capacity: 100

Damage: Stun

Range: Low

Ammunition: Recharges

Fires an ultraviolet laser beam down which an electrical current is passed. Target is immobilized but suffers no lasting damage. Power cell recharges automatically.

Watch: Dart

Designed to look like a normal wristwatch, this is actually a concealed dart gun activated by nerve impulses from the wrist muscles. It is intended for covert infiltration missions, and fires small tranquilizer darts capable of dropping a fully-grown man on the spot.

Watch: Laser

A short-range cutting laser is built into the watch. The beam will cut through most materials but rapidly depletes the watch's power cell.

Watch: Grapple

The watch contains a miniature grappling hook with 50' high-tensile microfilament able to support 800 lbs. Zoom: up to x4.

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Walkthrough

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As said in the beginning, this will be for the 00 Agent difficulty.

Level 1: Courier

- Objectives:
- A: Collect equipment from the Safety Deposit Box
 - B: Minimize civilian casualties
 - C: Collect Sir Robert's money
 - D: Obtain a security swipe card
 - E: Destroy the videotape backup
 - F: Escape from the bank with the money

This level is pretty easy, even on 00 Agent. When you begin, you'll be facing the secretary. Turn right, and go all the way until you reach a door. Go through the door, and go into the next room. Go through the next door, and then go into the first door on the right of this room. Open the box to fulfill Objective A. Now go back to the main room. Find the hallway that leads to an airport security type thing and show the guard your appointment card to enter the meeting with Lachaise.

After the cut scene, look down, and shoot the guy on the ground (he'll sneak up behind you if you don't). Now exit through either door, and go straight. Before you exit the next doorway, look around the corner. There will probably be a few baddies around here. Kill them. Now find the elevators, and go around the corner. Shoot any enemies that confront you. Go straight down the elevator hallway and turn right. Go through the first door you see, and kill the enemy (enemies?) inside. Find the safe and open it using the safe cracker. This completes Objective D.

Now go back out using the same door. Go down to the end of the hallway, and use the swipe card you found in the safe on the door. Go in, and kill the enemies (I'm assuming you're taking the ammo from the guys you kill. If you're not, you better start). Find the computer in the corner with the black box next to it. Now use the data scrambler on the box to complete Objective E. But you still have to get Sir Robert's money. Go all around the corridors until you find a door similar to the one you just went in. Use the swipe card on it and go in. Kill the guard inside. Use the keypad decoder to get in and get the money. Now just get in the elevator, put your weapon away, and casually walk out of the bank. (Don't worry about any of the protect civilians or avoid casualties missions, just don't shoot any civilians, or anyone that isn't firing at you).

Level 2: King's Ransom

- Objectives:
- A: Protect all primary MI-6
 - B: Avoid civilian and security guard casualties
 - C: Activate third floor lockdown

D: Save M from terrorist and escort her to security center

E: Manually activate sprinklers in lobby

F: Activate ground floor lockdown

G: Escort Dr. Warmflash to vault and injured people

H: Find Sir Robert

I: Go to Q branch

Note: The enemies in the next three levels will be in all black. Make sure not to shoot anybody else unless they fire at you.

This level can be a major pain in the butt if you don't know what you're doing. When you start, go through the door, and speak to Moneypenny. She will give you a pen grenade. There is no specific time to use this, so use it when you see fit. Then go out and IMMEDIATELY turn left. As soon as the guy comes through the window, shoot him. Then turn around and let the security guards take out these guys. If they die, take them out yourself. Then go to the end; take a right, and another right to find yourself in an office. There should be a body armor in here. Go back outside; turn left, and go straight down, killing any enemies you face. Turn left and go down the hallway until you see the door to the security office. Press the handprint thing to enter, and then close the door behind you. Press the red flashing sign to initiate the third floor lockdown and to complete objective C. Go back out, and look for any enemies. Kill every enemy that you face, and take their ammo.

About now, Moneypenny should radio you and tell you that they have M hostage. Retrace your steps to where you started the level, and quickly take out the enemy. Then go talk to M, and escort her back to the security center. Kill any enemies you face. Now go to where you got the body armor, and find the door close to it that has an emergency exit sign above it. Go through, and turn right. Kill all the enemies, and start descending down the stairs. Kill any enemies in your way. When you get to the bottom, there should be a cut scene where the stairs collapse, and new terrorists start coming in.

Don't bother killing these guys unless you need the ammo. Go through the door, and take a left, and then a right, and keep going until you reach the map. Go straight here, and take a right, and a quick left. Watch out for a baddie in here, the dark clothing will disguise him. Kill him, and then press the button underneath where it says sprinklers to complete objective E. Retrace your steps to the map. Right before the map, there should be an office with a cowering scientist in it. Pass through, and access the handprint to gain access to the second security office. Activate the lockdown, and exit.

Go back to the map, and stand against the opposite wall, facing the map. Turn right, and go down the hallway until you reach the corner. If you need ammo, go into this room, and kill the guy. Then go to the door at the end of this hallway. Open it, and find the injured people inside. Go back out, and go down the really long hallway. At the end, turn right and go to the medical division. Get the doctor to follow you, and go back to the vaults. Be careful, because the doctor is very slow, and it only takes a few shots to kill her. After that, go into the actual vault to find Sir Robert. Talk to him, and then make your way back to Q-Branch to finish the level.

Level 3: Thames Chase

Objectives: A: Pursue but do not kill the assassin
B: Rescue the hostages
C: Enter the subway tunnel

This level is timed, so do everything as fast as you can. When you begin, you will see a woman run past. She is the assassin, but don't shoot her, or you will fail. Go to where she ran by, turn right, and go forward while watching out for the boat on the water; it will fire at you, and you can't sink it. Turn the corner, and go to the stairs. Stop halfway up the stairs, and look for a guard in the distance. This is an opportunity for a good headshot, but take him out any way you want. Go to the next staircase, and look at the van halfway up. There are three enemies in there, and they are all well armored. Take them out and run and grab their ammo. Get into the van and stay there for a few seconds.

After that, go outside and, with your most powerful weapon, charge down the corridor and kill everybody. After they are all dead, find the staircase in the back left of the corridor. Go down the stairs and get your sniper rifle ready. There should be two guards with hostages nearby. Take out the terrorists with two headshots, and go to get their ammo. Then go into the brick tunnel.

Go through the tunnel until you get outside. Look for two enemies; there might be more, there might be less. Take them all out, and get their ammo. Then go into the storage building. Take out the first guard on the ledge, and then peek around the boxes. There is a door on the second floor, and terrorists are about to barge through it. When they do, kill them. There might be more guards in here, kill them all. Jump onto the low crate, and then jump to the higher one. (You might be able to jump to the platform from the low crate, but you might miss it). From here, jump onto the platform. Baddies might come through the door, so kill them if they do. After that, go out the door.

When outside, look for a sniper on a roof, and take him out before he takes you out. Then follow the steps down. This next part is really tough. There are three terrorists here, and they will be using crates and barrels for cover. Take them out, and go through the door. Go through the maze of crates, and look for a enemy stationed on a higher level. Kill him, and then carefully move around the corner to the right. Take out the guard watching the two hostages, and get his ammo. Go back to the previous area, and look up. There should be a yellow and black striped bar. Use your grapple watch on it, and climb up. Get onto the platform, and head out of the door to the left.

Around this time, you should hear a message telling you to hurry up. Kill the guy that welcomes you when you open the door, and then follow the pier to the right. Kill the guys behind the crates, and then keep going until you find a set of stairs to the right. Kill the two enemies here, and put your gun away (Just do it, you'll be running in the next part, and you'll need to concentrate on maneuvering around bullets and getting into the station). Go up the stairs, and run into the street. Look for the stairs leading into a building, and go there while avoiding enemies and bullets. Get in there, and the level is over.

Level 4: Underground Uprising

Objectives: A: Avoid civilian casualties

B: Pursue but do not eliminate the assassin

C: Rescue the hostages

D: Defuse the terrorist bomb

This can be easy, but you can also make it very tough, and very easily. Plus, you only have 5:30 to defuse the bomb, so you'll have to hurry. At the beginning, you will be on a set of stairs. Go down the stairs, and turn the corner. Be careful not to shoot the civilians. You see the ticket booth? Shoot into it, and a terrorist will drop dead. Kill the other enemy in the

area, and go to the left of the ticket counter. Go down the escalator, and kill all of the enemies, while avoiding the hostages. After they are all dead, grab their ammo, and go back up the escalator. Go to the other side of the ticket counter, and kill the enemy. Go down this escalator, and look down. When you are about halfway down, two or more enemies will appear. Take them down. At the bottom, look for any more enemies.

Proceed down the hallway to the left, and turn at the corner. At the end of this passageway, look right. There should be a terrorist and two hostages. Take the enemy out, and go until you can't go anymore. Turn right, and continue taking the passageways until you reach two hostages running past you. Stay right where you are, and when the terrorist comes around the corner, waste him in a flash. This should complete objective A.

Now continue until you reach the train tracks. Kill any enemies around here and go to the far left. Look for a little red light across the tracks. Right after the train passes by, run across the tracks and go slightly to the left, until you find an alcove. Wait here until the train passes again. When that happens, run out and to the right, until you find another alcove with a door in it. Go through the door, and through this next passageway, killing any bad guys you see. Go through the next door, and you will see a broken down train with the door open. Go in, and kill the two enemies inside. Go through the next door, and kill all the enemies (Be very careful about civilians in this area, they are running all over the place). At the end of the platform, take a left, and another left to see a corridor with baddies galore. If you have a stun grenade, this is the place to use it. Kill everyone, and then proceed into the men's room, killing every enemy in here. Open every stall door, to ensure there are no more enemies, then open the last door and close it behind you. Using the bomb diffuser (pressing Z), defuse the bomb by emptying the blue column at the right of the screen (Be SURE that the bomb diffuser is out, otherwise you will blow the bomb up by shooting it or something). But be careful, if the red bar fills up too much, the bomb will go off. So be careful. If you defuse the bomb with 7 seconds left, you will get all your health back.

Exit the bathroom and take a right. Go through the burnt (exploded?) wall and kill any enemies. Find a door on the right, shoot the lock off, and go in. Try to go up the stairs, but you can't, because they caught fire. Go to the bottom, and look up; there should be a grapple point. Use the grapple watch and climb up until you can get to a higher platform, and jump off. Kill any enemies, and continue going up the stairs, jumping when necessary, until you reach a door. Shoot the lock off, and find the balloon. Grab the rope to end the level.

Level 5: Cold Reception

- Objectives: A: Draw terrorists away from Elektra
- B: Destroy the first fuel dump
- C: Destroy the second fuel dump
- D: Get to the bottom of the peak

This is the best level in the game, no doubt about it. You get to ski down a mountain while shooting at enemies in the air and on snowmobiles and skis. In this level, you aim with the control stick, C up and C down will speed you up and slow you down, and C right and C left will move you from side to side. Basically, all you have to do in this level is go down the mountain while shooting at the enemies. A few tips in this level:

There are two forks in the level. If you take the left, you will get body

armor.

When you see big buildings with barrels around them, shoot the barrels to achieve objectives B and C.

Near the end of the level, barrels will block your path. If you don't shoot these from a distance, you will suffer major damage and will probably die unless you have full health.

When you see a helicopter, the level is over.

Level 6: Night Watch

Objective: A: Avoid any casualties

B: Avoid alerting Gabor and Davidov

C: Find telephones and plant wiretaps

D: Photograph documents showing Davidov is a traitor

E: Get in back of Davidov's car

Anyone who has beaten the game will tell you that this is the hardest level in the game, by a long shot. This level is very tough, and the worst part is, you can't kill anybody. There are things you can do, though. For instance, you can stun people with your watch, and then punch them out. Another thing you can do is deck people with your darts. This is the recommended method, but you only have twelve darts, and you'll need more than twelve.

When you start, you'll be in your room. Make sure you plant the wiretaps on the phone before you leave. Go out onto the balcony, and jump over. As soon as you're over, you'll need to run as fast as you can behind the hedges in front of you to the right. Hide behind these, and put on your X-ray glasses. When the guards are behind you, run up to the next archway and go through. Strafe to the right and look straight. You should see a pool, a guard just to the left of you beyond the archway, and a guard in the distance. The thing is, the guard in the distance is Gabor, and if you do anything while he is still visible, he will have you arrested. Wait until he leaves, and take out the guard with your stunner and your fist. Go around the pool, and wait slightly behind the next archway.

When two guards approach, crouch down. When they turn around, get up and dart behind the hedges at the right of the arch. Look around the corner, and quickly dart the two guards in front of you. Then quickly run into the building at the right. Go across, and open the far door. A guard is on patrol here. Use your watch stunner and your hands to knock him down, and duck into the door on the right. In here, there should be another phone. Plant the wiretaps on it and go back to the previous indoor area. When in here, head right until you find a dark brown door. This should lead to an open courtyard.

Edge along the right wall until you reach the guard with his back turned. Put him out with the stunner and fists, and do the same with the guard who comes to his rescue. After this, go into the security building and, using the data scrambler, disable the control panel, which deactivates the cameras in the next area.

Move across the courtyard to the arch. Take out any guards in the area here with whatever method suits you best. There will be a chained link gate on your left somewhere. Open it using your watch laser, and go through. Take out the guards here with the stunner/punch combo. Go to the security building, and use the data scrambler to disable the cameras. Go outside, and back through the chain link fence. Go to the right, and you should see another door with a lock on it. Use your laser on the door and go through.

You are now in the kennel, and this hellish mission is almost over. Go to the end, and take the two guards out with your darts. Go inside, and find the papers on the table. Photograph them, and go outside. You should be in a grass courtyard with an arched doorway followed by a forest type place. Get behind either side of trees (as long as you're not in the middle, you'll be fine). Soon, three guards will run after you. Drop them with darts, but very quickly. Keep going until you reach a car with an office behind it.

This next part must be done very quickly. Go inside the office, and quickly photograph the papers on both desks. Then plant the wiretaps on the phone and run outside. Get behind the car, duck, and press B to get inside. Finally, this level is over.

Level 7: Midnight Departure

- Objectives:
- A: Avoid civilian casualties
 - B: Find Dr. Arkov's badge
 - C: Find item to bribe pilot
 - D: Eliminate Davidov, and get his cell phone
 - E: Get controller to land plane

This level is another level similar to the last one, except you get to shoot more guns, and you have night vision goggles instead of X-ray glasses. When you start, head forward on the path until you reach a split in the road. Go to the right, and equip your Deutsche SA90. Go forward until you reach an intersection. Soon, Davidov should walk across the road. Pump him full of lead. If you don't kill him here, start running after him. Eventually, when you kill him, you will pick up his phone, fulfilling an objective. If you manage to pick him off without going anywhere, destroy the radio on the table.

After you kill Davidov and get his phone, go until you reach a light post. Look for a clearing in the woods to the left, and get through there when you find it. Eventually, you will come to a small wooden cabin, with three guards guarding it. Kill all of them, and quickly get inside the cabin and shoot the radio. Then grab the ID badge and go outside. Look around the immediate area until you find a rock-lined path. Go down it, and when you reach the end, turn left. Shoot any enemies you face, and keep going until you reach a bridge.

Go across the bridge, and move to the right side of the path. Keep moving forward and killing people until you reach a fork. Stay to the right, and keep moving until you find a truck with three guards around it. Kill all of them, and bypass the truck. Staying to the left of the path, go until you reach a bend in the path. Look to the right and kill the guard stationed there. Keep going down the path until you reach a building that almost looks like it's made out of corrugated cardboard. If you look in front of you, you can see the airfield. Keep moving to the right, behind the trees, until you see a small, gray building in the distance. There should be a single guard patrolling the area. Pick him off, and go around the corner to kill another guy guarding the door.

Go into the doorway, and kill everybody inside. There should be a truck against the right wall. Go inside to find the sports bag to bribe the pilot with. Exit the building, and go across the airfield until you find the control tower. There are guards in front of the building, so pick them off before attempting to go in. After killing them, go inside. Watch out for innocent civilians in here; there should only be one enemy. Ascend the stairs, killing the guy who is shooting at you. Find the air traffic controller, and talk to him, which lands the plane. Go outside, and if you

have all the necessary items (sports bag, id), you will get on the plane and the level will end.

Level 9: Masquerade

- Objectives:
- A: Avoid innocent casualties
 - B: Christmas must survive
 - C: Infiltrate the facility
 - D: Escape the blast pit
 - E: Pick up locator card
 - F: Escape from the facility

Compared to the last two levels, this one can be a walk in the park. A word of advice for you. NEVER draw your weapon until you infiltrate the facility. When you start, go to the left until you find a man that looks like a powerful figure. He should identify himself as Colonel Akakievich, and he thinks you are Mikhail Arkov.

After a short conversation, show him your transport papers, and he will tell you to find Christmas Jones, the IDA physicist. She is on the opposite side of the campsite, by the tents. Find her, and show her the same papers you showed Akakievich, and she will tell you to go to the elevator. Go, but take your time, because she will be following you. Once you are both in the elevator, you will have a short conversation about how you speak English very well for a Russian (Hint: you studied at Oxford).

Anyway, at the bottom, walk out and follow the path until you reach a locked door. To the left of the door is a panel. Push the panel, and the door will open. Go through the door, and head to the left. Follow the pathway around until you find a door with a panel next to it. Press the panel to infiltrate the facility.

Note: Now you can safely draw your weapon. After a cut scene, you will be in a blast pit with Christmas. Kill all of the guards firing at you to ensure you get out safely. Now look up, and use the grapple watch on the grapple point. Jump off at the platform, and find the tunnel where Christmas is hiding by. Go through the tunnel until you reach the metal cart. Kill anyone behind the crate, and push it forward until it gets lodged between two doors. When this happens, go back until you find an alcove stemming out from the side of this tunnel. In here should be a locator card. Take it, and return to the cart.

Jump on the crates to the side of the cart, and then get on the cart. Keep going down the corridor, killing any enemies you face. When the corridor opens up to a room, kill any enemies you face, and go to the elevator in the back of the room. As soon as Renard starts talking, turn around and go back into the corridor until you see the striped bar above you. When the cut scene showing the bomb ends, jump to grab onto the striped bar (If you want to make this seem like the movie, wait until there's a second left, then jump).

When the cut scene ends, kill any enemies you might face in the blast pit room. Find the open door, and go through. Now just keep following the path until you reach the elevator. Get in, and the level is over.

Level 9: City of Walkways 1

- Objective:
- A: Locate Zukovsky
 - B: Christmas Jones must survive
 - C: Do not eliminate your allies
 - D: Use the covert modem on the computer

This level is actually pretty cool, despite the fact that you are basically

outgunned 3 to 1. Plus you have the really cool night vision goggles. But anyway, to the walkthrough. Start by going up the stairs and use your watch laser to shoot off the lock to the door. After the short, yet funny cut scene, go through the other door in the office, and turn left. Look down and you should see a few thugs on the ground floor. Kill them, and then go down the ramp. Now move around the corner and past the forklift to the next door.

This is a good time to use your Night vision goggles. Look to the left of the dock, and kill the two people shooting at you. Then look for a raised platform kind of far away. Kill the two guys on this platform, and then turn off the goggles and head up the ramps. Look for a gray switch next to a big door. Hit the switch and go in the door. Strafe into the next corridor and quickly pick off the two guys. A third baddie waits behind the crates, so pick him off as soon as he shows himself.

At this point, reload your weapon if you can. Hit the nearby switch to summon the elevator, and kill all of the men that come down, using the nearby crates as cover. When they are all gone, get into the elevator, and go up. When you get to the top, go around the corner to the right to find two enemies. Quickly pick them off, and go through the door to the right. This next area is host to five thugs, and they all want to kill you as much as the next. Right when you open the door, kill the first two, then go around the door and waste the other three. Go through the door and go into the next room.

The next room is empty, except for a conveyer belt that serves no purpose. Look for a railing, and look down into the room below you. You should be able to see three enemies down there. Pick them all off, and jump over the railing. You should see a guard pretty close to you. Kill him quickly. Go past the switch, and around the corner. Be careful about the next guy, he has a GL40 and he knows how to use it. Kill him, and take his ammo. Go around the next corner and kill the guy in the distance. Get his ammo, and go back to the switch. Flip it to go to the next area.

Head backwards until you find an opening in the wall. Go through and flip on the night vision goggles. Look down to the right, and you should eventually see a guy holding a GL40. Try to take him out without your own GL40, but if you have to, use it. Go to where his corpse lays and get his ammo. Continue going until you reach an open-air building with an enemy inside. Waste him, and go to the switch. Look at the drawbridge across the river, lake, sea, whatever this is. There is a boat with troopers behind them. Kill them all, and then hit the switch.

The switch lowers the drawbridge that you just saw. Exit the building, and go straight, turning where you need. Just ignore the bullets; you won't get hit if you move fast. Keep going until you reach a ramp. Go up, and get behind the crates here. If you strafe out to the right, this next guy has a rocket launcher, and he knows you're there. Drop him with a GL40 as fast as you can, and go claim his ammo. When you pass by, be sure to get the ammo from the troopers you killed on the other side. Then go up the ramp.

This is where the switch on the other side comes in handy. If you didn't hit it, you couldn't get past here. Go forward on the left side of the path until a guy from behind the crates pops out. Drop him, and get behind the crates. Look right, and there is another guy with a rocket launcher. If you have any more GL40 grenades, drop him before he can get any rockets off.

I found this is a good place to take off your night vision goggles, because it's hard to see the rocket's after they are launched. There's a

ramp in front of you, which has another rocket launching guy on it. Get behind some crates, and then charge at him right after a rocket misses you. Take him down or you could potentially sustain massive damage. Now go around the corner of the building once you find it. If you look on the far dock, there is another rocket launching guy. Kill him fast, because you have no cover. Take a right up the ramp, and watch out for Zukovsky's men, they are around here. Past the men is another ramp. Go up it, and kill the two thugs inside; one is almost straight ahead of you when you enter, and the other is a little to the left. After they are dead, carefully walk into the room.

On the side nearest you, on the ceiling, there is a gunman holding a GL40. As soon as you see him, waste him. DO NOT use a grenade here, unless you have six or seven of them. When he's dead, go to the far end of the room and take the ramp up. When you're up at the next level, move right around the stack of crates, and then go straight until you see a window. There are two guards behind the window, and they have no idea what's going on. Kill them, and go across the walkway.

Follow the path until you reach the office where you just blasted the window. Around the next corner is the computer terminal, but it's being guarded. Kill the guard, and attach your covert modem to the computer. After that's done, go down the ladder and follow the path. There's an unsuspecting guard around here, so kill him Bond style. Keep going until the level ends.

Level 10: City of Walkways 2

- Objectives:
- A: Return to Zukovsky
 - B: Get the equipment from Zukovsky's car
 - C: Keep your allies alive
 - D: Destroy the attack helicopter

This level takes place in the same area as the last, but it's entirely different at that. One key to this mission (besides staying alive) is to keep moving. When you begin the level, turn around to get some ammo and some body armor. Then watch the roof come off the building (it's funny). Now go to the pathway at the other side of the building. Soon you will come across a raised drawbridge. Hit the switch to the left of it to lower it, and go across. Stay to the right of the path here, or you'll be sawed apart. When you reach the end, kill the two thugs and go through the door.

Go through the crates until you hear a firefight. Zukovsky's men are engaged in battle, and you can help. Go around the corner and look up. A baddie is sporting a grenade launcher, and he'll start firing. Kill him, and then kill any other enemies you see. Go to the right, and go up the ramp. Kill the two guys at the top, and then search the room for weaponry and ammo. Go down the other ramp, and immediately kill the two guys down here. Take their ammo, and exit the building.

When outside, go to the walkway that the chopper just cut to pieces. Go on it, and it will sway and wobble. Go across, and when the two pieces of it line up, go to the warehouse on the other side. When you go in the warehouse, you'll find a few more of Zukovsky's guys. Go around them, and you should reach an open area flooded with terrorists. Use the corrugated wall as cover, and go around the corner.

Here you will encounter two enemies, one in the storage shed, and the other on the right wall. Kill them both, and then go into the shed for a bunch of ammo. Go out and turn to the left. There should be an alcove around

here with body armor. Get it and go down the path. At the corner, you can see the exit, but it's guarded. Kill the two guards and go through the exit. Head out onto the docks, and stop in front of the boathouse. You should hear chopper blades. When you can't hear them anymore, go out to the right for some goodies. Then go to the left to continue with the mission. You should eventually come across three pathways going over the docks. They are being hacked apart, so be careful. Go to the rightmost catwalk, and go across. Stop when the saw blades are right in front of you, and kill the rocket launching baddie on the other portion of the catwalk. Jump across, and continue until you reach the end of the catwalk. Then go into the warehouse.

Once you get inside, follow the pathway until you find a T intersection. Turn right, and face the wall. Step into the passageway on the left and shoot the explosive barrel. Now go diagonally forward. When you reach an alleyway that goes right, shoot the barrels in it to take out more terrorists. Go into this pathway, and line up a perfect headshot on the unsuspecting guard. Go a bit farther, then look left and kill the guy here. Now go through the door.

You'll end up at the piers again. Go down the really long dock to see a gunship launching rockets all over the place. Go up the ramp and kill all the terrorists. Go down into the hole here to find Zukovsky's car. Press open the trunk to find the great, the one, the only AT420 Sentinel!!! There is also some body armor down here. Now go back up the ramp, and, using R, aim at the attack helicopter with the AT420. Keep firing at it until you shoot it down (if you run out of missiles, go back to Zukovsky's car and get more).

After the gunship is destroyed, the drawbridge will be lowered. Go across, and kill the two guards waiting for you at the end. Go in the building to end the level.

Level 11: Turncoat

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

This level is a major pain in the butt. You start the level unarmed, and you're under a very strict time limit. Right after you start, run forward, and go around the corner. Go up the ladder here and go all the way across to get a Wolfram P2K. Jump off and head to the archway that's kind of far away. When two thugs charge you, drop them as fast as you can. Grab their ammo and continue forward.

You see the yellow building to the left of you? Run there as fast as you can. Shoot any terrorists you see. When you have to turn, do so. Keep running and killing any thugs you see. When you reach the street with civilians, keep going until you reach the corner. Look around the corner and pump the guard here full of lead. Another guy will dart out from behind some boxes. Kill him, and go down the next pathway.

Blast the guard behind the yellow planter, and continue forward. When all the hostages run at you, shoot all the guys in black to free them all. Then continue forward, and when a lady in a towel comes running out, shoot the guy she's running from to free her. Go into the building and go up the stairs. Pretty soon you'll see a guy dressed in blue. Pick him off, and then go through the doorway. Kill the two guys in the corner with the

hostage, and then go find the body armor (it's somewhere in here). Then kill every other bad guy so you don't have to do it later.

Now go out the door on the opposite side of the room. Go up the stairs, killing any terrorist you see. Now go out onto the pathway, and Bullion will be just in front of you. Follow him until you get onto the rooftop. Kill anyone on the rooftop, and then look for a gap in the railing. When you find it, take a few steps back, and jump right across. If you don't make it, restart the level. When you land, go around the building, killing any thugs you see. When they are all done, go down the ramp.

Look around the corner at the bottom of the ramp. Pick off the baddie here, and claim his ammo. Then pick off the one looking out of the nearby window. Now go to the white ledge and hop onto it. Now you have to leap across to the next building. Once again, if you miss it, your best bet is to restart the level. Once inside, a hostage will run right past you. Go to the doorway. Look outside, and pop the criminals here. The hallway is blocked, so just head into the room on the right.

Kill the guy who greets you, and then clear the room of the rest of the terrorists. Move through the room until you find an arched doorway. Go through, and keep going across the wooden planks until you can go right. Kill the thug here, and go up the wooden planks to end up on another rooftop. Kill the guard up here, and go to the far left skylight. Go through the hatch and fall to the floor below.

As soon as you land, head right through the archway, then go right again, and you will end up by two baddies. Drop them on the spot, and continue. Run through the leftmost door, and kill anybody you see. Keep going forward until you reach the steps. Go down and you'll eventually find a captor and a captive. Kill the terrorist and continue through the next door. There are four guys in here, and only one hostage. Kill them all without the hostage being harmed, and you can continue.

Go through the double doors and kill the guy in front of you. Then quickly spin around and kill the terrorist here. Head right to another set of double doors. Open them and kill all three terrorists that are waiting for you. Kill them, and then find the staircase close to where you entered. Go up the staircase, and this level is over.

Level 12: Fallen Angel

Objectives: A: Do not eliminate your allies

B: Open the security door

C: Rescue M at all costs

D: Stop Elektra from warning Renard

If you thought the last level was hard, this should be fun for you. This time, all you have to do is kill a bunch of people. After the opening cut scene, go up the stairs to the right of you, and go through the door. Kill everyone, and destroy the two security cameras. Pick up all the ammo, because you'll need it. Make sure to get the fingerprint scanner. Now go back the way you came up.

Go through the double doors in the room Zukovsky is dying in. Turn right, and go through these double doors. Look right, and kill this guy. Turn around and go until you go down a small ramp. Kill everyone on this ramp, then take out any gun that you have that has a zoom function. Look down on the dock, and look to the very left. The guy there is Bullion. Take him out, and then kill anyone else down there, including the guys on the

boats. Then go back to where you entered the area.

Go down the dirt path, and open the door here. Kill everybody in here except for one of Zukovsky's men who's probably already dead. After they are all dead, go around the bend and go to the end of the hallway to find body armor. Then go down the ramp.

Kill the guy at the bottom of the ramp, and then turn right and pop the guy here. Go through the door to end up on the docks. Kill anybody left and then go to Bullion's body. Use the ID scanner on him to get his fingerprint. Turn around, because you're about to be ambushed. Kill all the guys that come out, and then retrace your steps back to Zukovsky's room.

Go back to where you got the ID scanner, and go to the door in the hallway. It will say clearance needed, so show it the ID scanner. Go through, and equip your grapple watch. If the door closes and the room starts filling with poison gas, look up. Latch your watch to the grapple point and go up. When you reach a platform, kill the guy on it, and then jump onto it. Go up the stairs until you reach a door on the left. Go through to find M. Shoot the lock off of her cell, and then watch the cut scene with Elektra and Gabor.

When the cut scene is over, use your watch stunner to stun Gabor. When he drops his gun, take it, and pump him full of lead. Now go out the door, and continue up the stairs. When you reach the highest point that you can, kill all the guards, and then go into the room with Elektra and M. After the short cut scene, shoot Elektra to end the level.

Level 13: A Sinking Feeling

- Objectives: A: Board the submarine
- B: Locate and rescue Christmas unharmed.
- C: Put Christmas in the mine room
- D: Destroy steering controls
- E: Avoid crew casualties.

Note: I'm not going to say where enemies are in this level, because they are always in random places.

Note: Don't shoot anyone unless they shoot at you.

This level can be easy, or it can be hard. I'm not even going to explain the hard method, because I don't know what to do in it. When you start the level, go forward to the edge of the pier. Go left until you can't go any more. Get in the water and swim to the far side of the submarine tail (the opposite side that you started on). Go up and run across the tail until you find a ladder in back of a raised portion of the sub. Go up, and open the hatch to the sub.

Before you go down, look down and shoot the guy down there. Then go down all the way. Once you hit the ground, go backwards. Go through the door here, and kill anyone in here. If Christmas is in here, don't get too close to her. Go back out, turn right, and go straight until you reach a T intersection. Go either way, but go into every door you see. Once you reach a door on whatever side you go to, go inside. Kill anyone inside, and if Christmas is in there, don't get too close or she might get shot.

Go back to the other side you didn't go on, and go in the door on that side. Same policy as above, don't get too close to Christmas if she's in there. Now exit, go until you find a door with two hallways surrounding it.

Go through all of these, killing anyone you see. If you see Christmas, you can get close to her and have her follow you. Go forward a bit more to find the control room. Kill everyone in here, and then go back to wherever you found Christmas, and take her past the control room door to the last door in that hallway. Take the ladder down, and Christmas will be in the mine room. Now go back to the control room and shoot like crazy until the mission ends.

Level 14: Meltdown

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

Note: Don't be discouraged if you die a few times with this walkthrough. I'm explaining a 3d environment in 2 dimensions.

Note: A good strategy to this level when you can't seem to swim through a hole, try looking at the spot you are trying to swim through, and just push down (or up if you are going up). When you start, go down into the water. Oh, you say you don't know how to swim? Just move the control stick. To dive or go up, use the C up/C down buttons. But now, dive underwater and go to the opening in the underwater wall. Go up to get some air, and then go under again.

Go straight down until you can't anymore, and then look for an opening in the wall. Keep going straight until you can go down. Do so, and when you're almost to the bottom of the next tunnel, look for an opening in the wall. Go through and then go up to get some air. Then go back to the previous tunnel. Go down to the bottom and go the same direction that you just did to get the air.

Go this direction until you can't anymore. If you can't go down here, you went the wrong way. Go down until you see an opening on the wall. Go through, and then go up to get more air. After that, go back to the previous tunnel and go down to the end. When you're down all the way, go across until you can go down again. Do so, and look for the first opening in the wall. Go through and up to get more air. Now go back, and go down until you find another opening in the wall. But the thing is, the second opening you see. So go down two gaps in the wall from the air tunnel, and go through here to get more air. You'll need it.

Go down until you can't anymore, then go across until you can't anymore. Now go up until you find a gap in the wall. Get some air here, because you deserve it. Now go up, and then go over until there's a gap in the upper wall. Now pull your gun out, because you'll immediately be in a firefight when you surface. Go up through the next room, and as soon as you get above the water, start firing like crazy. When everybody here is dead, get out of the water and find the body armor.

When you find the body armor, equip your grapple watch and look up. Your goal is the grapple point (What else?). Climb up, and then kill all enemies up here. You see the white thing hanging down from the ceiling? Stop right before it, and look up. Grapple up there to successfully enter the reactor. Now look for a red button on the wall. When you find it, press it to kill Renard and stop the meltdown. But now you have to get out. First off, kill any rogue soldiers. Now go to the grapple, which you

used to get in to the reactor. Use that rope to jump up to the next highest platform, and from there, look up and grapple up there using the grapple point. Kill anyone here, and look for another opening in the ceiling. When you find it, grapple up there. Kill the guy up here, if he's here. Then look up in the middle of the next passageway. Grapple up here to end the level and the game!

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Multiplayer
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The multiplayer mode in The World is Not Enough is really fun, especially since you can play by yourself with AI controlling the other guys. This section will provide a little info on the multiplayer screen, multiplayer options, each scenario, each weaponry option, and each level.

The screen:

Basically the screen is the same as in the regular game. In certain scenarios, there will be items on the screen that are for the game. I'll explain those in that section. But basically, there's the health bar, the amount of ammo you have (although it's not in as much detail), the radar (if it's turned on), and the amount of points your team has. The colored numbers are how many points your team has, and the white number is how many points you have. That's about it.

The options

There are a few options to customize your multiplayer experience. The options are as follows.

Character Setup: This screen actually lets you decide who you're going to be in the actual competition. You can also choose how much health you have, if you want radar or not, and if you want your character to have a nickname

Game Type: The game type screen allows you to choose what scenario and what weapons option you want.

Player Number: How many actual people are playing the game? Up to four may play.

AI Bot Number: How many AI Bots are playing the game? Take four, and subtract that by the number of humans playing to find the number of AI Bots allowed.

Screen Split: This is only for two-player action (two human players). It lets you decide how you want the screen split; vertically or horizontally. I recommend horizontally.

Weapon Detail: How detailed do you want your weapons to be? The lower, the faster the game runs.

Friendly Fire: This lets you decide whether you can hurt your teammates.

Duration: This lets you decide how long you want the game to last.

Maximum Score: This lets you decide how many points wins.

After you have this customized to liking, press OK to go to the level select screen and the team select screen.

Scenarios

Note: This does not include hidden scenarios.

There are six scenarios, plus hidden ones.

King of the hill: An area of the field is the "hill". Getting in the hill and staying in there gets you points. Whoever has the most points wins. You can also get points by killing opponents.

Uplink: There are three uplinks scattered around the level. Touch an uplink, and it becomes property of you or your team. Holding the uplinks gets you more points. Killing can also get you points. The team with the most points wins.

Last Agent Standing: Each person has a set number of lives. The last one to be alive wins.

Arena: The classic killing game. No catches, just plain shooting. The person with the most points wins.

Team Arena: Same as arena, except with teams.

Capture the Flag: Ah yes, the fun capture the flag. Each team has a flag at their base, and the goal is to try to get the opponents flag back to your base. Getting the opponents flag back to your base is 10 points, while a kill is one. The team with the most points wins.

Weaponry options

Note: This does not include hidden options

There are seven weaponry options, plus hidden ones.

Rapid action: Starting weapon: Soviet KA-57
Starting gadget: Body Armor
Pickups available: MBPOW90, Meyer Bullpup, Mustang MAR-4

Close Combat: Starting Weapon: Wolfram P2K
Pickups available: Raptor Magnum, Mustang .44

Sniper Combat: Starting Weapon: Suisse SSR4000
Pickups available: Deutsche M95, Deutsche SA90, Night Vision Goggles

Explosive: Starting Weapon: GL40
Starting Gadget: Body armor
Pickups available: Mustang MAR-4-GL, RL22, AT420 Sentinel, Sticky and Frag Grenades

Combat: Starting Weapon: Raptor Magnum
Starting Gadget: Body Armor
Pickups available: Deutsche M45, Meyer Bullpup, GL40, RL22, Frag Grenades

Covert: Starting weapon: Silenced Wolfram P2K
Starting Gadget: Night Vision Goggles
Pickups available: Deutsche M95, Suisse SSR4000, Delta 900 Mag

Standard: Each level has a different standard set of weapons.

Levels

Note: This does include hidden levels.

Note: The standard weapons might not be exactly accurate; they are the only ones I could find in the actual game.

There are fourteen total levels in the game.

Labyrinth: This level takes place in a hedge maze. It's kind of cool, but can be a pain if you are playing anything other than King of The Hill
Standard Weapons: X-Ray Glasses, RL22, Raptor Magnum, Frinesi Special 12, MB POW90, Mustang MAR4-GL, Soviet KA-57, Deutsche M45, Ingalls Type 20, Frag Grenade.

Merchant: This level is the same as the Courier level in single-player mode. Stake out a spot by the door to the safety deposit room, and wait for them to come to you.

Standard Weapons: Mustang MAR-4, Frinesi Special 12, M8 POW9, Deutsche M95, Raptor Magnum, Ingalls Type 20, Meyer Bullpup, Meyer TMP, Soviet KA-57.

Istanbul: This level takes place in the streets of Istanbul. It's not really fun, but it's a snipers dream.

Standard Weapons: GL 40, Body Armor, Mustang .44, Deutsche SA90, Frinesi Special 12, Meyer Bullpup.

Field of Fire: Loosely based on the Labyrinth level, you go around a field with orange rocks killing everybody. I personally dislike this level, but try it anyway.

Standard Weapons: Mustang MAR-4GL, Meyer TMP, M8 POW90, Ingalls Type 20, AT420 SENTINEL, Frag Grenade.

Hidden Volcano: This level is pretty cool. It takes place in some futuristic war headquarters. Explosives work well in here.

Standard Weapons: Body Armor, GL 40, Mustang MAR-4, Delta 900 Mag.

Silo Surprise: This level is just plain bad. Don't bother unless you want to.

Standard Weapons: Frinesi Special 12, Meyer Bullpup, Mustang MAR-4GL, M8 POW90, Raptor Magnum, Mustang .44., Ingalls Type 20, Suisse SSR4000.

Frostbite: This is the third coolest multiplayer level. Underground pathways and a trench make for an excellent explosive level.

Standard Weapons: Body Armor, Frinesi Special 12, Suisse SSR4000, Meyer TMP, Mustang MAR-4, Frag Grenade, Deutsche SA90.

Submarine: This is based on the second part of the "A Sinking Feeling" level, and it can be kind of cool. Don't use explosives, or you'll be eating your own dust.

Standard Weapons: Deutsche M45, Meyer Bullpup, Soviet KA-57, Raptor Magnum, Mustang .44.

Flashpoint: A bunch of hallways and passageways make up this level. Pretty stupid really.

Standard weapons: Body Armor, Meyer Bullpup, Night Vision Goggles, M8 POW90, Frinesi Special 12, Deutsche M95, Mustang MAR-4.

MI-6: A bunch of hallways and rooms inside the MI-6 building. A normal level.

Standard weapons: Raptor Magnum, Meyer TMP, M8 POW90, Frinesi Special 12, Deutsche M45.

Forest: This level is almost the same as the Midnight Departure level. It's pretty cool, until you get lost.

Standard Weapons: Soviet KA-57, GL 40, AT420 SENTINEL, Body Armor, Deutsche M95, Night Vision Goggles, Meyer TMP.

Sky rail: This is the coolest multiplayer level, as it holds places for sniping, explosives, and everything else. Sky rail takes place on a ski mountain, where you can actually ride in a gondola.

Standard Weapons: Body Armor, Meyer TMP, Raptor Magnum, Mustang .44, RL 22, Meyer Bullpup, Suisse SSR4000.

Air Raid: A lot of people don't like this, but I am a big fan of it. It takes place in the air on two airplanes connected by a bridge. Be careful, it's a long way down.

Standard Weapons: Frinesi Special 12, Soviet KA-57, Ingalls Type 20, Suisse SSR4000, Deutsche SA90.

Castle: The final level, this also has a lot of different places to do things. It can be fun, but there is too much open space, and that makes it kind of boring.

Standard Weapons: Raptor Magnum, RL 20, Frinesi Special 12, Mustang .44

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FAQ

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Q: In the Meltdown level, what is the red bar at the top?

A: It is the reactor temperature. When it becomes completely red, the submarine goes nuclear and Istanbul is destroyed.

Q: I can't beat (level name). What do I do?

A: Check the guide. If that doesn't help, try something else.

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Cheats

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This is the table of cheats for The World Is Not Enough, kind of like the one in Goldeneye, except for less features, and it only unlocks stuff for multiplayer. These are in no particular order, so bear with me. If you know of any more cheats, please e-mail me at the address provided below.

Note: Time means the time shown or under.

Note: For the levels that say game, all you have to do is beat the game

on that difficulty level.

Note: The ones that have two times in the time column, I have heard different opinions on, and do not know the real one

Cheat	Level	Difficulty	Time
Contemporary Skins	Game	Agent	N/A
Covert Skins	City of Walkways 1	Secret Agent	3:45
Castle Level	Underground Uprising	Agent	2:15
Team King of The Hill	King's Ransom	Agent	2:20
Business Suit skins	Courier	Secret Agent	2:00 or 3:05
Soldier Skins	Midnight Departure	Agent	3:05
Air Raid Level	Masquerade	Agent	3:15 or 3:05
Civilian Skins	City of Walkways 1	Agent	3:35
Classic Skins	Game	Secret Agent	N/A
Security Skins	King's Ransom	Secret Agent	3:45
Scientist Skins	Masquerade	00 Agent	4:20
Capture the Briefcase	Turncoat	Secret Agent	3:20
Sky Rail Level	Cold Reception	Secret Agent	3:15
Golden Gun Mode	Game	00 Agent	N/A
Wildfire			

Mode	City of Walkways 2	Agent	3:00 or 3:40
Exotic Weapons	Thames Chase	00 Agent	3:05
Exotic Skins	Cold Reception	00 Agent	3:05
Forest Level	Night Watch	00 Agent	2:20
Gadget War Mode	Fallen Angel	Secret Agent	2:45
Navy skins	A sinking Feeling	00 Agent	2:55

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 In conclusion...
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In conclusion (hence the title), I would like to thank: Nintendo Power for allowing me to some extent using their maps of the levels to help me in my guide. I would also like to thank Nintendo Power again for publishing the time codes that are now in the cheats section. I also want to thank CjayC, for publishing this, my FAQ. Finally, I want to thank you, for taking the time to read this walkthrough.

If you would like to use this walkthrough in any way other than using it to beat the game, please e-mail me at Mrhal88@majorelec.com, and state why you want to use it. For questions, comments, or anything but SPAM, e-mail me at Mrhal88@majorelec.com. Please feel free to give me constructive criticism.

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Later

[Fin]