

# The World Is Not Enough Awards Guide

by GameKeeper87

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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 - 007 Awards Guide V1.0

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## 1. Introduction

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Hey everybody! Welcome to the second hearty serving to the magical buffet of video game strategies (among other things) known as the Internet. This is my second guide written, a predecessor to my somewhat successful 00 Agent Guide. I know you've all been waiting for this anticipated document, and now, it's here! (Break out the booze, and get me a lampshade! Yee-haw!) Unfortunately, it is not quite finished yet. There are a few awards I haven't been able to achieve yet... \*bows head in shame\*... and even the ones I have gotten aren't all listed... yet. But they will come with time. Updates will be few, but once I've beaten Chrono Cross, you can expect a metric assload of updates, so fear not! Anywho, without further rambling, I present to you...

## THE TWINE N64 007 AWARDS GUIDE

<quick Monty Python "AhhhhhhhhhhAHHHHHAhhhhh" fanfare>

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## 2. Quick Reference Chart

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Note that this chart, like the rest of the guide, is not complete.

This chart is organized as follows:

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level - difficulty - time - award  
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Note also that A = Agent, SA = Secret Agent, and 00A = 00 Agent

I suggest you copy and paste this chart onto notepad (word wrap on), then print it out for even easier reference.

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Courier - SA - 3:05 - Business Skins  
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King's Ransom - A - 2:20 - Team King of Hill  
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King's Ransom - SA - 3:45 - Security Skins  
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Underground Uprising - A - 2:15 - Castle

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Cold Reception - SA - 3:15 - Sky Rail  
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Cold Reception - 00A - 3:25 - Exotic Weapons  
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Night Watch - 00A - 2:20 - Forest  
-----

Midnight Departure - A - 3:05 - Soldier Skins  
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Masquerade - A - 3:05 - Air Raid  
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Masquerade - 00A - 4:20 - Scientist Skins  
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City of Walkways I - A - 3:35 - Civilian Skins  
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City of Walkways I - SA - 3:45 - Covert Skins  
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City of Walkways II - A - 3:00 - Wildfire Mode  
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Turncoat - SA - 3:20 - Capture the Breifcase  
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I know it's crappy, but you'll live.

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3. 007 Awards Guide  
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A yes, the section we've all been waiting for. Too bad it's not complete... heh heh... well, at least you'll have some scraps to feed off of until the next update. For ease of use, you'll need a fair knowledge of the level's layout, how to complete mission objectives, etc. So, you'll need to know where everything is and how to use it. I'm not telling you how to do things. I'm telling you how to do them fast. If you don't have a good idea of the way things go, check out my other guide, located wherever you found this one. (Maybe there was some self-promotion in that, but I'm serious...)

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Business Skins  
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Beat Courier on Secret Agent in 3:05 or under.

Dash to the right immediatly and head for your safety deposit box. As you run back to the security gate, equip your appointment card and quickly flash it to the gaurd. Mash random buttons to skip the cutscene.

Dash through the leftmost doors, run past the stairway, and in the next hallway quickly kill anyone and everyone in the area. Run around the corner to the left and head though the first door you see, then the next, quickly blowing the brains out of anything that moves and doesn't yell, "Don't shoot!" Quickly crack the safe and head through the door you didn't come in through. Run to the right, swipe the card, plow through the door while at the same time equipping the data scrambler, and shove it in the VCR. Plow through the gaurds (you may need to kill them if they are in the doorway), and run all the way back around to the other silver metal door. Swipe the card, equip you keypad decryptor while headed for the keypad, decrypt away, and take a quick sip of ice water as the obscenely slow door slides open. Grab the breifcase and haul your "Tight-Ass Brit" outta that bank.

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Team King of the Hill Mode

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Beat King's Ransom on Agent in 2:20 or under.

This one is EASY. Take a quick practice run through the level to warm up, then play through it again really fast without stopping to kill enemies. Pshaw.

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Castle  
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Beat Underground Uprising on Agent in 2:15 or under.

Round the corner, too the right, down the RIGHTMOST escalator. Ignore all terrorists unless I say otherwise. Head left then right, shoot the terrorists holding the hostages, the right. Head for the subway, and, if you're lucky, you'll be able to make it to the cubby before it hits you. Do not stop. If the subway hits you then, obviously enough, start over. If you make it to the cubby, wait for it to pass, then head strait for the bathrooms. Kill the two terrorists near the bathroom entrance, kill the one in the bathroom, then diffuse the bomb as quickly as possible (Be careful!). Continue on through the level until you reach the end. You'll probably have to kill the gaurds on the stairway. Enjoy your new multiplayer level!

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Sky Rail  
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Beat Cold Reception on Secret Agent in under 3:15.

This one isn't too hard. First, don't use your right thumb for about ten minutes. Then, play the level as normal, except tap the Up-C Button like there's no tomorrow. See my normal guide for tips.

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Exotic Weapons  
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Beat Cold Reception on 00 Agent in under 3:25.

Use the exact same strategy as Sky Rail. (Above)

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Soldier Skins  
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Beat Midnight Departure on Agent in under 3:05.

Hit the ground running. Follow the dirt road until you reach the airfield. Ignore all enemies. Kill Davidov if you see him to save time. When you reach the airfield, head immediatly to the flight controller, ignoring the two gaurds outside. Kill the guard in the stairwell. As soon as the flight controller begins speaking, head back down the stairs. The plane will automatically land. Head strait for it, killing the two gaurds on your way out.

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Air Raid  
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Beat Masquerade on Agent in under 3:05

Run to the General Ak., flash him your papers, run to Dr. Jones, flash her your papers. Dash to the elevator. As you wait for Christmas to reach the elevator, equip your watch grapple.

As soon as she gets that yummy ass of hers through the elevator door, sprint for the door controls, hit 'em, and head through the door, continuing until you reach Renard. Hit start to skip the cinematics, then immediatly look up and grapple (you did equip your grapple, didn't you?). Charge the 3 enemies and blast them all. Collect their ammo and about now Jones should have the door open. Speed through and run. Just run. Push the large "thing" and simultaneously spray flak everywhere. When the "thing" is crushed by the doors, bounce off the box and over the "thing", still spraying flak. When you reach Renard, ignore the enemies, trigger Renard's babbling, and double back to grab onto the black/yellow stripped bar. Speed into the other open door and make a mad dash for the exit, ignoring every enemy you encounter. When you reach the 'vator, whip around and blast the three blue suits while you wait for the game to take over.

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4. Copyright Info  
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The following sites are allowed to use it if they wish:

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If you accessed it from anywhere else, e-mail me immediatly.

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5. Release/Updates  
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1/9/01 - First Release

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~End of Document~