

accuracy from long-range

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

GL 40

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 glasses. These are used to disorient and subdue targets rather than do permanent damage

GRAPPLE HOOK WATCH

A fashionable 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

These glasses 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.

Kill that guard and kill the guards that are out on the balcony thing. Go out and turn right. Kill the guard, and go up the ladder. Kill the guys to the left, and go across the boards. Kill the 2 guards here, and go to the far right skylight thing. Fall into it. Switch to a machine gun. Strafe through the opening, and kill the guards. Turn left and kill the guards here. Go down the stairs and.. Quickly! Kill the guard with the hostage. Go through the door and rescue this hostage. Go through the next door and rescue the hostage to the right. Go through the next door and turn left. Kill the guys, and go through the hole in the wall.

Mission Complete

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Mission 12 Fallen Angel

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

You start in a room with dying Zucovsky. Do not get his pistol. Get out your watch stunner. Go up the stairs and stun the guard to get his gun. Go up and to the left. Go through the door and kill all of the guards. Get all of the ammo, and get the green box on the table. Forget the rest of the guards. You will be back. Go out the door you came in, and back down the stairs. Still don't get his pistol. Then he will never die, and at the end, he is still waiting for someone to pick up his pistol. Anyway, Go out the door to your left, and then out the door to your right. There will be a guard to the right, get his ammo. You should have a Mustang MAR. Get it out. Go over to the side, and jump off. Kill the guard there, and snipe out Bullion and his guard. Then turn left and follow the boardwalk until you see a hole. Fall into it. Kill the guys, and go down the ramp. Kill all of those guys, and go out the door. Turn around and run out backwards, because guys will come out of the door. Kill them. Go over to Bullion's body, and get his fingerprint. Go back the way you came, up the ramp, and kill the guys. Go out the door and up the dirt ramp. Go in the door and go to your left. Go through that door and up the stairs. Go through the door and through the door to your left. Go through the door straight across from you. Follow the path, killing all of the guys until you come across a hand scanner thing. Get out your fingerprint scanner. Use it on the lock, and get out your watch grapple. There is a hole in the ceiling, and use your grapple on it. Climb up, and get out your machine gun. Go up the 2 ladders, and kill the guys. Go over to M's cell. Shoot the lock off, and go in... Get out your stunner. Go over and stun him. Grab his pistol. Go out and up the stairs. Kill the 2 guys. KILL the 2 guys. If you don't, they will come in and kill M. Then go in the room. Shoot Electra.

Mission Complete

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Mission 13 A Sinking Feeling

- 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 a toughie to describe, because Christmas is never in the same

Exotic, and Gadget war are the dumbest, and Rapid Fire, Covert, and explosive are the coolest. You go ahead and take your pick.

CHALLENGES: Here are some challenges for you. Put it on these settings.

Health: 10
Radar: Off
Level: Random
Auto aim: Off
AI Bots: 3
Scenario: Capture the flag/Briefcase
Teams: You against AI Bots
Weapon Mode: Close Combat

Give That a Try!! HA!

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6. Tips and Tricks

This is sorted out by mission. If you want tips and tricks for the night watch, go to the thing that says night watch, etc.

Courier: Use your laser on the alarm to disable it.

You can beat it in 10 or 15 seconds. See above for the details.

Once you start off with your Wolfram, wait for the guy to stand up, and you can get his ammo.

King's Ransom: On the stairs, use your stunner on the guys that rappel from the ceiling. Then you won't have to waste any ammo.

Thames Chase: As soon as you start out, go to the right wall, and duck down. The guys in the boat can't shoot you. Then jump on top of your boat, and shoot the first guy in the head. Once you use your watch grapple, hop across the boxes to the other side and there is body armor.

Underground Uprising: Once you start, go down and peek around the corner. Once the civilians are clear, shoot to the right of the right window, and this will blow up the computer, killing both guys.

At the first hostage point, throw a stun grenade, and don't let them see you do it. Then go and shoot them.

Cold Reception: Stay to the left, and tap c-up the whole time.

Night Watch: Use your X-Rays to find out if Gabor is looking or not. Punch the guys to kill them.

Midnight Departure: After the bridge, if the alarm isn't going off, there will be a truck. Kill the guys around it, and hop in the back of the truck. It will take you all the way to the airport, unharmed. Once you tell the controller to land the plane, hop up on his controls and fall out the window. FALL out the window. If you jump, it won't work. Once you are half way down, press c-up. You will survive.

Masquerade: Once Renard starts talking about them being even, start running towards the sliding thing. This saves you from dying. There is body armor by the place where if you go to the left instead of the right.

King's Ransom:

- A. Protect all Primary MI-6 personnel
Kill MI-6 Personnel (M, Robinson, Sir Robert King, etc.)
- B. Avoid civilian and security guard casualties
Kill a civilian or a security guard
- C. Find Sir Robert King
Cannot be failed
- D. Activate top floor lockdown panel
Cannot be failed
- E. Activate sprinklers
Cannot be failed
- F. Activate ground floor lockdown panel
Cannot be failed
- G. Escort Doctor Warmflesh
Kill the doctor, let the guards kill her

Thames Chase:

- A. Pursue but do not eliminate the female assassin
Kill her at the beginning, Wait at the end and let her escape
- B. Rescue the hostages
Kill the hostages, let the guard kill them

Underground Uprising:

- A. Rescue the hostages
Kill the hostages, let the guards kill the hostages
- B. Defuse the terrorist bomb
Shoot the bomb, Wait until time runs out, Defuse it to fast and let it blow up
- C. Pursue but do not eliminate female assassin
Kill her, let her get away at the end
- D. Avoid civilian casualties
Shoot a civilian

Cold Reception:

- A. Draw terrorists away from Electra
Cannot Be Failed
- B. Destroy fuel dump at tower 1
Don't Shoot it when you go past it
- C. Destroy fuel dump at tower 2
Don't shoot it when you go past it
- D. Get to the bottom of the peak
Cannot be failed

Night Watch:

- A. Avoid alerting Gabor
Let him see you, shoot him
- B. Avoid alerting Davidov
Wait outside at the end, let a camera see you
- C. Find telephone and plant wiretaps
Cannot be failed
- D. Photograph documents showing Davidov's a traitor
Cannot be failed
- E. Avoid all casualties
Shoot a guard

Midnight Departure:

- A. Eliminate Davidov
Run past him and beat him to the airport, let him board the plane
- B. Pick up Davidov's phone

Don't pick it up
C. Get Arkov's ID Badge
Cannot be failed
D. Find Item to bribe pilot
Cannot be failed
E. Get controller to land plane
Kill controller
F. Board the plane
Cannot be failed
G. Avoid civilian casualties
Fail objective E

Masquerade:

A. Infiltrate facility, do not arouse suspicion
Pull your gun, stun or laser someone
B. Christmas must survive
Kill her
C. Avoid innocent casualties
Kill a soldier in green
D. Escape the blast pit
Cannot be failed
E. Retrieve locator card
Don't get it

City of Walkways 1:

A. Locate Zucovsky
Cannot be failed
B. Keep Christmas Jones alive
Kill her
C. Do not eliminate your allies
Kill one of Zukovski's body guards
D. Keep Zucovsky alive
Kill him
E. Retrieve computer files
Don't get them

City of Walkways 2:

A. Return to Zucovsky
Cannot be failed
B. Collect equipment from Zucovsky's car
Cannot be failed
C. Do not eliminate your allies
Kill Zukovski's guards
D. Destroy the attack helicopter
Cannot be failed

Turncoat:

A. Pursue Bullion, don't let him get away
Wait a long time, and let him get away
B. Rescue hostages
Kill hostage, let a guard kill a hostage
C. Christmas must survive
Fail Objective A
D. Avoid innocent casualties
Kill a civilian

Fallen Angel

A. Open door with scanned fingerprint of Bullion
Cannot be failed
B. Rescue M at all costs

Kill her, at the end don't shoot the guards and they will kill her

C. Stop Electra from warning Renard

Don't kill her

D. Do not eliminate your allies

Kill Zukovski's guard

A Sinking Feeling

A. Board Submarine

Cannot be failed

B. Locate and rescue Christmas unharmed

Don't get her, kill her, let the guard kill her

C. Gain access to control room

Cannot be failed

D. Avoid submarine crew casualties

Kill an innocent

E. Escort Christmas to mine room

Don't escort her, fail objective B

F. Destroy steering controls

Cannot be failed

Meltdown

A. Enter the reactor chamber

Die in the water, fail objective B

B. Eliminate Renard

Don't press the button and let the red bar get full

C. Protect Christmas

Cannot be failed

D. Stop the meltdown

Fail objective B

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8. Credits

*Myself- for writing this walkthrough

*You- for reading it

*Ian Fleming- for inventing James Bond

*Devon Krieger- helping complete the game

*Nintendo, EA, and Eurocom- for making such a great game

*EdTheMoogles, Split Infinity, and Kodos86- I got the idea for the mission failure guide from their guides similar to it.

Thank You!

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