

# The World Is Not Enough FAQ/Walkthrough

by DaLadiesMan

Updated to v0.1 on Dec 17, 2000

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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http://www.gamefaqs.com ----- Version 0.1  
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The World is Not Enough (N64)  
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The World is Not Enough FAQ/Walkthrough  
V 0.1 by Steve McFadden  
E-mail: [webmaster@wrestlingcolumns2000.com](mailto:webmaster@wrestlingcolumns2000.com)  
Home Page: <http://www.wrestlingcolumns2000.com>  
First Created: December 17, 2000  
Last Updated: December 17, 2000  
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If you need to contact the author of this guide for any reason(s) which Has something to do with this guide, please email me at the email that's Shown at the top of the guide. Usually, if you have a question about it And it isn't already in the FAQ, probably means that I don't know to, I Will try to answer all questions to the best of my ability though. It'd Be appreciated if all of the email regarding this game had The World is Not Enough in The subject, so I will know what to expect. Also, when you send us them Please try to make your question as easy and simple to read as possible And t will help us to respond quicker. Last but not least, if you would Like to contribute something to this guide, please feel free to send it To either of us and we will be glad to put it in, assuming its correct.

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- | 12. <http://www.psxcodez.com>
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=====  
CREDITS  
=====

-CJayC (<http://www.gamefaqs.com>)

For all of his hard work and dedication to his site, and hopefully for  
posting this guide!

-IGN Guides (<http://guides.ign.com>)

For providing me with a lot of the information found in this game, as my  
memory about first person shooters is rather limited.

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Table of Contents -----  
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- 1.0 Introduction
  - 1.1 Revision History
  - 1.2 Type of e-mails I accept and/or throw away
  - 1.3 Author's Information
- 2.0 Game Basics
- 3.0 Frequently Asked Questions
- 4.0 Weapons, Multi Player, Secrets, etc.
  - 4.1 Weapons
  - 4.2 Secrets
  - 4.3 Multi Player
- 5.0 Walkthrough
- 6.0 Other Information
- 7.0 Conclusion

=====  
1.0 Introduction -----  
=====

Why did I decide to do a guide for this game? Well, I saw it was on the  
FAQ Bounty list, so I decided to go ahead and do a guide for it. It is  
not finished yet, but I will slowly work on it until it is done. It may  
never be finished but at least I actually worked on a guide for a first  
person shooter, something I would not have dreamed as being possible six  
months ago.

=====  
1.1 Revision History -----  
=====

v0.1 (December 17, 2000)

- The basic format was completed.
- The walkthrough was completed through Courier.
- I added the weapons section in, and that's about it for this update.
- Currently, this guide is at 45.1K according to my word processor.

=====  
1.2 Types of E-Mails I Accept and Do Not Accept -----  
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\*\*\*\*\*  
\*Type of E-mails I accept\*

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- Information about the Game
- Constructive Criticism
- Comments about the game or guide
- Questions for me about the game

\*\*\*\*\*

\*Type of E-mails I trash\*

\*\*\*\*\*

- Asking me to post this guide on your website.
- Blatant flaming or advertising

=====  
1.3 Author's Information -----  
=====

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My Web Pages Links: <http://gamereviewers.cjb.net>  
<http://stephaniemcmahon.freesevers.com>  
<http://www.wrestlingcolumns2000.com>  
<http://www.reviewcritique.cjb.net>  
<http://smcfadden.freesevers.com>

GameFAQs Contributor Page Link:  
<http://www.gamefaqs.com/features/recognition/2134.html>

GameFAQs alias: DaLadiesMan (formerly known as SMcFadden, I changed it though)  
Yahoo Messenger: nicklacheysnightmare, mcfaddenvg or ilovestephmcmahon (same account, different profiles)  
AOL/AIM: McFaddenDaMan  
MSN Messenger: neverforgotaboutdre@hotmail.com

TOTALS as of 12/17/00  
Reviews: 372  
FAQs: this was my 62nd, I now have 62.

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

=====  
2.0 Game Basics -----  
=====

-Always read the information given before each mission by M, Chief Robinson and R, as well as the Surveillance. For your convenience, we have also provided this information at the beginning of each walkthrough level. These messages will often give you clues as to how to achieve specific mission goals.

-Make sure to sneak around corners. If you just go full blast around a corner, you may be caught in enemy fire and end up dying.

-Always make sure that you have a gun in your inventory at all times. Sometimes you will need to have a gun without warning, and it would suck if you did not have one, so make sure to always have one.

-I learned something cool about opening doors in the game. When you open them, move quickly to the side, either to the left or to the right. When you do this, the enemies will go through the door and look around, and this is when you can ambush them.

-Always aim for the head of the enemy, as it takes less head shots to kill a soldier than it does chest shots or stomach shots.

-Always be on the lookout for some key items. Sometimes, there will be some strategically placed items placed in the middle of nowhere, so always make sure to look out for them.

-Do not be afraid to try something new. See a window you want to shoot? Go ahead and shoot it! See a wall that you are interested in? Check it out. It never hurts to explore a little bit!

-There is one piece of advice I can offer you above all else. Make sure to save often, as much as you can! Because they usually place save points in between levels for a reason. Imagine going through a tough stage and having to start over because you died in the following stage and forgot to save in between the stages. So, SAVE AS OFTEN AS YOU CAN!

-Pick up Body Armor whenever you can. It will add what amounts to a second life. Beware, however, when wearing Body Armor, you are not immune to head shots. You'll still take damage if someone draws a bead on your bean.

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LOOK FOR MORE BASIC TIPS IN THE UPCOMING UPDATES!  
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=====  
3.0 Frequently Asked Questions -----  
=====

I do not have any questions to answer right now, but feel free to email your TWINE questions to: doinkthecrown@dodgerstats.com ONLY. I will not check any other email addresses for TWINE questions.

Well what do you know, King Broccoli (royaldumbass@hotmail.com, ok seriously: kingbroccoli@hotmail.com) has donated these wonderful questions to me.

<KingBroccoli> I want 5 cents for my questions :P  
<Kurt\_Angle> australian or american?  
<KingBroccoli> Australian, I don't want to get greedy

Ahh... the powers of cheese.

Q1: Is there any Pierce Brosnan nude codes?

A: Well I do not think he is in the TWINE movie, oh yeah you wanted Terri Hatcher. That's right. Well she is not in this game either, but you can get some nifty underwear pictures of some chick if you look close enough.

Q2: Will my TWINE cartridge still work if I decided to use it as a baking tray?

A: After analyzing vigorous amounts of data, also known as sitting on my ass, I have come to the conclusion that if you have a special cartridge,

then it may be able to survive the baking tray torture you wish upon it.

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LOOK FOR MORE FREQUENTLY ASKED QUESTIONS IN THE UPCOMING UPDATES!  
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=====  
4.0 Weapons, Multi Player, Secrets, etc. -----  
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Here is where I give a list of all the secrets and weapons in the game,  
as well as a general rundown of the multi player mode in the game.

=====  
4.1 Weapons -----  
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\*\*\*\*\*  
Seamaster Speargun

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

Double-barrelled speargun 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 calibre 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.

\*\*\*\*\*

Deutsche M95

Capacity: 30 rounds  
Damage: Low  
Range: Medium  
Ammunition: 9mm  
Zoom: Up to 4x

Silenced submachine gun with telescopic sight. Designed for covert missions. Alternate fire is laser-targeted but single-shot only.

\*\*\*\*\*

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 Belguige. 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 guage  
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, missile is guided by user 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 shock wave will effect an area of 15m radius.

\*\*\*\*\*

#### Watch: Stunner

Capacity: 100  
Damage: Stun  
Range: Low  
Ammunition: Recharges

Fires an ultra violet 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 micro-filament able to support 800 lbs. Zoom: up to x4. Look out for grapple points like the one shown here.

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4.2 Secrets -----  
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LOOK FOR THE SECRETS TO BE ADDED IN THE UPCOMING UPDATES!  
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=====  
4.3 Multi Player -----  
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LOOK FOR THE MULTIPLAYER SECTION TO BE ADDED IN THE UPCOMING UPDATES!  
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5.0 Walkthrough -----  
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-----  
----- COURIER -----  
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=====  
MISSION OBJECTIVES  
=====

- A: Collect equipment from safety deposit box.
- B: Avoid civilian casualties.
- \*C: Collect money from vault
- \*D: Crack safe, obtain swipe card
- \*E: Destroy video tape backup (Secret and 00 only)
- \*F: Escape bank with money

=====  
MISSION EQUIPMENT  
=====

Message from R, Q Branch:

Now pay attention, 007. This may look like your standard issue P2K pistol: in fact it it's a small but highly powerful stun grenade. The trigger is a hidden switch in the frame of these completely innocent-

looking spectacles. Simply press here, and make sure you've got your eyes shut - anyone caught in the blast is going to be blind and deaf for a good few seconds. This should give you the edge in any nastiness.

You won't be able to carry a gun into this place - it's a bank, after all. Still, we've got an updated version of one of my favorites. This Q-Branch wristwatch is fitted with a multi-shot dart gun, activated by nerve impulses from the wrist muscles. The tranquilizer darts will drop a fully-grown man on the spot, but he'll wake up safe and sound a few minutes later.

Oh, and there are the other usual functions, too, of course - cutting laser, plus a long-range wireless stunner I've been experimenting with.

Try not to lose this one, alright?

Lachaise: Works for Banque Suisse de L'Industrie, Bilbao. A suspect in deals with terrorists and criminals.

Question Lachaise and retrieve Sir Robert's money from his vault.

=====  
MISSION OVERVIEW  
=====

Message from M, Head of MI6:

Terrible news, 007. An MI-6 agent has been murdered and a classified report from the Russian Atomic Energy Department was taken from his body. An old friend, Sir Robert King, accidentally purchased this stolen document, believing it to contain information about terrorists.

In the mean time, a Swiss banker named Lachaise, a middle-man in this affair, has offered to return Sir Robert's money.

I want you to go to him, discover who killed our agent, and collect the money.

=====  
MISSION LOCATION AND PERSONNEL  
=====

Message from Robinson, Chief of Staff:

Lachaise works for the Banque Suisse de L'Industrie in Bilbao, Spain. It's a private industrial bank, one of a number we've had our eye on for some time. We suspect Lachaise has been involved in a number of deals with terrorists and other international criminals.

Lachaise won't want to talk to you, and I'm sure he'll have some bodyguards. Q branch has come up with some equipment to give you a helping hand there.

You won't be able to carry weaponry into the bank yourself, so we've arranged for your equipment to be inserted into a safety deposit box. You'll also find an appointment card in there- you'll need it to see Lachaise.

=====  
WALKTHROUGH  
=====

Watch the opening cut scene. When it concludes, you will find yourself in the lobby of a bank. Head right and head through a few doors until you reach the Safety Deposit room. Move into the room and open the first door on your right. Open the SD box here by pressing B. It contains a Flash Bang Gun and Appointment Card. Once you grab these items, you will fulfill Objective A and add another: Collect money from vault.

Leave the Safety Deposit room and head back to the main lobby, but make sure to head right when you see the security guard in front of the metal detector. He will ask you for the proof of an appointment. What can you do? Access the Gadgets screen from the pause menu. Equip the Appointment Card, un-pause and press the Z-trigger to gain clearance.

Watch the cut scene and when it is all said and done, you will have two new objectives to complete. These two new objectives are none other than obtain Swipe Card and destroy video tape backup.

Before you leave this room, make sure you kill the fallen guard on the floor. Head through the brown door after you kill him, and walk across the hallway and open another brown door on the opposite side. Face left and slowly move into the doorway. When you see the guard at the end of the hallway, pull out your Wolfram and kill him with a few rounds of that ammunition.

After doing that, head back and take out the other guard. Now, head down left until you reach the elevators. There are two guards around the corner to the right. Using the corner as cover, pop out and blast them, then duck back and reload. Keep on doing this until they are dead.

Move forward and around the next corner right. Just past the sunlit window, there is another right turn and another pair of baddies. Use the corner again for cover and waste them. As you move forward, the door to the right will open. Fall back and let the goons come to you. Lay them low with some heavy suppressing fire. Then move into the room. Make sure you don't kill the innocent here (he's the one who looks really pathetic and scared with his hands above his head). In this same room, you'll notice a safe. Walk in front of it and activate the Safe Cracker from the Gadgets menu. Use it on the safe (press Z) to get the Swipe Card and fulfill Objective D.

Now, head back into the hallway and head right, when you get to the swipe panel use the Security Swipe Card to open the door. Kill the guards in here (peek into the door and then aim away), then move inside the room. Make sure not to kill the various civilians that are found in here.

If you are playing on Secret or 00 Agent levels, there is an extra objective to complete here. Move to the left corner of the room, locating the VCR with the red, blinking light. Stand in front of it and equip the Data Scrambler. Point at the VCR and press Z to destroy the info on the tape, fulfilling Objective E. When you do this, another Objective will be added to the slate: Escape the bank with the money.

Head back to the safe room. Head through the other door here, and when you open the door, you will surprise the guard that is located here. Then move into this room and clean out the glass cases, grabbing the ammunition that is found within. Exit through the door back into the main hallway. Move left, bending around the corner. Move down the hall, bypassing the wooden door to the left. Use the Swipe Card on the next door (it's made of iron). There's no one in this room. Move to the far

wall and locate the small keypad near the grated cell door. Activate the Keypad Decrypter and use it to open the door. Grab the briefcase inside to complete Objective C.

Now head back to the hall and take the elevator down. Put your weapon away and calmly walk through the lobby and out the revolving door.

=====  
Mission complete!  
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=====  
6.0 Other Information -----  
=====

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My Web Pages Links: <http://gamereviewers.cjb.net>  
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<http://www.wrestlingcolumns2000.com>  
<http://www.reviewcritique.cjb.net>  
<http://smcfadden.freesevers.com>

GameFAQs Contributor Page Link:  
<http://www.gamefaqs.com/features/recognition/2134.html>

GameFAQs alias: DaLadiesMan (formerly known as SMcFadden, I changed it though)

Yahoo Messenger: nicklacheysnightmare, mcfaddenvg or ilovestephmcmahon (same account, different profiles)

AOL/AIM: McFaddenDaMan

MSN Messenger: neverforgotaboutdre@hotmail.com

TOTALS as of 12/8/00

Reviews: 368

FAQs: this was my 45th, I now have 57.

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

=====  
LINKS  
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10. Phat Games (<http://www.phatgames.com>)
11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
12. <http://www.psxcodez.com>
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14. <http://www.supercheats.com>

15. <http://www.psxgamer.com>
16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
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| 1. GameFAQs (<http://www.gamefaqs.com>)  
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| 2. Game Winners (<http://www.gamewinners.com>)  
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| 3. Video Game Strategies (<http://vgstrategies.about.com>)  
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| 4. Cheat Code Central (<http://www.cheatcc.com>)  
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| 5. Happy Puppy (<http://www.happypuppy.com>)  
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| 6. Game Revolution (<http://www.game-revolution.com>)  
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| 7. Gaming Planet (<http://www.gamingplanet.com>)  
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| 8. PlayStation Pit (<http://www.psxpit.com>)  
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| 9. X Cheater (<http://www.xcheater.com>)  
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| 10. Phat Games (<http://www.phatgames.com>)  
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| 11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)  
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| 12. <http://www.psxcodez.com>  
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| 13. <http://www.hype.se>  
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| 14. <http://www.supercheats.com>  
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| 15. <http://www.psxgamer.com>  
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| 16. Game Castle (<http://gamecastle.virtualave.net/main.html>)  
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=====  
CREDITS  
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-CJayC (<http://www.gamefaqs.com>)

For all of his hard work and dedication to his site, and hopefully for posting this guide!

-IGN Guides (<http://guides.ign.com>)

For providing me with a lot of the information found in this game, as my memory about first person shooters is rather limited.

=====  
MY OTHER WORKS  
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<http://www.gamefaqs.com/features/recognition/2134.html>

Reviews: 369

FAQs: 62

=====  
WWF Smackdown! 2 (PSX) Guides  
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Complete Guide

D/Lo Brown

Stephanie McMahon

Test

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WWF Royal Rumble (DC) Guides  
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Complete Guide

Al Snow

Big Show

Chris Jericho

DLo Brown

Kurt Angle

Tazz

Triple H

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WWF ATTITUDE Character Guides  
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Al Snow

D-Lo Brown

Godfather

Triple H

X-Pac

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WWF Wrestlemania 2000 Character Guides  
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Big Show

Blue Meanie

Chyna



Complete Guide  
Debra  
Gerald Brisco  
Ivory  
Jacqueline  
Jerry Lawler  
Jim Ross  
Pat Patterson  
Paul Bearer  
Stephanie McMahon  
Terri  
Tori

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WWF Smackdown Guides  
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Al Snow  
Buh Buh Ray Dudley  
Complete Guide  
D-Von Dudley  
Dudley Boyz  
D-Lo Brown  
Finisher Move Guide  
Godfather  
Hardcore Holly  
Test  
Triple H  
X-Pac

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Nintendo Entertainment System  
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Dragon Warrior  
Fester's Quest  
Hydlide  
Yo! Noid

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Nintendo 64  
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The World is Not Enough

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Sega Genesis  
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Phantasy Star 4 Shop Guide

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Super Nintendo  
Sony Playstation  
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Final Fantasy 5 Boss Guide

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Sony Playstation  
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Final Fantasy 6 Complete Guide

Final Fantasy 9 Complete Guide  
Final Fantasy 9 Boss Guide  
NHL '99 Complete Guide  
Parasite Eve Boss Guide  
Parasite Eve Complete Guide  
WCW vs. the World Complete FAQ/Move List

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My Guides will only be found on  
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12. <http://www.psxcodez.com>
13. <http://www.hype.se>
14. <http://www.supercheats.com>
15. <http://www.psxgamer.com>
16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
17. <http://gamereviewers.cjb.net>
18. <http://stephaniemcmahon.freesevers.com>
19. <http://www.geocities.com/ultimaweapon2k> : Final Fantasy Chamber
20. <http://www.psxpower.com>
21. <http://smcfadden.freesevers.com/faqs>
22. <https://www.neoseeker.com>

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MY FUTURE PLANS  
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#### FAQS

- Parasite Eve 2 (PSX) Spoiler-Free Walkthrough
- Legend of Legaia (PSX) Complete Guide
- Legend of Dragoon (PSX) Spoiler-Free Walkthrough
- WWF Smackdown 2 (PSX) Complete FAQ and Move List
- Character Guides for WWF Smackdown 2 (PSX) and WWF No Mercy (N64)
- Updating a lot of my older FAQs, especially the WWF Smackdown Complete guide, FAQ, and move list.

#### REVIEWS

- Updating more of my review contest reviews
- Mario Tennis, Tales of Destiny, Chrono Cross, Parasite Eve 2

CODES, GAME SAVES, ETC.

-Some here and there, not much though.

COMING VERY SOON!

Guides for Deadly Towers (NES), Sonic Blastman 2 (SNES), Ninja Gaiden 2 (NES), and an update to my FF9 guide!

=====  
7.0 In Conclusion -----  
=====

Hello, everyone, and thanks for reading my guide to The World is Not Enough! I know it really sucks right now, but I am going to update it a lot. I just wanted to get it posted so I can work on it at my own pace without worrying if it will be posted or not, you know?

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The Shortest Copyright Line Ever  
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- | 12. <http://www.psxcodez.com>
- | 13. <http://www.hype.se>
- | 14. <http://www.supercheats.com>
- | 15. <http://www.psxgamer.com>
- | 16. Game Castle (<http://gamecastle.virtualave.net/main.html>)

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-Steve Saunders

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If you need to contact the author of this guide for any reason(s) which Has something to do with this guide, please email me at the email that's Shown at the top of the guide. Usually, if you have a question about it And it isn't already in the FAQ, probably means that I don't know to, I Will try to answer all questions to the best of my ability though. It'd Be appreciated if all of the email regarding this game had TWINE N64 in The subject, so I will know what to expect. Also, when you send us them Please try to make your question as easy and simple to read as possible And t will help us to respond quicker. Last but not least, if you would Like to contribute something to this guide, please feel free to send it To either of us and we will be glad to put it in, assuming its correct.

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