

The World Is Not Enough FAQ/Walkthrough

by Tom Valazak

Updated to v1.4 on Jun 24, 2001

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

The World Is Not Enough (Nintendo 64)

FAQ/Walkthrough

By tvalaz189

Version 1.4

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(tomvalazak@themathlab.com)

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FOREWORD: This FAQ will contain two walkthroughs. One walkthrough will be concentrated on the Agent Difficulty Level, while the other walkthrough will be concentrated on the Secret Agent Difficulty Level. When I finish the 00 Agent Difficulty guide, I will send it in also.

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With that all said and done, let's begin!

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REVISION HISTORY
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January 6, 2001 - Today I completed the updating of the 'Body Armor

Locations section using the corrections sent to me by the viewers of this FAQ. Thanks to everyone who corrected me!

I also added this Revision History section to my FAQ.

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1. CONTROLS
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The Controls in The World Is Not Enough are truly quite easy to learn, especially if you have played Goldeneye 007 or Perfect Dark. Note that these Controls have come from the instruction book, but I have modified the C-Button Controls to make them easier to understand For game play.

Move: Control Stick

Fire Weapon/Use Gadget selected: Z Button

Action/Reload: B Button

Cycle (change) Weapons: A Button

Aim: R Button

Look Up/Down: Control Pad Up/Down

Strafe: C-Buttons Left/Right

Jump/Duck: C-Buttons Up/Down

Pause: Start Button

Playing As Bond (Detailed Controls)

To move FORWARD/BACKWARD, Control Stick Forward or Backward.

To TURN LEFT/RIGHT, Control Stick Left or Right.

To CROUCH down/STAND up, press the C-Down Button.

To STRAFE LEFT/RIGHT, press the C-Left and Right Buttons.

To JUMP, press the C-Up Button (you can't jump while you are crouching).

To LOOK UP/DOWN, Control Pad Up/Down

WEAPON HANDLING

To use a WEAPON/ITEM, press the Z Button.

To SELECT THE NEXT WEAPON, press the A Button.

To SELECT THE PREVIOUS WEAPON, hold down the A Button and press the Z Button.

To perform an ACTION/RELOAD, press the B Button.

To AIM, press and hold the R Button + Control Stick.

To ZOOM IN/OUT while aiming, press the C-Up/Down Buttons.

To SELECT NEXT GADGET, hold the A Button and press the B Button.

To SWITCH BETWEEN ALTERNATE WEAPON MODES, hold the B Button and press the Z Button.

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2. WEAPONS/GADGETS
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This section will simply be a list of the Weapons and Gadgets you will use throughout the game. There will also be a short explanation of the weapon, its range, capacity, etc..... I obtained this information from the Instruction Book.

***WEAPONS

DEUTSCHE M45

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

Capacity: 25 Rounds
Damage: Medium
Range: Medium
Ammunition: .45 ACP

DRINEST SPECIAL 12

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

Capacity: 8 Rounds
Damage: High
Range: Low
Ammunition: 12 Gauge

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

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

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

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

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

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

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

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 at 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 Stunner's 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 used an internal power supply, which is good for 100 shots. This power supply recharges automatically, at a rate of 2 shots for every 1 second without use.

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

*****GADGETS

BODY ARMOR

An anti-fragmentation vest composed of 10-layer Kevlar weave, with ceramic inserts. Body Armor protects against any small-arms rounds or blunt trauma. After acquiring Body Armor, a blue Armor Meter appears under the Health Meter. Each time you sustain injury, the Armor Meter depletes instead of the Health Meter. Once the Armor Meter is depleted, any further injury is applied to your Health Meter (For locations of all body armor in the game, see section 5).

BOMB DISPOSAL KIT

Consisting of wire-cutters, probes, and other tools, this handy kit allows you to defuse explosive devices. TO USE: Select the Bomb Disposal Kit from your Gadget menu. Once it is equipped, aim the kit at the explosive device, the repeatedly press or hold the Z Button until the bomb is defused. You can measure your progress on the blue gauge. Watch out for the red gauge, which is the anti-tampering device: If

this reached 100% then the bomb will go off.

CAMERA

A miniature digital camera with conventional and low-light operation capability. Use the Camera to copy secret documents, take surveillance shots, or gather incrimination 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 PRING SCANNER

A handy device used to copy an individual's 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 50 foot high-tensile micro-filament, able to support up to 800 lbs.

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.

X-RAY GLASSES

These glasses allow the wearer to see through walls or doors, at close range.

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3. AGENT WALKTRHOUGH

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Mission 1: Courier

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

You will start out talking to a woman at the front desk of a bank. This is the lobby. The first place you will need to go is through the double doors to the right. Go through another door to be in a room with two people. A man in the room will tell you that your safety deposit box is waiting for you. Open the two doors on the right and inside one of them is the safety deposit box. Stand next to the safety deposit box and press the B Button to open it. Inside you will get the Appointment Card (Objective A Completed).

Now, return to the lobby and find the man standing in front of a metal detector. Show him your appointment card and the door will open, then the guard on the other side will ask you to hand over your firearm. You will automatically do that, then will view a scene in a meeting room. After you regain control of James Bond, go through the door on the right, shoot the guard (not the civilian), then go through another door. On the other side of the second door is a hallway. In the hallway, turn left, then go through the first door on the right. In this room is a safe. Use the Safe Cracker to open it and get your Swipe Card (Objective D Completed).

Now return to the first part of the hallway and find a metal door on the wall. You will notice a card swipe hole on the wall next to this door also. Take out your Security Swipe Card and run it through the swipe hole to open the metal door. Inside is the vault with the money in it, but to get to the money, you will need to open one more door. Next to this door is a keypad on the wall. Take out your Keypad

Decryptor and use it on the keypad, then the door will open. Inside the vault area, the money is on the table to your left. Get the briefcase with the money in it (Objective C Completed).

Now it's time to exit the bank. Go back around the hall to the elevators and get in the one on the right. It will automatically take you down to the lobby floor. Before you go any further, get unarmed. Now walk back to the lobby of the bank and through the revolving doors to the end of the level (Objectives B and F Completed).

M I S S I O N C O M P L E T E D

Mission 2: King's Ransom

Mission Objectives:

- A. Protect all Primary MI-6 personnel
- B. Avoid Causing civilian and security guard Casualties
- C. Find Sir Robert King
- D. Activate top floor lockdown panel
- E. Activate sprinklers
- F. Activate ground floor lockdown panel

You start this level in a meeting room. Once you are in the next room, go straight and through the door ahead. You will now be in a hallway, and the second you are, turn to your left. An enemy will break through the glass window here, so shoot him right away. Now go to the right to see the two security guards here getting shot at by two guys dressed in black. Shoot the guys in black, NOT the security guards. At the end of this hallway, you will notice the stairs to your right, but don't take them yet; we have to do something on this floor first. Take a left and go through the doorway you see. On the other side of the doorway, shoot the guy in black, then go forward to the end of the hall. At the end of the hall, go left, then go straight as far as you can. At the end of this hall, look to the left to see a black door on the wall. To open this door, you will need to use the Hand Scanner on the wall to the left of the door. Press B next to the scanner and the door will open. When you are inside the room, go to the right to see a computer screen with red words on it. Approach this computer and once there press B to activate the top floor lockdown panels (Objective D Completed).

Now go back to the stairs (follow the signs on the wall if you get lost). Once at the stairs, look above you to see three men in black hanging down from wires. Shoot them, then go down the stairs shooting the guards as they appear. At the bottom of the stairs, there will be a two second long scene of the stairs blowing to pieces. That means you are now stuck on the bottom floor, but there's nothing wrong with that, let's make good use of being stuck here. Go through the door you see and into a long, windy hallway. You will pass the Q Division on your left, which you will need to come back to later. But for now, pass the Q Division and take a right. Go straight and through the door you see ahead. In the next hallway, take a left, followed by another left. You will now see another black door. This is the bottom floor's security room, so enter it and find the computer screen with red words on it like you did before. Once you are at the computer with red words on it, press B to activate the ground floor lockdown panel (Objective F

Completed).

Exit the security room and go left, then straight through the door ahead. In this room is a guard at the back, and the sprinkler controls on the wall. Kill the guard (guy dressed in black) first, then go over to the sprinkler controls on the wall. Once you are in front of the controls, press B to turn the sprinklers on (Objective E Completed).

Exit this room, and now that all the fires are out because of the sprinklers, you will be able to make your way around. Once you are outside the sprinkler room, take a left, go through the door, then take a right, followed by a left at the intersection. Follow this hallway around, and you will pass the Medical Division on your left. Continue down the hallway until it turns right, then look on the left wall for another Hand Scanner. Press B next to this Hand Scanner to open the door to your right. Go through this door, which leads to the vaults, and go either right or left at the little intersection you come to (it doesn't matter, they both take you to the same spot). Go through the vault door ahead and the hallway will turn left. Follow the hallway forward from here until you find three men on the ground. One of them is Sir Robert King (Objective C Completed).

It is now time to exit the building. Exit the vault area and take a right once you are back in the main hallway. Follow this hallway around and you should pass the Medical Division on your right. Once you do, follow the hallway left, then when you can go right (not through a door), take the next two rights. You should now be looking at the wall on your right, which is where the Q Division is. Once you are at the Q Division, enter the door on the right wall to end this mission (Objectives A and B Completed).

M I S S I O N C O M P L E T E D

Mission 3: Thames Chase

Mission Objectives: A. Pursue but do not kill female assassin
B. Rescue Hostages

You start this level on a dock, and if you look ahead, you will see a person in red running to your right. Follow this person and they will ascend a flight of stairs. At the top of the stairs, go straight ahead and to the left to find a second flight of stairs. Climb them also, and at the top, be ready to shoot. Look to your left to see a blue van. Inside this van are two guys shooting at you. Shoot them both very fast, then go into the van and collect their ammo. Now, from the inside of the van, go right to find another guard on the left. Once he is dead, go straight and you will see a door on the right. Enter this door, then look to the right to see a guy that was shooting at you earlier. Kill him, get his ammo, then leave this room. From the door of the room, go a little bit to the right and straight ahead to find a flight of stairs going down. Take these stairs and at the bottom, turn to your right and run straight ahead. You will be shot at a lot from this area, and possibly hit a lot also. But the reason I had you get this close to the two was because you are playing on Agent mode and you have hits to spare. Shoot the two guys in black holding the hostages on the platform above you. Once they are dead, climb the ladder and get their ammo, and a message should appear at about this time saying 'Objective B Completed' (Objective B Completed).

Now, from the platform that had the hostages on it, go down the ladder and look to the left for a corridor. Go straight down this corridor until you see another corridor on the left. Take the corridor on the left, which will take you back outside to a dock. On the dock, go straight, then it will turn left, so go left, until you see an opening in a building to the right. This is the first warehouse. Enter it, then go left and shoot the guard here. You will now notice how the boxes are stacked so you could climb them to get to the platform above you. Jump from box to box (C-Up Button) until you are at the top, then jump up and over the railing. From here, exit this warehouse through the doorway you see. Once outside, go right and down the ramp. From here, look to the right for a hallway, which will take you to the second warehouse. In this warehouse, move around all the boxes until you are in an opening where a guy is shooting at you from a platform above you. Kill this guy, then you will get a message telling you about your Grapple Watch, and that you should use it now. Take out your Grapple Watch and look toward the ceiling. You should see an orange and black striped beam, which you should aim your Grapple Watch at, then press Z to grapple to it. Doing this will make a white rope come down from it, allowing you to climb it and get on to the platform above you, where the guy was shooting at you. Collect his ammo, then exit this warehouse through the door you see. In the next room, there will be another door to go through, and after you go through this door, you will be back outside. Once outside, go through the opening to the right and you will jump down to the dock below you. Once on the dock, go right until the dock's path goes left under a small tunnel. Once it does, follow it under the small tunnel and shoot the guards on the other side. Walk forward and look to the left to find a guard behind a stack of boxes. Shoot him, then continue forward until the dock's path goes right. Once it does, follow it this way. Now go straight until you see stairs on the right. Take these stairs to the top, but there are a lot of guards on them. Shoot all the guards to make sure the path is clear, then continue to the top of the stairs. At the top, about four more guards start shooting at you. Kill them, then go left. Walk forward until you see a large opening on the right with stairs going down in it. Take these stairs down and the level ends (Objective A Completed).

M I S S I O N C O M P L E T E D

Mission 4: Underground Uprising

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

This level is fun, and I guess it is because of the amount of suspense in it (the timer and so on). As you start the level, you will notice a red timer on the right side of the screen. That timer means that this level has to be done in that amount of time or you fail. It's that simple. When the level starts, go forward and down the stairs. At the bottom, go left and into the lobby. At the lobby, many civilians will come running from the right side. You will be getting shot at by a guard in the middle room of the lobby, but it is important that you wait for the civilians to pass you until you shoot at him because if you happen to hit one of the civilians, it is an automatic mission failure.

Once the civilians have passed shoot the man in the middle room, then go to the left, toward Platform 1. Follow this path, and very shortly, a guard will pop out and start to shoot at you. Take him down, then continue on the path you are on right now. You will soon come to an escalator. Run down the escalator and at the bottom, shoot the two terrorists standing in front of you. Collect their ammo, then go to the left and look on the ground. Here, you will find some Body Armor, which is very useful later in the level. Return to the lobby now, and where the first time you went left toward Platform 1, go right toward Platform 2. As you turn the corner shoot the terrorist on the left, then continue to find another escalator. Run down the steps, and at the bottom, shoot the guard in front of you. Now go right and shoot two guards here too. Once all the guards are dead, go left, then left again, then to the right to see two terrorists with one hostage each. Be sure you are shooting at the terrorists, and when they are both dead, the two hostages will be free (Objective A Completed).

It is now time to find your way to the train track. It is a little way down the hall from where you shot the two terrorists with the hostages. Once you get to the train track, there will be three guards to kill. Once they are all dead, look at the left end of the train track to notice columns in the wall. You will also notice that there is a train that goes by every five seconds or so. Wait for one of the trains to pass, then make your way across the track and to the left into one of the columns to be safe from the train. Wait here for the train to pass again, then (if you are facing the trains) go to the right to find a door. Enter this door and go left into a small storage room. At the far end of this room is a door on the right wall, so go through it. You will now be on another train track, but this time there are no trains going by at all. Go to the right to find a stationary train with the back door open. Walk into the stationary train and shoot the guard ahead of you. Collect his ammo and go forward to the other end of the train. Open the door and you will be at another train loading area. To your left is a platform with two guards on it, and both of them are shooting at you. Once you have killed both of them, collect their ammo, then you will see two civilians run by yelling, "Don't shoot! Don't Shoot!" Walk on the platform and to the left will be an opening. Go through the opening into another corridor, and you will see two restrooms on the wall. Enter the restroom on the right, and once in the restroom, open all the stall doors to make sure there are no terrorists hiding in them. If there are any terrorists hiding in them, kill them right away, then enter the last stall. In this last stall, attached to the toilet, is the terrorist bomb. Take out your Bomb Disposal Kit and use it to defuse the bomb. Don't do this too fast or the bomb will explode, killing you right away. Instead, point the kit toward the bomb and continue to press Z, watching the red bar at the bottom right corner of the screen, below the blue bar. The blue bar is how much more there is to defuse, and the red bar shows how much you can press Z until the bomb goes off. If you stop pressing Z for a while, the red bar will go down, and this is how you are to defuse the bomb (Objective B Completed).

Now it's time to get out of the train station. Exit the restroom and go right. You will see a terrorist here, so kill him, then go straight to where he was. Walk through the holes in the black walls until you see a door with an Exit sign above it on the right. This door is locked, so you will have to use your gun to shoot the lock off the door. Once you do, the door will open, giving you access to a stairway. As soon as you enter the stairway and before you have a chance to climb the stairs, a small explosion occurs, causing the first platform of the

stairs to fall to the ground. No problem though, there is a way around this after all. Climb the first flight of stairs and shoot the terrorist at the top. Collect his ammo if you are running low at all, then look to the right, where the platform was blown to the ground in the small explosion. This means you will have to jump the gap. Jump across this gap and once you are on the other side, look to the top of the next flight of stairs to see another terrorist. Shoot him, then continue to climb the stairs. At the top, you will come to another door with a lock on it. Shoot the lock off the door, then open it and exit the building. This will take you outside, as I mentioned in the last line, but there is one more thing you have to do to complete this mission, and it takes place in this outside area. If you look ahead, you will see a hot air balloon to the right. Run straight from the door you came through a few seconds ago to the bottom of this hot air balloon, where you will find a rope hanging down from it. Climb about halfway to the top of the rope to complete the mission (Objectives C and D Completed).

M I S S I O N C O M P L E T E D

Mission 5: Cold Reception

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

This is possibly the most fun you will have in this whole game, depending on your rate of excitement. But if you ask me, this level is great! It is one of the most fun levels in any game like The World Is Not Enough (Goldeneye 007, Perfect Dark). There are a lot of guards in the level, too. So not only are you skiing, but you are skiing and shooting guys at the same time! It doesn't get a whole lot better than that, does it?

As the level starts, you will be informed on the controls for the action of skiing (Press C-Up, C-Down to control speed, press C-left, C-right to strafe left or right). It is a while before you come to the first guard, but when you do, you will know what kind of fun I'm talking about. Since this is Agent mode, Auto-Aim is on, so you don't really have to do the aiming. Shoot the first two guys and continue down the peak, where you will eventually enter a tunnel. Inside the tunnel, there are three guards which you can kill if you feel like it, or you can simply let them live (although I think shooting them is a whole lot more fun). Once you exit the tunnel, stay to the left. The reason you should stay to the left is that there is a fork in the road a little ways ahead. The right side leads to the same place that the left side does eventually, but the right side has some Body Armor on it when you land the jump off the cliff. You will almost land on the Body Armor when you land the jump, so it's hard to miss it. You will soon come to the first oil well on the right. Once you see it, you will want to slow down a little bit and stay near the middle of the path. You will notice the explosive barrels in front of the oil well. To destroy the oil well, you will need to shoot one of the explosive barrels, and that's all. It will take care of the rest of the job for you (Objective B Completed).

Continue skiing down the peak, and for more Body Armor, you will want to stay to the left, where you will be able to get on a small cliff and jump on the roof of the cabin you will see. The Body Armor is on the roof of the cabin, so if you are low on energy, be sure to grab this. After getting the second set of Body Armor, you will come to the second oil well, this time on your left. Stay toward the middle of the path, and again, shoot one of the explosive barrels in front of the oil well to blow it to pieces (Objective C Completed).

You are almost at the bottom of the peak now, but not quite yet, for there is one more semi-hard obstacle you will need to pass. After skiing down the peak for a little while longer (while also shooting more terrorists) you will come to a section of the path which has explosive barrels lined across it. When you are approaching this area, slow down (press C-Down) and shoot one of the barrels to blow the rest of them to pieces also. A little ways past this line of explosive barrels is the bottom of the peak, or the end of the mission (Objectives A and D Completed).

M I S S I O N C O M P L E T E D

Mission 6: Night Watch

Mission Objectives: A. Avoid alerting Gabor
B. Avoid alerting Davidov
C. Avoid any casualties
D. Find [2] telephones and plant wiretaps
E. Photograph documents showing Davidov is a traitor
F. Get in back of Davidov's car

This mission is great. The only thing I have against this mission is that you only shoot a gun about two times, but other than that, this mission is very fun to play. It is also frustrating at times (especially on the other two difficulties). With the walkthrough I am about to give you for this level, you should have no trouble beating it like I did, considering I was left with no guide to follow like you are doing right now.

You start the level in a bedroom. There are two doors in this room, and from your exact starting point, one is on the left and one is on the right. The one on the left is locked, and there is no way of unlocking it, so forget about it all. Instead, look on the small cabinet to the left of the locked door to find a phone on top of it. Tap this phone using your wiretaps. The other door is open, and it leads outside to your balcony. Once you are on the balcony, you will be contacted by one of your friends telling you that you will "need to utilize all of your stealth training to avoid contact in the villa. Avoid confrontation at all costs". Useless information really makes me mad too, so don't worry. From on your balcony, jump to the left and over the railing. You should land on another platform below you. From this platform, jump to the left again, and when you are on the ground, get against the wall to your left right away. Sneak along this wall until the wall turns right and when it does, go right then straight. When you get to the corner, stop and duck down. You will notice an archway nearby. While ducked down, crawl through the archway into a small area with another archway leading to the pool area. While in the

small area, sneak to the corner of the archway and look to the left to find a guard with his back turned to you. Use your Watch: Dart to take him out, then collect his ammo if you feel you should. Now, go around the pool and on the other side, you will see another archway. Through this archway is a very hard area to make it past, so follow my directions carefully. It is fine to stand in the archway while still in the pool area, because the one guard walking back and forth straight ahead of you won't see you there. Once this guard gets close enough to you that you can hit him with a single dart, do that, and then enter this next area by going under the archway. You will notice a lot of bushes to your left, but you don't want to go there. The reason you don't want to go there is because Gabor is somewhere near the area. For now, look to the right at the house. You will see a door on the side with glass windows on the left side of the door. Next to this door, you will see a guard standing there, not really knowing what is going on. Get close enough to him that you won't get caught, but can still hit him with a dart. When you hit him with a dart and he falls to the ground, proceed toward the door he was guarding, but don't go in it. Instead, follow along the house with the wall to your right until you come to a second door. Once you do, open this door and go inside (Objective A Completed).

Once inside, go through another door on the right. You will now be in a dining room, and from where you enter, go left and look for a small red cabinet with a phone on top of it. Stand next to this phone and take out your Phone Tap (press Start, then go to Gadgets). Point the Phone Tap at the phone you see, then press Z to tap the first of two phones you will need to tap. Now go through the door on the other side of this room to enter a hallway. In this hallway, go straight and through the door ahead. This door will take you back outside, and before you go any further, take out your Watch: Stunner. This will very well come into handy in this part of the level.

>From the doorway you are in, go to the right to find a guard.

Stun him with your Watch: Stunner then punch him out. If you can't find the guard in this area, it means he will come from the left (use your X-Ray Goggles to see the guards). Now, once the guard is dead, go to the right end of this area to find an archway. Go through this archway and you will see a building with its door on the right side. When you approach this door, you will notice that it has a lock on it. Use your Watch: Laser to cut the lock off the door. Once you have done this, the door will open, giving you access to this building. Once inside, go around the fenced areasto find a room with two guards in it. Have your Watch: Stunner ready, and stun both guards very fast. Once they are stunned, punch them out, then look around this room. In one of its corners is a safe that is locked. Approach the safe and duck down. Now go into your inventory and go to 'Gadgets'. Then select the Safe Cracker and press Start. Once back in the game, point the Safe Cracker at the safe door and press Z. This will open the safe door, giving you access to some papers inside. It is now time to take out your Camera and photograph the documents inside this safe to get evidence that Davidov is a traitor 1 of 2. Now exit this room and go through the door on the right to be in front of another archway. Step right under the archway and take out your silenced gun. Look to the top of the archway for a white camera moving around, and once you find it, use the gun to blow it to pieces. Now that it is out of the way, go to the right and get right against the wall. Take out your Watch: Dart, and put on your X-Ray Goggles. You should now be able to see the guards coming toward you (I think there are either two or three of them), and you will be able to get an easier shot at them all. Once they are all down, continue forward, still against the wall to the right. After walking a

while, you will come to an opening with a building and a car in it. Look at the building, right above the doorway. You should see a white camera here, so use your silenced gun to blow it to pieces. Once it is gone, go through the door and into the small building. A short scene will now show Davidov walking down the path that you snuck down a few minutes ago. He is coming, so you will have to hurry now. Once inside the building, go to the right and find a table with a phone on it. Take out your Phone Tap and point it at the phone, then press Z to tap the second of the two phones (Objective D Completed).

You will now need to look right beside the phone on the table to find some papers. Take out your camera and take a photograph of these two papers to get evidence that Davidov is a traitor 2 of 2 (Objective E Completed).

You will now have a new objective added to your list: Get in the back of Davidov's car. The car is the one you saw right outside this building you are in now, so exit the building and go to the back end of the car. Once you are at the back end of the car, press B to enter it, and this will be the end of the mission (Objectives B, C, and F Completed).

M I S S I O N C O M P L E T E D

Mission 7: Midnight Departure

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

Yes, it's yet another fun level. From the start, you are equipped with Night Vision Goggles. The message at the beginning of the level tells you how to use them (hold B and press A). Put the goggles on, then go forward and take your first right. This will be a long path, and in the middle of it (if you are wearing your Night Vision Goggles, you will see it), there is a guard. Shoot him fast, then continue forward until the path you are on meets with another one. Once you get here, take your Night Vision Goggles off and look to the right for a guard. Shoot him, then look to your left, which is where two more guards will be coming from. After you have killed all the guards, go right and shoot another guard. Now put your Night Vision Goggles back on and take out a sniping gun. As you walk a little further down the path, there will be two snipers on a cliff to the right. With your Night Vision Goggles on, you will be able to see both of them. Pick them both off with any of your sniping guns, then continue down the path. You should, if you haven't already, see a man running away from you. This man is Davidov, and your first objective says to eliminate him. So, when you are close enough to Davidov to kill him (it takes about seven shots), shoot him and he will die (Objective A Completed).

If you look at your objectives list now, you will notice that the next one says to pick up Davidov's phone. This is what he drops when you kill him, so walk around his downed body until you collect the phone (Objective B Completed).

>From where you killed Davidov, follow the path you are on right now. Eventually you will get to a bridge. On the other side of this bridge are three guards, so put on your Night Vision Goggles and take out a sniping weapon so you can take them all down. Even if you only kill two of the three, it is fine. You will then be able to run close to the last guard and get an easier shot at him. Cross the bridge and continue forward down the path once you are on the other side. Take the left path once you come to the fork in the road, and you will soon find yourself in front of a very large opening.

Although you can't see it, at the other end of this large opening is the airport. Don't run straight out into the opening, because there are many guards in spy towers above you that are waiting to pick you off with their sniper weapons. Once you come to the opening, go to the left and jump onto the small cliff here. Follow this all the way around while staying against the wall to your left. You will soon, after following this path, come to the door of the airport. There is a guard or two patrolling the area, so shoot them. Now make a run to the door of the airport and enter it. In the first room, DON'T SHOOT THE MAN STANDING WITH HIS HANDS IN THE AIR! I can't stress that more. If you shoot this man, it is a mission failure right on the spot. He is a civilian, and your objectives say not to kill any civilians. So instead of shooting him, go straight forward and into the next room. At the back of this room there will be stairs to the left. At the top of the stairs, shoot the guard standing there, then go into the control room, which is where you will have to get the controller to land the plane. After going in the control room, you will go through a short conversation with the man, and then he will offer to land the plane for you (Objective C Completed).

Now exit the airport and go outside to the middle of the big, open area. There will be a plane here, so approach it. When you do, a voice will start talking to you from the plane and will ask you some questions. After that is all done, the man will let you board the plane (Objectives D and E Completed).

M I S S I O N C O M P L E T E D

Mission 8: Masquerade

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

You start the level disguised as Dr. Arkov. Walk straight ahead to the man standing next to the big truck. He will ask you to show him your papers, which you can do by going into your 'Gadgets' section of the Pause Menu. Once they are selected, press Z to give them to the man. He now tells you to go find Christmas Jones. She is all the way over to the right, almost against the wall. Show her the papers and she will give you access to the elevator inside the building you see here. Wait for her to follow you to the elevator and she will get inside to activate it for you. The elevator takes you down one floor. When you get off the elevator, open the first set of doors you see here. Once you have opened these two doors, you will be in a room with many doors in it. Go to the right and open the door here by pressing the switch on

the wall. After you do this, a scene will start, and you have simply infiltrated the facility (Objective A Completed).

After the scene, Christmas and you are stuck in the blast pit with many guards around the outside shooting at you. Take out your Watch: Grapple and look to the ceiling above. You will see a small yellow and black striped square, which you should aim at with the Watch: Grapple and press Z to make the white grapple rope come down to you. Climb the rope and jump off onto the platform around the blast pit to escape the pit (Objective D Completed).

Around the blast pit, you will notice a lot of doors. One has an opening in it, so make your way to this doorway. In this doorway, you should see a brown structure in front of you which can be pushed forward (that's what you should do with it). As you try to do this, guards will pop out and start taking shots at you, even when you least expect it. To put them away, duck down behind the brown structure you are pushing (press C-Down) and then you will have clear shots at them all. Continue to push this brown structure down the hall, and eventually, it will get stuck between two doors. When it does, more guards attack you so be ready for it. Once you have killed all the guards, look to the left of the brown structure, where you should see a crate. Jump on top of this crate, then from the top of the crate, jump into the brown structure. >From the inside of the brown structure, jump out the front and continue down this hallway. At the end, you will be attacked by about five guards with automatic weapons. Put them all away, and once you have done this, continue forward, where you will see a fenced off door. Inside this door is Renard! Not only is it him, but he has a bomb that when triggered, will go off in six seconds! Once you talk to him and he sets the bomb off (you will know when he does by looking for the red timer on the right side of the screen), run back down this hallway, toward the brown structure. Before you get to the brown structure, you will notice a yellow and black striped beam hanging from the ceiling above. Jump and grab this beam, and you will ride it all the way back to the blast pit, escaping the explosion of Renard's bomb. Once you are back at the blast pit, go to the right and through the door, where the path is blocked off by a fire. Jump on the platform on the right, and from that height, you will be able to jump over the fire easily. Once you have cleared the fire, go through the doorway on the right to return to the room with the elevator. Find the elevator in this room and enter it to find Christmas Jones, who is safe (Objective B Completed).

The two of you will automatically ride the elevator back to the ground level and get off, which is where the level ends (Objective C Completed).

M I S S I O N C O M P L E T E D

Mission 9: City of Walkways I

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

When the level starts, go forward and climb the ramp on the right.

At the top of the ramp is a door. Open the door and enter this building, which is a warehouse. Once inside, follow the path around to the left, where you will find a door with a lock on it. Get out your gun (if you don't have it out for some reason) and shoot the lock off the door. You will now be in a scene with Zukovsky (Objective A Completed).

Now two more objectives are added to your list (D and E). From the room where Zukovsky is, go through a doorway to find a big hole in the ground. There is a ramp from the floor you are on going down to the floor below you, so climb the ramp down. At the bottom, go forward to find a Soviet KA-57 and some ammo for it. Save this all for later. For now, go into the next room and around the tractor in it. Find a door on the other side of the room and go through it. This door takes you back outside, where you will find two guards shooting at you. Take them both down and climb the ramp you see here. Once you are at the top of the ramp, you will have to kill two more guards. When they are dead, there are no more in this area, so it's time to move on. Go through the small opening at the top of the ramps to find a metal door and a switch to pull beside it. The metal door is locked for now, but pull the switch beside it (press B) to open it. Once it is open, go through the door and kill three guards inside. Once they are dead, find the elevator and pull the switch next to it to bring it down, allowing you to ride it to the floor above you. Once you get off the elevator on the floor above you, turn the corner and shoot the two guards you see. Now jump on the conveyor belt you see and ride it into the next room. In the next room, get off the conveyor belt you are on and get on the other conveyor belt in this room. Let this conveyor belt take you around the room in the middle of these two rooms and down to the floor below you. Once you are going down to the floor below you, a guard will start to shoot at you. Kill him, then turn to the right and walk toward the stacks of crates you see. There are two guards hiding in these crates, and one of them has a Rocket Launcher. You might want to pay attention when sneaking into this area, or you could pay. While being careful, sneak around the crate area and look toward the ceiling to find a guard waiting on top of a stack of crates for you. Shoot this guard and continue to the back of the crate area. In the back of this crate area, you will find another switch to pull on the wall. Pull the switch, then return to the conveyor belt on this floor. From here, go forward and go through the now-open door on the left to return outside. Once you are outside, go down the ramp to the right, and at the bottom, shoot the guard standing in front of you. Look around now to find a house-like structure nearby. Walk to this nearby structure and follow the walkway to the inside of it to find a guard. Kill this guard and collect his ammo, then look around this house-like structure for a switch on the wall. When you find the switch on the wall, pull it and go back to the ramp you came down. Go down the ramp opposite the one you went down to get to the house-like structure and go on the walkway to the right. Here, you will find another ramp going down to the level with the boat on it. Go down this ramp and follow the walkway to the boat to find some Body Armor. Now, from the Body Armor, go forward and take a right to find another ramp returning to the level you were on a few seconds ago. Once you climb this ramp, take a right and look ahead of you. You see that long, wide bridge, don't you? You know why it is there? It was actually a drawbridge that was put together when you pulled the switch back in the house-like structure. Isn't it funny how things like this fall together? Anyways, go forward and across the drawbridge. On the other side, shoot the guards behind the crates and so on, then take your first right. This walkway will soon turn left, so follow it to the left, then go straight ahead to find a door on the building you see here. Enter

the door and kill the guards inside. These guards are rather tricky, so keep an eye out. Once you have killed all the guards and the path is clear, go to the back of the room to find a ramp leading to the floor above you. Climb this ramp, and at the top, you will be greeted by two guards shooting at you. Take your time and kill both of these guards, making sure you are using one of your better weapons (it is fine to use one now, since the level is almost over). Once you have killed both guards, make your way to the back of this room, too. Here you will find yet another ramp leading to another floor above you. Climb the ramp, and at the top, shoot the guards (remember to take your time and use a good weapon) then go to the left. Now walk forward to go through a doorway, which leads to a big room. Turn the corner in this room and look straight ahead to find a computer sitting on a desk. Approach this computer and take out your Covert Modem (Gadgets in the Pause Menu). Stand in front of this computer with your Covert Modem equipped, then press Z. This will download information off the computer (Objective E Completed).

From the computer, look at the wall to the left. You will see a doorway here which you should enter without delay. Once in this small area, look to the left to find a ladder sticking out from a hole in the ground. Climb down this ladder and at the bottom go forward and take a left, making sure you have a gun equipped. Turn this left corner and shoot the guard you see here, then go straight. This walkway will soon turn right, so follow it that way, and the mission will be over (Objectives B, C, and D Completed).

M I S S I O N C O M P L E T E D

Mission 10: City of Walkways II

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

When the level starts, turn around and look on the stack of crates behind you. You will see a Soviet KA-57, some ammo, and Body Armor, so be sure to collect all of these items before moving on in the level. Once you have collected all of these items, go forward to notice the drawbridge not put together. Now look to your left for a power area, and find the red switch. Pull the red switch to put the drawbridge together, allowing you to cross. Cross the bridge and enter the warehouse on the other side. Once you enter, you will meet with your allies, who will go ahead of you and get killed. Don't worry about this; it is actually good because it reduces the chances of you accidentally hitting one of them while trying to kill the other guards. Once both of your allies have been shot, go ahead to where they were and take out the two guards. Collect all the ammo, then go straight ahead until you come to a ramp leading to the floor above you. Climb this ramp and at the top, kill the guard. Collect his GL 40, as you might need it later. Now go down the ramp on the other side of the room, which will take you back to the bottom of the warehouse. Once you are back on the bottom floor of the warehouse, go forward and watch ahead of you. A guard will jump down from the stack of crates in front of you, so be ready to kill him. Once he is dead, collect his ammo and exit this warehouse through the door on the right. Once outside, go straight

and onto the wooden walkway straight ahead. Try your best to not fall off here, or you will have to go all the way back to the exit of the warehouse and try again. Walk along this walkway until you see a crack in it. Jump onto the next part and walk along it until you see another crack. Jump from here onto the next part of the broken walkway, then continue to go forward until the walkway ends. At the end is a guard on the ground, so be ready to shoot him. Now enter the second warehouse you see, which is straight ahead. Once inside, your friends will meet with you and try to kill some of the guards. Let the guards kill your partners (it won't affect your mission status), then kill the guards yourself. Once they are all dead, turn to the left and go straight. You will now be in a corner with a guard hiding in some kind of big box. Kill him, collect his ammo, then go outside the big box and collect the Body Armor here. Now go straight to find some double doors, which are your way out of this warehouse. Once you are back outside, go straight across the bridge-like walkway and when you get to the other side, stop and get against the wall. You should hear a helicopter fly over you at about this time, and it will be shooting at you. If you are almost anywhere except where I told you to take shelter, you are going to get hit. The helicopter will continue to shoot at you for about a minute, so wait in your shelter spot for that long until you hear the helicopter fly away. It is fine to get out once you can't hear the helicopter anymore. Now go to the left and find a wooden walkway here. Follow it around to an area with three bridges leading over some gas wells. Take the middle bridge, and once you get on it, stop. Wait for a helicopter to fly right in front of you and blow a hole in the bridge. As soon as the helicopter is gone, jump the gap it has made, then go straight until you are at the end of this bridge. Once you are, go to the left to enter the last warehouse. Once inside, turn left, then look to the right. You will see an explosive barrel here with a guard standing next to it. Shoot the explosive barrel to kill the guard, but wait for about twenty seconds before going into the area where the explosion occurred. Once you have waited, go into the opening and look to the right. You should have already noticed that this warehouse is the same shape as the last one you were in. Turn to the right to find some guards to shoot. Check this whole warehouse for guards, and be sure to clean it of bodies. Once it is clear, exit through the double doors at the back-right corner of the warehouse. Once you are back outside, RUN! Follow the wooden walkway you are on right now while helicopters and guards are shooting at you, but don't even bother shooting back because you can't see them let alone kill them. Continue to run down the wooden walkway until you come to a ramp leading to a platform above you. Climb the ramp and go to the middle of the platform to find another ramp. This ramp leads down this time, so take the ramp down and you will be next to a car. This is Zukovsky's car, which you will need to go to the trunk of. Take the equipment out of the trunk of his car (Objective B Completed).

You now have a new objective added to the three original ones you did. It is to destroy the attack helicopter. Before going back to the platform above you to do this job, look around the bottom platform for some Body Armor. Once you have found it, collect it and return to the platform above you. Once you are there, from the ramp you climbed, make a U-turn to the left. After that U-turn to the left, go straight. Hide behind the boxes here and take out your GL 40. Look to the sky to find the helicopter, and when it goes by, hit it with a rocket. Three shots will do the job (Objective D Completed).

Now that you have destroyed the helicopter, the drawbridge on the platform below you is put together. Go back to the car, then from

there, go to the right and across the bridge. Get a powerful gun ready, and use that powerful gun to shoot the two guards firing at you straight ahead. Once they are dead and the path is clear, go forward and enter the warehouse you see to find Zukovsky (Objective A Completed).

Once you have found him, the mission is over (Objective C Completed).

M I S S I O N C O M P L E T E D

Mission 11: Turncoat

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

When the level starts, go forward and turn right. From here, go forward and look to the left to find a ladder. Climb this ladder and walk along the platform until you find a Wolfram P2K at the end of it. Get this gun out and jump down from the platform. Now continue through the level, moving fast, as you are required to do in this level to keep close to Bullion. If you go too slow, you will fail your mission. Continue going straight, ONLY SHOOTING PEOPLE WHO SHOOT AT YOU FIRST. Be sure not to kill any civilians at all, or you will fail your mission. It is like this the whole way through the level, and there really isn't a lot to say except to watch who you're shooting at. Once you get to the end of the last street, a woman will run out of a doorway, follow by a few guards. Take all these guards out, then go in this doorway and climb the stairs you see. At the top, take a left to enter a very big square-shaped room. This room also has guards on both the ground and the balcony, so keep an eye out for both locations of guards. Take cover in the small areas on the sides if needed. Once you have killed all the guards in this room, go through the door on the side opposite the one you entered the room from. Climb the small flight of stairs and shoot the guard at the top. Collect his ammo and move on, killing only the guards that are close to you (remember, you have to do everything fast in this level) and you will soon arrive on the roof. Once on the roof, go around the building and through the drying laundry area. Past the drying laundry area is a break in the railing ahead, allowing you to fall down to the roof below. Once you land, turn right and go forward to find a ramp leading down. Go down this ramp and shoot the guard at the bottom of it. Now go left to notice two boxes beside each other. You will also notice that there is a gap between a house and the roof you are on right now. A guard will come out of the house across the gap and start shooting at you, so take him down, then get ready to do something very risky. From the two boxes you see, get a running start and jump from the top of the two boxes across the gap to the balcony of the house (where you shot the guard). Once you are on the balcony, go through the door and shoot a few more guards. Now open the door and go left, then right, and you will be in a room where a guard is shooting at you from behind a box on the ground. Take him out very fast and then look to the balcony to find yet another guard shooting at you. Kill him too, then walk across the boards and go right to find a ladder leading to the roof above. Climb the ladder, and at the top, go left and across the boards that are pushed across the gap to get to the main part of the roof. You will notice that you are right next to the windows in the ceiling of the building. Out of the windows in the ceiling of the

building, the last one on the right is halfway broken down, but before you get there, shoot the guard in front of it. Now jump down the half broken hole in the ceiling window. When you land, look to the right to find four guards. Kill them all, then continue that way and go down the stairs. At the bottom, shoot the guard and go through the door straight ahead. In this next room, shoot the guards and go through another door to enter the last room in this level. In this room are two guards, and they don't put on a struggle at all, so take them down and climb the stairs you see. At the top of the stairs, you will be at the end of the mission. Not only that, but you complete three objectives at the same time! (Objectives A, B, and C Completed).

M I S S I O N C O M P L E T E D

Mission 12: Fallen Angel

Mission Objectives: A. Open security door with the scanned fingerprint from Bullion
B. Rescue M at all costs
C. Stop Elektra from warning Renard
D. Do not eliminate your allies

The level starts with you standing in front of the now-dead Zukovsky. Collect his gun and ammo lying beside him, then turn around and look for some glass doors. Go through these doors and then go right to find more double doors. Open these double doors, but once you do, wait. Face to the right, then strafe outside to have a guard right in front of you. Kill him, then turn around and walk to the other side of the balcony. Once at the end of the balcony, you will be able to pick off one or two guards. Be sure to do that if you don't want any trouble later. Now return to the double doors you went through to get outside, but don't go back through them yet. Instead, as they will be to your right, look to the left to find a path going down. Follow this path to a wooden walkway, then look for a hole in the ground. This hole will have a ramp going down in it, so climb down the ramp. At the bottom, shoot the guards, then go down the hall and find some Body Armor at the end. Now go back to the ramp to find another hole in the floor. This hole also has a ramp going down in it, so take the ramp to the level below you now. Turn around and shoot two guards, then make your way outside. Straight ahead of you is a stack of sandbags with someone hiding behind it shooting at you. The man behind the sandbags is Bullion. Take your time to kill him, then once you do, step outside and kill all other guards that are shooting at you. Once all the shots have stopped, go behind the sandbags to find the body of Bullion. Kneel down beside him and take out your ID Scanner from the 'Gadgets' section of your inventory. Use the ID Scanner on Bullion (press Z) to take his finger print. Now, start to go all the way back to where Zukovsky is lying on the floor dead. On your way there, you will confront two more guards that were not there the first time (they are in the hallway that you got the Body Armor in, if I recall). Kill both the guards and collect their ammo. Now return to the site of Zukovsky's body. Once you are there, you will see a winding stairway behind him. Climb these stairs to find a man in the middle of the stairway. DO NOT SHOOT HIM! He is your ally. He will tell you that he saw Elektra run through a door that you need a fingerprint scanned to get into. Not a problem for us anymore, we have Bullion's fingerprint. At the top of the stairs, look through the bars on the door to find a guard with his back turned.

Don't move from where you are; simply pick him off from your current location. Once he is dead, many more guards will come after you. If they don't, then you go after them! They are in the same room you shot that guard from! Before you enter that room though, look down the small hallway to your left to find a guard at the end. Kill him, then enter the room that the guard you picked off was barely standing inside. There are three or so more guards that come running out of the room, so try to kill them all without getting shot at all. Once they are all dead, go through the door on the other side of the room, then go right once you are back in the hallway. If you go straight ahead, you will see a metal door that you will need a fingerprint to get into (you will know because of the thing to the left of the door). Take out your ID Scanner again, point it toward the Fingerprint Scanner on the wall to the left of the metal door, then press Z. This will open this locked door, giving you access to a new room (Objective A Completed)

DON'T GO INTO THE ROOM YET! THERE IS SOMETHING IMPORTANT I NEED TO TELL YOU! This next room has a trap in it. While you are facing the metal door you opened a few seconds ago, turn to the left (approximately ninety degrees). Now strafe into this room, barely entering it at all. Once you are in the room, look around on the walls for video cameras. Once you find them, use one of your guns to blow them to pieces. The reason for doing this is if you would have walked into that room and a camera would have saw you, you would have been trapped in a toxic gas area. That's right. A toxic gas area. It would have taken a lot of energy off your energy bar, and that is the reason I had you shoot the cameras off the wall is because if they would have saw you, you have fallen into the trap. If you do happen to fall in the gas area and the toxic gas is released on you, very fast, pull out your Watch: Grapple and look at the ceiling for a hole in it. Look through this hole to find a yellow and black striped square. Aim at this square with your Watch: Grapple and it will send a white rope down to you. Climb the rope and jump off at the top. You will now have to climb two ladders to get to the next area. Now, for the people that did this the right way, go through the door on the other side of the gas area and kill the guard. Climb the stairs all the way to the top, and you will be at the cell area. Once you are in the middle of the cell area, walk down the hall with the prison cells off to your left and right sides. Look in the last cell on your right (M will yell for you anyway). Approach this cell and use any of your guns to shoot the lock off the door. Once you enter the cell, a scene will start. During the scene, Elektra walks in with a bodyguard and tells you to drop your guns. When you do, she tells her bodyguard to kill you. When the scene is over, Elektra's bodyguard will be in front of you with a gun in his hand. Take out your Watch: Stunner (since you have no guns now) and stun the bodyguard. Once he is stunned, punch him about ten times, or until he drops his gun and falls to the ground, almost dead. You have now rescued M (Objective B Completed).

Now collect the bodyguard's gun and the ammo for it, then leave the prison cell area. As you are leaving, you will see a door that you haven't been in yet. Enter this door, and when you do, you will have two guards shooting at you. Take out the gun you collected off the bodyguard and shoot both of them. Now take out your Watch: Stunner and go into the next room, where you will find Elektra with another bodyguard. There is a short scene now, but after it's done, you will need to use your Watch: Stunner to stun Elektra, then punch her out so she falls on the floor in pain (Objective C Completed).

With that objective completed, you have now completed this mission

(Objective D Completed).

M I S S I O N C O M P L E T E D

Mission 13: A Sinking Feeling

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

When the level starts, go to the left and straight ahead. You will now see a guard standing in front of an alarm. Shoot this guard, then run in front of the alarm and wait. Another guard will come running to the alarm now that he heard gunshots. Kill this guard too, because if the alarm gets set off, it is a mission failure. Now, from the alarm, go to the right, but don't move. Get a view of the bridge leading to the submarine from this area, where you will see two guards on it. Shoot both of these guards, and once they are dead, move a little bit forward until you see two more guards. Kill these two guards, and be sure to collect their ammo. Now move to the bridge that the two guards you picked off a few seconds ago were standing on. Cross this bridge so you are on top of the submarine. Now look for the tall hatch to the left, and when you find it, start to walk around it until you find a ladder leading to its top. Climb this ladder, and at the top, fall down the hole in the hatch (Objective A Completed).

When you land, you will see another ladder leading down. Climb down this ladder, and while you are climbing down, you will notice a guard standing directly at the bottom of the ladder you are on right now. Shoot him with one accurate shot to the head, which will cause him to die right on the spot. At the bottom of the ladder, don't enter any of the rooms yet; go forward instead. Open the door here, then take a left to find a guard. When you shoot him, more guards will come after you, so be ready for it. Now, once you have gone left, the hallway will turn right and lead to another door straight ahead. Enter this door, and on the other side of it, kill any guards that get in your way. It is very important that you kill all the guards possible before rescuing Christmas Jones, and that is what we are trying to do now. Now go straight and the hallway will turn right, with a door off on the left wall. Go through this door to find a room with about four guards in it. Wait outside the door for them all to come out to you, and when they do, pick them off one at a time. When they are all dead, go into the room they were all in. This room has a map on the wall and a table in the middle of it. Remember this room, because it plays as a useful landmark later in the level. For now, go through the door on the opposite side of the room and then go left to find another door. Open this door, kill the guard, then go straight ahead until you see a door on the right. Open this door on the right, BUT DON'T ENTER THE ROOM. Instead, wait outside the room in the hallway for about five guards to come after you. Once they are all dead, go through the door straight ahead (NOT the one where all the guards you killed a few seconds ago were, the other one). Once you have gone through this door, go through the door on the right to find two guards in this room. Once you have killed these two guards, backtrack all the way to the ladder you boarded the submarine from (I'm

assuming you are familiar with the level layout by now, you have probably played it a few times before you started reading this Walkthrough anyway). Once you make it all the way back to the ladder, check in all the rooms around it for Christmas Jones. Shoot all the guards in these rooms also, that way Christmas has less of a chance of getting shot. That is the reason I had you go clear out half the submarine before rescuing Christmas in the first place. You will find Christmas in one of the rooms near the ladder, but it changes every time (Objective B Completed).

Now you have a new objective; escort Christmas to the Mine Room. >From the ladder, make your way to the map room. From the map room, go through the door on the opposite side of the room, and look back every once in a while to make sure Christmas is still with you. Once back in the hallway, go left and through the door around the corner. From here, go straight and through the next two doors straight ahead. After you are on the other side of these, go around the corner to the right, then look to your left for a ladder sticking out from a hole in the floor. Climb down this ladder and wait in this room for Christmas to enter it. This room you are in is the Mine Room, and once Christmas joins you in it, you have completed another objective (Objective E Completed).

After you tell Christmas to stay in the Mine Room and she agrees to it, climb back to the top of the ladder leading out of the Mine Room. At the top of the ladder, go right. The hallway will then turn left, and you will see a door here. Go through the door, and as soon as you do, you will see a door to the left. Enter this door to gain access to the control room (Objective C Completed).

Now that you have cleared all the guards out of this room at the beginning of the level, go through the other door in the room and shoot the last guard in here. He is standing in front of the steering controls, so once he is dead, shoot the steering controls behind him, then enter the room to end the mission (Objectives D and F Completed).

M I S S I O N C O M P L E T E D

Mission 14: Meltdown

Mission Objectives: A. Enter reactor area
B. Eliminate Renard
C. Protect Christmas

Coming Soon.....

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4. SECRET AGENT WALKTHROUGH
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***Note that some of the levels in Secret Agent Mode have the same objectives that they did in Agent Mode. If this is the case, what I have done is kept the Agent Mode objectives (how to do them and when to do them), then added in parts where there may be more guards than there were in Agent Mode, and other things of the same kind.

Mission 1: Courier

- Mission Objectives:
- A. Collect equipment from safety deposit box
 - B. Avoid civilian casualties
 - C. Collect money from vault
 - D. Crack safe, get security swipe card
 - E. Destroy video tape backup in security room
 - F. Escape bank with money

Ah, the Secret Agent Difficulty! If you were ever told that Secret Agent is not as hard as Agent, whoever told you that is wrong! Secret Agent has many more enemies to kill than Agent did, and also, the enemies know what to do this time through. Follow my directions and you will be fine the whole way through.

You will start out talking to a woman at the front desk of a bank. This is the lobby. The first place you will need to go is through the double doors to the right. Go through another door to be in a room with two people. A man in the room will tell you that your safety deposit box is waiting for you. Open the two doors on the right and inside one of them is the safety deposit box. Stand next to the safety deposit box and press the B Button to open it. Inside you will get the Appointment Card (Objective A Completed).

Now, return to the lobby and find the man standing in front of a metal detector. Show him your appointment card and the door will open, then the guard on the other side will ask you to hand over your firearm. You will automatically do that, then will view a scene in a meeting room. After you regain control of James Bond, go through the door on the right, shoot the guard (not the civilian), then go through another door. On the other side of the second door is a hallway. In the hallway, turn left, then go through the first door on the right. In this room is a safe. Use the Safe Cracker to open it and get your Swipe Card (Objective D Completed).

Now, face the safe, then go through the door on your left. You will now be at the other end of this hallway. Exit the safe room and take a right in the hallway. Walk to the end of the hallway and look on the wall to your right to find a metal door that you need a Security Swipe Card to enter. Take out your security swipe card and run it through the card reader on the side of the door. This will open the door, revealing a guard or two. Shoot the guards, then enter this room, which is the Security Room of the bank. Once inside, go to the back-left corner of the room. Here, you will find a machine that appears to be a VCR sitting on the counter. Go into your inventory and take out your Data Scrambler. Once it is equipped, stand next to the VCR and press Z to destroy the video backup information (Objective E Completed).

Now return to the first part of the hallway and find a metal door on the wall. You will notice a card swipe hole on the wall next to this door also. Take out your Security Swipe Card and run it through the swipe hole to open the metal door. Inside is the vault with the money in it, but to get to the money, you will need to open one more door. Next to this door is a keypad on the wall. Take out your Keypad Decryptor and use it on the keypad, then the door will open. Inside the

vault area, the money is on the table to your left. Get the briefcase with the money in it (Objective C Completed).

Now it's time to exit the bank. Go back around the hall to the elevators and get in the one on the right. It will automatically take you down to the lobby floor. Before you go any further, get unarmed. Now walk back to the lobby of the bank and through the revolving doors to the end of the level (Objectives B and F Completed).

M I S S I O N C O M P L E T E D

Mission 2: King's Ransom

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

You start this level in a meeting room. Once you are in the next room, go straight and through the door ahead. You will now be in a hallway, and the second you are, turn to your left. An enemy will break through the glass window here, so shoot him right away. Now go to the right to see the two security guards here getting shot at by two guys dressed in black. Shoot the guys in black, NOT the security guards. At the end of this hallway, you will notice the stairs to your right, but don't take them yet; we have to do something on this floor first. Take a left and go through the doorway you see. On the other side of the doorway, shoot the guy in black, then go forward to the end of the hall. At the end of the hall, go left, then go straight as far as you can. At the end of this hall, look to the left to see a black door on the wall. To open this door, you will need to use the Hand Scanner on the wall to the left of the door. Press B next to the scanner and the door will open. When you are inside the room, go to the right to see a computer screen with red words on it. Approach this computer and once there press B to activate the top floor lockdown panels (Objective D Completed).

You now get a message that M has been captured by terrorists. Make your way back to the room you began the level in. Once you get to this room, M is standing with a terrorist over her left shoulder. Shoot this terrorist to free M (Objective E Completed).

It is at this time that M tells you to escort her to the Security Center. From the room you are in now (meeting room), go into the hallway and follow the signs to the Security Center (you were there a few minutes ago). While escorting M there, look back to her every so often to make sure she is still there. If she isn't, you will need to backtrack to find her. Shoot any guards that get in your way while escorting M to the Security Center (and there will be some). Once you get her there safe, she tells you to go find Sir Robert King (Objective F Completed).

Now go back to the stairs (follow the signs on the wall if you get lost). Once at the stairs, look above you to see three men in black hanging down from wires. Shoot them, then go down the stairs shooting the guards as they appear. At the bottom of the stairs, there will be a two second long scene of the stairs blowing to pieces. That means you are now stuck on the bottom floor, but there's nothing wrong with that, let's make good use of being stuck here. Go through the door you see and into a long, windy hallway. You will pass the Q Division on your left, which you will need to come back to later. But for now, pass the Q Division and take a right. Go straight and through the door you see ahead. In the next hallway, take a left, followed by another left. You will now see another black door. This is the bottom floor's security room, so enter it and find the computer screen with red words on it like you did before. Once you are at the computer with red words on it, press B to activate the ground floor lockdown panel (Objective H Completed).

Exit the security room and go left, then straight through the door ahead. In this room is a guard at the back, and the sprinkler controls on the wall. Kill the guard (guy dressed in black) first, then go over to the sprinkler controls on the wall. Once you are in front of the controls, press B to turn the sprinklers on (Objective G Completed).

Exit this room, and now that all the fires are out because of the sprinklers, you will be able to make your way around. Once you are outside the sprinkler room, take a left, go through the door, then take a right, followed by a left at the intersection. Follow this hallway around, and you will pass the Medical Division on your left. Continue down the hallway until it turns right, then look on the left wall for another Hand Scanner. Press B next to this Hand Scanner to open the door to your right. Go through this door, which leads to the vaults, and go either right or left at the little intersection you come to (it doesn't matter, they both take you to the same spot). Go through the vault door ahead and next to the door is an injured man. You are now told to go get the doctor to help him. The hallway now turns left. Follow the hallway forward from here until you find three men on the ground. One of them is Sir Robert King (Objective C Completed).

Do you remember passing that Medical Division on your way to the vaults? Go back to the Medical Division and go in the door to find Dr. Warmflash. Once you tell Warmflash to follow you, she will. Take her back to the vault area, where the injured man was. Make sure you get her there safe (Objective I Completed).

It is now time to exit the building. Exit the vault area and take a right once you are back in the main hallway. Follow this hallway around and you should pass the Medical Division on your right. Once you do, follow the hallway left, then when you can go right (not through a door), take the next two rights. You should now be looking at the wall on your right, which is where the Q Division is. Once you are at the Q Division, enter the door on the right wall to end this mission (Objectives A and B Completed).

M I S S I O N C O M P L E T E D

Mission 3: Thames Chase

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

You start this level on a dock, and if you look ahead, you will see a person in red running to your right. Follow this person and they will ascend a flight of stairs. At the top of the stairs, go straight ahead and to the left to find a second flight of stairs. Climb them also, and at the top, be ready to shoot. Look to your left to see a blue van. Inside this van are two guys shooting at you. Shoot them both very fast, then go into the van and collect their ammo. Now, from the inside of the van, go right to find another guard on the left. Once he is dead, go straight and you will see a door on the right. Enter this door, then look to the right to see a guy that was shooting at you earlier. Kill him, get his ammo, then leave this room. From the door of the room, go a little bit to the right and straight ahead to find a flight of stairs going down. Take these stairs and at the bottom, turn to your right and run straight ahead. You will be shot at a lot from this area, and possibly hit a lot also. But the reason I had you get this close to the two was because you are playing on Agent mode and you have hits to spare. Shoot the two guys in black holding the hostages on the platform above you. Once they are dead, climb the ladder and get their ammo, and a message should appear at about this time saying 'Objective B Completed' (Objective B Completed).

Now, from the platform that had the hostages on it, go down the ladder and look to the left for a corridor. Go straight down this corridor until you see another corridor on the left. Take the corridor on the left, which will take you back outside to a dock. On the dock, go straight, then it will turn left, so go left, until you see an opening in a building to the right. This is the first warehouse. Enter it, then go left and shoot the guard here. You will now notice how the boxes are stacked so you could climb them to get to the platform above you. Jump from box to box (C-Up Button) until you are at the top, then jump up and over the railing. From here, exit this warehouse through the doorway you see. Once outside, go right and down the ramp. From here, look to the right for a hallway, which will take you to the second warehouse. In this warehouse, move around all the boxes until you are in an opening where a guy is shooting at you from a platform above you. Kill this guy, then you will get a message telling you about your Grapple Watch, and that you should use it now. Take out your Grapple Watch and look toward the ceiling. You should see an orange and black striped beam, which you should aim your Grapple Watch at, then press Z to grapple to it. Doing this will make a white rope come down from it, allowing you to climb it and get on to the platform above you, where the guy was shooting at you. Collect his ammo, then exit this warehouse through the door you see. In the next room, there will be another door to go through, and after you go through this door, you will be back outside. Once outside, go through the opening to the right and you will jump down to the dock below you. Once on the dock, go right until the dock's path goes left under a small tunnel. Once it does, follow it under the small tunnel and shoot the guards on the other side. Walk forward and look to the left to find a guard behind a stack of boxes. Shoot him, then continue forward until the dock's path goes right. Once it does, follow it this way. Now go straight until you see stairs on the right. Take these stairs to the top, but there are a lot of guards on them. Shoot all the guards to make sure the path is clear, then continue to the top of the stairs. At the top, about four more guards start shooting at you. Kill them, then go left. Walk forward until you see a large opening on the right with stairs going down in it. Take

these stairs down and the level ends (Objective A Completed).

M I S S I O N C O M P L E T E D

Mission 4: Underground Uprising

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

This level is fun, and I guess it is because of the amount of suspense in it (the timer and so on). As you start the level, you will notice a red timer on the right side of the screen. That timer means that this level has to be done in that amount of time or you fail. It's that simple. When the level starts, go forward and down the stairs. At the bottom, go left and into the lobby. At the lobby, many civilians will come running from the right side. You will be getting shot at by a guard in the middle room of the lobby, but it is important that you wait for the civilians to pass you until you shoot at him because if you happen to hit one of the civilians, it is an automatic mission failure. Once the civilians have passed shoot the man in the middle room, then go to the left, toward Platform 1. Follow this path, and very shortly, a guard will pop out and start to shoot at you. Take him down, then continue on the path you are on right now. You will soon come to an escalator. Run down the escalator and at the bottom, shoot the two terrorists standing in front of you. Collect their ammo, then go to the left and look on the ground. Here, you will find some Body Armor, which is very useful later in the level. Return to the lobby now, and where the first time you went left toward Platform 1, go right toward Platform 2. As you turn the corner shoot the terrorist on the left, then continue to find another escalator. Run down the steps, and at the bottom, shoot the guard in front of you. Now go right and shoot two guards here too. Once all the guards are dead, go left, then left again, then to the right to see two terrorists with one hostage each. Be sure you are shooting at the terrorists, and when they are both dead, the two hostages will be free (Objective A Completed).

It is now time to find your way to the train track. It is a little way down the hall from where you shot the two terrorists with the hostages. Once you get to the train track, there will be three guards to kill. Once they are all dead, look at the left end of the train track to notice columns in the wall. You will also notice that there is a train that goes by every five seconds or so. Wait for one of the trains to pass, then make your way across the track and to the left into one of the columns to be safe from the train. Wait here for the train to pass again, then (if you are facing the trains) go to the right to find a door. Enter this door and go left into a small storage room. At the far end of this room is a door on the right wall, so go through it. You will now be on another train track, but this time there are no trains going by at all. Go to the right to find a stationary train with the back door open. Walk into the stationary train and shoot the guard ahead of you. Collect his ammo and go forward to the other end of the train. Open the door and you will be at another train loading area. To your left is a platform with two guards on it, and both of them are shooting at you. Once you have killed both of them, collect their ammo, then you will see two civilians run by yelling, "Don't shoot! Don't

Shoot!" Walk on the platform and to the left will be an opening. Go through the opening into another corridor, and you will see two restrooms on the wall. Enter the restroom on the right, and once in the restroom, open all the stall doors to make sure there are no terrorists hiding in them. If there are any terrorists hiding in them, kill them right away, then enter the last stall. In this last stall, attached to the toilet, is the terrorist bomb. Take out your Bomb Disposal Kit and use it to defuse the bomb. Don't do this too fast or the bomb will explode, killing you right away. Instead, point the kit toward the bomb and continue to press Z, watching the red bar at the bottom right corner of the screen, below the blue bar. The blue bar is how much more there is to defuse, and the red bar shows how much you can press Z until the bomb goes off. If you stop pressing Z for a while, the red bar will go down, and this is how you are to defuse the bomb (Objective B Completed).

Now it's time to get out of the train station. Exit the restroom and go right. You will see a terrorist here, so kill him, then go straight to where he was. Walk through the holes in the black walls until you see a door with an Exit sign above it on the right. This door is locked, so you will have to use your gun to shoot the lock off the door. Once you do, the door will open, giving you access to a stairway. As soon as you enter the stairway and before you have a chance to climb the stairs, a small explosion occurs, causing the first platform of the stairs to fall to the ground. No problem though, there is a way around this after all. Climb the first flight of stairs and shoot the terrorist at the top. Collect his ammo if you are running low at all, then look to the right, where the platform was blown to the ground in the small explosion. This means you will have to jump the gap. Jump across this gap and once you are on the other side, look to the top of the next flight of stairs to see another terrorist. Shoot him, then continue to climb the stairs. At the top, you will come to another door with a lock on it. Shoot the lock off the door, then open it and exit the building. This will take you outside, as I mentioned in the last line, but there is one more thing you have to do to complete this mission, and it takes place in this outside area. If you look ahead, you will see a hot air balloon to the right. Run straight from the door you came through a few seconds ago to the bottom of this hot air balloon, where you will find a rope hanging down from it. Climb about halfway to the top of the rope to complete the mission (Objectives C and D Completed).

M I S S I O N C O M P L E T E

Mission 5: Cold Reception

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

This is possibly the most fun you will have in this whole game, depending on your rate of excitement. But if you ask me, this level is great! It is one of the most fun levels in any game like The World Is Not Enough (Goldeneye 007, Perfect Dark). There are a lot of guards in the level, too. So not only are you skiing, but you are skiing and shooting guys at the same time! It doesn't get a whole lot better than

that, does it?

As the level starts, you will be informed on the controls for the action of skiing (Press C-Up, C-Down to control speed, press C-left, C-right to strafe left or right). It is a while before you come to the first guard, but when you do, you will know what kind of fun I'm talking about. Since this is Agent mode, Auto-Aim is on, so you don't really have to do the aiming. Shoot the first two guys and continue down the peak, where you will eventually enter a tunnel. Inside the tunnel, there are three guards which you can kill if you feel like it, or you can simply let them live (although I think shooting them is a whole lot more fun). Once you exit the tunnel, stay to the left. The reason you should stay to the left is that there is a fork in the road a little ways ahead. The right side leads to the same place that the left side does eventually, but the right side has some Body Armor on it when you land the jump off the cliff. You will almost land on the Body Armor when you land the jump, so it's hard to miss it. You will soon come to the first oil well on the right. Once you see it, you will want to slow down a little bit and stay near the middle of the path. You will notice the explosive barrels in front of the oil well. To destroy the oil well, you will need to shoot one of the explosive barrels, and that's all. It will take care of the rest of the job for you (Objective B Completed).

Continue skiing down the peak, and for more Body Armor, you will want to stay to the left, where you will be able to get on a small cliff and jump on the roof of the cabin you will see. The Body Armor is on the roof of the cabin, so if you are low on energy, be sure to grab this. After getting the second set of Body Armor, you will come to the second oil well, this time on your left. Stay toward the middle of the path, and again, shoot one of the explosive barrels in front of the oil well to blow it to pieces (Objective C Completed).

You are almost at the bottom of the peak now, but not quite yet, for there is one more semi-hard obstacle you will need to pass. After skiing down the peak for a little while longer (while also shooting more terrorists) you will come to a section of the path which has explosive barrels lined across it. When you are approaching this area, slow down (press C-Down) and shoot one of the barrels to blow the rest of them to pieces also. A little ways past this line of explosive barrels is the bottom of the peak, or the end of the mission (Objectives A and D Completed).

M I S S I O N C O M P L E T E

Mission 6: Night Watch

- Mission Objectives:
- A. Avoid alerting Gabor
 - B. Avoid alerting Davidov
 - C. Avoid any casualties
 - D. Find 3 telephones and plant wiretaps
 - E. Photograph 3 documents showing Davidov is a traitor
 - F. Get in back of Davidov's car
 - G. Disable security system

This mission is great. The only thing I have against this mission is

that you only shoot a gun about two times, but other than that, this mission is very fun to play. It is also frustrating at times (especially on the other two difficulties). With the walkthrough I am about to give you for this level, you should have no trouble beating it like I did, considering I was left with no guide to follow like you are doing right now.

You start the level in a bedroom. There are two doors in this room, and from your exact starting point, one is on the left and one is on the right. The one on the left is locked, and there is no way of unlocking it, so forget about it all. Instead, look on the small cabinet to the left of the locked door to find a phone on top of it. Tap this phone using your wiretaps. The other door is open, and it leads outside to your balcony. Once you are on the balcony, you will be contacted by one of your friends telling you that you will "need to utilize all of your stealth training to avoid contact in the villa. Avoid confrontation at all costs". Useless information really makes me mad too, so don't worry. From on your balcony, jump to the left and over the railing. You should land on another platform below you. From this platform, jump to the left again, and when you are on the ground, get against the wall to your left right away. Sneak along this wall until you come to a locked gate. Shoot the lock off the gate and enter the area. Once in this area, go to the left, then make your way down the path to the security building at the end. Once you get to the security building, enter it and use your Data Scrambler to disable the video cameras here. Now return to the gate, and when you get there, go left then straight. When you get to the corner, stop and duck down. You will notice an archway nearby. While ducked down, crawl through the archway into a small area with another archway leading to the pool area. While in the small area, sneak to the corner of the archway and look to the left to find a guard with his back turned to you. Use your Watch: Dart to take him out, then collect his ammo if you feel you should. Now, go around the pool and on the other side, you will see another archway. Through this archway is a very hard area to make it past, so follow my directions carefully. It is fine to stand in the archway while still in the pool area, because the one guard walking back and forth straight ahead of you won't see you there. Once this guard gets close enough to you that you can hit him with a single dart, do that, and then enter this next area by going under the archway. You will notice a lot of bushes to your left, but you don't want to go there. The reason you don't want to go there is because Gabor is somewhere near the area. For now, look to the right at the house. You will see a door on the side with glass windows on the left side of the door. Next to this door, you will see a guard standing there, not really knowing what is going on. Get close enough to him that you won't get caught, but can still hit him with a dart. When you hit him with a dart and he falls to the ground, proceed toward the door he was guarding, but don't go in it. Instead, follow along the house with the wall to your right until you come to a second door. Once you do, open this door and go inside (Objective A Completed).

Once inside, go through another door on the right. You will now be in a dining room, and from where you enter, go left and look for a small red cabinet with a phone on top of it. Stand next to this phone and take out your Phone Tap (press Start, then go to Gadgets). Point the Phone Tap at the phone you see, then press Z to tap the first of two phones you will need to tap. Now go through the door on the other side of this room to enter a hallway. In this hallway, go straight and through the door ahead. This door will take you back outside, and before you go any further, take out your Watch: Stunner. This will

very well come into handy in this part of the level.

>From the doorway you are in, go straight and to the left to find a security building. Enter this building and use your Data Scrambler to disable the security cameras. Now exit the building and to the right is a guard. If he is there, use your Watch: Stunner to stun him, then punch him out while he is stunned. If you can't find the guard in this area, it means he will come from the left (use your X-Ray Goggles to see the guards). Now, once the guard is dead, go to the right end of this area to find an archway. Go through this archway and you will see a building with its door on the right side. When you approach this door, you will notice that it has a lock on it. Use your Watch: Laser to cut the lock off the door. Once you have done this, the door will open, giving you access to this building. Once inside, go around the fenced areas to find a room with two guards in it. Have your Watch: Stunner ready, and stun both guards very fast. Once they are stunned, punch them out, then look around this room. In one of its corners is a safe that is locked. Approach the safe and duck down. Now go into your inventory and go to 'Gadgets'. Then select the Safe Cracker and press Start. Once back in the game, point the Safe Cracker at the safe door and press Z. This will open the safe door, giving you access to some papers inside. It is now time to take out your Camera and photograph the documents inside this safe to get evidence that Davidov is a traitor 1 of 3. Also, while in this room, you will need to disable the last of the three security systems by taking out your Data Scrambler and using it on the computer (Objective G Completed).

Now exit this room and go through the door on the right to be in front of another archway. Step right under the archway and take out your silenced gun. Look to the top of the archway for a white camera moving around, and once you find it, use the gun to blow it to pieces. Now that it is out of the way, go to the right and get right against the wall. Take out your Watch: Dart, and put on your X-Ray Goggles. You should now be able to see the guards coming toward you (I think there are either two or three of them), and you will be able to get an easier shot at them all. Once they are all down, continue forward, still against the wall to the right. After walking a while, you will come to an opening with a building and a car in it. Look at the building, right above the doorway. You should see a white camera here, so use your silenced gun to blow it to pieces. Once it is gone, go through the door and into the small building. A short scene will now show Davidov walking down the path that you snuck down a few minutes ago. He is coming, so you will have to hurry now. Once inside the building, go to the right and find a table with a phone on it. Take out your Phone Tap and point it at the phone, then press Z to tap the second of the two phones (Objective D Completed).

You will now need to look right beside the phone on the table to find some papers. Take out your camera and take a photograph of these two papers to get evidence that Davidov is a traitor 3 of 3 (Objective E Completed).

You will now have a new objective added to your list: Get in the back of Davidov's car. The car is the one you saw right outside this building you are in now, so exit the building and go to the back end of the car. Once you are at the back end of the car, press B to enter it, and this will be the end of the mission (Objectives B, C, and F Completed).

M I S S I O N C O M P L E T E D

Mission 7: Midnight Departure

- Mission Objective:
- A. Eliminate Davidov
 - B. Pick up Davidov's phone
 - C. Get controller to land plane
 - D. Board plane
 - E. Avoid civilian casualties
 - F. Find equipment to bribe pilot
 - G. Find Dr. Arkov's ID Badge

From the start, you are equipped with Night Vision Goggles. The message at the beginning of the level tells you how to use them (hold B and press A). Put the goggles on, then go forward and take your first right. This will be a long path, and in the middle of it (if you are wearing your Night Vision Goggles, you will see it), there is a guard. Shoot him fast, then continue forward until the path you are on meets with another one. Once you get here, take your Night Vision Goggles off and look to the right for a guard. Shoot him, then look to your left, which is where two more guards will be coming from. After you have killed all the guards, go right and shoot another guard. Now put your Night Vision Goggles back on and take out a sniping gun. As you walk a little further down the path, there will be two snipers on a cliff to the right. With your Night Vision Goggles on, you will be able to see both of them. Pick them both off with any of your sniping guns, then continue down the path. You should, if you haven't already, see a man running away from you. This man is Davidov, and your first objective says to eliminate him. So, when you are close enough to Davidov to kill him (it takes about seven shots), shoot him and he will die (Objective A Completed).

If you look at your objectives list now, you will notice that the next one says to pick up Davidov's phone. This is what he drops when you kill him, so walk around his downed body until you collect the phone (Objective B Completed).

Continue down this path, and take the first left you come to. If you follow this path, you will soon come to a path going right. Take this path going to the right, which will lead to a cabin in the woods. Go inside this cabin, where you will find Dr. Arkov's ID Badge (Objective G Completed).

From where you killed Davidov, follow the path you are on right now. Eventually you will get to a bridge. On the other side of this bridge are three guards, so put on your Night Vision Goggles and take out a sniping weapon so you can take them all down. Even if you only kill two of the three, it is fine. You will then be able to run close to the last guard and get an easier shot at him. Cross the bridge and continue forward down the path once you are on the other side. Take the left path once you come to the fork in the road, and you will soon find yourself in front of a very large opening.

Once you are here, stay against the wall to the right and make your way toward the building to the right (the one with the trucks parked inside of it). Once you get here, look in the backs of all the trucks to find a blue bag. This is what you will need to use to bribe the pilot (Objective F Completed).

Although you can't see it, at the other end of this large opening is the airport. Don't run straight out into the opening, because there are many guards in spy towers above you that are waiting to pick you off with their sniper weapons. Once you come to the opening, go to the left and jump onto the small cliff here. Follow this all the way around while staying against the wall to your left. You will soon, after following this path, come to the door of the airport. There is a guard or two patrolling the area, so shoot them. Now make a run to the door of the airport and enter it. In the first room, DON'T SHOOT THE MAN STANDING WITH HIS HANDS IN THE AIR! I can't stress that more. If you shoot this man, it is a mission failure right on the spot. He is a civilian, and your objectives say not to kill any civilians. So instead of shooting him, go straight forward and into the next room. At the back of this room there will be stairs to the left. At the top of the stairs, shoot the guard standing there, then go into the control room, which is where you will have to get the controller to land the plane. After going in the control room, you will go through a short conversation with the man, and then he will offer to land the plane for you (Objective C Completed).

Now exit the airport and go outside to the middle of the big, open area. There will be a plane here, so approach it. When you do, a voice will start talking to you from the plane and will ask you some questions. After that is all done, the man will let you board the plane (Objectives D and E Completed).

M I S S I O N C O M P L E T E D

Mission 8: Masquerade

Mission Objectives:

- A. Infiltrate facility-do not arouse suspicion
- B. Christmas must survive
- C. Avoid innocent casualties
- D. Escape from blast pit
- E. Find Locator Card

You start the level disguised as Dr. Arkov. Walk straight ahead to the man standing next to the big truck. He will ask you to show him your papers, which you can do by going into your 'Gadgets' section of the Pause Menu. Once they are selected, press Z to give them to the man. He now tells you to go find Christmas Jones. She is all the way over to the right, almost against the wall. Show her the papers and she will give you access to the elevator inside the building you see here. Wait for her to follow you to the elevator and she will get inside to activate it for you. The elevator takes you down one floor. When you get off the elevator, open the first set of doors you see here. Once you have opened these two doors, you will be in a room with many doors in it. Go to the right and open the door here by pressing the switch on the wall. After you do this, a scene will start, and you have simply infiltrated the facility (Objective A Completed).

After the scene, Christmas and you are stuck in the blast pit with many guards around the outside shooting at you. Take out your Watch: Grapple and look to the ceiling above. You will see a small yellow and black striped square, which you should aim at with the Watch: Grapple and press Z to make the white grapple rope come down to you. Climb the rope and jump off onto the platform around the blast pit to escape the

pit (Objective D Completed).

Around the blast pit, you will notice a lot of doors. One has an opening in it, so make your way to this doorway. In this doorway, you should see a brown structure in front of you which can be pushed forward (that's what you should do with it). As you try to do this, guards will pop out and start taking shots at you, even when you least expect it. To put them away, duck down behind the brown structure you are pushing (press C-Down) and then you will have clear shots at them all. Continue to push this brown structure down the hall, and eventually, it will get stuck between two doors. When it does, more guards attack you so be ready for it. Once you have killed all the guards, look to the left of the brown structure, where you should see a crate. Jump on top of this crate, then from the top of the crate, jump into the brown structure. >From the inside of the brown structure, jump out the front and continue down this hallway. At the end, you will be attacked by about five guards with automatic weapons. Put them all away, and once you have done this, continue forward, where you will see a fenced off door. Inside this door is Renard! Not only is it him, but he has a bomb that when triggered, will go off in six seconds! Once you talk to him and he sets the bomb off (you will know when he does by looking for the red timer on the right side of the screen), run back down this hallway, toward the brown structure. Before you get to the brown structure, you will notice a yellow and black striped beam hanging from the ceiling above. Jump and grab this beam, and you will ride it all the way back to the blast pit, escaping the explosion of Renard's bomb. Once you are back at the blast pit, go through the hallways and clear out guards that are left. Down one of these hallways, you will find the Locator Card (Objective E Completed).

Go down the hall where the path is blocked off by a fire. Jump on the platform on the right, and from that height, you will be able to jump over the fire easily. Once you have cleared the fire, go through the doorway on the right to return to the room with the elevator. Find the elevator in this room and enter it to find Christmas Jones, who is safe (Objective B Completed).

The two of you will automatically ride the elevator back to the ground level and get off, which is where the level ends (Objective C Completed).

M I S S I O N C O M P L E T E D

Mission 9: City of Walkways I

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

When the level starts, go forward and climb the ramp on the right. At the top of the ramp is a door. Open the door and enter this building, which is a warehouse. Once inside, follow the path around to the left, where you will find a door with a lock on it. Get out your gun (if you don't have it out for some reason) and shoot the lock off the door. You will now be in a scene with Zukovsky (Objective A

Completed).

Now two more objectives are added to your list (D and E). From the room where Zukovsky is, go through a doorway to find a big hole in the ground. There is a ramp from the floor you are on going down to the floor below you, so climb the ramp down. At the bottom, go forward to find a Soviet KA-57 and some ammo for it. Save this all for later. For now, go into the next room and around the tractor in it. Find a door on the other side of the room and go through it. This door takes you back outside, where you will find two guards shooting at you. Take them both down and climb the ramp you see here. Once you are at the top of the ramp, you will have to kill two more guards. When they are dead, there are no more in this area, so it's time to move on. Go through the small opening at the top of the ramps to find a metal door and a switch to pull beside it. The metal door is locked for now, but pull the switch beside it (press B) to open it. Once it is open, go through the door and kill three guards inside. Once they are dead, find the elevator and pull the switch next to it to bring it down, allowing you to ride it to the floor above you. Once you get off the elevator on the floor above you, turn the corner and shoot the two guards you see. Now jump on the conveyor belt you see and ride it into the next room. In the next room, get off the conveyor belt you are on and get on the other conveyor belt in this room. Let this conveyor belt take you around the room in the middle of these two rooms and down to the floor below you. Once you are going down to the floor below you, a guard will start to shoot at you. Kill him, then turn to the right and walk toward the stacks of crates you see. There are two guards hiding in these crates, and one of them has a Rocket Launcher. You might want to pay attention when sneaking into this area, or you could pay. While being careful, sneak around the crate area and look toward the ceiling to find a guard waiting on top of a stack of crates for you. Shoot this guard and continue to the back of the crate area. In the back of this crate area, you will find another switch to pull on the wall. Pull the switch, then return to the conveyor belt on this floor. From here, go forward and go through the now-open door on the left to return outside. Once you are outside, go down the ramp to the right, and at the bottom, shoot the guard standing in front of you. Look around now to find a house-like structure nearby. Walk to this nearby structure and follow the walkway to the inside of it to find a guard. Kill this guard and collect his ammo, then look around this house-like structure for a switch on the wall. When you find the switch on the wall, pull it and go back to the ramp you came down. Go down the ramp opposite the one you went down to get to the house-like structure and go on the walkway to the right. Here, you will find another ramp going down to the level with the boat on it. Go down this ramp and follow the walkway past the boat, where you will find another ramp. Once you climb this ramp, take a right and look ahead of you. You see that long, wide bridge, don't you? You know why it is there? It was actually a drawbridge that was put together when you pulled the switch back in the house-like structure. Isn't it funny how things like this fall together? Anyways, go forward and across the drawbridge. On the other side, shoot the guards behind the crates and so on, then take your first right. This walkway will soon turn left, so follow it to the left, then go straight ahead to find a door on the building you see here. Enter the door and kill the guards inside. These guards are rather tricky, so keep an eye out. Once you have killed all the guards and the path is clear, go to the back of the room to find a ramp leading to the floor above you. Climb this ramp, and at the top, you will be greeted by two guards shooting at you. Take your time and kill both of these guards, making sure you are using one of your better weapons (it is fine to use one now, since the level is almost over). Once you have

killed both guards, make your way to the back of this room, too. Here you will find yet another ramp leading to another floor above you. Climb the ramp, and at the top, shoot the guards (remember to take your time and use a good weapon) then go to the left. Now walk forward to go through a doorway, which leads to a big room. Turn the corner in this room and look straight ahead to find a computer sitting on a desk. Approach this computer and take out your Covert Modem (Gadgets in the Pause Menu). Stand in front of this computer with your Covert Modem equipped, then press Z. This will download information off the computer (Objective E Completed).

From the computer, look at the wall to the left. You will see a doorway here which you should enter without delay. Once in this small area, look to the left to find a ladder sticking out from a hole in the ground. Climb down this ladder and at the bottom go forward and take a left, making sure you have a gun equipped. Turn this left corner and shoot the guard you see here, then go straight. This walkway will soon turn right, so follow it that way, and the mission will be over (Objectives B, C, and D Completed).

M I S S I O N C O M P L E T E D

Mission 10: City of Walkways II

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

When the level starts, turn around and look on the stack of crates behind you. You will see a Soviet KA-57, some ammo, and Body Armor, so be sure to collect all of these items before moving on in the level. Once you have collected all of these items, go forward to notice the drawbridge not put together. Now look to your left for a power area, and find the red switch. Pull the red switch to put the drawbridge together, allowing you to cross. Cross the bridge and enter the warehouse on the other side. Once you enter, you will meet with your allies, who will go ahead of you and get killed. Don't worry about this; it is actually good because it reduces the chances of you accidentally hitting one of them while trying to kill the other guards. Once both of your allies have been shot, go ahead to where they were and take out the two guards. Collect all the ammo, then go straight ahead until you come to a ramp leading to the floor above you. Climb this ramp and at the top, kill the guard. Collect his GL 40, as you might need it later. Now go down the ramp on the other side of the room, which will take you back to the bottom of the warehouse. Once you are back on the bottom floor of the warehouse, go forward and watch ahead of you. A guard will jump down from the stack of crates in front of you, so be ready to kill him. Once he is dead, collect his ammo and exit this warehouse through the door on the right. Once outside, go straight and onto the wooden walkway straight ahead. Try your best to not fall off here, or you will have to go all the way back to the exit of the warehouse and try again. Walk along this walkway until you see a crack in it. Jump onto the next part and walk along it until you see another crack. Jump from here onto the next part of the broken walkway, then continue to go forward until the walkway ends. At the end is a guard on the ground, so be ready to shoot him. Now enter the second warehouse

you see, which is straight ahead. Once inside, your friends will meet with you and try to kill some of the guards. Let the guards kill your partners (it won't affect your mission status), then kill the guards yourself. Once they are all dead, turn to the left and go straight. You will now be in a corner with a guard hiding in some kind of big box. Kill him, collect his ammo, then go outside the big box and collect the Body Armor here. Now go straight to find some double doors, which are your way out of this warehouse. Once you are back outside, go straight across the bridge-like walkway and when you get to the other side, stop and get against the wall. You should hear a helicopter fly over you at about this time, and it will be shooting at you. If you are almost anywhere except where I told you to take shelter, you are going to get hit. The helicopter will continue to shoot at you for about a minute, so wait in your shelter spot for that long until you hear the helicopter fly away. It is fine to get out once you can't hear the helicopter anymore. Now go to the left and find a wooden walkway here. Follow it around to an area with three bridges leading over some gas wells. Take the middle bridge, and once you get on it, stop. Wait for a helicopter to fly right in front of you and blow a hole in the bridge. As soon as the helicopter is gone, jump the gap it has made, then go straight until you are at the end of this bridge. Once you are, go to the left to enter the last warehouse. Once inside, turn left, then look to the right. You will see an explosive barrel here with a guard standing next to it. Shoot the explosive barrel to kill the guard, but wait for about twenty seconds before going into the area where the explosion occurred. Once you have waited, go into the opening and look to the right. You should have already noticed that this warehouse is the same shape as the last one you were in. Turn to the right to find some guards to shoot. Check this whole warehouse for guards, and be sure to clean it of bodies. Once it is clear, exit through the double doors at the back-right corner of the warehouse. Once you are back outside, RUN! Follow the wooden walkway you are on right now while helicopters and guards are shooting at you, but don't even bother shooting back because you can't see them let alone kill them. Continue to run down the wooden walkway until you come to a ramp leading to a platform above you. Climb the ramp and go to the middle of the platform to find another ramp. This ramp leads down this time, so take the ramp down and you will be next to a car. This is Zukovsky's car, which you will need to go to the trunk of. Take the equipment out of the trunk of his car (Objective B Completed).

You now have a new objective added to the three original ones you did. It is to destroy the attack helicopter. Before going back to the platform above you to do this job, look around the bottom platform for some Body Armor. Once you have found it, collect it and return to the platform above you. Once you are there, from the ramp you climbed, make a U-turn to the left. After that U-turn to the left, go straight. Hide behind the boxes here and take out your GL 40. Look to the sky to find the helicopter, and when it goes by, hit it with a rocket. Three shots will do the job (Objective D Completed).

Now that you have destroyed the helicopter, the drawbridge on the platform below you is put together. Go back to the car, then from there, go to the right and across the bridge. Get a powerful gun ready, and use that powerful gun to shoot the two guards firing at you straight ahead. Once they are dead and the path is clear, go forward and enter the warehouse you see to find Zukovsky (Objective A Completed).

Once you have found him, the mission is over (Objective C Completed).

Mission 11: Turncoat

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

When the level starts, go forward and turn right. From here, go forward and look to the left to find a ladder. Climb this ladder and walk along the platform until you find a Wolfram P2K at the end of it. Get this gun out and jump down from the platform. Now continue through the level, moving fast, as you are required to do in this level to keep close to Bullion. If you go too slow, you will fail your mission. Continue going straight, ONLY SHOOTING PEOPLE WHO SHOOT AT YOU FIRST. Be sure not to kill any civilians at all, or you will fail your mission. It is like this the whole way through the level, and there really isn't a lot to say except to watch who you're shooting at. Once you get to the end of the last street, a woman will run out of a doorway, follow by a few guards. Take all these guards out, then go in this doorway and climb the stairs you see. At the top, take a left to enter a very big square-shaped room. In this room is a hostage you will need to rescue, but keep in mind that you will need to be sure to hit the guard holding the hostage and not the hostages themselves! This room also has guards on both the ground and the balcony, so keep an eye out for both locations of guards. Take cover in the small areas on the sides if needed. Once you have killed all the guards in this room, go through the door on the side opposite the one you entered the room from. Climb the small flight of stairs and shoot the guard at the top. Collect his ammo and move on, killing only the guards that are close to you (remember, you have to do everything fast in this level) and you will soon arrive on the roof. Once on the roof, go around the building and through the drying laundry area. Past the drying laundry area is a break in the railing ahead, allowing you to fall down to the roof below. Once you land, turn right and go forward to find a ramp leading down. Go down this ramp and shoot the guard at the bottom of it. Now go left to notice two boxes beside each other. You will also notice that there is a gap between a house and the roof you are on right now. A guard will come out of the house across the gap and start shooting at you, so take him down, then get ready to do something very risky. From the two boxes you see, get a running start and jump from the top of the two boxes across the gap to the balcony of the house (where you shot the guard). Once you are on the balcony, go through the door and shoot a few more guards. Now open the door and go left, then right, and you will be in a room where a guard is shooting at you from behind a box on the ground. Take him out very fast and then look to the balcony to find yet another guard shooting at you. Kill him too, then walk across the boards and go right to find a ladder leading to the roof above. Climb the ladder, and at the top, go left and across the boards that are pushed across the gap to get to the main part of the roof. You will notice that you are right next to the windows in the ceiling of the building. Out of the windows in the ceiling of the building, the last one on the right is halfway broken down, but before you get there, shoot the guard in front of it. Now jump down the half broken hole in the ceiling window. When you land, look to the right to find four guards.

Not only are there four guards here, but two hostages you will need to rescue. Now continue through the door you see. In this next room, shoot the guards and go through another door to enter the last room in this level. In this room are two guards, and they don't put on a struggle at all, so take them down and approach the stairs you see. Here will be the last hostage you will need to rescue (Objective D Completed).

At the top of the stairs, you will be at the end of the mission. Not only that, but you complete three objectives at the same time! (Objectives A, B, and C Completed).

M I S S I O N C O M P L E T E D

Mission 12: Fallen Angel

Mission Objectives: A. Open security door with the scanned fingerprint from Bullion
B. Rescue M at all costs
C. Stop Elektra from warning Renard
D. Do not eliminate your allies

The level starts with you standing in front of the now-dead Zukovsky. Collect his gun and ammo lying beside him, then turn around and look for some glass doors. Go through these doors and then go right to find more double doors. Open these double doors, but once you do, wait. Face to the right, then strafe outside to have a guard right in front of you. Kill him, then turn around and walk to the other side of the balcony. Once at the end of the balcony, you will be able to pick off one or two guards. Be sure to do that if you don't want any trouble later. Now return to the double doors you went through to get outside, but don't go back through them yet. Instead, as they will be to your right, look to the left to find a path going down. Follow this path to a wooden walkway, then look for a hole in the ground. This hole will have a ramp going down in it, so climb down the ramp. At the bottom, shoot the guards, then go down the hall and find some Body Armor at the end. Now go back to the ramp to find another hole in the floor. This hole also has a ramp going down in it, so take the ramp to the level below you now. Turn around and shoot two guards, then make your way outside. Straight ahead of you is a stack of sandbags with someone hiding behind it shooting at you. The man behind the sandbags is Bullion. Take your time to kill him, then once you do, step outside and kill all other guards that are shooting at you. Once all the shots have stopped, go behind the sandbags to find the body of Bullion. Kneel down beside him and take out your ID Scanner from the 'Gadgets' section of your inventory. Use the ID Scanner on Bullion (press Z) to take his finger print. Now, start to go all the way back to where Zukovsky is lying on the floor dead. On your way there, you will confront two more guards that were not there the first time (they are in the hallway that you got the Body Armor in, if I recall). Kill both the guards and collect their ammo. Now return to the site of Zukovsky's body. Once you are there, you will see a winding stairway behind him. Climb these stairs to find a man in the middle of the stairway. DO NOT SHOOT HIM! He is your ally. He will tell you that he saw Elektra run through a door that you need a fingerprint scanned to get into. Not a problem for us anymore, we have Bullion's fingerprint. At the top of the stairs, look through the bars on the door to find a guard with his back turned.

Don't move from where you are; simply pick him off from your current location. Once he is dead, many more guards will come after you. If they don't, then you go after them! They are in the same room you shot that guard from! Before you enter that room though, look down the small hallway to your left to find a guard at the end. Kill him, then enter the room that the guard you picked off was barely standing inside. There are three or so more guards that come running out of the room, so try to kill them all without getting shot at all. Once they are all dead, go through the door on the other side of the room, then go right once you are back in the hallway. If you go straight ahead, you will see a metal door that you will need a fingerprint to get into (you will know because of the thing to the left of the door). Take out your ID Scanner again, point it toward the Fingerprint Scanner on the wall to the left of the metal door, then press Z. This will open this locked door, giving you access to a new room (Objective A Completed)

While you are facing the metal door you opened a few seconds ago, turn to the left (approximately ninety degrees). Now strafe into this room, barely entering it at all. Once you are in the room, look around on the walls for video cameras. Once you find them, use one of your guns to blow them to pieces. The reason for doing this is if you would have walked into that room and a camera would have saw you, you would have been trapped in a toxic gas area. That's right. A toxic gas area. It would have taken a lot of energy off your energy bar, and that is the reason I had you shoot the cameras off the wall is because if they would have saw you, you have fallen into the trap. If you do happen to fall in the gas area and the toxic gas is released on you, very fast, pull out your Watch: Grapple and look at the ceiling for a hole in it. Look through this hole to find a yellow and black striped square. Aim at this square with your Watch: Grapple and it will send a white rope down to you. Climb the rope and jump off at the top. You will now have to climb two ladders to get to the next area. Now, for the people that did this the right way, go through the door on the other side of the gas area and kill the guard. Climb the stairs all the way to the top, and you will be at the cell area. Once you are in the middle of the cell area, walk down the hall with the prison cells off to your left and right sides. Look in the last cell on your right (M will yell for you anyway). Approach this cell and use any of your guns to shoot the lock off the door. Once you enter the cell, a scene will start. During the scene, Elektra walks in with a bodyguard and tells you to drop your guns. When you do, she tells her bodyguard to kill you. When the scene is over, Elektra's bodyguard will be in front of you with a gun in his hand. Take out your Watch: Stunner (since you have no guns now) and stun the bodyguard. Once he is stunned, punch him about ten times, or until he drops his gun and falls to the ground, almost dead. You have now rescued M (Objective B Completed).

Now collect the bodyguard's gun and the ammo for it, then leave the prison cell area. As you are leaving, you will see a door that you haven't been in yet. Enter this door, and when you do, you will have two guards shooting at you. Take out the gun you collected off the bodyguard and shoot both of them. Now take out your Watch: Stunner and go into the next room, where you will find Elektra with another bodyguard. There is a short scene now, but after it's done, you will need to use your Watch: Stunner to stun Elektra, then punch her out so she falls on the floor in pain (Objective C Completed).

With that objective completed, you have now completed this mission (Objective D Completed).

Mission 13: A Sinking Feeling

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

When the level starts, go to the left and straight ahead. You will now see a guard standing in front of an alarm. Shoot this guard, then run in front of the alarm and wait. Another guard will come running to the alarm now that he heard gunshots. Kill this guard too, because if the alarm gets set off, it is a mission failure. Now, from the alarm, go to the right, but don't move. Get a view of the bridge leading to the submarine from this area, where you will see two guards on it. Shoot both of these guards, and once they are dead, move a little bit forward until you see two more guards. Kill these two guards, and be sure to collect their ammo. Now move to the bridge that the two guards you picked off a few seconds ago were standing on. Cross this bridge so you are on top of the submarine. Now look for the tall hatch to the left, and when you find it, start to walk around it until you find a ladder leading to its top. Climb this ladder, and at the top, fall down the hole in the hatch (Objective A Completed).

When you land, you will see another ladder leading down. Climb down this ladder, and while you are climbing down, you will notice a guard standing directly at the bottom of the ladder you are on right now. Shoot him with one accurate shot to the head, which will cause him to die right on the spot. At the bottom of the ladder, don't enter any of the rooms yet; go forward instead. Open the door here, then take a left to find a guard. When you shoot him, more guards will come after you, so be ready for it. Now, once you have gone left, the hallway will turn right and lead to another door straight ahead. Enter this door, and on the other side of it, kill any guards that get in your way. It is very important that you kill all the guards possible before rescuing Christmas Jones, and that is what we are trying to do now. Now go straight and the hallway will turn right, with a door off on the left wall. Go through this door to find a room with about four guards in it. Wait outside the door for them all to come out to you, and when they do, pick them off one at a time. When they are all dead, go into the room they were all in. This room has a map on the wall and a table in the middle of it. Remember this room, because it plays as a useful landmark later in the level. For now, go through the door on the opposite side of the room and then go left to find another door. Open this door, kill the guard, then go straight ahead until you see a door on the right. Open this door on the right, BUT DON'T ENTER THE ROOM. Instead, wait outside the room in the hallway for about five guards to come after you. Once they are all dead, go through the door straight ahead (NOT the one where all the guards you killed a few seconds ago were, the other one). Once you have gone through this door, go through the door on the right to find two guards in this room. Once you have killed these two guards, backtrack all the way to the ladder you boarded the submarine from (I'm assuming you are familiar with the level layout by now, you have probably played it a few times before you started reading this

Walkthrough anyway). Once you make it all the way back to the ladder, check in all the rooms around it for Christmas Jones. Shoot all the guards in these rooms also, that way Christmas has less of a chance of getting shot. That is the reason I had you go clear out half the submarine before rescuing Christmas in the first place. You will find Christmas in one of the rooms near the ladder, but it changes every time (Objective B Completed).

Now you have a new objective; escort Christmas to the Mine Room. >From the ladder, make your way to the map room. From the map room, go through the door on the opposite side of the room, and look back every once in a while to make sure Christmas is still with you. Once back in the hallway, go left and through the door around the corner. From here, go straight and through the next two doors straight ahead. After you are on the other side of these, go around the corner to the right, then look to your left for a ladder sticking out from a hole in the floor. Climb down this ladder and wait in this room for Christmas to enter it. This room you are in is the Mine Room, and once Christmas joins you in it, you have completed another objective (Objective E Completed).

After you tell Christmas to stay in the Mine Room and she agrees to it, climb back to the top of the ladder leading out of the Mine Room. At the top of the ladder, go right. The hallway will then turn left, and you will see a door here. Go through the door, and as soon as you do, you will see a door to the left. Enter this door to gain access to the control room (Objective C Completed).

Now that you have cleared all the guards out of this room at the beginning of the level, go through the other door in the room and shoot the last guard in here. He is standing in front of the steering controls, so once he is dead, shoot the steering controls behind him, then enter the room to end the mission (Objectives D and F Completed).

M I S S I O N C O M P L E T E D

Mission 14: Meltdown

Mission Objectives: A. Enter reactor area
B. Eliminate Renard
C. Protect Christmas

Coming Soon.....

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5. BODY ARMOR LOCATIONS
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In this section, I will list the fourteen different levels and where Body Armor can be found in each of the levels, simply to have a fast reference for it in the FAQ. If I am wrong about a location of Body Armor in this section (because I was confused about it), then please email me simply telling me where I made the mistake, then I will fix it and add your name in the credits of this FAQ on its next update. Please enjoy!

When the Body Armor can be found:

KEY: *= Secret Agent Mode only
**= Both Secret Agent and Agent Modes
***= Agent Mode only

Mission 1: Courier

None found in this level.

Mission 2: King's Ransom

1. **At the beginning of the level when you exit the room M is in, go to the stairs. Right before you get there, you will notice a door on the right which leads to another meeting room. Enter this door to find some Body Armor lying on the table.
2. **Once you are at the bottom of the stairs and in the second part of the level, from the stairway, open the door and go down the hall. Once you pass the Q Division on the left, continue down the hall and take the next two lefts. Once you do, there will be a door on the left wall. Enter this door and go to the back of the room to find some Body Armor.

Mission 3: Thames Chase

1. **In the second warehouse (the one where you have to use your Watch: Grapple), once you grapple to the platform above you, turn around and jump across the stacks of boxes until you reach the platform on the other side of the room. On this platform is some Body Armor.

Mission 4: Underground Uprising

1. **When you start the level, go down the stairs straight ahead and take a left into the lobby. You will now be at a fork, so take the left path and follow it around until you come to an escalator. Once you are at the escalator, go down it, and at the bottom shoot the two guards. Once they are dead, look around this area for some Body Armor.

Mission 5: Cold Reception

1. **After the first tunnel, stay to the left at the fork. If you go left, you will go off a big jump and land next to some Body

Armor.

2. **After destroying the first oil well, stay left at the fork. Once you do, you will be on top of a small cliff that has Body Armor on it.

Mission 6: Night Watch

None found (or needed) in this level.

Mission 7: Midnight Departure

1. **Follow the original path until it turns left, where you will find the cabin. Inside is some Body Armor.

Mission 8: Masquerade

1. **Go down the elevator and straight through the door. Walk around the huge column, then find a hallway with a few guards and a scientist. There is some Body Armor here to find.

Mission 9: City of Walkways I

1. ***Before the big drawbridge, you will notice a boat in the water off to the right (assuming you are on the drawbridge). Follow the walkways to this boat to find some Body Armor next to it.

Mission 10: City of Walkways II

1. **As soon as you start the level, turn around to find two stacks of crates. On one of these stacks of crates is some ammo along with some Body Armor.

2. **In the second warehouse (from the entrance), go left, right, then straight ahead until you get to the back wall. Once you are at the back wall, go right, then you will see Body Armor lying on the floor to the right.

3. **Next to Zukovsky's car before fighting the helicopter, you will want to get the Body Armor near the car.

4. ***At the area right before the three blue bridges, go all the way to the right and then forward, so you are on the side of the building. You should find some Body Armor at this location.

Mission 11: Turncoat

1. **In the restroom (or whatever it is supposed to be), the last stall has some Body Armor in it.

Mission 12: Fallen Angel

1. **On the balcony (right after leaving the house to go shoot Bullion), turn left and go down the hill here to find a hole in the ground. Fall down this hole and you will land in some Body Armor.

Mission 13: A Sinking Feeling

None found in this level.

Mission 14: Meltdown

Coming Soon.....

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6. CREDITS
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There are a lot of people that I would like to credit in my FAQ, but I will only credit the select few. The following people are credited:

**Adam, for telling me about using your Watch: Laser to disable alarms in the 'A Sinking Feeling' level. Thanks a lot.

**Dallas, for writing such great FAQs on GameFAQs that help me out when I am stuck in a game. I don't know how to thank him more. Not only did his FAQs help me when I was stuck in a game, but they all inspired me to write this FAQ. Dallas, thanks.

**EA Games, for making this game 'The World Is Not Enough'.

**CJayC, for running the excellent site of GameFAQs.com, and for posting this FAQ on the great site. I don't know how he does it, but I'm sure glad he does. CJayC, I don't know how to thank you more. All I can say is continue the great work.

**Timmink, for emailing me and informing me about some Body Armor locations I had missed. Thank you Timmink

**Metallica4Life04, for contacting me by email to inform me on Body Armor locations and things of this kind.

***If you send me email telling me I have made a mistake in my FAQ, you will be credited ONLY if you correct the mistake. Keep this in mind.

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7. CONTACT INFORMATION

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I am probably not as strict as I should be with this policy. The reason I have included this information in this FAQ is because I don't want to continue to receive email such as the following:

1. Jokes (especially ones that are not funny at all)
2. Chain Letters
3. Surveys (some are fine, others I can't stand)

If you are going to send me an email concerning any of those topics, think twice. I will probably NEVER respond to it, or send the chain letter to any other people.

Now, for the email I would like to receive:

1. Questions about the game
2. Corrections to my FAQ
3. Questions for permission to use this FAQ on other sites than GameFAQS.com

That all should clear the email process for everyone reading any of my FAQs.

===== 8. CLOSING =====

In closing, I want to thank you for reading this FAQ. I sure hope it has helped everyone who has read it. Keep in mind that you can email me if you find any mistakes in the FAQ, and if you do, you will be credited in the 'Credits' section of the FAQ.

Support me by going to my Web Page at www.geocities.com/nesguides

If you do go there, you can support me by signing the guestbook. After doing that, please look around the site and try the many things I have to do there. That is all for now, I'll see you later!

~End of Document~