

# The World Is Not Enough Weapons Guide

by TieFighterPilot

Updated on Oct 10, 2002

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

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The World Is Not Enough Weapons Guide (N64)  
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By: TieFighterPilot

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1. Legal Stuff  
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I take credit for all information in this guide. I painstakingly went through every multiplayer setting and weapon in the game to create this guide. It is copyrighted to me, Marc Humpert, and is not to be stolen, copied, plagiarized, altered, or have anything done to it or with it that infringes upon copyright laws.

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2. Introduction To Multiplayer Weapon Statistics  
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The name of the weapon is in all capitals.

FOUND is what multiplayer setting the weapon is found on.

OPTIONS is if the gun has two options. You can activate the gun's secondary option (only on certain guns) by pressing B and then Z. Single means the weapon fires one bullet at a time. Double means it fires two at a time (only for the spear gun). Auto means the gun unloads its clip one bullet after the other. Pump (only for Frinesi shotgun) means the gun fires and then reloads. Burst means the gun fires 3 bullets and then reloads. Laser is a beam of red light that pinpoints a target. Guided (Sentinel only) means you can guide the missile around to hit targets around corners. Timed is an explosive that explodes a few seconds after being fired. Impact is when the explosive explodes upon impact. If a gun has no options, then it just fires a single shot. Gadgets don't have any ammo (night vision goggles, body armor, x-ray glasses).

AMMO: The amount of ammunition in one clip. Or the amount of shots that can be taken until you must reload.

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3. Multiplayer Weapon Statistics

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WOLFRAM P2K

Found: Covert, Close Combat  
Options: Without silencer, with silencer  
Ammo: 16

=====

DEUTSCHE M95

Found: Covert, Sniper Combat  
Options: Burst, Single  
Ammo: 30

=====

SUISSE SSR 4000

Found: Covert, Sniper Combat  
Ammo: 5

=====

DELTA 900 MAG

Found: Covert, Exotic  
Ammo: 5

=====

RAPTOR MAGNUM

Found: Combat, Close Combat  
Options: Single shot, Single shot with laser guide  
Ammo: 8

=====

MEYER BULLPUP

Found: Combat, Rapid Fire  
Options: Burst, Auto  
Ammo: 30

=====

GL 40

Found: Combat, Explosive, Wild Fire, Exotic  
Options: Impact, Timed  
Ammo: 1

=====

RL 22

Found: Combat, Explosive  
Ammo: 1

=====

FRAG GRENADE

Found: Combat, Explosive, Wild Fire  
Ammo: 1

=====

SOVIET KA-57

Found: Rapid Fire, Wild Fire  
Options: Auto, Burst  
Ammo: 30

=====

MUNITIONS BELGIQUE POW 90

Found: Rapid Fire  
Options: Auto, Single  
Ammo: 50

=====

MUSTANG MAR-4

Found: Rapid Fire  
Options: Auto, Burst  
Ammo: 30

=====

MUSTANG .44

Found: Close Combat  
Ammo: 6

=====  
DEUTSCHE M45  
Found: Combat  
Options: Auto, Burst  
Ammo: 25

=====  
DEUTSCHE SA90  
Found: Sniper Combat  
Ammo: 20

=====  
MUSTANG MAR4-GL  
Found: Explosive  
Options: Auto, Impact  
Ammo: 30 or 1

=====  
AT 420 SENTINEL  
Found: Explosive  
Options: Guided, Auto  
Ammo: 4

=====  
STICKY GRENADE  
Found: Explosive, Gadget War, Exotic  
Ammo: 1

=====  
INGALLS TYPE 20  
Found: Gadget War, Exotic  
Options: Auto, Single  
Ammo: 30

=====  
NIGHT VISION GOGGLES  
Found: Covert, Sniper Combat  
Ammo: None

=====  
BODY ARMOR  
Found: Combat, Rapid Fire, Explosive, Gadget War  
Ammo: None

=====  
X-RAY GLASSES  
Found: Gadget War, Exotic  
Ammo: None

=====  
MEYER TMP  
Found: Wild Fire  
Options: Auto, Single  
Ammo: 25

=====  
FRINESI SPECIAL 12  
Found: Wild Fire  
Options: Pump, Auto  
Ammo: 8

=====  
SEAMASTER SPEARGUN  
Found: Exotic  
Options: Single, Double  
Ammo: 2

=====  
4. Introduction To Multiplayer Weapon Settings  
=====

This section tells you what multiplayer settings have what weapon.

The multiplayer setting is in all capitals.

SW stands for starting weapon. That is the weapon that your character starts with.

SG stands for starting gadget. That is the gadget that your character starts with. Not all settings have a starting gadget though.

PA stands for pickups available. These are the weapons and gadgets that are found in the multiplayer setting, excluding the starting weapon (SW) and starting gadget (SG).

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#### 5. Multiplayer Weapon Settings

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##### COVERT

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SW: Silenced Wolfram P2K

SG: Night Vision Goggles

PA: Deutsche M95, Suisse SSR 4000, Delta 900 Mag

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##### COMBAT

=====

SW: Raptor Magnum

SG: Body Armor

PA: Deutsche M45, Meyer Bullpup, GL 40, RL 22, Frag Grenade

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##### RAPID FIRE

=====

SW: Soviet KA-57

SG: Body Armor

PA: Munitions Belgique POW 90, Meyer Bullpup, Mustang MAR-4

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##### CLOSE COMBAT

=====

SW: Wolfram P2K

PA: Raptor Magnum, Mustang .44

=====

##### SNIPER COMBAT

=====

SW: Suisse

PA: Deutsche M95, Deutsche SA 90, Night Vision Goggles

=====

##### EXPLOSIVE

=====

SW: GL 40

SG: Body Armor

PA: Mustang MAR4-GL, RL 22, AT 420 Sentinel, Sticky Grenade, Frag Grenade

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##### WILD FIRE

=====

SW: Frinesi Special 12

PA: Soviet, GL 40, Frag Grenade

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## GADGET WAR

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SW: Silenced P2K

SG: Body Armor

PA: Ingalls Type 20, Sticky Grenade, X-Ray Glasses

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## STANDARD

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All Player Use Everything On Map

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## EXOTIC

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SW: Seamaster Speargun

PA: Delta 900 Mag, GL 40, Sticky Grenade, X-Ray Glasses

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## 6. Conclusion

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I hope this guide was useful. Thank you to my friend and I for playing the game and getting all the codes.

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