

GoldenEye 007 FAQ/Walkthrough

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Goldeneye FAQ/Walkthrough

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Platform: N64

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1. V E R S I O N H I S T O R Y

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Version 2.1: Updated my contact information with information on my new e-mail address.

Version 2.0: To prove that I'm not dead (sorry to dissapoint all of you), I've added a Gameshark section, and performed a spellcheck.

Version 1.0: Initial update.

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2. B A S I C S

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This part basically gives an overview of survival tactics for Goldeneye.

The Guards Can Here You

At least in a way. You may notice that some weapons like the PP7, are quiet, and others, like the KF7, are loud and attract lots of guards. Often, you should use quiet weapons to avoid attracting guards. Obviously, it is best to surprise the guards, when possible.

Automatics 101

Automatics are so much fun, but ammo is gone too soon. Basically, you want to conserve ammo. Why? For a few reasons: Full auto is loud, and attracts more guards. Second, when you go into full auto, your accuracy drops A LOT. Finally, ammo is available in short supply in the higher difficulties.

Go for the head!

In Goldeneye, how much damage you do depends on where you hit the enemy. A headshot almost always kills instantly. Chest shots take a few hits. Anything else requires plenty of shots.

Guard Glitches

There are several bugs in the enemy AI that give you the upper hand. First, if a guard kneels down, he must stand back up before turning around. Secondly, if there is something like a catwalk or fence between you and a guard, he will not try to shoot you; he won't even see you. Also, if you get right against a guard, they will be unable to fire at you.

The dead bodies glitch

This is a bug that is particularly annoying in large firefights. Guards can shoot through dead guards, but you can't.

Use the terrain to your advantage

If you run out with no cover, you will get mowed down. Subsequently, you need to use your surroundings to take cover from enemy fire.

Differences in the Difficulties

-
1. You have much more objectives.
 2. The enemy AI gets greatly increased; they get smarter and stronger.
 3. Body armor and ammo get scarcer.
 4. Security cameras will spot you sooner.
 5. The enemies get far more accurate.

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3. W E A P O N S

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Here's how this is set up:

Name of weapon

Other Versions (silenced, etc.)

Ammo: The type of ammo it uses: 9mm (small), 5.56mm (big), or the other assorted types.

Clip size

Max Ammo (clip not included)

Real name

(Other information would be here)

Pistols

PP7

Other versions: Silenced

Ammo: 9mm

Clip size: 7

Max Ammo:

Real Name: Walther PPK

The PP7 is your main weapon, and is found in every stage. It is the fastest firing pistol, although it is not incredibly strong. The silencer allows you to avoid alerting guards.

DD44 Dostovie

Ammo: 9mm

Clip:

Max Ammo:

Real Name: TT33 Torkev

The DD44 is similar to the PP7, but it is far more powerful, and much louder. Because you usually have to go out of your way to find it, you probably won't use it much, except in Archives.

Cougar Magnum

Ammo: Magnum Bullets

Clip:

Max Ammo:

Real Name: Blackhawk Magnum

The Cougar Magnum is the most powerful revolver in the world. Too bad you only get it with cheats. It has great stopping power and a slow rate of fire. It also shoots through doors.

Golden Gun

Ammo: Golden Bullets

Clip: 1

Max Ammo:

Real Name: N/A

With such an abysmally small clip, you may wonder why you should use this. You have to be accurate, but one shot will kill anyone, no matter where it hits.

Silver PP7

Ammo: 9mm

Clip: 7

Max Ammo:

Real Name: N/A

This is exactly the same as the Cougar Magnum, except for the look, clip, and faster rate of fire.

Gold PP7

Ammo: 9mm

Clip: 7

Max Ammo:

Real Name: N/A

Yet another PP7! This one is the same as the PP7, except that every shot is fatal.

Automatics

Klobb

Ammo: 9mm

Clip:

Max Ammo:

Real Name: Skorpion

There is really no redeeming quality about the Klobb. It is incredibly slow and weak. Further more, it is horribly inaccurate and loud. It sounds annoying too.

ZMG (9mm)

Ammo: 9mm

Clip:

Max Ammo:

Real Name: Micro-Uzi

Now this is an automatic! Great rate of fire, and stopping power. It is loud, but the other stuff makes up for it. You often get it as a double weapon too.

D5K Deutsche

Other Versions: Silenced

Ammo: 9mm

Clip:

Max Ammo:

Real Name: MP-5K

Arguably one of the better submachine guns in the game, this has nice stopping power. It also can have a silencer at times, which becomes very helpful.

Phantom

Ammo: 9mm

Clip: 50

Max Ammo:

Real Name: Spectre

This is one of the coolest weapons in Goldeneye. It has a huge clip and does plenty of damage. Sadly, you only get it in one stage.

KF7 Soviet

Ammo: 5.56mm

Clip:

Max Ammo:

Real Name: AK-47

The KF7 appears in almost every single stage, so finding ammo shouldn't be a problem. It is very loud, but if you limit your shots to bursts, you won't blow your cover as much. It also comes with a scope.

US AR33 Assault Rifle

Ammo: 5.56mm

Clip: 30

Max Ammo:

Real Name: M16 A2

This ties for best weapon in the game. It has a great scope and stopping power and will send any enemy to his grave. As a bonus, it goes through doors. It also eats up ammo incredibly fast.

RC P90

Ammo: 9mm

Clip: 80

Max Ammo:

Real Name: FN-P90

The RC-P90 has a downright ridiculous clip, first off. It fires ammunition incredibly fast, and does loads of damage. It goes through doors, and will send any guard to his grave.

Things That Go BOOM!

Grenade Launcher

Ammo: Grenade Shells

Clip:

Max Ammo:

Real Name: MP30 Grenade Launcher

The Grenade Launcher fires out devastating grenades that will wipe out tons of enemies. However, it is suicide if you don't use it right.

Rocket Launcher

Ammo: Rockets

Clip: 1

Max Ammo:

Real Name: Military Rocket Launcher

By far the most devastating explosive, it fires out a straight rocket that will eliminate anyone in the blast radius.

Grenade

Ammo: Grenades

Clip: N/A

Max Ammo:

Real Name: Grenade

Just pull the pin, throw it, and wait about five seconds for it to blow up.
Simple, really.

Remote Mines

Ammo: Remote Mines

Clip: N/A

Max Ammo:

Real Name: N/A

Plant the mine on the target, and detonate it with the detonator.

Timed Mines

Ammo: Timed Mines

Clip: N/A

Max Ammo:

Real Name: N/A

Basically a grenade that sticks to surfaces.

Proximity Mines

Ammo: Proximity Mines

Clip: N/A

Max Ammo:

Real Name: N/A

Motion sensing mines that will explode once something gets too close.

Tank

Ammo: Tank Shells

Clip: 1

Max Ammo:

Real Name: Tank

Hoo-ha! Hop in the tank for some real fun. The tank shells will blow things up,
but are incredibly slow. You can also use the tank to ram and smash people.

SPLAT

Other

Unarmed

Ammo: N/A

Clip: N/A

Max Ammo: N/A

Real Name: Fist

Basically, you use it to punch people if you run out of ammo.

Throwing Knife

Ammo: Throwing Knife

Clip: N/A

Max Ammo:

Real Name: Bowie Knife

You can throw these at guards to kill them, but they're nigh impossible to use accurately, so they're just not worth it.

Hunting Knife

Ammo: N/A

Clip: N/A

Max Ammo: N/A

Real Name: Bowie Knife

These are a nice alternative to unarmed. They do more damage, and make a cool squish sound.

Shotgun

Ammo: Shotgun Shells

Clip:

Max Ammo:

Real Name: Remington 12-Gauge Cruiser Shotgun

This is probably the loudest weapon in the entire game. It does more damage at close range, due to the fact that the shells will scatter.

Auto Shotgun

Ammo: Shotgun Shells

Clip:

Max Ammo:

Real Name: Benelli Super M90

This does more damage than the Shotgun, and is faster. It still attracts plenty of guards, though.

Military Laser

Ammo: N/A

Clip: N/A

Max Ammo: N/A

Real Name: N/A

The Laser does plenty of damage, has no kickback, and requires no ammo. This is a real lifesaver in Aztec.

Tazer

Ammo: N/A

Clip: N/A

Max Ammo: N/A

Real Name: Stunner

It looks nice, but it's good points end there. It is extremely weak, and is nearly impossible to aim with.

Sniper Rifle

Ammo: 5.56mm

Clip:

Max Ammo:

Real Name: Sniper Rifle

The Sniper Rifle has an EXCELLENT zoom in (10x, I think). This allows you to pick off targets before you are in range of them. Just don't use it for close quarter combat.

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6. E Q U I P M E N T

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Covert Modem: A gadget that lets you gain access to closed data storage systems.

Door Decoder: A device that cracks security door codes in a matter of seconds.

Key Analyzer: A briefcase that can be used to copy electronic card keys like the Goldeneye key.

Tracker Bug: A magnetic tracker with a huge range.

Microcamera: A small compact camera, used for covert operations.

Datathief: A data copying device able to break almost all protective measures.

Plastique: An explosive charge that has a huge blast range.

Watch Laser: A laser used to cut through steel, and human flesh, if need be.

Watch Magnet Attract: A small electromagnet located inside 007's watch.

W A L K T H R O U G H S E C T I O N

Keep in mind that the walkthroughs are for 00 Agent (for lower difficulties, just eliminate the parts for non-required objectives).

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5. M I S S I O N 1: A R K A N G E L S K

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This mission involves Bond infiltrating the Chemical Weapons Facility via the Byelomore Dam, meeting up with 006, and blowing the place to kingdom come. Then Bond must escape from the facility.

Byelomorve Dam

Objectives

- A. Neutralize all alarms. (SA)
B. Install covert modem. (00)
C. Intercept Data backup. (00)
D. Bungee jump from platform. (A)

Weapons

PP7 Silenced
DD44 Dostovie
KF7 Soviet
Sniper Rifle
Grenade

Walkthrough

From where you start, strafe to the side, and blast the guy there, and the one across from you. Grab their KF7's, but don't use them yet. Look over at the guard tower; blast the two guys there. Go up the stairs to it, and grab the Sniper Rifle. Aim through the tunnel with the Sniper Rifle, and blast one of the two guards in the head. The other will start running; blast him. Head down, and through the tunnel. Pull up the PP7 as you come to a section with several guards. Strafe to the guard tower, head up, and use the Sniper Rifle to eliminate the guards here. Grab the ammo, head to the gates, open them, and head through.

Here you will see a soldier running towards an alarm; shoot him and then the guard by the tower. Go over to the alarm, and blow it up. At this point, 2 guards will come out of the nearby building; they will die. Head through the gate, and to the right, by the back of the building. You should see a screen; plant the Covert Modem on it (Objective B Complete). Head to the next gate, blast the lock, and head through.

Now you're on the actual dam itself. Pull up the Sniper Rifle, and blast the guards patrolling on the 3 towers. Head over to each tower, enter through the door, and blow up the alarm at the entrance to each (Objective A Complete). At the last tower, enter and head down the stairs, which lead to a sewer. Pop the guy through the gate, and pull up your Soviet. This is the dangerous part of the mission, as it is filled with guards and explosive crates. What I prefer to do is slowly move through, and peek in and out from the crates, blasting the guards. Make your way through the sewer to a room with the mainframes. Blast the guards (do NOT destroy the mainframes). Go over to the mainframe, and activate it to start the download (Objective C Complete). Now, head out of the sewer, and to the platform in the middle of the dam. Simply walk straight off (Objective D Complete).

Chemical Weapons Facility #2

Objectives

- A. Gain entry to laboratory area. (A)
- B. Contact double Agent. (SA)
- C. Rendezvous with 006. (A)
- D. Destroy all tanks in bottling room. (A)
- E. Minimize scientist casualties. (A)

Weapons

PP7 Silenced
DD44 Dostovei
D5K Deutsche
KF7 Soviet
Grenade

Walkthrough

You start out in the vents. Head through to an opening to a stall. Before jumping down, look over and blast the guy in the stall across from you. Jump down, strafe over, and blast the guy by the urinal, and the other two in the stalls. Exit the bathroom, and head to the door to the left. Head through, and look down the stairs. Blast the guy, and head down. Make your way through this

hall, being sure to kill any guards. Remember that a guy with a keycard has his back to you in the next room. With the guards here dead, head to the metallic door across from the bathrooms. Open it and great the 3 guards with a few blasts from the PP7. Activate the computer, and race over to the door in the back. Head through into the lockers, and kill the two guards here.

Pull up the KF7, and open the door in front of you. Blast the 3 guards in front of you, and head through. I should point out that you shouldn't shoot the scientists, or you will fail. Also, for objective B., you have to meet with Dr. Doak. He appears in one of several rooms. He could be in one of the two side rooms in this hall, but you can come back later, as unlimited guards coming from the starting area will assault you. Head through to the next room, open the door, and pop the guards in front of you in the face. Now, you have a few choices. To the right is a large room, which needs to be opened via console in the room ahead. The big room MAY have Dr. Doak in it. I prefer to ignore it for now. Head forwards to the left, up to a locked door. Fire a KF7 burst at it and a guard will come to open the door. Head through, and send him on his way (Objective A complete).

Go up the stairs to the labs. Kill the two guards there, and check the glassed in rooms. Hopefully, Dr. Doak will be in one of them. If he is, he will give the door decoder, in which case, Objective B complete. If not, the deluge of guards has stopped, so head back to the other areas where he may be. Get the decoder, and head forwards to next locked door. Use the decoder, and the door opens. Head down and head over to 006 to get his spiel started (Objective C complete). Now, you need to plant mines on the 10 bottling tanks to destroy them. But, you only have 5 mines. I'll show how this works with an inept ASCII map.

Birds eye view of bottling tanks:

```
* * * * *           Legend:
0 0 0 0 0           * = plant a mine on this tank
                   0 = bottling tank that should not have a mine planted
```

The explosions will destroy the other bottling tanks. Anyway, once 006 finishes his talk, an alarm will sound. At this point, detonate the mines, destroying the tanks (Objective D complete). Race out through the door in the back.

Runway

Objectives

- A. Find plane ignition key. (A)
B. Destroy heavy gun emplacements. (00)
C. Destroy missile battery. (SA)
D. Escape in plane. (A)

Weapons

PP7 Silenced
KF7 Soviet
Klobb (x2)
Grenade
Remote Mine
Tank

Opposition

Russian Soldiers: Unlimited amounts of them armed with KF7s, and later, Klobbs.

Walkthrough

You've destroyed the facility, but you still need to get out alive. Turn around, head to the door, pop the guard, and grab the mines there. Head down the platform, and outside. Blast the guard, and race to the right. Enter the small building, and surprise the 2 guards. Grab the ignition key (Objective A complete), and race out to the left. Hop in the tank and head down the runway. Smash anyone in front of you, until you get to the drone gun. Fire a tank shell to destroy it. Speed over to the back of the stage, and quickly blast the other 2 guns (Objective B complete). By this time, reinforcements will have arrived. Go over to the plane and destroy the missile battery with a tank shell. Jump out, and hop in the plane by pressing "B" (Objective D complete).

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6. M I S S I O N 6: S E V E R N E Y A
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This mission takes place a few years later. Bond must break into a Russian bunker and steal vital information about the Goldeneye, and possible Janus activity.

Surface

Objectives

- A. Power down communications dish. (A)
- B. Obtain safe key. (SA)
- C. Steal building plans. (SA)
- D. Enter base via ventilation tower. (A)

Weapons

PP7 Silenced
Sniper Rifle
KF7 Soviet
Grenade
Klobb (x2)
Grenade Launcher

Opposition

Siberian Spec. Forces: These guys have KF7s, Klobbs, or Sniper Rifles.

Walkthrough

Immediately pull up the Sniper Rifle, and head forwards until you can sort of see one of the guards. Zoom in, and pop him in the head. Head forwards some more, and you should see two soldiers in front of a cabin, kill them both. Head forwards across the snow, past the cabin, to another cabin. Open up; kill the guards in there, and the key and the Grenade Launcher.

Backtrack to the first cabin area. Go into the cabin that didn't have guards in front, and grab the safe key (Objective A complete). At this point, unlimited guards with Sniper Rifles will begin shooting at you, but they can't hit to save their lives. Head towards the satellite, but turn left and head towards a chain linked area. Go in the first cabin, open the safe, and grab the building plans (Objective C complete).

Head back to the satellite, enter, and go up the stairs. Open the door, which leads to a computer. Activate it to power down the satellite. Exit, and head forwards from the satellite. This will lead to a tower. Go onto it, and shoot off the locks to make the grate fall off. Hop in to end the level (Objective D complete).

Satellite Control Bunker (1)

Objectives

- A. Disrupt all surveillance equipment. (SA)
- B. Copy Goldeneye key and leave original. (A)
- C. Get personnel to activate computer. (00)
- D. Download data from computer. (00)
- E. Photograph main video screen. (A)

Weapons

PP7 Silenced
KF7 Soviet
Klobb (x2)
PP7
DD44 Dostovei (x2)
Grenade

Opposition

Russian Soldiers: There is a large amount of these guys, with KF7s or Klobbs.

Russian Commandant: There is one of these guys with a PP7.

Janus Special Forces: They appear after the alarm is sounded and have DD44s.

Walkthrough

There isn't a large amount of guards in this stage, but you still should remain stealthy and quiet until the VERY end.

Head forwards, open the door, and blast the 2 guards in the room, and blow up the alarm. Turn around, and go through to the next room. Look up and destroy the camera. Go back to the alarm room, and look through the glass. Blow up the camera, and kill the guard that comes over. Turn left down the hall, blasting anyone in sight. Take another left, and head all the way down from there. You should see a security cam; shoot it.

Hopefully by now you should have the Computer room key card. If so, go to the computer room near the start. Through the window, shoot one the guards in the head. The rest should come towards the door, and will easily die. Moving on, head left from the computer room, and down the stairs. Strafe into view of the control room, and shoot the guard by the wall screen. Head in, and take down

the other guards in sight. At this point, a few guards will come down from a platform to the right. But, because of an AI glitch, you can kill them before they attack you. In the back of the room, Boris is at a computer. DO NOT go near him yet. Go over to the other raised platform, and shoot the guard through the glass. Then, blow up the camera (Objective A complete). Select the camera, and photograph the wall screen (Objective E complete). Go over to Boris, grab the Goldeneye key, and start talking to him.

Boris will head towards the computer room. Stay near him, or he will run away like the wus he is. While walking with him, pull up the Key Analyzer, and use it to analyze the Goldeneye key. Then, pull up the Goldeneye key, and throw it away (Objective B complete). Once Boris gets to the computer, pull up the Datathief. Wait for Boris to start up the computer (Objective C complete). Use the Datathief on the computer, as the alarm goes off (Objective D complete). At this point, feel free to prove that Boris is not invincible by popping a cap in his head.

Pull up the KF7, and run down to the control room, where Janus Special Forces are coming out from the exit. Fire several bursts at them, race through the glass door, up the stairs, and through the door.

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7. MISSION 3: KIRGHIZTAN

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After another few years, a missile silo has begun unscheduled missile testing. Bond is set in to literally blow the place to ashes.

Soviet Missile Silo

Objectives

-
- A. Plant bombs in fuel rooms. (00)
 - B. Photograph Satellite. (A)
 - C. Obtain telemetric data. (SA)
 - D. Retrieve satellite circuitry. (SA)
 - E. Minimize scientist casualties. (A)

Weapons

- PP7 Silenced
- KF7 Soviet
- DD44 Dostovei

Opposition

Russian Infantry: These troops populate the Silo, and carry KF7 Soviets.

Gen. Ourumov: He appears at the end with a DD44.

Walkthrough

This is probably the first truly hard stage; consequently, you'll want to move carefully. However, you have 8:30 to complete the stage before the Silo blows up, so don't waste too much time.

Head through the first door, and shoot the guard in front of you, and the one next to him. Stick to the PP7 until you run out of ammo for it. Kill the guard at the top of the stairs, and head up them. Strafe out in front of some more guards. You'll want to use the tactic of peeking in and out, while getting off a few shots at a time. Once they are all dead, head through, into the first main room. Kill the guard there, and get the keycard from the scientist. Go over to the desk, and grab 2 circuit boards. You should see 2 black fuel things; plant a plastique on each. Head up the stairs to the next room. Shoot the guards in front of you, and head to the door to the right.

Kill the guards in front of you, and then fire a KF7 burst at the stairs. Still using the KF7, wait for the guards to show up, and then blow up the oil drums, killing the guards in the process. Switch to the PP7, and head forwards to the next main room. Kill the guards, grab the keycard, grab the circuit board from on top of a computer, and plant the Plastiques. Head up the stairs to the next hall. By this time, your PP7 will probably be out of ammo, so use the KF7. Kill the guards in front of you, and head right. Kill the next few guards in front of you, and head forwards. There are several guards in front of you. Kill them, and fire at the stairs, to attract the other guards. Head forwards to the next main room. Grab the keycard, and the circuit board (Objective D complete). Grab the DAT tape by the pillars (Objective C complete), plant the Plastiques, and head to the next hall. Kill all the guards in front of you, and turn left for BODY ARMOR! Go right, and you'll a hall filled with guards. I recommend opening the door, backing up, and using the scope to kill them from a distance. Head through to the next main room.

In this, the final room, kill the guards in front of you. Ignore the scientists, you don't need the keycard. Plant the last of the Plastiques (Objective A complete), and photograph the Goldeneye satellite (Objective B complete). Head up the stairs, and you will see General Ourumov. He appears to be rather antisocial, as he greets you by shooting at you, and telling the guards to kill you. Sheesh. There are two ways to get by Ourumov. You could charge him, firing as you go, but you will take major damage. The other way is much more preferable. Sidestep in and out of view, and keep firing at him, until he runs away like the pathetic coward he is. Just don't run out of time, or you'll get blown up. Once he turns tail, kill the guards in front of you, and RUN to the exit. Kill anyone in your path, and make your way to the elevator.

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8. M I S S I O N 4: M O N T E C A R L O

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It is now the present. Janus terrorists have hijacked a frigate carrying the Pirate helicopter. France asks Britain to help (even though France has it's own counter-terrorism groups), and Bond is sent in.

Frigate "La Fayette"

Objectives

- A. Rescue hostages. (A)
- B. Disarm bridge bomb. (SA)
- C. Disarm engine room bomb. (SA)
- D. Plant tracking bug on helicopter. (A)

Weapons

PP7

D5K Silenced

D5K (2x)

Phantom (x2)

Grenade

Opposition

Janus Marines: These terrorists are armed with either D5Ks or Phantoms.

Walkthrough

Go up the ramp, and forwards, through the farther stairs and door. Shoot the Janus Marine, and go through the door to the right of him. You should see 2 terrorists and a hostage. A note on hostages: the only guard that can kill a hostage is the guard with his gun aimed at the hostage. Once you injure that guard, only you can kill the hostage. Anyway, kill the guards, and then turn right and you'll see another hostage taker. Kill him and the guards that come after you. Go through the room with the second hostage, turn right, head down a flight of stairs, and forwards down another one.

At this point, you should hear an awful noise, sounding like a combination of a blender and an NSync album. Go through the door closest to the stairs, and you'll be in the engine room. Kill all the guards you can see, preferably using the "line of sight" glitch. Head down the stairs from the ramp you are on, and you should see another hostage taker. Kill him and the guy with double D5Ks to the right. Head up the other ramp, and you should reach a computer with a plastique on it. Whip out the bomb defuser, and defuse the bomb (Objective C complete). NOTE: If you blow up the bomb, the blender sound would stop, but you would also fail. Exit the room the way you came, and go through the other door. You should see 2 terrorists and a hostage. Kill the guards, and head forwards to another hostage. Head through to a section with more guards. Kill them, and head forwards. Head directly forwards, which will ultimately lead to the helicopter. Plant the Tracker Bug on it (Objective D complete). Take a left, and up some more stairs, past where the first hostages were. Go through the second passage on the left, which leads to another guard. Kill him and head through the door to the left, past two more guards. Open the second door, and you will be facing the bridge room. There are several guards here, so don't mess around. Kill the guy guarding the hostage, and then head in, killing the rest. Go over to the computer with the plastique, and use the bomb defuser (Objective B complete). Head through there, and down the ramps over to your boat. Enough hostages should have escaped by now (Objective A complete), so head into the boat to end the stage.

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9. M I S S I O N 5: S E V E R N E Y A (2)

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Bond is set back to the same Bunker, this time to investigate Goldeneye activity.

Surface (2)

Objectives

- A. Disrupt all surveillance equipment. (SA)
- B. Break communications link to bunker. (A)
- C. Disable Spetznaz support aircraft. (SA)
- D. Gain entry to bunker. (A)

Weapons

PP7 Silenced
Klobb (x2)
KF7 Soviet
Grenade

Opposition

Arctic Commandos: There is a limitless amount of these guards. They carry Klobbs or KF7s.

Walkthrough

This stage is incredibly easy, especially since the enemies use Klobbs. Head forwards along the path, and go past the first cabin on the right, to where the key was last time. Blow up the security cam by the cabin, and shoot the Arctic Special Forces guy through the window. Enter, and grab his key. Exit, and walk across to the satellite dish. Enter, and walk up the stairs, being sure to blow up the security cam. Go through the door to the comms room, and you should see a computer and speakers on a table. Blow them up (Objective B complete), and exit the building. Outside, turn around, and head forward to the fenced in cabins. There is 1 security cam in each cabin grouping: blow them up (Objective A complete). Head back down the path, and forwards from where the door to the satellite dish was. Keep going forwards and you'll reach the helipad. Plant the timed mine on the helicopter (Objective C complete), and enter the bunker through the door (Objective D complete).

Satellite Control Bunker (2)

Objectives

- A. Compare staff/casualty lists. (SA)
- B. Recover CCTV tape. (A)
- C. Disable all security cameras. (SA)
- D. Recover Goldeneye manual. (00)
- E. Escape with Natalya. (A)

Weapons

Throwing Knives
PP7 Silenced (x2)
KF7 Soviet
Klobb (x2)
DD44 Dostovei (x2)
Grenade

Opposition

Arctic Commandos: The stage is crawling with these guards, most of whom have KF7 Soviets.

Walkthrough

This is probably the hardest of all the covert missions in the entire game, due to large amounts of guards and a lot of objectives.

Select the Watch Magnet Attract from your inventory, and use it to grab the key. Wait till the guard comes near you, open the door, and slap him to death, receiving his KF7 Soviet, as well as a key. You can also grab a pair of throwing knives, but they are a bit useless. Since you have one of the loudest weapons in the entire game, you need to limit yourself to single shots (you have to aim to get those) or you will attract scores of guards. DO NOT open Natalya's cell.

Look through the window on the door, and kill the guard when he comes by. Then forwards, and to the door to the right. Kill the guards in there, and collect the Safe Key 1. Go back through the hall, and up the staircase. Fire a round into the guard there, and race into the dark corridors. Here, you will meet your first drone gun. Destroy it FAST. Head through the corridor, and blow up the other 2 guns, as well as killing the other guards in there. Head back and several guards should have come up to here. Kill them, one of whom has a keycard. Head back through the corridor, and through the previously locked door. Kill the soldier it leads to, and blow up the security cam. Remember, if an alarm is sounded, unlimited guards will pour in, so DON'T LET THE CAMERAS SEE YOU! Now you are in the part of the Bunker that was in the first Bunker stage. Head to the computer room, and kill the guards there, as well as blowing up the camera. Also grab the Safe Key 2 from there. Return to the room near the prison cell, and open the safe, grabbing the Ops manual (Objective D complete), as well as double silenced PP7s. Switch to the PP7s, and head through the door that had been locked. Blow up the security cam, and look through the window into the big room. Get the attention of the guards there, and kill them all. Once they are dead, grab the red clipboard on the ground.

Head back to the section that was in the first Bunker level. On the way, enter the room by the previously locked doors, and grab the clipboard (Objective A complete). Look through the window of the door across from the computer room, and blow up the camera. Head through, and open the door. Open the next door, walk through, and immediately look up. There is a security cam above you; blow it up. Head through the next door, and kill the guard in there. Grab the CCTV tape (Objective B complete). Head down to the control room, and switch to the KF7. Peek out, and kill the guards across from you. Let the others come to you, and kill them. Enter the room, and directly across from you (behind glass) is a security cam; blow it up (Objective C complete). Kill any guards there, and return to the prison cells.

Open Natalya's cell, and she will follow you. Return to the control room, and race through the glass doors as Natalya checks the computer. Race through the exit, as Natalya discovers that the Goldeneye is about to blow up the building (Objective E complete).

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12. M I S S I O N 6: S T. P E T E R S B U R G
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Statue Park

Objectives

- A. Contact Valentin. (A)
- B. Confront and unmask Janus. (A)
- C. Locate Pirate helicopter. (A)
- D. Rescue Natalya. (A)
- E. Find flight recorder. (A)

Weapons

PP7
KF7 Soviet
Auto Shotgun
DD44 (if you fail)
Grenade

Opposition

Russian Infantry: They appear during the first half. They have KF7s and horrible aim.

Janus Special Forces: They appear during the second half, and use Auto Shotguns.

Walkthrough

One of the frustrations in this level is how confusing the terrain is; though I'll try to explain where to go. Head forwards, and kill the guards ahead. Grab all the KF7s you can, but DO NOT use them. Head down, staying to the right and you shouldn't get lost. Keep heading along until you see a red crate. Head in.

Inside the crate is Valentin. Ugh, he is FAT! Anyway, he will go through a lengthy conversation, and once it ends (Objective A complete), you can both leave the crate. Kill him, if you want too, once the objective is complete. Head forwards, to an area with what looks like a small tank sculpture. The level gets non-descript here, so just head forwards. On the way is a body armor, by a large hand. Eventually you should reach the statue of Vladimir Lenin. At this point, put down your weapons, as Janus will come, and reveal that he is Alec Trevelyan (006). After a lengthy spiel (Objective B complete), aim at one of the guards, and whip out your KF7. Burst a cap in his face, and speed strafe to where you started. Remember that the Janus guards will eventually catch up.

Near the gates, is the Pirate helicopter, with Natalya near it. Go up to Natalya to wake her up (Objective C complete), and RUN, as the helicopter will explode in 15 seconds (Objective D complete). At this point, the flight recorder will be flung into the area. Its position is random; search around for it in the nearby rubble. Grab it (Objective E complete). Return to the gates, where Mishkin will lecture you about why you shouldn't blow up stuff and shoot guards in the face. Head through the gates to end the stage.

GRU Military Intelligence Archives

Objectives

- A. Escape from interrogation room. (A)
- B. Find Natalya. (A)

- C. Recover helicopter flight recorder. (SA)
- D. Escape with Natalya. (A)

Weapons

PP7
DD44 Dostovei (2x)
Klobb (2x)
KF7 Soviet
Grenade

Opposition

Russian Guards: These guards fill the area, and use Klobbs, DD44s, or KF7s.

Walkthrough

You do this level the hard way, by grabbing 2x DD44s, and shooting everyone, but there is a much easier way. Basically, don't fire a gun at all, until the end. Just run around slapping people, and you'll have MUCH fewer guards to deal with.

Run up to the interrogation room guards, and slap them out. Grab the key and leave the room (Objective A complete). Head to the right, and up the stairs. Turn right and head down the hall through the door. Go across through the double doors, and then head over to the single door ahead of you, to the right. Open it, and you'll see two guards, and Natalya. DO NOT fire a shot. Just let Natalya see you, and she will run out of the room (Objective B complete). Exit through the double doors, and down the stairs. Go across through the door, and along to Mishkin. After another one of his speeches, he will give you the safe key. Open the safe, and grab the blackbox (Objective C complete). Run out, and to the windows. Pull up any gun, and shoot out the window, and run through.

St. Petersburg Streets

Objectives

- A. Contact Valentin. (SA)
- B. Pursue Ourumov and Natalya. (A)
- C. Minimize Civilian Casualties. (A)

Weapons

PP7
KF7 Soviet
Grenade Launcher
Tank
Rocket Launcher
Grenade

Opposition

Russian Soldiers: The majority of these troops have KF7s, though a few have Rocket Launchers.

Walkthrough

Peek around the corner, and cap the guard in front of you. Then, strafe over to the fence and kill the other guards. Run past the tank, and take a left. Head forwards, killing the guards, and head into the building. There you will find our old pudgy pall, Valentin, scarfing down his McDonald's. Start a conversation with him by standing there. Once he finishes droning on, he will leave, and start running. DO NOT kill him this time, he will eventually disappear, and give a boost to you time limit (Objective A complete). Head through the window of the other building, kill the guard, and swipe the body armor.

Head back to the place near the starting point, and hop in Mr. Tank. Now you get to cruise around making people go SPLAT. You're not supposed to kill the civilians, but it takes a while to fail from that. Basically, just cruise along through the level, crushing anyone in your path (remember that cars will explode and damage you. If you hear a guy fire a rocket, turn around and head down the other path (there are multiple paths to the end). If you see some black mines on the ground, back up, and fire a tank shell into the middle to blow them up. Just plow your way through, and you should be fine.

Military Depot

Objectives

- A. Destroy illegal arms cache. (00)
- B. Destroy computer network. (SA)
- C. Obtain safe key. (SA)
- D. Recover helicopter blueprints. (SA)
- E. Board Trevelyan's train. (A)

Weapons

PP7
D5K
Rocket Launcher
Proximity Mine
Grenade

Opposition

Janus Marines: There is a limitless amount of these D5K toting guards.

Walkthrough

Head forwards to the crate, and kill the guard there. Grab his D5K, and head over to the piled crates. Kill the two guards there, and head forwards through the gate. Keep going forwards until you reach a sort of crossroads. Turn right and head to the warehouse near the end of there. Open the door, and enter there. Strafe over, and kill the guards in there. Collect the weaponry, especially the Rocket Launcher and Proxy Mines. Go up to the ramp, and toss 2 proximity mines onto the brown boxes. Blow up the mines to destroy the cache (Objective A complete). Return to the crossroads, and head all the way left. Race into the warehouse at the end of the path, and quickly kill the guards there. Close the door, and lean against the crates. Peek out to the left, and you should see a drone gun. You will get hit if you try to shoot it with your D5K. Instead, whip out the Rocket Launcher, strafe out, and fire a single rocket at it. Head past the crates, and kill any remaining guards. Blow up the

2 mainframes and the wall screen (Objective B complete) and grab the safe key (Objective C complete). Go up to the door, and open it. Fire your D5K at the guards in front, and strafe out, taking cover by the crates outside.

Peek out, and fire off a rocket at the group of guards. Once the rocket hits, charge through, and blast the guards. Collect the ammo, and RUN forwards to the right, to the building near the end. Run in, head up the stairs, and open the safe. Grab the blueprints (Objective D complete), and head through the next door, and outside, to the train. Open the doors to it, and rush in (Objective E complete).

Military Train

Objectives

- A. Destroy the brake units. (A)
- B. Rescue Natalya. (A)
- C. Locate Janus's secret base. (SA)
- D. Crack Boris's password. (00)
- E. Escape to safety. (A)

Weapons

PP7
D5K
ZMG (x2)
RC-P90 (Agent only)
DD44
Grenade

Opposition

Janus Marines: These guys are in the first few cars, and have D5Ks.

Janus Special Forces: They appear near the end, and wield ZMGs.

Gen. Ourumov: You must kill him at the end. He has a DD44.

Walkthrough

Run up to the first set of crates, and peek out, so you can kill the first guard. Then get against the left side of the crate, and keep strafing out, slowly killing the guards. Once they are dead, swipe the D5Ks, and blow up the brake unit. Open the two doors ahead of you, and IMMEDIATELY run back, as guards begin firing full auto at you. Get against the edge of the first door, peeking in and out, killing the guards. Once they are dead, run over to the stack of crates in the second car and duck down, peering to the left of the left stack. You should see a soldier there; kill him. Strafe out from the right edge; killing the remaining guards. Blow up the control unit, and open the doors to the next car.

This car is different from the first two, in that there is NO room for cover. This works to your advantage in that you can just unload your clip down the hall, and kill the guards. Remember to kill the guards that come out of the locked side doors, and blow up the control unit. Head to the next car, which is very similar, except that the unit is in the front. Kill any guards in sight, and then blow up the control unit. Two guards will rush out of the bathroom, and should die quickly. Kill the guards at the end of the car, and move on.

The next car is very different from the others. Head through and you should reach a room with a table, and several Janus Special Forces. DO NOT mess with these guys; they have huge health meters. Just pump them full of lead until they die. Switch to their ZMGs, and head forwards. Open the door, and 2 guards will rush from both sides; KILL THEM! Head forwards, killing the other guards, until you reach the padded room. At this point, turn around, as a guard will try to attack you from behind. Blow up the last control unit (Objective A complete) and kill the 2 guards that rush out. Grab the key, and head to Trevelyan's room.

In here, we see a rather bad sight. Xenia and Alec are in the back. Ourumov has a few issues, and has decided to sort them out by busting a cap in Natalya's face. Get up against the right side of the wall, so your line of fire includes Ourumov and Xenia. Kill both of them (you must kill Ourumov first) (Objective B Complete). Provided you killed Xenia, you will receive more time to complete the next few objectives. Pull up the Watch Laser, and burn away the metal things over the trap door. You should hurry, as you have about a minute or so before the train blows up. Now, wait by there, while Natalya works on the computer. Once she locates the Janus base and cracks the password (Objectives C and D complete), race out of the train, through the trap door. Provided you killed Xenia, you should have plenty of time to reach the end; otherwise you have about 1 second before the train blows. Strafe to the front of the train to end the stage (Objective E complete).

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11. M I S S I O N 7: C U B A

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Now that the secret Janus base has been revealed, it's time to head in, destroy the satellite, and kill Trevelyan.

Jungle

Objectives

-
- A. Destroy drone guns. (A)
 - B. Eliminate Xenia. (A)
 - C. Destroy ammunition dump. (SA)
 - D. Escort Natalya to Janus secret base.

Weapons

PP7
US AR33 Assault Rifle
Remote Mine
RC-P90
Grenade Launcher
Grenade

Opposition

Jungle Commandos: This level is chock full of these guys. They use AR33s, and will do lots of damage.

Xenia Onatopp: She appears as a boss, and is VERY dangerous if you don't use

some glitches to your advantage. She has a Grenade Launcher and a RC-P90.

Walkthrough

Once again, Natalya is present in the level. However, she actually makes the level EASIER, as she has a Cougar Magnum. Head forwards, take cover by the tree, and kill the first few guards. Grab their AR33s, and head forwards (be sure to take cover by the trees). Use this strategy of using the trees for cover, and keep heading forwards. Soon you hear the sound of a drone gun. Take cover IMMEDIATELY, as one hit takes away three bars of health! Owie! Peek out, and blow it up. Head forwards, and repeat the same strategy for getting up to and destroying the drone gun. Grab the body armor near the second drone gun, and continue forwards.

Soon, you should reach a wooden tower. TAKE COVER as there is another drone gun. Peek out, and blow it up. Head forwards to a bridge. Head across it until the fast music starts. RUN back across, as Xenia will head for you.

Fortunately, if you use the line of sight glitch, she won't fire at you, and she should be dead before she gets across. If she does get across, strafe around to avoid her weapons, and let Natalya kill her. Collect her weaponry once she is dead (Objective B complete), and head across the bridge. Blow up the drone gun (it can't see you), and head forwards, until you reach the cave mouth.

Aim in with the AR33, and pick off the guards in there. Then strafe into the right side of the cave. Once the drone gun stops firing, peek out to the left, and blow it up. Move forwards to a room with 2 guards and a ladder. Kill the guards, and move to the right. Kill the guards there, and collect the ammo. Return to the ladder, and SLOWLY move up it. At the top of the ladder, you will be looking down the barrels of a drone gun. As long as you are on the ladder it won't see you; blow it up. Head up the ladder, and blow up the last drone gun before it can fire at you (Objective A complete). Near you should be several ammo boxes (like the ones in the Depot). Plant your remote mines on them, back up, and detonate them (Objective C complete). Ahead of you are many guards behind crates. Pull up the Grenade Launcher, and fire multiple rounds into the center of the crates. As soon as the fireball dies down, whip out the RC-P90, and charge through. Just hold down the trigger, and mow down any guards ahead of you. Race forwards into the elevator to end the stage.

Control Center

Objectives

- A. Protect Natalya. (A)
- B. Disable Goldeneye satellite. (A)
- C. Destroy armored mainframes. (A)

Weapons

PP7
D5K
Remote Mine
Grenade

Opposition

Jungle Commandos: More of these guys, but this time around they have D5Ks.

Walkthrough

Many people consider this stage to be second in difficulty only to Aztec. The reasons will become painfully obvious.

You start out in a cramped elevator, with Natalya. Despite being a Bond game, nothing happens. Open the door, and you will be showered with drone gun bullets. Take cover against the edge of the elevator, and blow away the gun. Strafe out, and pop a cap in the collective faces of the next three guards. Take cover by the wall to the left of where you started, as another drone gun fires at you. Use the wall for cover, and blow it away. Sidestep out SLOWLY, and you should see the muzzle of another drone gun. Blow it up, and kill the remaining 3 guards.

Return to Natalya, and she will exit the elevator, and she will use the computer to unlock one of the doors. Go up to it, and you should see 2 guards in front of you. Kill them, and speed strafe to where they were. As you go by, you may hear several grenades clatter to the ground, in which case the next few guards are dead.

Grab the box of remote mines, and head to the section with guards behind crates. If they are still there, toss in a remote mine and blow them away. Head through to another room. The next guards up until Boris are rather slow, and won't put up much trouble. Make your forwards to the control area.

Plant a remote mine on each of the mainframes nearby, as you run into your old buddy Boris. He pulls a PP7 on you, but is a putz, and drops it. Don't kill him, or you'll fail. Head upstairs, kill the 2 guards, and plant a mine on the other two mainframes. Head up the third floor, and grab the body armor. Go back down to where you met Boris, and head to the room across from you. Back up as the door opens. If no one sees you, blow up the drone gun to the right. Kill the rest of the guards there, as well as the drone gun to the left. Slowly peek in on the right, and you should see the muzzle of a drone gun; blow it up. Do a 180, and blow up the other one. Collect the ammo, and plant a mine on the mainframe.

Go back to the second floor, and open the brown door, at which point Natalya comes out. In most of the missions, Natalya did nothing but make the mission even harder. Think that after being so helpful in the Jungle, that she's going to be helpful here? Nope, she's going to make this one of the most frustrating stages in the game. She runs down to the computer, and begins typing. A few seconds later, an alarm goes off.

Unlimited guards will begin coming in to kill both of you. Simply look up at the second floor, and swerve to both sides. If you see someone, use a D5K burst to kill him. If you hear glass shatter, look over to the glass area, and kill the guard who broke the glass. Repeat this until she finishes. Also of note, the guards with berets will always attack you, and are stronger. The ones without hats are weak, and attack Natalya. Fortunately, they will not begin shooting until they get down the stairs.

Once she FINALLY finishes, after about 3 minutes or so (Objective B complete), wait there, and protect her until she runs up the stairs. The guards no longer target her, and she will escape soon (Objective A complete). Head out through the broken glass, and the door that looks like an elevator. Kill the guard in front, and rush to the other previously locked door. Open it, and chuck a mine on the mainframe. Detonate it (Objective C complete), and kill 2 guards in the process. Race in there, close the door, and wait for the guards from the other room to come. Kill them, and race into the other room, past the elevator door. To the right, by some lockers, is more BODY ARMOR! Get it, and kill anyone

coming from the control room, and open the door with an arrow in front of it. Spray some bullets at the guards there, and race to the elevator. =Whew=

Caverns

Objectives

- A. Destroy inlet pump controls. (SA)
B. Destroy outlet pump controls. (SA)
C. Destroy master control console. (SA)
D. Use radio to contact Jack Wade. (00)
E. Minimize scientist casualties. (A)

Weapons

=Automatics galore! Woohoo!=
PP7
ZMG (9mm) (2x)
DD44 Dostovei
US AR33 Assault Rifle (2x)
RC-P90
Automatic Shotgun
Timed Mine
Grenade

Opposition

Janus Special Forces: The entire level is filled with these guys. Most of them have ZMGs; some have AR33s, and a few have RC-P90s. At the end (if you're too slow) many more of them, with RC-P90s and Auto Shotguns will appear.

Walkthrough

This stage can be really frustrating, thanks to the huge amounts of guards. However, you should be able to get through with only a few bars of damage.

Get to the edge of the elevator, open it, and shoot the guard in the face. Just let the other guards race after you, and kill them as they get in your line of sight. If there are too many guards at one point, close the door, reload, and spray them. Exit the elevator, and collect the ammo. Head along, to the first area with ramps. Kill the guard by the door, and go back to the start of the ramps.

Look down, and you should see several crates; chuck a timed mine in the middle of them, and collect the ammo that comes out. Go over to the passage, kill the Janus Special Forces, and return to where you grabbed the ammo. Blow up the console, and head forwards past the dead guard. There are 2 scientists here. One will run away; the other will flee once you fire a bullet near his head. Blow up the 2 consoles once they are out of the way (Objective A complete). Head up the stairs and through the door, into a spiraling cave. Just head up, and check with your AR33 every few feet to pick off any guards.

At the end, open the 2 doors, and fire a burst into the next room. Plant a timed mine, and RUN as guards begin flooding you. Wait 5 seconds and <BOOM>, you killed the guards. At this point, the guy with double ZMGs will emerge from the smoke. Kill him. Grab the ammo, and enter the next room, killing any remaining guards. Head forwards to another ramp section.

First, head all the way along the upper ramps, and kill everyone by using the line of sight glitch. Then, back track to the beginning of the ramp section. Go down the stairs, and do a 180, to a room with lots of crates. Plant 2 timed mines in the crates. When they blow, grab all the ammo. You should have about 300 ZMG rounds, and 100 AR33 rounds. Make your way along the lower ramps, and kill all the guards here. Head up the stairs at the end, and open the door.

Fire a few rounds into the room, and let the 3 or 4 guards flood after you. One of them has a RC-P90. Once the flood stops, race to the left, and take cover. Fire at the guard across from you (you'll probably need to guess his location from his gun signature). Now, switch to the ZMG, and slide over to the glassed in area. Be VERY careful here; the section is filled with explosive oil drums. The guards won't be able to hit you through the crates, so take them out with controlled single shots. Once the three of them are dead, go up there and activate the radio (Objective D complete). Convince the scientists to vacate the area, back WAY up, and shoot one of the oil drums. The resulting explosion will destroy the master console (Objective C complete). Go to the right, and you should see a crate. Destroying it will reveal smaller crates, which eventually reveal twin computers, which reveal twin AR33s. I prefer to place the remaining timed mines on the crate, and collect the twin AR33s. Stick with the RC-P90 for now, though. Be sure you collect the code card.

Back track to the middle of the ramps. Open the door there, and fire several rounds into the room. Kill the resulting guards. Peek out to the left, and destroy the drone gun, and then kill some more guards by blowing up the lockers to the right. Look down with the AR33; there are 3 guards. Kill them with a grenade, or the AR33. Head down there, grab the code card, and destroy the 3 consoles (Objective B complete). By now, you should have all 3 code cards. Pull up the RC-P90, and head to the door past the drone gun. Spray your bullets at the 2 guards there. Close the door behind you. Open the middle door to the right, kill the guards, and close it. You MUST move fast, or guards with RC-P90s and shotguns will flood you. Open the 2 doors ahead, and BACK up. Press against the edge of the first door, and duck so the drone guns won't see you. Spray the AR33 at them, and destroy the two. Now, RUN down the passage, past Trevelyan, into the next room. Spray your clip at anyone in the way, and race into the elevator.

Antenna Cradle

Objectives

- A. Destroy control console. (A)
B. Settle the score (i.e.: kill) with Trevelyan. (A)

Weapons

PP7
ZMG (9mm)
US AR33 Assault Rifle
Grenade

Opposition

Janus Special Forces: There is an unlimited amount of them, all of them the strong kind. They have ZMGs.

Trevelyan: He has an AR33, and mucho health.

Walkthrough

Swerve around, and grab the body armor. As you race up the walkway, fire your PP7. You should kill the guard ahead. Grab his ZMG, and kill the two guards ahead. There are unlimited guards, all of them with berets. To kill them, you'll have to make use of various glitches. Make your way to the shed, and destroy the 2 drone guns. Blow up the control console (Objective A complete).
NOTE: There is another body armor in the shed across from you.

Now, you can concentrate on killing Trevelyan. Fire at him as he leaves the shed, and follow out of the shed. One of the rules here, is DO NOT enter the lower section of platforms. You will be killed there. As you go across from the shed, take cover by the railing, and use the line of sight glitch to kill any guards. Then, look down, and fire your clip at Trev. Once he runs away, head to the other shed, and wait for him to get there. Repeat the above strategy. Keep repeating this until Trev says, "Finish the job James, if you can." At this point, the music changes. Follow him down the lower area. He will race to a maintenance shed, and jump down the ladder. Follow him, and kill him (once he goes down the ladder). Grab his AR33, and fire up at the shed, in case any guards try to shoot you off.

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12. MISSION 8: T E O T I H U A C A ' N

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This mission wraps up stuff from the movie Moonraker. The Drax Corporation has a stolen shuttle in an Aztec temple. Bond must retrieve the shuttle.

Aztec

Objectives

-
- A. Reprogram shuttle guidance. (A)
 - B. Launch shuttle. (A)

Weapons

PP7
US AR33 Assault Rifle (x2)
Moonraker Laser (x2)
Grenade

Opposition

Moonraker Elite: These guards populate the stage, and have either AR33s or Lasers.

Jaws: Our favorite steel toothed assassin is back. He has tons of health, and carries twin AR33s.

Walkthrough

First off, this is the absolute hardest stage in the entire game. Now, peek out to the right, and kill the guard there. Strafe out, and take cover by the pillar to the right. Hopefully, the other 2 guards will kill each other with

Grenades. If not, make them die yourself. Collect the ammo, and open the door. Immediately kill the guard ahead of you, as well as the one behind a crate to the right. At this point, two guards should come out and pull Grenades; kill them both. Strafe along the edge, and kill the guard to the right. Then take cover by the left pillar. Peek out, and kill the guard; collect the ammo.

Head up to the door. Open it, run in, and run out as 2 guards begin firing at you. Kill them when they try to go after you. Now, head in, and to the far right, you should be able to see a guard. Kill him, as well as the other 2 that run out. Enter, and cue the console to open the mainframe door. Go over to the opened passage, and kill the guard. Head forwards, and you'll see 3 more guards; you can kill them instantly. Go up to the next opening, and fire at the computer. TAKE COVER, as 2 guards come out; kill them. Blow up the console, and strafe through, or you will be incinerated. In the vents, head forwards, peek to the right, and blow up the drone gun. Peek to the left and do the same to the other drone gun, as well as the guard that will arrive shortly.

Head all the way to the right, and grab the BODY ARMOR! Head forwards, and at the end of the vents, you should see 2 drone guns in the next room; destroy them. Look across, and kill the guard across from you. Now, strafe through the grate, through the next room, past the other grate. Kill the remaining guard there, and the one that comes after you. Push against the grate, and use it as cover to kill the guards in there, as well as destroy the other 2 drone guns. Once they are dead, run back in, and head up the ladder in the back of the room. Activate the console, and head forwards through the grating, and several stairs.

The stairs lead to Jaws, who does nothing but wait all day in an ancient ruin. Toss all your grenades at him, and kill the two guards in the room. Pull up the Laser, and fire at him. Now RUN to the stairs (by the grate). Once Jaws gets there, you can use the line of sight glitch to avoid getting hit by him. Unless you are both on the same stairwell, he won't shoot you. Once you get a clear shot, load your laser into him until he dies. Grab his Smart Card and double AR33s. You now have unlimited guards to deal with, but don't worry. Head back through the vents, and past the mainframe door. Open the glass doors, and close them. Grab the DAT Tape on the table, and use the floppy disk on the disk drive (Objective A complete). Shoot any guards present and head back through the vents to the room with the shuttle. Use the DAT Tape on the mainframe by the crates, and run up the ladder. Activate the computer, which will slowly open the blast pit. As the countdown to liftoff begins, fire you Lasers on full auto at the corner in front of you, in case any guards show up. Once the countdown finishes, so will the stage.

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13. M I S S I O N 9: A L S A G H I R A

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For the final mission, you head to Egypt to recover the Golden Gun, and kill Baron Samedi.

Egyptian Temple

Objectives

-
- A. Recover the Golden Gun.
 - B. Defeat Baron Samedi?

Weapons

PP7

ZMG (9mm) (x2)

Golden Gun

Grenade

Opposition

Russian Infantry: They appear throughout the level, and have ZMGs.

Baron Samedi: He appears 3 times, and must be killed to end the stage.

Walkthrough

Surprisingly, this level is incredibly easy! Head over by the pillars to the left, and kill the guard across from you, as well as the one that comes running towards you. Grab their ZMGs, and head into the next room. Go through the passageway on the right wall, and up the stairs through a hidden door. Enter forwards into room with the Golden Gun. It seems too easy; and it is. If you step on the wrong tile, drone guns will appear and begin firing at you. The correct procedure is as follows:

1. Go all the way to the left.
2. Go up two squares.
3. Go over 3 squares to the right.
4. Go up another two.
5. Go over one to the right.
6. Go up one.
7. Go to the right once.
8. Go up two.
9. Go to the right once.

The glass over the Golden Gun will go down, allowing you to collect the Gun, and a pack of ammo (Objective A complete). To the left is a hidden door. Open it, grab the body armor, and down through the other secret door across from here. Seek cover, and kill the guards here. Pull up the Golden Gun, and head forwards to Baron Samedi. He has double DD44s; kill him.

Return to the pool by the start, as Baron Samedi will reappear there. This time, his double DD44s take on the effect of double ZMGs. Kill him with the Golden Gun (it takes two shots this time). At this point, it grows strangely dark. Pull up the ZMGs, and make your way to the passage that led to the Golden Gun. Instead of going up the stairs, turn right, which leads through the basement, and up many stairs. Pull the Golden Gun back up. At the end, you will reach a room with a black pillar, and Baron Samedi. Strafe in, and grab the body armor to the right. This time, Baron Samedi has double Lasers, and takes three golden bullets to die. Kill him quickly (Objective B completed) or guards will swarm in, and attack you. The stage will end once he dies. In the cinema, the Baron will be laughing at you, as he reappears. Of note, if you set it to the Controller setting 2.3, you can use controller 2 to blast Samedi in the face as he begins laughing at you.

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14. M U L T I P L A Y E R

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The Rules of Survival

1. Know the levels well. It is a very good idea to know the layout, weapon locations, body armor locations, and spawning points for the levels.
2. Mercy is for the weak. Basically, show no mercy in multiplayer. Think nothing of blasting someone in the back, or while they are unarmed. If not, they will probably just come back with a big gun.
3. Camping = Good. Camping is generally a good way to earn kills, unless the opposition stops coming near you.
4. Learn to speed strafe. This helps out in so many ways. Speed strafe makes you fast, and harder to hit. Also, campers become easy points if you are good at speed strafing.
5. AIM! It is usually a good idea to aim. For example, if someone comes in and starts shooting wildly, cap them in the head with a few shots.
6. Shoot through doors. Some weapons (Cougar Magnum, AR33, RC-P90, etc.) can shoot through doors; use this to your advantage.
7. Learn how to use pistols. You should get good at using pistols accurately, especially if you end up with a DD44 vs. someone with a KF7.
8. Go for headshots. Always (except in License to Kill) go for headshots, as it only takes a few of them to kill an enemy.
9. Choose the right character. As well as some physical differences, some characters have better camouflage than others. A black jumpsuit blends into shadows much better than say, a Hawaiian shirt.

Scenarios

There are several different scenarios you can use in the Goldeneye multiplayer.

Normal: This is a basic deathmatch, where you shoot it out until a specified limit of time or kills.

You Only Live Twice: In this scenario, each player has 2 lives, after which, that player is out. This makes for shorter scenarios.

Man with the Golden Gun: There is one Golden Gun placed in the level, which will kill instantly. I don't really like this version, because of the uneven advantages in it.

The Living Daylights: One player basically tries to hang onto the flag as long as possible; you cannot use guns or collect body armor while you have the flag.

License to Kill: My personal favorite, this one gives everyone one hit. I prefer using pistols, as no one gun gets a special advantage then.

Team: This just like a normal match, except that it is divided into teams of 2-on-2, 3-on-1, or 2-on-1.

Levels

You start out with 6 levels to choose from, and you earn the other 5 by beating the levels they are from.

Temple

The Temple is filled with lots of wide, open spaces, and big doors. There is only one body armor, making its location a good camping spot. It would be best to use a character with light, yellowish clothing.

Complex

The Complex has many low ceilings, which often mess up your radar. Some of the catwalks are good places for sniping, and the alcoves make good camping spots.

Caves

The Caves is very dark, and can be confusing at times. It is a perfect place for mines, although you may have trouble remembering where you put them. The best character for the stage is the Jungle Commando.

Stacks

This has multiple levels, and many secret passages, so you should keep moving in here.

Basement

The Basement is somewhat small, but is confusing at times. It is filled with dead ends, as well as pillars for cover. The body armor is at the center of the stage.

Library

The Library is a combination of the Stacks and Basement levels.

Facility

This is by far my favorite level. It is somewhat compact, and does not include the second half, making for short rounds. A good tactic is to race through the halls in it and then double back to confuse your opponent.

Bunker

The Bunker is large, and relatively well lit. Try firing through the glass to catch your opponents off-guard. It also includes a very small outdoors section.

Archives

The Archives is also relatively small, and the second half is not available.

The stage is littered with explosive crates and secret doors; use them to your advantage.

Cavern

The Cavern level is large and spread out. Remember the secret passage, and that there are several spots where you can fire at someone on a lower walkway from the higher walkway (or vice versa). The best character for this is probably the Janus Special Forces.

Egypt

This level is rather large, although the pillars give too much cover, and end up messing your aim.

Characters

There are many different characters available for multiplayer. You start out with 8 characters, and earn most of the enemy guards by beating the game on any difficulty. This is also a code for extra characters, which would give a total of 64 characters. Below are the physical advantages and disadvantages of some of the characters:

Valentin: He really needs to cut down on his doughnut intake; he is rather fat, and makes for a bloated target.

Jaws: This guy is probably the worst possible character! He is about 7 or so feet high, which makes it hard to hit other targets.

Oddjob: Probably the best character, he is incredibly small, which makes him hard to hit.

Mayday: She is thin and tall, making her a bit harder to hit.

Baron Samedi: His disadvantage is that his hat will count as part of his body, and makes more of a target.

Scientist (2)/Moonraker Elite (2): These characters both are small, and have the advantages of Oddjob.

Weapons

There are several weapon presets you can choose from. They are listed below:

Pistols: Silenced PP7, DD44, Cougar Magnum

Throwing Knives: Throwing Knives

Automatics: Silenced PP7, DD44, Klobb, D5K

Power Weapons: DD44, RC-P90, Auto Shotgun, Cougar Magnum

Sniper Rifles: DD44, Klobb, Sniper Rifle, Cougar Magnum

Grenades: DD44, Klobb, KF7, Grenades

Remote Mines: PP7, ZMG, AR33, Remote Mines

Timed Mines: PP7, ZMG, AR33, Timed Mines

Proximity Mines: PP7, ZMG, AR33, Proximity Mines

Grenade Launchers: DD44, Klobb, KF7, Grenade Launcher

Rocket Launchers: DD44, Klobb, KF7, Rocket Launcher

Lasers: DD44, Klobb, KF7, Laser

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15. C H E A T S

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Some Basic Tactics for earning cheats...

1. Speed strafe when possible. This makes you hard to hit, and you go much faster.
2. Don't go out of your way to kill everyone.
3. Don't be afraid to take damage.
4. Be sure that you know where you're going in the level.

Paintball Mode

Complete: Dam in Secret Agent, in under 2:40.
Difficulty: *
Coolness: ***

Don't waste time killing lots of guards. Strafe through the level, and make your way to the first alarm. Blow it (shoot the middle to destroy it faster), and strafe towards the Dam. Quickly destroy the other 3 alarms, and strafe off the Dam.

Explanation: When you use Paintball mode, you bullets act like paintballs. They still do the same amount of damage, but when you shoot anything other than a person, there is a paint splotch instead of a bullet hole.

Invincible

Complete Facility in 00 Agent, in under 2:05.
Difficulty: *****
Coolness: *****

Strafe through the vents, and out of the bathroom. Go down the stairs, and plant a mine of the boxes. Kill the guard with the keycard, and detonate the mine. You should have killed all 3 guards by the computer. Activate it, and strafe towards the room with the 3 guards. Pull up your KF7, and try to hit at least 2 of the guards here, and head for the door to the labs. Fire at the door to get a guard to open the door. Thank him, and send him on his way. Strafe up the stairs, and into the labs. You have to assume Dr. Doak will be here. Hopefully, he will be outside the glass labs. If not, go inside the lab, and pray that he be there. If not, abort and try again. If he is there, go up to him so that the conversation starts. Strafe away, and to the door to the bottling room; he will still talk to you. The decoder will appear in your inventory. Use it on the door, run in, and go up to 006. Plant the mines so that one mine is in-between 4 tanks. Then, back away from the tanks. Guards will probably come in, so shoot them as you wait for the 006 to move away from the tanks. Once he is far enough away, detonate the mines (if you messed up on placing them, shoot the rest of the tanks), and strafe to the exit.

Explanation: Duh. The cheat makes you invincible. Now you get to run in front of enemy fire, laugh as they do nothing to you, and pop them in the face.

DK Mode

Complete Dam, on Agent, in under 5:00.

Difficulty: 0

Coolness: ***

You should not need any strategy for this. Just beat the stage, and you SHOULD get it. If you can't get it, stop playing now. It'll save you a lot of frustration.

Explanation: This makes the enemies' heads huge and bloated, and gives them extremely long arms. This is VERY funny the first time.

2x Grenade Launcher

Complete Surface (1), on Secret Agent, in under 3:30.

Difficulty: *

Coolness: ***

Speed strafe past the first cabin, to the cabin with the key. Grab it, and strafe back to the cabin with the safe key. Grab it, and speed strafe over to the section with the safe. Steal the blueprints, strafe over to the satellite dish, and then speed strafe to the exit.

Explanation: As the name implies, you get 2 Grenade Launchers. These are some fun, if deadly, toys.

2x Rocket Launcher

Complete Bunker (1), on 00 Agent, in under 4:00.

Difficulty: ***

Coolness: ***

Turn around, and destroy the camera in the next room. Kill the guards in the alarm room, blow up the camera nearby, and kill the guards. Blow up the other cameras in this section, and kill the guards in the computer room. Head down to the control room, and kill the guards there (quickly). Blow up the camera, take the photo, grab the Goldeneye key, and go over to Boris. As Boris heads to the computers, analyze the key. Use the datathief on the computer, and pull up the KF7. Strafe to the glass doors at the end. Fire your clip at the Janus Forces, and speed strafe to the exit.

Explanation: Now you get two ROCKET LAUNCHERS (which would blow your arms off). Now it's time to send some guards flying. Heh heh heh...

Turbo Mode

Complete Silo in Agent, in under 3:00.

Difficulty: *
Coolness: ***

Basically, just speed strafe through the entire level, and ignore almost all the guards, and you should be fine.

Explanation: This cheat makes Bond move SUPER fast. Personally, I find it rather irritating at times.

No Radar (Multi)

Complete Frigate in Secret Agent, in under 4:30.

Difficulty: **
Coolness: *

There really isn't any special trick for this. Just follow the walkthrough, and move fairly fast.

Explanation: No Radar turns off the radar in multiplayer. If you all know your way around in the levels fairly well, it's not that bad, but otherwise, the games will become long and boring.

Tiny Bond

Complete Surface (2) in 00 Agent, in under 4:15.

Difficulty: *
Coolness: **

Just memorize the positions of the cameras, and speed strafe through the level.

Explanation: You now normally start at the size you would if you were ducking. This can be used for many glitches, but other than that, it isn't that special.

2x Throwing Knives

Complete Bunker (2) in Agent, in under 1:30.

Difficulty: 0
Coolness: 0

Kill the jailer, open Natalya's cell, and strafe to the CCTV tape. Strafe to the exit once Natalya opens the doors.

Explanation: You get to carry 2 Throwing Knives. *SNORE*

Fast Animation

Complete Statue Park, in Secret Agent, in under 1:15.

Difficulty: ****
Coolness: *****

Might I say, speed strafe? Make sure you don't get lost, and speed strafe through to where Janus is. The guards are HORRIBLE shots, so don't worry about

them. Put down your gun, and get as close to him as you can (without failing). As soon as it says "Objective B completed", start strafing to the beginning. When it comes time to get the flight recorder, you have to get a bit lucky. Remember that you can then just run through the gates; you don't need to wait for Mishkin's little talk.

Explanation: Fast Animation makes all the enemies move incredibly fast. This is downright hilarious, and had me rolling on the ground in laughter. In the Antenna Cradle, Trevelyan FLIES!!

Bond Invisible

Complete Archives in 00 Agent, in under 1:20.

Difficulty: *****

Coolness: *****

The stage is easy, but the time is horrendous! Slap the guy with the key, and strafe out of the room to Natalya. It is important that you do NOT fire a shot until the end. Open the door to Natalya's room, just so she acknowledges you. Strafe over to Mishkin, and slap the guard by him. Wait for him to give key you the key, and grab the blackbox. Now, pull up a gun, and speed strafe to the windows. Break out the window, and jump through. NOTE: Expect to miss the target time by a few seconds frequently.

Explanation: Invisible, i.e., no one can see you. This gets very funny. When the fire a shot, the guards will point their guns at you, and run around in confusion. They can't see you, so they won't shoot you. The only exception is with drone guns, and some of the Aztec guards.

Enemy Rockets

Complete Streets in Agent, in under 1:45.

Difficulty: *

Coolness: ***

This can basically be described as hop in the tank, and cruise to the end. Basically, get in the tank, and plow through everyone and everything until you reach the end.

Explanation: This gives all the enemies Rocket Launchers. This can be used as a sort of second challenge. Every stage becomes a frantic rush to the end. Of course, anything but agent would be suicide.

Slow Animation

Complete Depot in Secret Agent, in under 1:30.

Difficulty: ****

Coolness: ****

Strafe past the first few guards, and head to the shed with the computer network. Kill the guards in there, and any that try to go through the door. To destroy the drone gun, crouch against the left of the crates, and fire your D5Ks clip at the drone gun (be prepared to take damage). Grab the safe key, blow up the mainframes, and blow up the wall screen. Now, open the door, and

RUN to the building that leads to the exit. Grab the blueprints, and speed strafe into the train.

Explanation: All the guards move extremely slow now. They take forever to move, and take forever to die. You still move at normal speed, and thus can turn a dead guard's face beet red before he disappears.

2x Hunting Knives

Complete Jungle in Agent, in under 3:45.

Difficulty: **

Coolness: **

There really isn't much in the way of tricks for this cheat. Just move steadily through the level, being sure to take down all of the drone guns. However, once you're past those, just speed strafe like there's no tomorrow.

Explanation: You get to have two Hunting Knives. While they are not all that practical, it's fun to hear that squishing sound they make when you kill a guard with them.

Infinite Ammo

Complete Control Center in Secret Agent, in under 10:00.

Difficulty: ****

Coolness: *****

The difficulty for this isn't in the time, but in the stage itself! Just use the walkthrough for the stage, but move a bit faster, and speed strafe a lot. You also should eliminate grabbing the second body armor. You should have about 2-3 minutes to spare by the end.

Explanation: As the name suggests, you have a never-ending supply of ammo.

Gold PP7

Complete Antenna Cradle in Agent, in under 2:15.

Difficulty: ***

Coolness: ****

Ignore the body armor; strafe over to the console and blow it up. When dealing with Trevelyan, you should try to take headshots, or hope he kills himself with a grenade. Once it's time to head to the maintenance shed, strafe over to the shed and finish the job.

Explanation: As the weapon section explains, the Gold PP7 kills instantly, but is otherwise like the PP7.

What You Also Got: You also get the Cougar Magnum cheat, which is pretty sweet, and lets you play the game Cowboy style.

2x Laser

Complete Aztec, in Secret Agent, in under 9:30.

Difficulty: ****

Coolness: ***

There really isn't much strategy for this. Just go through the stage like normal, but do it faster, and speed strafe a lot. The real challenge is in beating the blasted stage.

Explanation: You get double Lasers.

What you also got: By beating the stage, you also get the Laser cheat. It's just like 2x Laser, except you get one instead of that. How cool is that? Not very. *SNORE*

All Guns

Complete Egypt in 00 Agent, in under 6:00.

Difficulty: *

Coolness: *****

Six minutes? Muahaha! I can do this in about half the time! Just follow the strategy from the walkthrough, and you should get this easily. Chances are that you'll get it the first time you beat the stage.

Explanation: As the name suggests, you get EVERY gun in the entire game (including tank shells), as well as two new ones- the shotgun and tazer. You get also get two times of each gun. Just remember that you don't start with ammo for all of them.

What you also got: By beating the stage, you also get the Golden Gun cheat, which isn't so great.

007 Mode

All right, this isn't really a cheat, but you DO have to earn it, by beating all off 00 Agent mode. It lets you modify the enemies' health, accuracy, damage, and reaction time. Sweet!

STILL TO COME: Silver PP7, and 2x RC-P90s.

16. C O D E S

For years, Rareware denied the existence of any push button codes in Goldeneye. Recently, push button codes were discovered. According to Rareware, they were hacked, and had been there only for debugging purposes. Anyway, here they are, thanks to information from Nintendo's site.

NOTE: I have not tried out all of these codes, so they may not all work. I have also experienced some trouble in getting codes to work the second time. However, I sincerely recommend that you only use these if you truly cannot complete the section you use them on, as it is MUCH more rewarding (and fun) to beat the game legitimately.

Codes to be entered during gameplay

Invincibility

L + Down
R + C-right
R + C-up
L + Right
L + C-down
R + C-up
L + Right
R + Down
L + Left
L + R + C-right

All Guns

L + R + Down
L + C-left
L + C-right
L + R + C-left
L + Down
L + C-down
R + C-left
L + R + C-right
R + Up
L + C-left

Max Ammo

L + R + C-right
R + up
R + down
R + down
L + R + C-right
L + R + left
R + down
R + up
L + R + C-right
R + Left

Line Ammo

R + C-down
L + R + down
L + right
R + C-up
L + R + C-right
R + up
L + down
L + right
R + C-right
R + C-up

Invisibility

R + C-left
L + R + C-up
L + R + left

L + R + up
R + up
L + C-left
R + C-up
L + C-down
L + R + Left
R + right

Invisibility in Multiplayer

L + C-up
L + R + C-left
R + up
L + C-right
R + C-left
L + Right
L + R + C-left
L + C-right
L + up
L + R + C-down

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17. G A M E S H A R K C O D E S

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If you don't already know, a Gameshark is a hacking device used to draw stuff out of the game memory, and create codes. Gameshark is made by Interact, and is not associated with Nintendo.

These are codes which have not been officially tested by Interact (go to gameshark.com for official codes). WARNING: There is a possibility that these codes may corrupt your Gameshark, system, and/or game pack. NOTE: These codes all came from separate sites, but most of them, I no longer know where I found them. In cases where the source is known, it has been named. If you think I found the code at your site, but listed it as "Unknown", please let me know through e-mail.

Aztec, Silo, & Streets in Multiplayer

800364CB 0000
8102A8F2 0001
8032332A 0001
81036F6C 0000
81036F6E 0002
D0064F31 000C
80024303 0001

Enter the code, select the settings for multiplayer, and then go to single player. Select either Silo, Streets, or Aztec to start a match. You can't seem to get weapons though, and regenerating will freeze the game.

Source: Ben's Goldeneye 007 Site

Random Enemies

80357778 0001

This will make all of the enemies in one stage a single random character. However, the code will cause the game to freeze at times.

Source: Ben's Goldeneye 007 Site

Cradle and Statue in Multiplayer

8102A8F2 0001

Choose your settings from multiplayer, and then select either Cradle or Statue to start the battle. You have weapon pickups and everything for this.

Source: Ben's Goldeneye 007 Site

Get to the Island in the Dam

D0064F31 0030

800D33ED 0050

880D33ED 0000

Start the mission, and head to the docks. Press R and L to shift to the water. Then use the C-buttons, and the joystick to reach the island.

Source: Ben's Goldeneye Site

All Bonds (Multi)

8002B197 0025

Then combine this with the codes located below (Moore's, Dalton's, and Connery's multiplayer pics'). Unfortunately, they don't look much like the actors.

Source: Ben's Goldeneye Page

Moore's Multiplayer Pic'

A002B333 0001

A002B335 0017

A002B331 00B8

Source: Ben's Goldeneye Page

Dalton's Multiplayer Pic'

A002B34B 0003

A002B341 0018

A002B343 003B

A002B33D 00B8

Source: Ben's Goldeneye Page

Connery's Multiplayer Pic'

A002B34B 0003

A002B34D 0023

A002B34F 004B

A002B349 00B8

Source: Ben's Goldeneye Page

Dark Levels

800212D9 CCCC

Source: Ben's Goldeneye Page

Red Enemies

8002114E 0001

Source: Unknown

Gold Mode

8102143C 3FF0

8102144E 0000
Source: Unknown

Shrink Enemies

80051D91 0001
The enemies become incredibly small, but you have to reset after using the code once.
Source: Unknown

Sunglasses on Enemies

8035745E FFFF
Source: Unknown

All Guns in Facility (Multi, Player 1)

800C8D4C 0007

All Guns in Facility (Multi, Player 2)

800CB7CC 0007

Make KF7 fire laser shots (Facility)

880B6BD3 0008
Get up the KF7, and press the GS button, after which it will shoot lasers.

Giant Mode

80357416 FFFF
The enemies all become huge, and will usually be going through the ceiling. This code may cause the game to freeze.
Source: Oddjob's Goldeneye Page

Exploding Briefcase (Facility)

880B6BD3 0021
Press the GS button to make the weapon appear; it works like a timed mine.
Source: Ben's Goldeneye Page

2-D Characters

800211DF 0001
Source: Unknown

Invisible Characters

800210F5 00F6
Source: Unknown

Bouncing Enemies

80051D21 0001
Source: Unknown

Hold Guns Sideways (Facility)

800B6CCC CCCC
Source: Unknown

All Guns Look Like PP7 (Facility)

800B6B58 FB03

Source: Unknown

Horror Music

8101199B FFFF

Source: Unknown

No Gravity

80052AA4 0030

Dead enemies, and the weapons they drop, will float away.

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18. F A Q
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Since this guide just came out, these are a few questions I thought up.

Q: What's the island across the Dam for?

A: It was originally part of an objective, which you used a boat to get to. The programmers deleted the objective, but not the island. You can reach it with a Gameshark.

Q: Why can't I find Oddjob and Mayday in the solo missions?

A: That's because they're not there.

Q: What the **** does "AC-10" mean?

A: According to Rareware, it comes from a role playing game, in which the better the class of a character's armor was, the lower it would get. The maximum was -10, thus AC-10 means you didn't take much damage.

Q: What's with the guy in the white tux from the manual?

A: He was supposed to be playable, but was later removed.

Q: What happened to the Spyder gun.

A: It was renamed as the Klobb.

Q: What's with Ourumov's briefcase in the Silo?

A: It was supposed to be part of an objective, which was later deleted.

Q: Is there are any point to the room at the end of the Train?

A: No. It was just created for the sake of completeness.

Q: Why do the guards' bodies fade away?

A: Otherwise the game would stop.

Q: What's the 24th cheat?

A: There is no 24th cheat.

Q: What's with this "Citadel" level?

A: The Citadel was an early multiplayer level, and is not in any way in the game.

Q: Were any of the starting multiplayer levels originally available in single

player?

A: According to Rareware: the Library was originally in single player, and Caves is a reworking of the cave section from the Jungle.

Q: Is there a line mode cheat?

A: Rare denies it, though I believe there is a PBC code for it.

Q: Why won't the PBC's work?

A: I don't know; I've had trouble with some of them too.

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18. C R E D I T S
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Nintendo: They made the system you've been playing this game on. I also found the push button codes on their site.

Rareware: They made the game Goldeneye.

Marshmallow: I used the strategies in his 00 Agent to beat a few of the later stages, and thus, some of my strategies may unintentionally contain tips similar to his.

CjayC: For hosting this guide, and creating GameFAQS.

Ben's Goldeneye Page (<http://goldeneye.n64shooters.com>): I found several Gameshark codes there.

Oddjob's Goldeneye Page (<http://www.angelfire.com/ri/oddjob14/index.html>): I got a few Gameshark codes from his site.

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19. L E G A L M U M B O J U M B O
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