

GoldenEye 007 FAQ/Walkthrough

by Rad2001

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GoldenEye007 FAQ

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Author:Rad2001

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Email:DevendranD@aol.com

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* 1.Revision History *

Version 1.0(1/4/02)

-Finished Weapons

-Finished Dam on Agent in Walkthrough

Version 1.1(1/5/02)

-Finished Facility on Agent in Walkthrough

2.Weapons

Forget the bowties, smokescreen jawbreakers and martinis
this is the stuff you should really get your hands on

Pistols:

PP7

PP7(silenced)

DD44 Dostovei

Cougar Magnum

Automatics:

Klobb

D5K Deutsche

Power Weapons:

RC-P90

Automatic Shotgun

Others:

Moonraker Laser
Gernades
Gernade Launcher
Rocket Launcher
Proximity Mines
Timed Mines
Remote Mines
GoldenGun
Throwing Knives
Sniper Rifles
KF7 Soviet

* 3.Walkthrough(I.Agent)*

Mission1: Stage1

The Dam:

You start out near two bridges. Strafe a bit to the right and aim. Shoot the enemy in the head. Pick up the KF7 Soviet and change to it. Now cross the bridge and aim again.

You can sniper with the KF7 Soviet. You should see an enemy walking around the tower, if not then he should be at the top of it. If he's at the top of it aim at the stairs and get ready to shoot him, otherwise aim at him and just shoot him. Wait for a while just in case an enemy comes and tries to shoot you. If not go up the tower carefully and get the Sniper Rifle.

Change it to the Sniper Rifle and aim down. It has better aim then the KF7 Soviet. Shoot the enemy that you see. An other enemy should come out and try to go up the stairs. Aim at him and quickly shoot him.

Go through the tunnel and sniper again. Shoot all of the enemies in the head unless they try to run towards you or shoot you. Now change it back to the KF7 Soviet. You should have plenty of ammo now.

Now you should find that the truck stopped because of a wall.

Go towards the switch on the right of the wall and press the action button. The switch will now turn from red to green and the wall will open. Now you will see another wall. Go to the switch and press it again. This time, the wall will only partly open so you can fit through it, but the truck can't.

If you know how to make it open fully, please e-mail me because I did it, but I didn't know how I did it. Once the door opens shoot the enemy walking around it. Again, if he's not walking around it then he's on top of it. After that, turn around the wall and get ready to shoot another enemy. Then quickly go up to the alarm switch that's near the garage and destroy it.

Then open the garage door and shoot an enemy inside. If you waited too long then the enemy will be going for the alarm. Luckily you destroyed it and he can't set it. After you kill the guy, open the garage and go through the doorway. Get ready to shoot a security gaurd. Pick up his DD44 Dovotei gun and then go around the boxes and throw the Convert Modem you have on the screen. Go towards the gate and shoot the lock. Change it to your Sniper Rifle and open the gates. Sniper and shoot the enemy in the tower. After that ignore any other enemies until you find a pair of stairs.

Climb the stairs and then the CPU will take over and you'll see Bond

bungee into the dam.

Stage Completed

Mission1: Stage2

Facility:

You start off in a vent. Go up, left and up again and go down into the bathroom stall. Open the door and go to the right of the pillar you see. Shoot the enemy before he sees you and go to the stall to the left of the one you came out of. Get ready to shoot an enemy once you open the stall.

After that go to the stall opposite of the stall you just opened. Get ready to fire at another enemy. After you clear out the bathroom exit it. Go towards the stairs. Before you head towards the door next to the bathroom snipe an enemy patrolling the hall. Once you're done, head into the door next to you.

Before you go down the stairs, kill the enemy in the upper right corner. Wait just in case an enemy comes through the door. Go through the door once you've finished. Face the wall and strafe a bit to the right until you see an enemy then shoot him. Pick up his ammo and his Clearance B Card.

Continue until you see double doors. Open it and face the wall to your right. Strafe to the left and shoot the enemy you see. Wait for another enemy to come. Kill him and go up until you see another brown door.

Get ready to fire at three enemies once you open it. Activate the switch and hurry to the first brown door you saw. Open it and continue through another brown door. Shoot the enemies near the pillar and continue onto the next room. Open the door and get ready to shoot three enemies.

Watch out because scientists might be escaping and in your range of fire. Do not hesitate to kill a few if you must, but not too many. Turn around to the door you just came through and wait for two possible enemies. Hold at that position for any other enemy. Once you're finished explore the two doors to your sides and rescue any scientists.

In one of the rooms to your side will be an enemy. Execute him for good. Go up through the brown door and continue on through the other one. Execute all the enemies in this room and enter the laboratory. Kill the enemies behind the boxes.

Wait for enemies enter the room, then shoot them. Go up the stairs and kill the enemies there. Kill the enemies and free the scientists. Meet up with Dr. Doak (don't shoot him or else you'll fail the mission) if you haven't yet and he'll give you the decoder to enter the bottling room. Enter the bottling room and talk to 006.

Plant the mines you've had from the beginning of the mission on each front bottle while talking to 006. After the guards enter blow up the mines and exit. Don't worry about 006, he knew it was a risky job.

Stage Completed

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