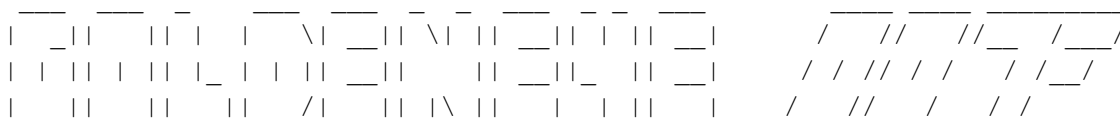


GoldenEye 007 FAQ/Walkthrough

by Karl Jobst

Updated to v1.5 on Aug 22, 2000



FAQ / 14/20 Walkthrough

Version: 1.5

8/22/00

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PRELUDE

I don't know if prelude is the right word to describe this section, but I'm going to tell you how this FAQ began. I'm writing this because I didn't just come up with the idea of writing a FAQ, there was a chain of events leading to things over a year ago.

Firstly I will list the things from a while back that would effect me in the future.

I 1997 I made friends with a boy named Greg Whatmore.

In June 1998 I bought Goldeneye of my friend Paul Johnstone for \$35.

In April 1999 my mum bought me a January edition of 64 Magazine.

In May 1999 I got the Internet and discovered GameFAQs.

They're the key facts, now here's how it began....

I think it was May 1999 when I was sitting in the family room playing, you guessed it, Goldeneye. I remembered that Greg was destined to beat Frigate on OOA in under 3 minutes so I thought I'd have a try. After about an hour I got a time of 2:58, and I rushed over to the phone to call Greg.

Greg picked up the phone and I told him of my time. Greg told me to ring back in one hour and we will tell each other our times then. I accepted and hung up the phone. I played Goldeneye for an hour and I had no luck in beating 2:58. I rung up Greg and I got some exciting news. Greg said to me that he got 2:18 for frigate and I was stunned. I asked him how he did it so he told me.

Suddenly, I remembered that in a magazine I have, there was a competition, and some guy had one. The competition was to complete all Goldeneye missions on OOA in under 60 minutes. His Frigate time was 2:07, so I told Greg. Greg made an oath that he would beat that time. It would be several weeks later that that day would come.

Greg was over my house one day and we were having more attempts at frigate. We were getting all sorts of times raging from 2:10 to 2:20. Then, it would happen. Greg stepped on the boat, and we waited to see the time. 2:06!!! Greg was as happy as ever and envy filled my head. He had beaten 2:07 and he wanted more.

We decided that we would try night and day to beat ALL of his times, his times are as follows:

Dam: 2:40
Facility: 1:12
Runway: 1:02
Surface: 2:13
Bunker: 2:09
Silo: 3:57
Frigate: 2:07

Surface 2: 2:05
Bunker 2: 2:36
Statue: 2:46
Archives: 1:10
Streets: 2:15
Depot: 1:56
Train: 4:14
Jungle: 4:03
Control: 6:56
Caverns: 5:37
Cradle: 0:57
Aztec: 5:23
Egyptian: 1:08

We had our minds made up, and nothing was going to stop us, we would deliver. A few months later though, we started to drop interest. We started doing other things, and it was now the occasional attempt here and there. But in December 1999, our luck would change.

I was looking in GameFAQs one day and I was looking through some Goldeneye FAQs. Suddenly, an idea sprung into my head. I hastily e-mailed two people; Marshmallow, and Ian Rogers, and I told them my proposition. Marshmallow was never to reply but Ian Rogers, Ian Rogers sent me a reply. He said YES! He said that he would post all of our OO agent times! Greg and I were very happy, joy filled us to the brink.

Ian Rogers posted our times, and Ian and I soon became friends. After about a week of knowing Ian I found out that he was only fourteen like I. It gave me the inspiration to write a FAQ. I had no idea what it would be about, but I said, "if he can do it, I can do it." I soon came up with the idea of writing a Goldeneye FAQ about health.

I didn't want to make it too big because I didn't know if it would actually get posted. I sent it off and two days later I saw it on GameFAQs. Now I have to be honest, when I first saw my FAQ on here it wasn't very good. But I updated it, and soon I was into the FAQ groove.

The day I got my e-mail was the happiest day of my life I think. I printed it out and I still have it in a folder. I ran around the house and made everybody read it, I was SO happy.

Greg and I still try to beat all the times. We have been 90% successful and we are planning to continue trying.
Here are our times so far:

Dam: 2:25
Facility: 1:08
Runway: 0:43
Surface: 2:00
Bunker: 1:33
Silo: 3:05
Frigate: 1:46
Surface 2: 1:59
Bunker 2: 2:05
Statue: 2:35
Archives: 1:01
Streets: 2:04
Depot: 1:14
Train: 3:08
Jungle: 1:44

Control: 5:36
Caverns: 4:03
Cradle: 1:00
Aztec: 4:28
Egyptian: 0:57

We are pretty sure that success is not far away. We focus a little more on agent times now because I've started a competition. But the OO agent spirit will never die.

-Karl -3/15/00

Revisions

15. (8/22/00)

Well I have now finished the health section that I started at the beginning of this FAQ. That was, hmm...8 months ago now...

I also wrote a train walkthrough too.

1.4 (8/1/00)

I added the Depot walkthrough and I added another funny story submitted by Hans Moleman. I'm pretty excited about finally finishing the walkthrough. I can't wait!!!

1.3 (7/29/00)

Well, I've finally started to finish the walkthroughs! After a long, long, hard struggle with my mind, I'm going to finish the walkthroughs. So, for now I've only completed Archives and Streets. More will come later, probably soon as I am going to continue writing after I send this update to GameFAQs.

Also, as you may have already noticed, I making this FAQ look more presentable. So, I'm redoing the format and doing all soughts of stuff.

1.2 (6/28/00)

This update is fairly short. I add two more funny stories, and I posted the winner of the funny stories competition! So, go check that out! I fixed up some of the formatting; everything should now be in working order. I also rewrote the Ourumov death scene in the Silo.

1.1 (5/25/00)

This FAQ is going under major construction. I have gotten rid of some sections, and fixed some up. In terms of actually writing this FAQ, I have sunken to an all time low. I started this FAQ in December, and yet I have been too lazy, and have only written up to the statue. However, I will try my hardest to get some work done, because I hate having an unfinished FAQ on my shoulders. So, I will work harder.

In this update I added the bunker 2 walkthrough. I also added another

funny story. The funny story comp. has ended and I'm pretty happy with the funny stories I have to choose from. The winner will hopefully be posted in the next update. But I'm still deciding at the moment.

The Ten Commandments

1. Thou shalt not use a loud weapon in a guard infested level

Using a loud weapon in a level where there are a lot of guards and you're in a building, (eg. Facility, Archives, Bunker 2, etc.) will attract heaps of guards. However, if you use the scope on a loud weapon and fire one bullet. Then no one will hear you (well, maybe a couple on OO agent).

2. Thou shalt aim for the head

As you probably know, hitting a guard in the head with a bullet will have a much better chance of killing him than if you shoot him in the leg. It's also helpful when you need to preserve your ammo.

3. Thou shalt hide behind pits and railings

A really big advantage you have over the guards is that if you can't walk into an area, the guards won't be able to see you over that area. If you stand on the other side of a hole to a guard. He won't be able to see you but you will be able to shoot him. This can be extremely helpful when fighting Xenia in the jungle stage.

4. Thou shalt "hug" the enemy

If you run right up to a guard, he won't be able to shoot you. But you will be able to shoot him. Many people use this technique when fighting Jaws. Make sure there are no other guards around when you do this.

5. Thou shalt surprise the enemy

If you see a guard coming towards you, try to duck around a corner and wait till he walks by. By the time he notices you, gets his gun ready and fires. He should have about 12 bullets lodged into his forehead, OUCH!

6. Thou shalt shoot through windows

This can be very helpful on the surface and bunker levels. Just use the scope and peak through the window of a door or hut to get an easy head shot on a guard. They won't know what hit 'em!

7. Thou shalt run away when in trouble

A good idea when you've got about 20 guards staring at you is to run away, run very far away. Then you can wait for each guard to come, and kill them one at a time. This works great on Bunker 2.

8. Thou shalt not set off alarms

One of the worst things you can do is set off an alarm. They can go off if you, or a guard presses an alarm switch, or if you stand in

front of a camera for to long. If an alarm goes off, a constant stream off very tough guards will flow after you. On some levels though, you have to set off the alarm to complete the mission. Eg. Bunker.

9. Thou shalt master the run-strafe technique

In some cases, the only way to get a cheat is to use the run-strafe technique. To use this technique, face 45° to the right. Now, at the same time push forward on the control stick and press C-left(strafe). You should be moving forward even though your facing a bit to the right. You may not notice, but you are running a lot faster than usual. About 50% faster.

10. Thou shalt not kill scientists

No matter how tempting it is, with their heads pushed up against your gun. Cowering below you hoping you won't pull the trigger. Seeing your "licence to kill" half hanging out of your pocket. One of the hardest things to do in Goldeneye, is not killing scientists. It may seem weird, but 9 out of 10 people will fail a mission just to get the pleasure of killing a scientist.(personally I don't blame em!)

Walkthrough

This is the beginning of an entire OO agent walkthrough. I've tried to make it as in-depth as possible, this will also mean completing the levels this way will take a LOOONNNNGGG time. But it's good for people who are starting out because I've made the walkthrough safe. I think if you are just starting out you should still do the level on agent, as if it was set to OO agent. You still complete the mission, and you get some experience for when the time comes for you to advance to the next difficulty. Enjoy!

MISSION 1 ARKENGELSK, USSR NINE YEARS AGO

LEVEL 1: Byelomorje Dam

Residents: Russian Infantry
 Siberian Guards
 Russian Commandant

NPC: None

Weapons: Slapper
 Rifle butt
 PP7(silenced)
 DD44 Dostovei
 KF7 Soviet
 Sniper Rifle
 Grenade

Gadgets: Covert Modem, Bungee Cord

Alarm System: Yes

Objectives: Neutralise all alarms
 Install covert modem

Intercept data backup
Bungee jump from platform

This level is one of the best levels to practice using the scope. Most of the killing is done from about 200 meters away. An excellent sniping level.

When you start you will be cornered so just creep around the wall to your left and pick off the guard with a head shot. After you take his KF7, move along the bridge and stand behind the small concrete wall with red and white lines on it. The guard standing against the wall won't be able to see you so try to be convenient and kill him with a single bullet to the skull. Wait behind the small wall for a while and another guard will emerge from behind the guard tower. Even though he's right in front of you he won't be able to see you so he should be yet another easy kill. After you're through with the first three guards, head around the left side of the guard tower and run up the steps. In the small room surrounded by glass there is a sniper rifle sitting on the floor, so shoot the glass and pick it up.

Turn around and look over the railing. Get out your sniper rifle and look into the tunnel using your scope. There are two guards standing there like living targets so make the best of the situation and score max points by getting two head hits. Run down out of the tower and collect everyone's ammo. Move through the tunnel and stop just before it turns right. Slowly move around until you see a group of boxes in the far distance. Using your sniper rifle zoom in and there should be a guard behind them. Send a few bullets his way until he's dead. Continue slowly moving around until you can just see a small stone wall with a gap across it. Again zoom in with your rifle and you should be able to make out two little balls in the small gap. Shoot the balls and you will find out you've just killed two guards, hooray. Move over to the left side of the tunnel and zoom in towards the guard tower on the right. When a guard walks around kill him and run to the end of the tunnel.

At the end of the tunnel turn left and stand beside the grey boxes. Slowly creep around and you should be able to get a nice view of a guard's arm. Shoot it a few times until the guard himself is dead. Now, everyone in that little area is dead so pick up their ammo and climb the guards' tower I mentioned earlier in the tunnel. Look around until you see a green truck parked in front of a brown gate. Look just above the gate and there is another guard tower, wait awhile and guard will ascend up into it. Use your rifle to zoom in and shoot him. After this, run down the stairs and move over to the brown gate. Push the button on the right and the gate will open. Continue through and open the next gate in the same fashion.

As soon as the gate allows you through run along the left wall and kill the guard running towards the alarm on the building with the satellite dish. Get his ammo and then run up the other guard tower to collect the ammo from the guy you killed from the previous guard tower. Now run towards the building with the satellite dish and look on the wall. The little red and white rectangular thing is an alarm so shoot it until it blows up (if you need to reload make sure you step back first or you'll set off the alarm). Now we get to a fun part! Look through the first window and you should see the head of a guard shoot it twice and the guard should fall to the ground. Then move on to the next window. Position yourself so you're on the left side of the window and you can barely see through a very thin gap. Get out your sniper rifle and zoom in through the gap. Oh, what a surprise! A Russian Commandant came to my birthday party. Thank him by popping several bullets into his neck.

Open the gate on the left and open the brown door on the right. Go inside and collect the ammo and DD44 then return outside. Go around the other side of the boxes and you will see a computer screen. Go into your watch and

select the covert modem. Aim her up and plant her on the screen making sure not to miss. Turn around and head over to the next gate. What's this?! A lock? Never fear, just get out a gun and shoot it once to make it break. Phew, that was a close one! Open the gate and run to about halfway between the gate and the first tower. Get out your sniper rifle and look at the first tower. See the guy walking around? Good, shoot him and move along the dam. When you get to the first tower climb the ladder and zoom in to the next tower. There should be another guard walking around so don't make him feel left and kill him to. Climb back down the ladder and open the brown door. Shoot the alarm and then make your way to the second guard tower. Climb up the tower and kill the guard on the third tower just like you did before. Climb down, destroy the alarm in that tower and move along to the third tower. Collect the guard's ammo; destroy the alarm and then head back to the first tower on the dam.

Open the door and make your way down the steps. When you get to the bottom look through the gate on the left and you will see a guard. Nearly every guard in this tunnel takes more than 1 shot to the head so make sure to get two head hits for each guy. Using your PP7 scope the first guy and lay into him with a few bullets. Then another guard will arrive so trash him as well. Open the gate and look around to the right. Using your soviet kill the guard just at the back corner and back away again. Now you can start heading for the computer room.

Turn left and hide behind the small wall on the right side of the tunnel(facing left). Get out your sniper rifle and slowly peep around the edge of the wall. The guard just up ahead will see you so kill him quickly. Continue to slowly creep around and you will see two more guards using boxes as cover. Blowing up the boxes won't kill them but two shots to the head will be enough. Now, keeping on the left side of the tunnel strafe along with your PP7 out. When you reach a small opening there will be a guard hiding behind the corner so quickly dismiss him. Now, hide behind the wall on the right side and do the exact same procedure as before because the guards are all in the same positions. Continue on through the tunnel until you reach a dead end. Wait! This can't be right! Oh, sorry. It turns out there's a door camouflaged as a wall. I'm sorry if I nearly gave you a heart attack. That was my bad. Anyway, when you've recovered open the door and step into the hallway. Get out your Soviet and quickly dash into the room. Hey! What are all these guards doing here? Better dive back into the hallway quick and kill them as they come to get you. Now you can enter the room.

If you look on the left side of the room there will be two big boxes. They are the mainframe computers you need to intercept the data backup with. But before you do anything check behind the mainframes to see if a guard is still there. If there is, kill him. Now you are in a guard free environment. AHH, that's a nice feeling! Anyway, once you've finished relaxing, press B on the mainframes and you should see a count down appear on the screen. That means that everything is going as planned. Journey back through the tunnel until you get to the gate you used to enter. Go through the gate, run up the stairs and continue back on to the dam. Run towards the second guards tower and on your left you will see a small set of stairs. Climb them and jump off. (Don't worry, you won't fall to your doom cause you've got your bungee cord strapped to your leg). MISSION COMPLETE!

Now you can watch an action replay of you jumping off the dam!

LEVEL 2: Chemical Warfare Facility #2

Residents: Russian Infantry

Scientists

NPC: Trevelyan
Ourumov
Dr Doak

Weapons: Slapper
PP7 (Silenced)
DD44 Dostovei
KF7 Soviet
D5K Deutsche
Grenade
Remote Mines

Gadgets: Detonator, Door Decoder (Dr Doak)

Alarm System: Yes

Objectives: Gain Entry to Laboratory Area
Contact Double Agent
Rendezvous with 006
Destroy All Tanks in Bottling Room
Minimise Scientists Casualties

This is an ultimate stealth mission. Use your PP7 until it's ammo runs out because the guards on 00 agent are A LOT better at hearing than the guards on agent. Even using the scope on the soviet and firing one bullet will alert some guards.

Also, where the guards are when you reach a point is strictly random. It all depends on how quick or slow you move. Don't expect a guard to be in the same position every time you do the mission.

You will start off in the ventilation shaft of a restroom. Make your way left until you encounter a square hole in the vent leading into a cubicle. Stop just before you fall and look over the wall into the cubicle to the right of you. One of the most enjoyable things you can do while playing Goldeneye is to shoot an unsuspecting guard in the head. Now is your chance so shoot the guard's hat and then his head.

Plonk down into the cubicle and open the door. Now you see that big wall right in the centre of the room? Slowly strafe around the right of it until you can see a guard's back. Shoot until the guard is dead. When he is dead, move to the cubicle he was standing in front of. Open the door and quickly dismember the guard standing before you. Now quickly hop onto the can and turn around. The guard in the cubicle next to you will come out to investigate so I think you better kill him before he kills you.

Pick up all the ammo and exit the bathroom using the white doors. When you get to the stairs, don't go down but instead turn left and wait in front of the white double doors until a guard emerges. Kill him and stand just to the left of the next set of stairs and duck. You should be able to make a clean head shot to the guy standing in the far corner.

Turn around and head back onto the balcony. Look down over the edge and wait. When you see a guard walking below, kill or injure him. Him along with one or two of his buddies will also arrive so get ready for some action. When there through, head down the stairs and turn right. Open the white door just to your right and kill the guard behind the box. Another guard will run to the door. From close range a head shot is pretty easy so try to preserve your

ammo. Collect their ammo and exit back into the hallway.

Turn left and open the door that is underneath the balcony. Move along past the stairs and enter the door on the left. Just to the left there is a guard with his back turned so yet again, a bullet to the head is in order. When he's dead open the door he was facing and move to the brown door. Open the door and quickly run up the stairs and on to the balcony. One guard should have followed you up so kill him fast. Slowly move down the stairs and peak through the door you just opened. When you see the guard inside. Kill him and wait for another guard to come out of the room.

Collect their ammo and activate the console. When it's activated, exit the room, turn left and then turn left again where you will encounter another brown door. Go through it and then go through the door on the right. Now cuddle the wall on the left. Creep around the wall until you see yet another guard. Kill him and move to the pole in the centre of the locker room. Strafe out around the pole and knock of the guard, now take his ammo. Turn around and face the door you just came through. Wait awhile, and eventually four guards would've come through. When there all dead move towards the next door and move to the left. Move around slowly until you get the attention of the first guard. Quickly move behind the wall to your left and kill him when he comes to get you. Do the same with the next two guards in the hallway and collect the ammo they dropped.

Move through the hallway and you will see two rooms, one on each side. Enter both rooms and look for Dr Doak, he's the scientist holding a small black thing. If you find him he will give you the door decoder you need for the end of the level. If not, move to the end of the hallway and open the door on the far side. Open the next door and wait for two guards to walk by. They will see you instantly so you have to kill them quick.

Now here's a fun part. Get out your KF7 and fire a few bullets into the brown door just ahead of you. A heap of guys will come out of that room so move to the left a little. Now lean out and fire a few bullets into the guards. They will start firing, so when the firing stops lean out and fire a few more. 4 guards will come from the room and 1 guard should arrive from each side so if you find it easier just to hang to the left of the door and kill all the guards at close range, than feel free.

When they're all dead, move into the room in front of you and activate the console on the left. Run out of the room and turn right. Continue down the hallway until you reach an opened door. Switch to your PP7 and kill the guard just to the right. Walk half way up the stairs and look over the small wall. Look closely and you will see two heads. Shoot them both and continue up the stairs. Turn right and kill the guard standing in the corner. Now, Quickly run around the corner to the left and then quickly run back around and wait for a guard to arrive. Give him a few bullets and move on around the wall. Take out your KF7 soviet and fire a few shots into the far wall. Three guys will arrive so take them out with your soviet.

Continue down the hallway and turn right. Run all the way down and take out the two guards in the corner. If you haven't found Dr Doak yet, search around and in the rooms. If you don't find him start again. Turn left and run down to the end of the hallway. Look to the left and you will be delighted to find two guards with their backs turned. Have fun!

Move to the door on the right and you will find it's locked. Get out your door decoder and use it to open the door. Run down the stairs that are right in front of you and you will come face to face with Trevelyan(006). Get his attention and get to work on the tanks. Place a mine on each of the back

tanks. Try and place them facing the inside of the tanks so the explosion blows up all the tanks. Move over to the white double doors and wait for Trevallyn to get out the remote mine's range. BOOM! Blow up the mines and it should say, Objective D Completed. If it doesn't, get out a gun and shoot the remaining tanks until they blow. By that time you should have finished rendezvousing with 006 so just exit via the white doors and, MISSION COMPLETE!

LEVEL 3: Runway, Chemical Weapons Facility #2

Residents: Russian Infantry
Siberian Guards

NPC: None

Weapons: Slapper
PP7(silenced)
Klobbs(2)
KF7 Soviet
Grenades
Timed mines
Tank

Gadgets: None

Alarm System: No

Objectives: Find plane ignition key
Destroy heavy gun emplacements
Destroy missile battery
Escape in plane

The tank is good for two reasons.

1. The only way to destroy the last two gun emplacements is to use the tank's grenade launcher. It shoots really far!
2. The tank acts like a second life supply. You can take heaps more hits when you're in the tank. Use it to your advantage.

As soon as you start, collect the grenades that are lying beside you. Then turn right and wait until a guard emerges. When he shows himself, kill him and move into the alcove. Step over the little brown box and pick up some timed mines. Return back into the hallway and run to the conveyer belt on the left. Stand on top of it and move down until you're just outside. Look left and right until you see a guard patrolling. Kill him and move towards the building on the left.

Pick up the grenades that are just to the left of the entrance and move through the door. You will notice a little alcove just to the right. Rebound a grenade of the wall to the right so it rebounds into the alcove. When it blows you should hear to guards cry out. If you did, move around and grab the key of the table. If not, throw another grenade. Exit the building.

Run all the way to the other side of the building you started in and you will find a tank, hooray! Hop in and start to make your way down the runway. About a quarter of the way down to the left you will encounter the first drone gun. Shoot it out and look to the right. Do you see that big concrete pole with a white thing sitting on top? That white thing is the missile battery. Destroy it using the tank and move on.

The last two gun emplacements are a bit harder to spot. The first drone gun you should focus on is the one to the far right. Look around on the cliff to the right just before the edge of the runway until you see a gun shooting at you. Fire a grenade and look over on the left cliff. Once you see the gun destroy and you should see Objective B completed. If you don't, move back down the runway and destroy any guns you didn't get earlier. After they're all destroyed get out of the tank and run over to the plane. Press B on the plane and your done. MISSION COMPLETE!

MISSION 2 SIBERIAN PLATEAU 4 YEARS AGO

LEVEL 4: Severnaya Installation

Residents: Siberian Special Forces
 Russian Commandant
 Arctic Commandos

NPC: None

Weapons: Rifle Butt
 PP7(silenced)
 Klobb(2)
 KF7 Soviet
 Sniper Rifle
 Grenade Launcher
 Grenades

Gadgets: None

Alarm System: Yes

Objectives: Power down communications dish
 Obtain safe key
 Steal building plans
 Enter base via ventilation tower

From your starting position move along the path around the bend and climb the small watch tower on the left. Zoom in towards the first hut on the right and take out the two guards. Continue searching a bit to the right until you find another guard walking away from you. Take him out as well.

Head over to the hut on the right and enter it. Move around the boxes and collect the grenades(grenade launcher only). Exit the hut and turn right. Continue on past the first hut you encounter and run to the second hut just to the right. Look through all the windows and you will see a siberian guy, and a Russian commandant. Snipe through the window and kill the commandant. Then wait outside and when the siberian dude shows up lay into him as well. Enter the hut and collect the hut key and the grenade launcher. Exit the hut and make a right.

Run just to the right of the first hut you past and after a while you will reach another hut. Enter it and snatch the safe key of the table. Exit the hut and turn left. Head towards the large satellite dish in the far distance. Just before you reach the dish building you'll notice a path leading to the left. Follow the path and enter the first little compound surrounded by a fence. Enter the hut on the left and open the safe. "Steal" the building plans and get out of the hut.

Head back to the building with the dish and enter it using the green doors. Climb the stairs and go through the second door to discover a console. Press B on the console to power down the dish. Wow! That was harder than I thought! Exit the building and continue on straight ahead.

Turn left at the first bend and stop just before you reach the ventilation tower. Get out your grenade launcher and fire one solid grenade right in the middle of the grate. Run to the tower and climb up using the ladder. Jump through the grate and, MISSION COMPLETE!

LEVEL 5: Satellite Control Bunker

Residents: Russian infantry
Russian commandant
Janus Special Forces

NPC: Boris

Weapons: Slapper
PP7
PP7(silenced)
DD44 Dostovei(2)
Klobb(2)
KF7 Soviet
Grenade

Gadgets: Key Analyser
Data thief
Camera

Alarm System: Yes

Objectives: Disrupt all surveillance equipment(Security cameras)
Copy Goldeneye key and leave original
Get personnel to Activate Computer
Down load data from computer
Photograph main video screen

This is another stealth mission. You shouldn't really run out of ammo for your PP7 unless you pump 20 bullets into each guard. Try to go for the head.

Open the door you're facing and shoot the guard in front of the computer. The guard on the left will then go for the alarm so quickly stop him. Grab the ammo on the right and destroy the alarm. Move to the door and look through the window. Look up a bit and you will find a camera. (It can't see through doors so don't think the alarm will go off). Don't shoot the camera yet. Instead, wait until a guard walks by the door and blow up the camera about 5 seconds after the guard walks by. When the camera explodes, run back a bit and kill the guard that was standing just the side when he opens the door to get you. Shut the door and wait a while.

After a bit, the same guard will walk by the door in the opposite direction. So either shoot him through the glass, or open the door when he walks by and kill him from behind. Either way, collect his ammo and turn right.

Run down the stairs and quickly kill the guard in the small alcove. Get

the ammo and run back to the starting room. Run into the circular room and enter out on the other side. Quick! Destroy the camera on the left or it will set off the alarm. Then move over to the door. Stand on the left side of the right window and look through. You will make out half of a guard's body. Kill him and quickly run behind the blue thing. Wait for a short time and a guard might run into the room. If he does, kill him and take the key card he was carrying. If not, open the door and lean to the left facing right. If you see a guard walking in the hallway, quickly shoot him and run back into the room. Wait for another guard to come and kill him too. If not, peak out and you will see a guard in the far distance. Kill him, dive back into the room and hide behind the blue thing.

Now, three guards will come. They will either hang outside or open the doors. If they hang outside, try and kill one or two guys through the window. Then kill the remaining guards. If they open the door, kill them. Collect all the ammo and the key card and turn left. Creep around the left corner until you find another camera. Quickly shoot it out before the alarm goes off.

Continue around the corner until you see a guard on the far side of the hallway. Get his attention and duck back around the corner. When he comes, kill him and move on and stop when you reach the brownish wall. Creep around the wall and take out the first guard you see. Then take out the next guard as he runs at you from the left. When all three guards are dead, move back through the hallway and enter the first door on the left.

Don't open the second door! Just peak through the window and take out the guard standing next to the mainframes. Then dive back out into the hallway and wait for two guards to come out of the room. Shoot them and move down the stairs just up ahead. When you reach the bottom of the stairs, look left and you will find a large room with a big screen on the left.

If you enter the room the tiniest bit you will see a small set of steps to the right. Get behind the steps and look towards the back wall. When you see the guard, pop a bullet into his skull. Then look over to the far side of the room. There is another small room with a glass wall. Get out your KF7 and zoom in to the room. There's a guard behind the metal crate so shoot a few bullets into him. There is also a camera just up a bit to the right in the same room, so destroy it also.

Now look into the room on the right. Staying behind the steps, shoot one of the two guards you see in the head. Then duck around the small wall to your right. Wait for a Russian commandant and a guard to arrive and kill them both. Then head into the centre of the main control room. First, get out your camera and take a picture of the large colourful screen. Then turn around and move to the table next to the big eye-like thing on the wall. On the table there's a computer and a small square thing. It's the Goldeneye key. Pick it up and get out your key analyser. Press Z twice and it will copy the key and throw out the original. After objectives B and E are completed, look around for Boris.

When you find him, run right up to him and you will say "take me to the mainframe terminals." Boris will start walking so follow him and he will lead you to the computer room. Get out your Data Thief and wait while Boris does his thing. After a while, Boris will set off the alarm(He has to) so very quickly activate the data thief on the computer and get the hell out of there!

Get out your KF7 and run really quickly back to the control room. Then run like hell over to the other side and go through the screen doors on the left(the door all the siberian guards are coming out of). Run up the stairs and out the door.

If you're still alive, MISSION COMPLETE!

Note: Don't bother killing all the guards. Just run straight past them or you will get killed.

MISSION 3 KIRGHIZSTAN TWO YEARS AGO

LEVEL 6: Soviet Missile Silo

RESIDENTS: Russian Soldiers
 Scientists

NPC: Ourumov

WEAPONS: Slapper
 PP7(silenced)
 DD44 Dostovei
 KF7 Soviet
 Grenade

GADGETS: Camera
 Plastique

ALARM SYSTEM: No

OBJECTIVES: Photograph Satellite
 Obtain Telemetric Data
 Retrieve Satellite Circuitry
 Minimise Scientist Casualties
 Plant Bombs in Fuel Rooms

You only have 8 and a half minutes to complete this level so you can't just stay back and wait for the guards to come to you. You have to keep going ALL the time.

Open the first door and take out the guard on the right, hopefully with a head shot. Then quickly pop out and take out the guard running at you. Take their ammo but DON'T switch to your KF7. Look around the bend and quickly but conveniently disable the guy on the right. Then lean out some more and take out the guard(s) you see. Get their ammo and open the next door.

If there were only 4 guards in the last corridor, get ready to kill a guard that's standing right in front of you. Move around the pillar on the right and kill the lonesome guard. Then move over to the left side and pick up the green things. Also get the key card the scientist closest to the stairs is holding. Press start and get out a Plastique and place it on any wall in the room, then run up the stairs and open the door.

In the next hallway there are two guards so take them out saving as much PP7 ammo as you can. Turn right at the bend and open the next door. Take out the next guard and move along the platform to the next door. Open the door and quickly back up along the platform so that you can see a guard through the door but he can't see you because the railing is in the way. Shoot him in the head and then wait for 1 or two guards to come. Kill them and take all their precious ammo.

Move down the hallway and creep around the corner taking out the two

guards as you go. Collect the ammo and open the next door. There are two guards just to the right of the door that will see you instantly. You can just shoot them then and there, or you can play it safe and back up to the right and slowly peep around the door taking out one and then the other. Move around the right side of the computer and collect the green thing and the key card that the scientist is holding. Press start and get out a Plastique and place it on any wall. Run up the stairs and quickly open the door.

Back down to the bottom of the stairs and look the door up above. You should see a guard's head clear as daylight so kill him. Wait for 2 guards to come, if they don't, run up the stairs and look down the corridor for about a second to alert any guards that are there. Then duck back to the right and kill them as they come. Run into the corridor and be alert for any other guards that are patrolling. Slowly peak around the right bend staying on the left side of the hallway and pick off the guard. Then run out and take on the guard on the left. Open the door on the left and take out the guard with his back turned. Then run back over to the door on the right.

Take out the two guards as quickly as you can and move on to the next door. Open the door and very quickly run back through the door behind you and duck to the left. Wait till a few guards come and kill them all. Then move forward and take out any guards that are still there. Run down the hallway and slowly crawl around the bend killing one guard. Then back away and kill any guards that may come. Run around the corner killing any guards you see and open the next door.

There might be a patrolling guard in this room so watch out. Move over to your right and get the DAT of the scientist in the corner. Then move over to the left side of the room and grab the green board and get the key card of the scientist that's hiding behind the big computer. Get out a Plastique, throw it on the wall and get up the stairs.

Switch to KF7 and open the door. Let 'er rip! Take out any guys you can see. About 6 guards will come so there will be a lot of action. When all the guards are cleared, move over to the door on the left and go through to collect the body armour. Then move back to the door on the right. Open the door and take out the guard(s) you see.

The next part is pretty hard the first time, but practice and you'll be able to go through without being hit once. Open the door and as soon as it begins open use your scope and aim to the left a little. As soon as he's in sight, take out the first guard with upper body hits, then the second guard, which is directly behind him. Then quickly look over to the right and take out the third guard behind the boxes. Look up to the top of the stairs and take out any guard you can see.

Move through the crates until you reach the stairs. Guard might emerge so prepare to kill. Look around the corner and take out all the guards you see hopefully with head or upper body hits. When the hallway is cleared move along to the next door. Open the door and quickly disable the guard that stands to the left. Enter the room, and get out a Plastique to place on the wall. Then get out a camera and take a picture of the satellite(the big thing in the middle of the room).

Now you're coming up to the home run! Run up the stairs and open the door. If you timer is above 1:30, run to the bottom of the stairs and shoot the guard that's standing just through the door. Then wait until a few guards come and kill them. Now we're on the home stretch! Bolt through the door a run like hell through the hallway and turn left. Ignoring all guards(and Ourumov) run through the hallways, and turn right at the next intersection to get to

the lift. Enter the lift, and watch as the silo crumbles to dust! MISSION COMPLETE!

MISSION 4 MONTE CARLO

LEVEL 7: Frigate "La Fayette"

RESIDENTS: Janus marines
Hostages

NPC: None

WEAPONS: Slapper
PP7
D5K(2)
D5K(silenced)
Phantom(2)
Grenade

GADGETS: Bomb Defuser

OBJECTIONS: Rescue Hostages
Disarm Bridge Bomb
Disarm Engine Room Bomb
Plant Tracking Bug on Helicopter

First of all, run up the ramp and turn left when you get onto the ship itself. Run up the stairs that are furthest away and open the door. Quickly kill the guard just up ahead and run down the hallway. Open the door that's right in front of you and run down the stairs. Run a bit further and you will find the helicopter. Get out the tracker bug and throw it on the copter.

Open the large door on the right and open the door just above the stairs on the left. Kill the first guard with one bullet to the head, then kill the second, and then the third. Collect all their ammo and open the next door staying on the left side of the hallway.

Take out the guy with his back turned, and kill the next two guards that come to the rescue. Get all the ammo and move over to the stairs on the left. Disable the guard at the bottom and then his friend. Run down the stairs and open the door just in front on the left. Now you have to keep your eyes open now because there might be some guards running around. The two unaware guards over to the left and then look down. You see that guard under the stairs? Shoot him.

Now run over to the computer and get out the bomb defuser. There's a little brown rectangular thing on top of the computer. Face it and use the defuser on it using Z. Turn around and run down the stairs on the right. Move through the room until you can see a guard taking a hostage. He won't be able to see you because the engine is in the way so take your time. Then quickly dash around the corner and take out the guard in the corner to the right.

Run back up the stairs you used before and go through the first door. Run past the stairs on the left and open the door straight ahead. Quickly kill the guard taking the hostage on the left and then kill the next guard in the same room. Go through the door on the left and run down the winding hallway. When the hallway turns left there will be another guard holding a hostage just through an open door. Quickly dash around and kill him.

Go through the door straight ahead and run up the stairs on the left. Run through the only door and run through the door on the other side of the hallway. Open the big sliding door and you will be back at the helicopter. Turn left and run up the steps. Go through the door and stand just to the right of the door on the left. Open the door and slowly creep around until you see part of a marine. Shoot it until the guard is dead and then wait for another guard to arrive. When you're finished with him, move into the room about 5 cm and look through the door. Very slowly move to the left and you should see an arm. Shoot it at least four times and the guard will be killed. Now run up to the door and stand just to the left facing the door. Wait for awhile and around 1-3 guards will come, kill them all and then exit via the door you enter through.

Turn left and run all the way down the hallway opening the door at the very end. Run down the stairs and run around the left side of the ship. Run up the stairs closest to you and open the door. Now, just from outside the door, move in until you can just see a marine next to the computers near the windows. Kill him and then back out to the right of the door and wait ten seconds. Enter the room and shut the open door just on the right. Move over to where the marine you killed was standing and get out the bomb defuser. On the computers you will see another small brown thing, defuse it. Turn around so your facing away from the windows and exit through the door furthest on the left on the far wall. Run down the stairs and turn left, you should see a small gap in the railing. Go through the gap and run halfway down the ramp. Press start and check all of your objectives, if the hostages haven't been released yet, then wait until you see a:completed. Enter the boat to finish the stage. MISSION COMPLETE!

MISSION 5 SIBERIAN PLATEAU

LEVEL 8: Severnaya Installation

RESIDENTS: Siberian Special Forces
 Arctic Commandoes

NPC: None

WEAPONS: Slapper
 PP7(silenced)
 DD44(2)
 Klobb(2)
 KF7 Soviet
 Grenade
 Remote Mine

GADGETS: None

ALARM SYSTEM: Yes

OBJECTIVES: Disrupt All Surveillance Equipment
 Break Communications Link to Bunker
 Disable Spetznatz Support Aircraft
 Gain Entry to Bunker

This is the same level as level 4 but now it's night. It's better to familiarise yourself with surface 1 so you have a good idea of where to go on surface 2.

Run around the bend staying pretty close to the forest walls. After a while you'll reach two huts, one on the left and one on the right. Make a path for the back of the hut on the right. Pass the hut and keep going straight passing a watch tower. The next hut just up ahead has a camera facing you on it so move around the left side and go around so that you're behind it. Look through the window to the right of the door and kill the guard inside. Run in and grab the 2 klobbs and the communication room key.

Exit the hut and turn right heading for the satellite dish(I assume you know where it is). Enter the satellite building and run halfway up the first steps. Look over to the left and you'll see a camera on the wall. Destroy it and continue on up. Open the comms room door and shoot the computers until they blow up. Then run back down the ramp and exit the building.

Turn left and run in a straight path until you reach the fenced compound. Don't enter it, instead, run around the back of the hut on the left. On the left side of the hut is a camera facing away from you, destroy it. Then continue on pasted the compound and you will reach a small enclosure with two huts. Quickly run around the back of the hut on the right and move all the way around so on the right side of the hut. Look around the corner of the hut and you will find another camera, blow it up and then run back.

Run past the compound and turn left. Run past the satellite dish and the ventilation tower until you reach the helipad. The helicopter you see is the Spetznatz Support Aircraft. Switch to the remote mine and place it on the helicopter, if it misses you will fail the mission so be careful.

Turn around and there is a brown door hidden by the snow. Open it and go through. MISSION COMPLETE!

LEVEL 9: Severnaya Bunker Complex

RESIDENTS: Arctic Commandos

NPC: Natalya

WEAPONS: Slapper
PP7(silenced) (2)
DD44 Dostovei
Klobb(2)
KF7 Soviet
Grenade

GADGETS: Watch Magnet Attract

ALARM SYSTEM: Cameras

OBJECTIVES: Compare Staff/Casualty Lists
Recover CCTV Tape
Disable All Security Cameras
Recover Goldeneye Ops Manual
Escape With Natalya

This level can be pretty hard when you first try it. Usually because you create too much noise and all the guards come at you. It is very important in this level that you make as little noise as possible. Especially if you are a beginner, you won't be able to take on a whole army of men. It is good if you have some experience with throwing knives. You will need them if you are

to kill men stealthily. Throwing may be hard to use, but they are very powerful, and extremely quiet.

You start the level in the cell area of the bunker complex. That's Natalya on the left. You need to escape the bunker with her. You can chat with her if you want, but you won't gain anything from it. Press start and get out the watch magnet attract. Over on the wall you can see the keys to the cell. Stand over by the bars and use the magnet so the keys will fly over to you. Stand by the door and wait until the guard is as close to the door as possible. When the guard is near, open the door and duck back to the left so the guard can't shoot you. When the guard is ducking run out of the cell and hug against him. Slap him until he dies and take the KF7 and the cell key. Look to the right and you will see a grate. Face down into the grate and get out the watch magnet attract. Use the magnet and you'll get some throwing knives.

Don't release Natalya yet because she will get in the way. Move past her cell and move over to the door. Keep the door shut, and look through the window using the KF7. Keeping the scope on the screen, wait for a guard to walk into the hallway. Before he opens the door on the left, shoot him with one bullet right in the head. After you know that he is dead, open the door and run into the hallway to collect his ammo. Then turn left and run down that hallway. Stop before you reach the end and slowly move forward and switch to the throwing knives. Look up the stairs and a few seconds later a guard will walk out. Quickly duck back around the wall and wait for the guard to come down the stairs. Hit him with one or two throwing knives so he dies. Another guard might come down the stairs because he saw that guard just die. Make sure no guards are there before you move back around the corner. Look up the stairs and wait for another guard to walk out. Make sure he sees you and then duck around the corner once again. Kill him with the throwing knives and wait at the bottom of the stairs. Once you have killed seven guards, no more guards will come. All of the patrolling guards in this part of the bunker are dead. Move up the stairs and collect any ammo the guards might have dropped.

Turn right at the top of the stairs and stand on the left side of the door on the right. Look through the windows and you should see a guard standing next to the mainframe. Use the KF7 and pop him right in the head with a bullet. Quickly duck back and kill the guard that opens the door with either a head shot, or separate shots to his limbs and body. Collect their ammo and go into the room. Pick up the list on the table and then move back out into the hallway. Move to the top of the stairs and turn right. Move down the hallway heading towards the yellow and black wall. Stop before you reach the corner and slowly move around looking up a bit. As you move around you will see the corner of a drone gun. Use your KF7 and shoot it using the scope, and single bullets. Move through the hallway, and stop before the wall that turns red. Slowly move around the wall that turns to the right and you will see half of another drone gun. Take it out with separate shots and don't move forward. Move to the left slowly and look into the alcove on the right. You should be able to see the barrel of yet another drone gun. Again, take it out with separate shots.

Continue down the hallway a little bit more and stop just before the T-intersection. Now, there are two guards behind the wall to the right. Slowly move forward while facing to the right. Switch to unarmed and continue to move around until you see the arm of a guard. Now, very quickly move out a tiny bit more so the guard can see you and then duck into the alcove that contained the drone gun. Turn around and get ready to slap the guard to death as he runs after you. Once that guard is dead, retrieve his ammo and then move back into the hallway. There is one more guard behind the wall on the right. The best way to deal with him is to run around the wall as fast as you can and push up

against him. He won't be able to shoot you, so you should make the best of the situation and slap him dead. Get his ammo and then turn left at the intersection part.

Move the around the walls a bit and you will get to a grey wall that turns into a hallway on the right. Stop before you reach the corner and get out the KF7. Now, slowly walk up to the corner and peak out into the hallway. Right at the very end of the hallway you should see a guard standing against the wall. Using the KF7, scope towards the guard and hopefully you will kill him with a lucky shot to the head. Staying where you are, look above the guard you just killed. You should be able to see a camera. Aiming with the KF7, pop the camera out using a few shots. Now you can walk out into the hallway. Don't worry about any guards because all of the guards in this area are dead.

Walk halfway down the hallway and enter the first door on the left. Stop as you go through, and don't open the second door. Using the KF7, look through the window on the left. Behind the mainframes you should see a guard standing there. A head shot is the best way to go. When he is dead, stay where you are. Now look through the window, and look over to the left wall. Hanging from the top of the wall is another camera. Shoot it out, and then you can go into the room. Walk over to the guard you just killed, and pick up the safe key that he dropped. Exit the room and turn right. Turn left at the first corner and go through the next door. Go past the door on the left and head down the stairs. Run down the corridor and turn left, stopping before you open any of the two doors. Still equipped with the KF7, look through any of the two windows on the door to the left.

You will see two guards, one on the left and one on the right. It is up to you which one you want to kill first, and it makes no difference. Anyway, aim up the guard you want to kill, and kill them with one shot to the head. Immediately run down the hallway to the left and turn around so you can kill the two guards that chase after you. Try to kill them with head shots if possible. Just make sure you don't just hold you finger on the trigger, or you will alert guards. There were three guards in the room, so two should have come after you. If there are any guards that didn't come around the corner after you, they should be standing next to the door. All you have to do is peek around the corner and shoot him or them. Search all three bodies for another safe key. Once you have the key, move to the safe that's on the right side of the room the guards were in. Open the safe and collect the manual, and two silenced PP7's. Equip the PP7's so that they are in your hands, and run back up the hallway that leads back to the stairs.

Run up the stairs and turn right. Go through the door and turn right at the intersection. Stop just outside of the door on the right. Stand on the left side of the door and face towards the right side of the door. Open the door, and quickly look up to the right. Destroy the camera as fast as you can or it will set of an alarm. Move into the room and open the door on the left. Immediately look up and destroy yet another camera. Open the door in front of you and you will be confronted with a guard that has his back towards you. One quick shot to the head should do the trick. Enter the room and grab the tape on the table. Exit the room using the door on the left, and turn right. Stop just before you reach the stairs on the left.

Equipped with the two PP7's, slowly peek around the corner of the wall. Make sure that you are looking down a bit. Wait a few seconds, and a guard will walk by the bottom of the stairs. Chances are he'll shoot at you so be quick and try to kill him with one shot to the head. As soon as you shoot him, duck back away from the stairs, but still face the top of them. If you killed the guard at the bottom, two or three guards will come after you. If you didn't kill him, expect three or four guards to come. Kill them all using

PP7's, and collect their ammo. There are four guards in total in this area, if you have only killed three, wait at the stairs for another guard to walk by. Kill him as well.

Move to the bottom area of the stairs, but don't move into the hallway. Look to the left, and strafe out into the hallway. You will come face to face with another camera, shoot it out before it sets off an alarm. At the base of the stairs, turn left and head down the corridor. Turn left at the end and open the first door. Don't open the next door, instead, move over to it and look through the window. Standing against the wall to the right you will see a guard. Shoot him in the head, and move back away from the door. Two or three guards will come to meet you. They should be easy enough to kill. When they are all dead move slightly into the room.

You will see walls on your left that create little alcoves. There should be a guard in two, or maybe three of these. What you should do is quickly run into one at a time, and kill any guards that may be in there. Once all of the alcoves have been cleared, move to the other side of the room. Remember earlier how you were looking into this room through the door window, and you killed that guard who was standing against the wall? Well, he dropped a clipboard that you need to pick up. Search around the area he was standing and collect it. Exit using the door you didn't use to enter the room and continue around the bend until you reach the stairs on the right.

Run up the stairs and run down the corridor stopping at the end. Now, you should remember this area from bunker 1. You will find stairs to your right, these lead into the main control room. Walk down the steps and stop behind the wall on the left. Get out the KF7 soviet and slowly peak around the wall into the room. On the other side of the room, beside the glass doors, you will see two guards. Using one bullet at a time, quietly kill them both. They should start shooting at you as you peak around, but don't worry, chances are they won't hit you.

Now move into the room and stand behind the steps to the right. Look into the side room, and you should see two guards. Using the PP7's look towards the guard closest to you. Aim him up using the scope, and kill him with a shot to the head. The other guard will come running. Just stay behind the stairs, and kill him as he comes down. In the room we were just talking about, there is yet another guard in there. However, he poses no threat to you and isn't really worth killing. But, if you are sick like me, you will march right up into that room and pop his fat arse full of lead! Yeah...that sure feels good.

Now you can move back into the control room. If you look over on the other side of the room you will see another room. Without fear, move over to the stairs, but make sure the railing separates you and the guard's eyes. I like to use the KF7 here as these are the only two guards left on the level, and noise is no longer a problem. So, with all respect, unload a few rounds of KF7 ammo on these guards. Now the entire level is entirely free of guards!
WWWWWWWOOOOOOOO-----HHHHHHHHHHHHHHHOOOOOOOOOOOOOO! Now you can do what ever you want. Run around like a mad man and unload every bullet into the surroundings. What I like to do is shoot out every light in the bunker. It may not be your type of thing, but it gives me a weird sense of pleasure.

Now there is only one more thing to do. Yep, you guessed it, you have to go and release Natalya from her cell. Well, just treck all the way back to the cell and open Natalya's door. Then, if you're like me, you will run as fast as you can to the end of the stage. There is no more fun to be had. But before you leave, be sure to press start and check all of your objectives. If you haven't done them all I'm sure you know what to do.

Anyway, go through the glass doors in the main control room and run up the stairs. Go through the brown door at the top and, MISSION COMPLETE!

MISSION 6 ST. PETERSBURG

LEVEL 10: Statue Park

RESIDENTS: Russian Soldiers
Janus Special Forces

NPC: Valentin
Janus
Natalya

WEAPONS: Slapper
PP7
KF7 Soviet
Non-Automatic Shotgun
Grenade

GADGETS: None

ALARM SYSTEM: None

OBJECTIVES: Contact Valentin
Confront and Unmask Janus
Locate Stolen Helicopter
Rescue Natalya
Find Flight Recorder

First, start running straight ahead. When you reach the part where the ground slopes down, you will see two guards coming. Quickly kill them before they shoot you. Run straight down the slope and move between the two grey blocks. Wait for two guards to come from the left and kill them as well. Now keep moving along and you should see two big letters forming an archway. Go through the archway and keep going. You will then around another big letter and some metal poles. Once past these you should see a grey container up ahead so make a path for it.

Run to the right of the grey container and turn left at the bend. You should see a red container, Valentin is inside so head around to the other side of the container and enter the gap to meet the contact. After a while of talking it will say objective a: completed, at this time you should run out of the container and head straight. Now you should see a tank-like structure on the left. Run past it staying on the right and move through the blocks trying not to turn around or get off course.

After you run through the blocks you will be in a clear area. Run forward a bit and you will be faced with a whole heap of junk. Just to the left of the middle of the heap there is a statue of a hand, just to the right of the hand is a small passageway. Follow the passageway around a small bend and you will find some body armour.

Although at first it may seem to take forever to find a way through the junk pile, there is an easier way. Move back into the clear space and look towards the heap. Look over to the right and you will see and stretch of grass. All you have to do is walk around and viola! When you pass the heap you

will encounter a big statue, walk up to the statue and touch it. Turn around and you will be faced with Janus. He will tell you to put your gun away so do what the man says or his goons will start shooting at you and you will fail the mission.

After a pretty short time of talking objective b: will be completed. If you want you can sit a listen to Janus forever but I like to skip the reception and get out of there quick. As soon as the objective is completed start running for that nice stretch of grass you used to avoid the junk pile. When you do, Janus will start a count down to when the helicopter blows up. You have to get right back to the start FAST, you only have 3 minutes. It's a pretty bad idea to stay and try to kill all the guards because those shotguns can rip you to pieces, plus you've only got a short time.

When you reach that clear patch again, start heading back to the start. You have to go EXACTLY the same way you came or you will probably get lost. Here's an easy guide:

1. Head past the tank-like thing staying on the left side of it.
2. Pass the red container you met Valentin in and turn right.
3. Pass the grey container and go around the letter and metal poles.
4. Move through the archway that the two giant letters form.
5. Move through the blocks and run up the hill.

When you reach the top of the hill you will find the helicopter. Next to the helicopter is Natalya, I think you better tell to wake up or she will burn to a crisp. Run up to Natalya and she will wake up. The moment Natalya wakes up you set of a proximity mine so you better get away from the helicopter before you or Natalya gets blown to bits. Run down the hill and wait until the helicopter explodes.

When the helicopter explodes you will tell Natalya to wait at the gates while you search for the flight recorder. Look around the junk at the bottom of the slope until you see a small orange thing. This is the flight recorder, run over it and pick it up. Watch out for any bad guys because they follow you back, if you see one kill him quickly.

Run back up the hill and look over to the right. Mishkin and his goons have taken Natalya hostage. Mishkin will tell you to go through the gates, so do it or he will kill Natalya. Go open the gates using B and run through.
MISSION COMPLETE!

MISSION 11: Military Archives

RESIDENTS: Russian Soldiers
St. Petersburg Guards

NPC: Natalya
Mishkin

WEAPONS: Slapper
PP7
DD44 Dostovei (2)
Klobb (2)
KF7 Soviet
Grenade

GADGETS: Watch Magnet Attract

ALARM SYSTEM: None

OBJECTIVES: Escape From Interrogation Room
Find Nattily
Recover Helicopter Black Box
Escape With Natalya

Some people say that it is easier to run around the level with your guns blaring, but in my opinion stealth is the key to success and the most fun.

You start the level in the interrogation room of the Russian military archives. You are accompanied by two guards and there is a gun and some ammo conveniently lying on the table in front of you. However, don't pick up the gun unless you want to take damage. Move over to the guard on the left and give him a hard slap. Because he isn't engaged, he should die with one hit. Move over to the other guard and slap him until he dies without being shot.

Grab the gun and the ammo and open the door leading out. Stick close to the wall on the right and get behind the two boxes. Run out into the hallway and take out the guard with a few slaps. Turn back around and open the door opposite the interrogation room.

To the right is a set of boxes. Behind the boxes is a guard. Run around the boxes and attack the guard head on. Leave this big room using the door you entered through and get into the hallway. If you took your time killing these guards, a guard will be in the hallway. If he is just run out and kill him. If you were hasty, stand underneath the stairs and wait for a guard to walk down. Slap the guard dead in both circumstances and run up the stairs but don't run anywhere.

In a few seconds a guard will come from the corner straight ahead. Make sure he sees you and then run down the stairs. When he follows you slap him to death and get back into the big room with the boxes. Walk all the way to the other side of the room and walk down the hallway. Go up the stairs and open the door.

Face to the right and slowly strafe out. When you strafe out you will see a guard down the hallway a few meters. Make sure he sees you and then run back down the stairs. Wait for him and then slap him to death.

Run back up the stairs and through the door. This time face to the left and strafe out slowly. Once around the boxes you will see another guard. As you did before, make sure he sees you and then run back down the stairs. Kill him when he comes and run back up the stairs.

Run straight ahead and you'll get to the other set of stairs. Turn left and the intersection and continue up the hallway slowly looking into the rooms on the right. In the last room there is a guard. Run into the small room and slap him to death.

Now, get back to the door you used when taking out the two guards in the long hallway. With your back to the door, turn right. At the end of the hallway you will see four boxes. These boxes conceal a secret doorway. Move a few metres away from the boxes and get out the PP7 you grabbed from the table. With separate shots, shoot the bottom left box every three seconds. Because of the space in between shots no guards will be able to hear you.

After about 5 shots the box explodes and will explode the other three boxes in the process. Press B on the wall the boxes were hiding and the wall

will open. Go down the secret hallway and there will be another secret door right at the very end.

You will have to be a pretty good shot to do the next part, because you need to shot as little amount of bullets as possible to lessen the amount of noise you create. Open the secret door and you will immediately see two guards; one that's about a meter from you and one that's on the other side of the room. First take out the guard nearest to you with a head shot, then fire no more than 3 bullets at the other guard furthest away from you.

There is one last guard in the room, but he's so stupid he doesn't even realise what just happened. Run into the room and slap him in the face a few times. Exit the room and run straight down the hallway in front of you.

For the next third of the mission you will be faced with a lot of patrolling guards. I can't tell you where they are because it depends on how long you take. Make sure you keep your eyes open at all times and stay alert.

Open the door at the end of the hallway and face to the left. Strafe out and kill the guard with a head shot. Move forward and move along the left side of the bookshelves. Past the bookshelves there is a guard standing against the wall. Quickly aim him up and shoot him in the head with one bullet.

Look around everywhere for any patrolling guards. Look along the balcony and look down below.

Run around to the other side of the balcony and run along the wall until you reach the stairs. Run down the stairs and open the first door on the right. Walk into the large room and check for any guards. Move over to the right and open the double doors; you might find a guard in this room. In this room there is a large hole in the ceiling. Look through the hole and you will see a guard standing against the bookshelves. Aim up the guard's head and kill him.

Move out of the room and move straight ahead to another set of double doors. Open the doors and look out for guards. Move into the centre of the room and you will find another large hole in the ceiling. If you move to the right of the hole and look up to the second floor you can see another guard. Kill him with a bullet to the head still using the PP7.

Now turn around and exit through the double doors. Check around the bookshelves for any extra guards and move into the centre of the area. Once again we find a hole in the ceiling. And once again we can see a guard on the second floor. Aim him up and shoot him in the head.

OK, now we can head to Mishkin to get the flight recorder. Leave this room and get back into the room surrounded by the long balcony. In the corner opposite the stairs there is a door. Go through the door and then go through the door straight on the left. Then go through the door on the right and walk down the hallway until you come to yet again another door. Go through and you will meet Mishkin.

Stand next to Mishkin for a while and you will talk about Ourumov being a traitor. After a bit Mishkin will give you the key to the safe. Once you have the key you might as well shoot Mishkin in the head cause he's no use to you anymore. Open the safe and get the flight recorder.

Now we have to go for the flight recorder. Get back into the large room surrounded by the long balcony and run up the stairs. Stop in front of the

door at the top of the stairs. Switch to unarmed and open the door. Charge ahead and the slap the guard until he's dead. Check for patrolling guards and make your way forward to the other wall.

You will see three doors; one on the left, one on the right, and one in the middle. Stand in front of the door in the middle. Open the door and you will see Natalya and a guard. As soon as Natalya sees you duck to the right and face the door. Natalya will come out and then the guard will come out. Deal with the guard by shooting him in the head.

Turn around and head back to the door that led you into this room. You know...the door at the top of the stairs. Make you way around the balcony and turn left when you reach the open area. Move over to the bookshelves and you will see a row of windows. Using your gun shoot out a window and jump through. MISSION COMPLETE!

MISSION 12: Streets

RESIDENTS: Russian Soldiers

NPC: Valentin

WEAPONS: Slapper
PP7
KF7 Soviet
Grenade Launcher
Rocket Launcher
Grenade

GADGETS: None

ALARM SYSTEM: None

OBJECTIVES: Contact Valentin
Pursue Ourumov and Natalya
Minimise Civilian Casualties

Hmmmm....Streets is one of the boring levels in Goldeneye. You start off in the alley just outside of the Military Archives. In the time it took to go from one level to the next, Ourumov has taken Natalya away to some kind of disguised military depot.

Move up the alleyway and creep around the wall. Take out the first guard you see and then take out the two guards that come running after you. Run out of the alleyway and duck to the left behind the transparent fence. Using your KF7 zoom over to the left of the jeep near the tank and take out the guard standing afar. Wait a second and another guard might come from the left. If not run out and kill him while he's standing over to the far left.

Turn right and head out onto the streets. Chances are there will be a guard just to the right so take him out. Turn left and there might be another guard up ahead. Move up and you'll find a zigzagging alleyway. Around each corner you will probably find a guard. Take out all of the guards and get their ammo. Stop just before the part where the alleyway stops into a main strip of road.

Lean around the wall and look down the road. There will a guard standing against the wall in the distance; kill him. A few more guard will come around the wall to the right so kill them as well. Stick very close to

the right wall and move up to the next corner.

On the building on the other side of the road you will see a door just to the right. Run really fast into the door. Don't stop on the road because there is a guard that will shoot you. Once in the building move through to the left and you will see a small room through a door on the left. Here you will meet Valentin.

After a brief confrontation Valentin will leave and objective A will be complete. Also, heaps more time will be added to the counter - hmmm...did I even mention the counter? ;| Anyway, after Valentin leaves get out the way you came in and stop just before you get out onto the street. Exit through the door and run up to the corner just to the left. Slowly creep around and up ahead you will see a building with several windows. In the furthest left window you will be able to see a guard. Try and shoot him as best you can using single shots. If you just let your gun rip, he will rarely hit him. When he is dead move up to the window and enter the building through the window.

To the right you will see another very small room, whatever you do, don't go in there yet. In this building you will find a grenade launcher and some grenade rounds. Now duck down and walk to the opening into the small room on the right. Slowly creep around and you should eventually see the leg of a guard through the jagged edge of the wall. Use single shots and shoot the guard's leg until he is dead. Enter the small room and get some badly needed body armour.

Exit out of the building through the window and turn left. Move along and you will find a small passageway leading back out onto the streets. Move up further and turn left until you get back to the beginning area of the level. Get into the tank and drive back out onto the streets.

Drive up the road and turn right at the intersection. Move around the corner and then drive straight ahead. You will be faced with a couple of guards but they can't hurt you much. Don't turn right here because you will be faced with rocket launcher guys, just go straight ahead. At the end of the road turn right and at this point the outcome is random. The guys up the road might either be carrying rocket launchers or KF7's. If they're carrying rocket launcher immediately step out of the tank or run up to them dodging the rockets. It's pretty easy to dodge rocket because they move pretty slow. Kill the three guards and get back into the tank. If the guards were only holding guns just drive straight past them.

Keep moving along and then turn left at the first turn off. Move around the corner at the far end and stop just before you reach a roadblock. Just up ahead there is a minefield. It's pretty bad to drive through because it takes a lot of damage away. So, instead, hop out of the tank but stay on top of it. Get out the grenade launcher and fire about three grenades into the field. You should blow them all up. Continue on and turn left at the intersection.

Once again, we are faced with a random outcome. Up the road a bit is a line a guards that might be carrying rockets or guns. Do the same thing that you did before. If they are holding rockets get out and kill them, but if they are holding guns just drive straight past them.

After a right turn just past the line of guards, turn left onto the last stretch of road. Drive up to the end and you've finished the level!
MISSION COMPLETE!

If you want you can complete the level without using the tank. It's not

that hard if you have a decent amount of skill. All you need to do is hide behind corners and pop off guards that you see doing their daily walk. It shouldn't take that long. Hey, it only took me 5 minutes!

LEVEL 13: Depot

RESIDENTS: Janus Marines

NPC: None

WEAPONS: Slapper
PP7
KF7 Soviet
DK5 (2)
Grenade
Proximity Mine

GADGETS: None

ALARM SYSTEM: None

OBJECTIVES: Destroy Illegal Arms Cache
Destroy Computer Network
Obtain Safe Key
Recover Helicopter Blueprints
Locate Trevelyan's train

This is a pretty hard level that you should have trouble with on your first few tries. In this level guards will be re-generating all the time. You need to be fast with this level or there will be too many guards for you to handle.

Move forward from the start and just around the shed to the right is a guard on the left. Kill him and get the machine gun he was carrying. Go right after the shed and kill the guard up ahead. Move forward around the container and to the left is another guard. Kill him and get both guards' ammo. Move back into the open area and on the other side is a small gate. Open the gate and forward until you get to a little entranceway leading to an intersection. Turn right here and move down to the second shed on the right.

Open the door and enter the large shed. Move around the right side and kill the guard. Move around a bit more and take out the guard standing on the platform. There is another guard in this shed, he's either running around the metal crates or is on the other side of the brown "cache". So either way you'll need to kill him. Next, around the "cache" you will find numerous weapons. A rocket launcher, proximity mines, and some KF7's. However, the KF7's contain no ammo :(Pick up the rocket launcher and the mines and head up onto the platform. Stand in the middle of the platform and throw a proximity mine right in the middle of all the boxes. Next get out any gun and shoot the box nearest the mine until it blows up. If you're lucky the mine will blow up every box, if not you may just have to blow up the remaining boxes with your gun.

Get off the platform and run back to the shed door. Stand back and throw a proximity mine on the door. Wait a few seconds and the mine should explode. If not get out a gun and shoot it - the mine should kill a few guards. Open the door with your DK5 equipped and get ready for a brief shootout with several guards. After killing several guards run out of the shed and turn left. Run all the way down until you reach the last shed on the right. Stand on the right side and open up the shed door. When the door opens

kill the guard standing on the left, then kill the guard who comes running from the right. Stand there for a few seconds longer and another guard should come from either the left or the right.

Once all three guards are dead move into the shed and shut the sliding door. Now you're faced with a slightly tricky part, but nothing to fuss over. Get out the rocket launcher and lean out the left side of the metal crates. Quickly fire a rocket straight at the drone gun sitting in the top left corner of the shed and duck back behind the crates. There are 3 more guards in this shed. They're not tricky to take out and their movement is random. Move around the left side of the crates and take out the guard over the far side underneath the big screen. Then run out and kill the two guards next to the mainframes. Blow up the mainframes and blow up the big screen. Run over to the left front desk and pick up the key. Run back to the shed door and place a proximity mine in the middle. Wait a few seconds and the mine should blow killing at least one guard.

Open the shed door and run outside with your gun blazing. Kill guards as you go along and head past the sheds up to the shed you went into to destroy the illegal arms cache. Turn left and run along until you reach a small ramp. To the right through the fence you should be able to see Trevelyan's train. Go down the ramp and enter the building. Head up the stairs and go left around the wall where you will find a safe. Open the safe and collect the helicopter blueprints to complete the objective. Now all you have to do is enter the train.

Turn around and enter the grey door. Run down the stairs and open the shed door directly in front of you. Step up and open the train door. Forget about the 2 guards in there - they will be dealt with later - just get in the train!!! MISSION COMPLETE!

LEVEL 13: Train

RESIDENTS: Janus Marines
 Janus Special Forces

NPC: Natalya
 Trevelyan
 Ourumov
 Xenia

WEAPONS: Slapper
 PP7
 Dostovei 44DD
 ZMG (2)
 DK5
 RC-P90 (agent only!)
 Grenade
 Watch Laser

GADGETS: None

ALARM SYSTEM: None

OBJECTIVES: Destroy Brake Units
 Rescue Natalya
 Locate Janus Secret Base
 Crack Boris' Password
 Escape to Safety

At the start of the level move around the boxes to the left of you and run behind the two boxes to the right. Look through the crack between the top box and the wall and kill the guard you see. Slowly creep around the box and take out the next 2 guards as they come into your view. After they're dead run out and kill the remaining guard. Now look to the right of the next door and you will see a small grey box. That's one of the many brakes you will find on this level. Shoot the brake a few times to destroy it.

Open the brown door and then open the second. As soon as you open the second door move back and to the right. As you open the second door you will see a guard to the left. As you move back kill that guard. Once the other guards have stopped shooting move past the first door and slowly move around the wall. There are three guards to be dealt with. Kill each guard one by one as you see them. Move into the car and move past the first lot of boxes. Also, sometime there is a black guard that opens the 2 brown doors. If that is the case, don't let him surprise you. Always sit back and wait to see if any guards come from the second car.

Past the wall of the boxes on the right you will see two metal boxes on the left. Quickly run behind the boxes and look to the right. There might be a guard directly to your right so kill him if he is there. Face to the left now and duck. Look past the metal crates and you might see a guard. Kill him if he's there. Stand up and look around the metal crates.

The guards in this part of the car are usually always in the same position but they're sometimes different. Usually to the right is a black guard. Kill him first and then look around more. You will see about three guards. They are crap shots and usually won't hit you through the crates so just pick them off. Once they are all dead run out and kill the remaining guard at the back.

Collect all the ammo and destroy the brake to the right of the next door. Wait in front of the door for a guard to come through. Kill him and then move through the double doors and hide behind the door to the left. Creep around and look into the hallway. Aim your scope straight down the hallway and shoot. Kill all the guards as you see them and continue firing until you have to reload. Duck back behind the door.

Behind the door you're hiding behind is a guard. He doesn't usually come out until later but keep your eyes open in case the door opens. Look back into the hallway, if a guard shoots at you in the distance fire a few bullets to kill him. Move up the hallway and make sure it's clear. Turn around and face back where you were. That guard will come out of the room so kill him and get his ammo.

Move up the hallway and destroy the brake to the right of the next door. Open the next two doors and take cover, this time behind the door on the right. Several or only one guard will come from the hallway but kill them all. Look into the hallway and kill every guard you see. Once they're all dead move into the hallway and stand in front of the SECOND door up.

Face the door and in a second it will open. It's pretty fun killing these two guards because you can just run as fast as you can forward and shoot at the same time. You should kill both of them pretty fast. Continue down the hallway and kill the two guards at the very end; get their ammo.

Open the next 2 doors and there might be one or 2 guards to the right. Now I want to point out one thing - for the remainder of the level the placement of guards is random so you just have to be alert and check around every corner. Kill any guards and get their guns. Hopefully one of them was

holding 2 ZMG's.

Open the next door and quickly run backwards while looking into the room. There is usually a guard straight ahead. Kill him fast before he hits you. Slowly walk into the room and kill any remaining guards. Be careful though because these guards are mean. Get the ammo and by now you should have collected 2 ZMG's. If you haven't don't worry though because it's not that important.

Move forward and stand to the left of the next door. Keep out your scope and wait for a second. Three guards will come through this door so if you don't want to get hurt you will have to kill them very quickly with head shots. They are wearing armour so if 2 of them are in front of you at the same time you WILL get hit. Move around through the door and kill any guards you see in the next room. Get their ammo and move through.

Open the next door and kill any guards you see. Destroy the brake on the left and go through the next 2 doors. Kill the marine and turn around. In a few seconds another guard will come from the rooms you were just in. Don't let him surprise you and kill him quickly. Destroy the last brake to the right of the doors you just entered and you will hear the train stop.

Look forward at the doorway on the left. In a few seconds 2 guards will run out. They are hard to kill without being shot by them but it's easy if you use plenty of head shots. Search the dead men's bodies and you will pick up a key. Move through the grey section and open the next door.

The last part of the level is pretty tricky so it may take a bit of practice. In the room you will see Trevelyan, Xenia in the background. In the foreground you will see Natalya being held captive by Ourumov. Ok, quickly move into the room about 1 and a half metres and strafe to the right. Trevelyan will say "that's close enough". Now you have to be quick. Kill Ourumov and then keep shooting past him. As he drops you will see Xenia right behind him. The idea here is to kill Xenia as well.

After you have killed Ourumov and Xenia look to the left. Get out your watch laser and stand in front of the metal grate - this is your escape route. Around the grate are metal things, using the watch laser you have to destroy each of them to make the grate give way. While you are cutting you will hear Xenia say "Wait for me Alex, I'm hit!" This gives you an extra twenty seconds to escape.

After you have cut the grate open wait for Natalya to do her thing on the computer. At about 19 seconds to go until the train explodes you will hear Natalya say "got it! Boris you're a slug-head". When she says this go through the grate and run to the right. You will hear gunfire in the background but don't worry, just keep running. Once you run past the train you will finish the level. MISSION COMPLETE!

More walkthroughs to come!

The health rating system

I have listed each type of guard's health as points. A shot to the head

is worth more points than a shot to the limb. The point scale is as so:

Head = 4 Points
Body = 2 points
limb = 1 point

This also means that:

1 head hit = 2 body hits
1 head hit = 4 limb hits
1 body hit = 2 limb hits and so on...

Sometimes on a stage some guards of the same type have different health levels. If the majority of the guards have the same hit points I will say "most" and then point out the exceptions. I didn't do any of the guards that appear after you set of an alarm or just appear from nowhere because there health is completely random.

To kill a guard you must score either the same or more points then the guard. Because some guns are stronger or weaker than the normal gun, I will point them out and give a different amount of points for that gun. And of course, this FAQ is only for the available weapons without any gun cheats.

NOTE: If a guard is wearing body armour. Then they will not be stunned at all by a bullet until you diminish their armour.

If I put a * after a guard type it means that the distribution of health is random.

Agent health levels

I have set out each level in a table format.

LEVEL: DAM

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Siberian Guards	2	0
Most Russian Infantry	2	0
Two Siberian Guards in the Stone Fort	3	0
Siberian Guard behind the boxes near the Stone fort	3	0
Russian infantry Guard in the building with the Russian Commandant	3	0

Russian Commandant 3 0

Russian Infantry 3 0
In the final tunnel

LEVEL: FACILITY

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

All Russian 2 0
Infantry

Scientist 2 0

Trevallyn 4 0

Ourumov 20 42 (total=62)

Dr Doak 2 0

LEVEL: RUNWAY

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Most Siberian 2 0
Guards*

Most Russian 3 0
Infantry*

Some Siberian 3 0
Guards*

Some Russian 2 0
Guards*

LEVEL: SURFACE

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

All Siberian 2 0
Special Forces

Russian Commandant 2 0
With key

LEVEL: BUNKER

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

All Russian 2 0
Infantry

Russian Commandant	2	0
Boris	2	0
If using a klobb		
Everybody	4	0

LEVEL: SILO

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Russian Soldier	2	0
Ourumov	10	15 (total=25)
Scientist	2	0

LEVEL: FRIGATE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Janus Marine	2	0
Hostage	2	0

LEVEL: SURFACE 2

GUARD NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Siberian Special Forces	2	0
Arctic Commando	2	0
If using a klobb		
All Siberian Special Forces	4	0
Arctic Commando	4	0

LEVEL: BUNKER 2

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
All Arctic Commandos	2	0
Natalya	2	0

If using a klobb

All Arctic Commandos	4	0
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Natalya	4	0
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LEVEL: STATUE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
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Russian Soldier	2	0
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Valentin	2	0
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Janus Special Forces	3	0
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Trevallyn	?	?
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Siberian Guard	2	0
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IF USING A SHOTGUN (and all the bullets connect)

Russian Soldier	1	0
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Valentin	1	0
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Janus Special Forces	1	0
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Trevallyn	1	0
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Siberian Guards	1	0
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LEVEL: ARCHIVES

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
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Russian Infantry	2	0
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Siberian Guards	2	0
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Mishkin	2	0
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Natalya	2	0
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LEVEL: STREETS

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
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Most Russian Infantry*	2	0
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Some Russian Infantry*	3	0
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Two Russian Infantry guards In the body armour Room near Valentin	3	1
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Valentin	2	0
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LEVEL: DEPOT

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
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All Janus Marines	2	0
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LEVEL: TRAIN

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
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Some Janus Marines in first Two cars*	3	0
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Most Janus Marines*	2	0
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Two Siberian Guards in the 2nd car	3	1
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Siberian guard*	2	0
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Some Siberian Guards*	3	0
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Some Siberian Guards	3	1
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Last two Siberian Guards	3	1
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Ourumov	2	0
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Xenia	2	0
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Trevelyan	2	0
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Natalya	2	0
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If using an RPC90

All Janus Marines	2	0
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Some Siberian Guards*	2	0
Some Siberian Guards*	3	0
Some Siberian Guards*	2	1
Ourumov	2	0
Xenia	2	0
Trevelyan	2	0
Natalya	2	0

LEVEL: JUNGLE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Jungle Commandos	2	0
Xenia	6	18
Jungle Commandos Behind metal Crates	3	0
Natalya	5	3
If using an AR33		
Most Jungle Commandos	2	0
Xenia	4	14
Jungle Commandos Behind metal Crates	3	0
Natalya	4	2

LEVEL: CONTROL

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Jungle Commandos	2	0
Jungle Commandos Behind metal Crates	3	0

Jungle Commandos With black hats	3	0
Boris	2	0
Natalya	6	4
Trevelyan	18	12

LEVEL: CAVERNS

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
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Most Janus Special Forces	2	0
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Janus Special Forces with Blue hats	3	3
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Trevelyan	?	?
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If using an AR33

Most Janus Special Forces	2	0
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Janus Special Forces with Blue hats	3	2
---	---	---

Trevelyan	?	?
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If using an RC-P90

Most Janus Special Forces	2	0
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Janus Special Forces with Blue hats	2	2
---	---	---

Trevelyan	?	?
-----------	---	---

LEVEL: CRADLE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
---------------	----------------	---------------------

All Janus Special Forces	3	0
-----------------------------	---	---

Trevelyan	10	0
-----------	----	---

NOTE: Trevelyan yells "finish the job" after five points.

If using an AR33 (Doubt it)

All Janus	3	0
Special Forces		

Trevelyan	7	0
-----------	---	---

NOTE: Trevelyan yells "finish the job" after four points.

It is impossible to kill Trevelyan with his own weapon. Therefore, you must have the ALL GUNS cheat to get this weapon on cradle.

LEVEL: AZTEC

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
---------------	----------------	---------------------

Most Moonraker Elites	2	0
--------------------------	---	---

Moonraker Elites Behind metal crates	3	0
--	---	---

Jaws	26	24
------	----	----

If using an AR33

Most Moonraker Elites	2	0
--------------------------	---	---

Moonraker Elites Behind metal Crates	3	0
--	---	---

Jaws	17	16
------	----	----

If using a Military Laser

Most Moonraker Elites	1	0
--------------------------	---	---

Moonraker Elites Behind metal Crates	2	0
--	---	---

Jaws	13	12
------	----	----

LEVEL: EGYPTIAN

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
---------------	----------------	---------------------

Most Russian Soldiers	2	0
--------------------------	---	---

Russian Soldiers that arrive after	3	0
---------------------------------------	---	---

you kill Baron
Somedi twice

Baron Somedi (1)	11	9
Baron Somedi (2)	26	49
Baron Somedi (3)	26	149

If using The Golden Gun

All Russian Soldiers	1	0
Baron Somedi (1)	1	0
Baron Somedi (2)	1	0
Baron Somedi (3)	1	1

OO AGENT AND SECRET AGENT HEALTH LEVELS

LEVEL: DAM

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Siberian Guards	4	0
Most Russian Infantry	4	0
Two Siberian Guards in the Stone Fort	5	1
Siberian Guard behind the boxes near the Stone fort	5	1
Russian infantry Guard in the building with the Russian Commandant	5	1
Russian Commandant	5	1
Russian Infantry In the final tunnel	5	1

LEVEL: FACILITY

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
---------------	----------------	---------------------

All Russian Infantry	4	0
Scientist	4	0
Trevelyan	8	0
Ourumov	?	?
Dr Doak	4	0

LEVEL: RUNWAY

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Siberian Guards*	4	0
Most Russian Infantry*	5	1
Some Siberian Guards*	5	1
Some Russian Guards*	4	0

LEVEL: SURFACE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
All Siberian Special Forces	4	0
Russian Commandant With key	4	0

LEVEL: BUNKER

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
All Russian Infantry	4	0
Russian Commandant	4	0
Boris	4	0
If using a klobb		
Everybody	8	0

LEVEL: SILO

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Russian Soldier	4	0
Ourumov	?	?
Scientist	4	0

LEVEL: FRIGATE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Janus Marine	4	0
Hostage	4	0

LEVEL: SURFACE 2

GUARD NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Siberian Special Forces	4	0
Arctic Commando	4	0
If using a klobb		
All Siberian Special Forces	8	0
Arctic Commando	8	0

LEVEL: BUNKER 2

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
All Arctic Commandos	4	0
Natalya	4	0
If using a klobb		
All Arctic Commandos	8	0
Natalya	8	0

LEVEL: STATUE

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Russian Soldier 4 0

Valentin 4 0

Janus Special Forces 5 1

Trevelyan 4 0

Siberian Guard 4 0

IF USING A SHOTGUN (and all the bullets connect)

Russian Soldier 2 0

Valentin 2 0

Janus Special Forces 2 0

Trevelyan 2 0

All Russian Infantry 2 0

Siberian Guards 2 0

LEVEL: ARCHIVES

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Russian Infantry 4 0

Siberian Guards 4 0

Mishkin 4 0

Natalya 4 0

LEVEL: STREETS

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Most Russian Infantry* 4 0

Some Russian Infantry* 5 1

Two Russian Infantry guards In the body armour Room near Valentin 5 3

Valentin 2 0

LEVEL: DEPOT

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

All Janus 4 0
Marines

LEVEL: TRAIN

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Some Janus 5 1
Marines in first
Two cars*

Most Janus 4 0
Marines*

Two Siberian 5 3
Guards in the
2nd car

Siberian guard* 4 0

Some Siberian 5 1
Guards*

Some Siberian 5 3
Guards

Last two 5 3
Siberian Guards

Ourumov 4 0

Xenia 4 0

Trevelyan 4 0

Natalya 4 0

LEVEL: JUNGLE

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Most Jungle 4 0
Commandos

Xenia 12 36

Jungle Commandos 5 1
Behind metal

Crates		
Natalya	8	7
If using an AR33		
Most Jungle Commandos	3	0
Xenia	8	28
Jungle Commandos Behind metal Crates	4	1
Natalya	7	5

LEVEL: CONTROL

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Jungle Commandos	4	0
Jungle Commandos Behind metal Crates	5	1
Jungle Commandos With black hats	5	1
Boris	4	0
Natalya	11	9
Trevelyan	?	?

LEVEL: CAVERNS

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
Most Janus Special Forces	4	0
Janus Special Forces with Blue hats	5	7
Trevelyan	?	?
If using an AR33		
Most Janus Special Forces	3	0
Janus Special	4	5

Forces with
Blue hats

Trevelyan	?	?
-----------	---	---

If using an RC-P90

Most Janus Special Forces	2	0
------------------------------	---	---

Janus Special Forces with Blue hats	3	4
---	---	---

Trevelyan	?	?
-----------	---	---

LEVEL: CRADLE

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
---------------	----------------	---------------------

All Janus Special Forces	5	1
-----------------------------	---	---

Trevelyan	18	0
-----------	----	---

NOTE: Trevelyan says "finish the job" after 10 points.

LEVEL: AZTEC

GUARD OR NPC:	HEALTH POINTS:	BODY ARMOUR POINTS:
---------------	----------------	---------------------

Most Moonraker Elites	4	0
--------------------------	---	---

Moonraker Elites Behind metal crates	5	1
--	---	---

Jaws	50	50
------	----	----

If using an AR33

Most Moonraker Elites	3	0
--------------------------	---	---

Moonraker Elites Behind metal Crates	4	1
--	---	---

Jaws	33	32
------	----	----

If using a Military Laser

Most Moonraker Elites	2	0
--------------------------	---	---

Moonraker Elites 3 0
Behind metal
Crates

Jaws 25 25

LEVEL: EGYPTIAN

GUARD OR NPC: HEALTH POINTS: BODY ARMOUR POINTS:

Most Russian 4 0
Soldiers

Russian Soldiers
that arrive after 5 1
you kill Baron
Somedi twice

Baron Somedi (1) 21 19

Baron Somedi (2) 51 99

Baron Somedi (3) 51 299

If using The Golden Gun

All Russian 1 0
Soldiers

Baron Somedi (1) 1 0

Baron Somedi (2) 2 0

Baron Somedi (3) 1 3

 The Many Deaths Of

Have you ever noticed that if you kill Xenia on the train, she will still be there to try and kill you on jungle! I've dedicated this part of my FAQ to the many deaths of everyone, and of course, you're still able to complete the mission. Enjoy!

Trevallyn:

Death #1 Level: Facility

All you have to do for this death is wait until the alarm goes off while you're talking to Trevallyn. Then while Ourumov has got his gun to Trev's head, shoot it a couple of times. A funny thing about this is even though you've killed Trevallyn, Ourumov wants a piece too and fires at a dying Trev! Just exit the level and you won't fail.

Death #2 Level: Train

At the very end of the train, move to the left side of the last car. Kill Ourumov and then send some bullets Trevallyn's way. He'll get knocked down to the floor and evaporate. Finish the level and you won't fail.

Death #3 Level: Control(man! Does this guy ever die...)

You have to have the golden gun or golden PP7 cheat for this death. At the very end of control, don't go anywhere near Trevallyn. While standing on the other side of the really big room shoot him(with one of the golden guns) and he will die, simple. If you move over to Trevallyn's lift and stand inside, you can open and shut the door. And it opens and shuts REALLY, REALLY fast! Just like it does when Trev's inside!

Death #4 Level: Cradle

As you've already guessed, this is the last death. Just complete the level as usual. I don't need to tell about the non-existent secret of killing Trevallyn on cradle.

Ourumov

Death #1 Level: Facility

This is another kill where you need the golden gun or very fast automatic. Do the same as you would killing Trevallyn but instead, kill Ourumov.

Death #2 Level: Silo

Well, at first I thought that you needed a cheat to kill Ourumov on Silo, but I just worked out that you don't.

First of all, choose agent as the difficulty. SA and OOA are possible but it takes longer. Make your way up to the satellite dish, and blow it up using your gun. Now, make sure the whole area is secure, and make sure that no more guards will arrive at the sound of a gunshot. Open the door to where you would meet Ourumov, and quickly run down the steps and over to the door you used to enter the room. Using the KF7, zoom up to the open door at the top of the stairs. If you are standing right next to the entrance, you should be able to see Ourumov's head. Now, all you have to do is shoot Ourumov's head until he dies! If the door shuts, just open it again and quickly run back.

Death #3 Level: Train

Ourumov's final death, I wish he could of died in battle but he shouldn't of been standing there when I shot my gun at his head. Ourumov's death is pretty pathetic. Just shoot him in the head once and he'll die.

Xenia

Death #1 Level: Train

This ones pretty easy, I think everyone kills her anyway to get a bit of extra time. Just shoot her in the head after you're done with Ourumov.

Death #2

At least Xenia dies with honour. You have to kill Xenia to complete the mission so I'd say you already know about this death.

Boris

Death #1 Level: Bunker 1

This death is pretty funny. Just wait until Boris sets off the alarm and then thank him by filling him with a round of bullets.

Death #2 Level: Control

This one's pretty tricky to pull off. When you're just about to run up to Boris turn right so you've got the glass to you're left (you know, the glass that the guards always break). Using one of your mines blow up the glass and head to the steps on the other side staying along the right side of the control room. Now, move over to the door that Natalya is behind so that she opens the door. Now you can kill Boris! Thank Greg Whatmore for working that out!

That's all the deaths! Now start you're killing!

FUNNY STORIES

This section deals with funny encounters people have had while playing Goldeneye. I'm asking you to send in your funny stories, and the person with the funniest story will be the winner! The stories can be about anything but they CAN'T involve cheats of any kind.

OK, I know that you're all waiting for the winner of the funny stories competition, so your wait is now over. After a fair amount of thinking, I've made my decision. I wasn't just looking for the story itself, I was also looking for the way people told me. I chose the story that made me laugh the most when I heard it. So, here it is! The winning story!

>>

My friend challenged me to beat facility in OO agent using only pp7 head shots. I got through the first part and into the lab area (objective A) and went up the stairs toward the lab with all the glass rooms. After killing the guards in the hallway I looked through the window to the large glass room on the left with the 4 scientists in it and I begin to take aim. I notice there is a scientist directly in front of me on the other side of the glass with his back to me, and he's wriggling around like he's zipping up his pants. I thought, that's weird, and the next thing I know he turns around suddenly and throws a grenade at me for no reason but hits the glass instead blowing up everything in the room! It's funny because I didn't shoot or do anything to provoke the scientist, and he wasn't even facing me! (and the straight face he had when he just suddenly turned around and threw it, then stood there patiently while it blew up in his face)

>>

The Winner Is Alexander Ziegler!!! Well, unfortunately he doesn't win anything, :(but he gets pronounced winner to everybody who views this! So, congratulations Alexander Ziegler!

The first funny story was kindly given to me by Ian Rogers.

>>

One time, I was at my friend's house, and we were fooling around playing missions on Goldeneye. Thing was, my friend had never beaten Aztec on agent, so I made him go for it. He was actually doing pretty well, he had beaten Jaws with most of his life intact. After Jaws, he just went crazy, madly running to up-load the guidance data, because he was excited, having never beaten Jaws before. He ran through the vents, down the hall, opened the glass door, but, he forget to close the door behind him! So, he used the disk, and as soon as it said Objective a:completed, a moonraker came up with his laser and shot the floppy drive, blowing it up! It was pretty funny, and pretty amazing that the timing was so perfect, you know?

<<

The second funny story was sent in by Andrew Binno.

>>

I remember one time I was playing the Aztec level. I was doing perfectly fine. After I killed Jaws, I went back up to the computer room and killed everyone with only two bars lost. When I was going to open the door it said it was locked. The problem was I never picked up the smart card! So I decided I wasn't doing so well, but I wanted to finish the level. So I waited 5 seconds (cause that's how long it would take to download and get the DAT). When I beat the level I thought the time was over 4:00, but actually it was 3:10! This is a reminder to everyone; never forget the smart card or you will be very, very pissed. I was freakin' red after I saw that time.

<<

Hooray! I got some more funny stories! The third funny story is told through the eyes of Desk Jet Jockey (don't ask me, but I think he's named after the printer).

>>

Once, while my friend and I were playing the caverns, we decided to find out who was the best sniper. We took turns taking aim at various guys on the catwalk. As he was trying to shoot a guy in the head, he kept jerking off to the side as he was shot. My friend spent thirty shots trying to kill this guy. Finally he gave up and walked up close to him (hugging the enemy) and shot him. The guy still wouldn't die! Weird!

>>

The next funny story was sent in by Justin King.

>>

Well I have a funny story for you. You wanted them for your FAQ. Well here goes I was in the caverns and I had an assault rifle (sorry for my spelling) and was using it for single head shots to kill guys. Well after a while I see a guy and I'm zooming in on him and he grabs a grenade and tries to pull it with his teeth. I aimed and shot him in the head and I shot the

grenade in his mouth and blew (literally) his head off. And I hope you have a good day.

<<

Here's another story told by Ryan Keith

>>

Hey I have a funny story for you. I was over my friend's house playing Goldeneye. He hadn't beaten statue so I was telling him what to do and he had made it further than he had ever gotten. He was at the part where you talk to Janus but a guard had thrown a grenade right before so when Alec and his guys in black came they were on the grenade and it blew them up. So he could not talk to Janus because he was dead and failed the mission. Then he had to do the level all over again.

<<

Here's two stories sent in to me by Spencer Roast.

>>

I have a funny story to tell. On statue, my friend went up the little plank and about 20 people came up and started shooting at him. I took the controller from him and started killing people. I gave it back and all of a sudden he got shot. He got shot again and he died. Someone had aimed up and shot his head! I have another one. I used a PP7 and blew off a guy's hat that was taking a dump. I then shot his head and he hit the toilet. His head fell off and fell into the toilet. That would be cool if you could flush his head down the toilet.

<<

Hmmm....Interesting stories from Spencer Roast.

I've received another story from OctoberWarlock@aol.com

>>

I'm not totally sure I actually saw this but....on the caverns level, after you pass through the large circular room and the room past it, there is a set of stairs going down on your right. I was using the AR33 to zoom in on a guard at the bottom of the stairs when I swear I thought I saw him reach down and adjust his crotch!

<<

Another story sent in to me by Justin O'Hanley

>>

One time, I was trying to beat the Aztec Complex on Enemy Rockets. So, I started out in the groove in the wall. Trying to sneak out had killed Bond the last three times. So, I tried the direct approach. As soon as the level started, I took a deep breath, and dashed right out by the surprised guard. One of the ones the left, and the other

on the right both fired at where I used to be, at the exact same time. I turned around just in time to see the two rockets fly by each other. They both hit the wall on the other side. The two men both flew about ten feet at the exact same time! They passed each other in the air, and landed in the wrong explosion! I saw the whole thing, and I was laughing so hard, the third guard came up and killed me! Never did beat the Aztec on Enemy Rockets...

<<

Here's story submitted by Hans Moleman!

>>

Ok I decided to beet the Archives on 00 agent cause I was Bored. I grabbed the PP7 that was lying on the table but there was no ammo, the guards started shooting at me so I had to think fast. I asked my friend Justin where the ammo is located and he said it's on the table in front of you. I got the ammo and shot the two guards and I collected the DD44 and I shot at the other guy that ran into the room. Suddenly tons of guards started to flood the Interrogation room. When I thought the coast was clear I went out into the hall and after a couple seconds guards came down the stairs. So I ran into the room that was across from the interrogation room. All was quite when the guys gushed into the room. I ran to the other door but guys opened the door I ran back but I was cornered and they killed me on the spot. I was really happy that I got this far into the game on 00 Agent!

>>

Feel free to send in more stories if you want. But, the competition is over and the winner has been decided. I will still post all stories though.

GLITCHES AND STRANGE THINGS

This is a section that covers all of the "not supposed to happen" stuff. Feel free to send in glitches and stuff, I will not take stuff from other sites. But, if you send me something that's on another site I will still post it, that means I'm not stealing.

1. Mines and Pits Glitch

Go to the cheats menu and select all weapons. Select Aztec and move to the room with the pillars and the small walkway. Look over the edge of the walkway and throw any type of mine over the edge. The remote mine will hit the invisible floor. Then get out any gun and shoot the mine. The mine will then explode but not where it was. It will explode several metres in the air!

I think it has something to do with not being able to explode below the small walkway. It's pretty weird the first time you see it. You can also do this on any other pit in the Aztec stage.

This glitch was found by me and me alone.

1.2 Grenades and Pits Glitch

This is exactly the same as the above glitch but instead of a mine you use a grenade.

1.4 Throwing Knives and Pits Glitch

This glitch is at the same place as 1 and 1.2. Throw a throwing knife over the edge and get out the sniper rifle because you probably won't be able to see it with the naked eye. Scope in to the knife and shoot it. The knife will then appear on the small walkway! This gets weirder when the throwing knife is a long way away.

This glitch was found by me and me alone.

2. Invisible Throwing Knife

It's amazing what you can discover in Goldeneye, I can't believe that know one else has this glitch in their FAQ.

First turn on all guns and invincibility. Then enter any stage and switch to remote mines. Throw a remote mine and detonate it using A+B instantly so that the mine blows up in your face. Then switch to throwing mines and you will notice that the knife in your right hand is invisible! But as soon as you throw the knife is becomes visible. The knife will stay invisible forever unless you a) throw it or b) die.

You CAN do this glitch if you don't have all guns and/or invincibility. Just turn on 2 x throwing knives and enter Facility on agent. Move forward a bit and switch to remote mines. Detonate the mine in your face and make sure that you're pushed back from the explosion so you don't die. Then switch to throwing knives and the right knife will be invisible!

This is a very weird glitch; I don't know how I found it. I don't know if the creators purposely put it in but it's amazing that if you explode a mine in your face one of the throwing knives will be invisible!

This glitch was found by me and only me.

3. Guillotine Door

This is pretty hard to do but it's pretty funny.

Select a level with open brown doors like Facility. Try to make a guard stand in a doorway. Shoot him and hopefully he'll die slowly (like a shot to the neck). Shut the door on the dying man, and when it gets close to his death the door will close cutting him in half! This is pretty funny because as soon as the door shuts it cuts him in half the guard dies! It kind of fits in.

4. Come Back!

This isn't a glitch, but it's very funny. Turn on invisibility and any other cheat you want. Select Aztec on any difficulty, and kill all the guards

up to Jaws. Kill Jaws, and run back to the start where the big pit is. Wait awhile, and the guards with moonrakers will come. Stand on the edge of the pit and look down.

Because the moonrakers don't see you, they will just run around you. If you are right on the edge of the pit, they will fall down. Look down the pit, and you will see the guards that fell in the pit, and they're running away!

If you're wondering where they're going, they're running ALL THE WAY AROUND the level. Then they come back through the computer room.

This was found by me and me alone.

5. It Came From The Sky

You don't need any cheats for this but put some on just for fun. Select depot on agent and run to the train at the end of the level. Get out timed mines and open the train door. Throw a mine into the train and wait three seconds before getting in. Don't shoot any of the guards, and make sure that none of the guards gets out of the train.

In the ending sequence, the mine will explode killing the two guards. Bond will shoot at the guard on the right normally, but when he turns around and ducks to kill the guard on the left, he looks straight up in the end and shoots the roof! Bond looks quite goofy doing this, what a retard!

This glitch was found and given to me by the famous Greg Whatmore.

E-MAIL ADDRESSES

Here's a list of e-mail address for everyone who appears in this FAQ.

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First I'd like to thank Ian Rogers <mr_bean88@hotmail.com> for giving me the inspiration to write a FAQ. He also put my best times for OO agent on his FAQ along with some other stuff as well. Check out his cool FAQ after you done with mine cause his has got everything you can think of about Goldeneye (except health).

I'd like to thank Nintendo for make my life enjoyable and all the staff of Goldeneye too.

I'd also like to thank mum for acting proud when she saw the draft of this FAQ (she has no idea what a FAQ actually is).

And I thank Greg Whatmore for giving me a bit of competition when we play against each other. And for helping me with some stuff. Greg is really desperate for e-mails so reach him at Goldeneye_man_1@hotmail.com

I thank GameFAQs <www.gamefaqs.com> for posting my FAQ.

I also thank about.com <<http://vgsstrategies.about.com>> for also posting my FAQ.

I thanks Andrew Binno for sending me a lot of stuff including a way of beating Aztec OO agent really fast.

I thank Eric Salter, Anthony Crage, and Nathan Adams for their times.

I also thank all of the people who have sent me funny stories!

I thank these people for sending corrections:

Hans Moleman.....moleman_92@hotmail.com

And last but not least! All my wonderful fans!

Please give me an e-mail about anything you want to talk about (I'm VERY, VERY lonely). You can ask questions about Goldeneye and stuff like that. You can reach me at <faq_god@hotmail.com>

Well that's brings my 15 seconds of fame to an end. Until my next FAQ....See Ya.