

# GoldenEye 007 FAQ/Walkthrough

by TripleJump

Updated to v1.0 on May 3, 2008

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FAQ/Walkthrough

Author: TripleJump

Created: September 11th, 2006

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|                                     I. Introduction                                     |
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a.) Introduction

Bond, James Bond.

For Your Eyes Only. (I'm cool, me and my secret spy terms).

Hello, this is yet another FAQ on a rather old game I recently aquired. Yes. I know it is the 21st century. But I was feeling particularlyly nostalgic about all the wonderful games available in the past. The Nintendo 64, also, in my opinion, the best system ever, was purchased on eBay. Along with several other games I might write for. I want to relive the past. Yay for me.

The plot of the game is simple. Bond is on a mission some nine years ago where he must infiltrate a Russian Chemical Warfare facility. He meets up with Agent 006, Alec Trevelyan. While Alec covers James as he plants some

C4 (Well, mines in the game), he is captured and shot. James narrowly makes it out when he commandeers a plane and escapes.

Years later, he gets word of more Russian military activity, and goes to Severnaya to learn more about the military satellite Goldeneye. He gets caught up in it's stealing by the Janus Syndicate, and must learn who Janus is. He finds himself in a position where he must defeat an old friend. While making another "friend", Natalya Simonova. A.K.A.: The Bond Girl.

He must defeat Janus and recover the Goldeneye Satellite, before the group of terrorists make a whole lotta molla!

#### b.) Characters

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+-----+
| James Bond |
+-----+
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Where to begin? It's 007. The MI6 operative that always comes out on top, grinding skates and kicking ass! Not to mention his reputation with the ladies, what a playa! With his trusty Walther PPK (PP7) he goes around killing, thanks to his lovely "License to Kill".

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+-----+
| Alec Trevelyan |
+-----+
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Killed in action. Alec Trevelyan is one trooper. He fell while trying to give 007 cover to rig explosives onto a gas tank. 006 seems rather unimportant, but may not be.

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+-----+
| Natayla Simonova |
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Natalya is the "this time bond girl". She wields a very powerful Cougar Magnum, and is expertly skilled at computer programming. Currently in Severnaya, working on a top secret satellite program.

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+-----+
| Valentin Zukovsky |
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Two kickass quotes: "His name is Valentin, a large guy with a limp".  
"Valentin Zukovsky?" "You know him?" "I gave him the limp!"

"A Walther PPK, only three men I know use such a weapon, and I believe I have already killed two of them".

Ex-KGB Agent (Wikipedia it) now working in illegal operations throughout Russia. He helps Bond in this game.

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+-----+
| Janus |
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The leader of the Russian Mafia, Janus. His/her identity is fairly secret, few know who he/she is. A Lienz Cossack traitor, a Russian that fought with the Nazi's against the Allies in World War II. Well, his parents are at least.

Janus is pronounced YAWN-US, only make your YAWN more of a YEAH-NUS. Kind of inbetween..

+-----+  
| Xenia Onatopp |  
+-----+

One of Janus's top workers. She hijacks the Pirate helicopter, luring Bond into the picture. She wields an RCP-90 and a Grenade Launcher! Talk about Femme Fatales!

+-----+  
| Boris Grishenkov |  
+-----+

The perverted, wimpy, computer programmer. Joins Janus right of the bat, betraying Natalya and the rest of Severnaya to help use the Goldeneye Satellite for evil! But remember, "He is INVINCIBLE!". Actually, he isn't.

+-----+  
| General Arkady Ourumov |  
+-----+

A Russian Hero. Guess what? Just like every other freakin' character, they join Janus! Suprising?

+-----+  
| Dmitri Mishkin |  
+-----+

The Russian Defense minister. Believes Bond when he claims Ourumov is evil.

+-----+  
| Jack Wade |  
+-----+

A member of the CIA, helps MI6 in a few missions from the backgrounds. Like training Natalya, or sending in the Cavalry.

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| II. Version History |  
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Date: May 3rd, 2008  
Finished the speed run walkthrough.

Date: April 15th, 2008  
Email changed.

Date: March 23rd, 2007  
Added mission objectives, as an observation from a fellow FAQer. I'll do some more after I finish Battlefront 2.

Date: March 21st, 2007  
Submitted it today. Hoping it will get accepted. Which it probably will. I still need to touch up on the last 20% that needs to be finished.

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| III. Controls |  
+-----+

These are the Default controls. Which I use.

Control Stick: Move

A: Change Weapon

B: Action, Reload

Z: Shoot

R: Aim

L: Aim

C-Up: Look Down

C-Left: Strafe Left

C-Right: Strafe Right

C-Down: Look up

D-Pad Controls are the same as the C buttons.

Start: Pause/Bring up menu

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|               IV. Terminology/Techniques               |
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Straferunning:

If you hold forwards while strafing left or right, you will run much faster than you would just running. This is very useful. Easy to get the hang of.

Leaning:

Holding R or L and Pressing C-Left or C-Right will make you lean out.

Enemies

still react like they would if you ran out there, but you can quickly release the button to take cover again. Useful at corners.

Enemy Bugs:

If you run as close as possible to an enemy, they can't shoot you. Enemies also will crouch, but stay in that one spot, facing that one direction until they stand up. Ample time for you to sneak around and shoot or smack them. Very useful in the Unarmed Challenge.

Another one is that if an enemy is dead, yet still standing up, they will absorb your bullets, and the enemy behind can shoot through them. Exceptions being the Golden Gun, Magnum, AR-33 and Laser. Which go through enemies anyway.

Another one, not really a bug, just a poorly applied thing to make things more realistic, is enemies cannot hear you if you use a Silenced weapon. If you must use a non-silenced weapon, hold R and fire single shots. Using a Silenced weapon on an enemy standing next to another one will not give away your presense, somehow. You think a guard would notice his buddy falling down?

Guards also cannot see you through fences, so on the Cradle, for instance, you can shoot guards before they get you over fences.

Always aim for the head if possible. You save ammo and time. Mashing the Z button to hit guys in the chest works well too.

Group Sex:

This is a multiplayer term. It applies to a player who waits for two or more people to get into a fight, weakened, and then runs in and blows them all

up. Me and my friends made this up. You see, it started in Medal of Honor: Frontline. One friend would go to a group of 4-5 bots and blow them all up with the Bazooka and end up with a ton of kills. My friend then said "Geez, you get all your kills by walking in on some guys having group sex and blowing each other up." We were outside in my friend's tent trailer at a sleepover (it was fun outside), and were yelling "GROUP SEX!" all night. Must have been pretty funny to be outside and hear "\*Gunfire\* GROUP SEX!" as the trailer was rocking up and down with laughter.

Most effective with Grenades, Grenade Launchers, Rocket Launchers, mines, or even with powerful weapons. (RCP-90, Magnum, Auto-Shotgun, ETC).

Cover:

Something you hide behind so you don't get hit by enemy fire. Preferably something permanent, unlike a crate. Which will blow up when it draws fire. Certainly not an explodable barrel. Try hiding behind a corner. From cover, you can lean or strafe out sideways and shoot at the enemies, then take cover to dodge enemy fire or reload.

Covering Fire:

Only works on multiplayer. If your enemy has covered, and you are playing a team game, have one person keep up a steady stream of bullets at the cover, while the teammate runs in and shoots them at the cover. The reason it is so useless in Single Player is that the enemies won't find cover. And you have nobody to cover as well! Maybe Natalya, but she can fend for herself.

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|                               V. Walkthrough                               |
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This may be a walkthrough, but by all means: feel free to deviate from the directions. Shooters are free-play games. So you can play YOUR game how YOU want. My walkthrough merely shows you an effective way to complete the game in a shorter amount of time than learning by yourself. Bear this in mind, and read onwards!

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|                               Byelomorje Dam                               |
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- a. Neutralize all alarms. (Secret Agent)
- b. Install covert modem. (00 Agent)
- c. Intercept data backup. (00 Agent)
- d. Bungee jump from platform.

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=====
AGENT WALKTHROUGH
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This mission is more like a training mission. It is easy to do, and teaches you the basics of stealth and doing tough objectives.

Start by strafing around the corner and shooting the guard quickly. Several to the chest is a safe bet, but a head shot is always a good thing. You can tell if your enemy is dead because he will drop his weapon. If he merely stumbles and holds his weapon, he is not dead. Pick up the Enemy's KF7 Soviet. Do not use it. Rule number one of stealth is that you use silenced weapons. This includes the D5K Deutsche (silenced), Silenced PP7 and the Sniper Rifle.

Aim up at the tower you see ahead of you with R and pick off the enemy you see pacing the tower. He is sometimes located at the foot of the tower steps. Try to make this one a head shot so he doesn't fire at you. After he is downed, move forward. Careful, over the barrier is another enemy. Try to kill him before he sees you. Now climb the tower. At the top is a Sniper Rifle laying there. Pick it up and use it. Aim down into the tunnel and kill the two guards. Be wary, after the first one is hit/down, the other runs in your direction. To simplify things, head shot the first guy, then hit the other as he runs. Try not to let either of the enemies shoot.

Go through the tunnel and stay on the right side of the wall. As you round the bend, pull out the Sniper Rifle and use the C-Up button to zoom in. There is a guard behind a box you can clearly see. Kill him to start this off. Kill the guard pacing the bottom of the tower. Go up to the top of the tower and aim at the bunker you see. Fire bullets through the small opening at the enemies you can see with the sniper Rifle. When they have been downed, move out of your position.

Head over to the next area by going up to the button and using the Action button to hit it (B). The first gate opens. Head inside, hit the other button and quickly strafe to the left, so that you are on the left of the truck. As the gate opens, pull out the PP7 and dash for the enemy in green to the left that runs towards the alarm. Simply deliver a shot to anywhere on him for him to stop moving and shoot you. Kill him.

There is another enemy hanging out around the tower. Deliver the killing blow to him.

Go to the Garage like door to the right of the alarm. Stick to the right side of it, then open it. Inside is a guard, quickly kill him with the PP7. Then get his ammo, and go into the door in front of you. Quickly take out this enemy. He holds a powerful, and loud DD44 Dostovei. Pick it up and exit through the door.

Go over to the lock you see on the gate and shoot it out with two shots from the PP7. Then run down the top of the dam, past the first tower and to the little raised platform with the step to it on the left. Move through the gap in the railing to bungee jump from the platform and end your mission.

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SECRET AGENT WALKTHROUGH  
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This mission is more like a training mission. It is easy to do, and teaches you the basics of stealth and doing tough objectives.

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simplify things, head shot the first guy, then hit the other as he runs. Try not to let either of the enemies shoot.

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Head over to the next area by going up to the button and using the Action button to hit it (B). The first gate opens. Head inside, hit the other button and quickly strafe to the left, so that you are on the left of the truck. As the gate opens, pull out the PP7 and dash for the enemy in green to the left that runs towards the alarm. Simply deliver a shot to anywhere on him for him to stop moving and shoot you. Kill him.

There is another enemy hanging out around the tower. Deliver the killing blow to him. Go over to the alarm (red thing) that the guard before was running to. Aim at it, and deliver several shots to it to explode it. This is one of our objectives; neutralize all alarms.

Go to the Garage like door to the right of the alarm. Stick to the right side of it, then open it. Inside is a guard, quickly kill him with the PP7. Then get his ammo, and go into the door in front of you. Quickly take out this enemy. He holds a powerful, and loud DD44 Dostovei. Pick it up and exit through the door.

Go right. Aim at the lock with R and put a two shots into the lock with R (using PP7). Now move along the way, then when you are about a 5-10 second walk from the first tower, pull out the Sniper Rifle and zoom in on the enemy pacing the top. Try to hit his head, so he doesn't run towards you. After he is dead, collect his ammo and open the door at the base of the tower.

Inside, aim your gun at the Alarm you can see either on the right or the left. I can't remember which side for which tower. After the Alarm is disabled, go back out on the dam. Then continue down the road. Aim up at the Second Tower and kill the guard pacing that tower. Get his ammunition and enter the base of the tower again. Disable this alarm with a couple shots and get back on the dam. Continue to the third tower.

Repeat what you have done at the last two towers. I am confident that this alarm is on the opposite side of the last two. After the alarm here is down, go back to the second tower. There is a small raised area inbetween the first and second tower. It is closer to the first. Up the steps and Move through the gap in the railing to bungee jump from the platform and end your mission.

=====  
00 AGENT WALKTHROUGH  
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This mission is more like a training mission. It is easy to do, and teaches you the basics of stealth and doing tough objectives.

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There is another enemy hanging out around the tower. Deliver the killing blow to him. Go over to the alarm (red thing) that the guard before was running to. Aim at it, and deliver several shots to it to explode it. This is one of our objectives; neutralize all alarms.

Go to the Garage like door to the right of the alarm. Stick to the right side of it, then open it. Inside is a guard, quickly kill him with the PP7. Then get his ammo, and go into the door in front of you. Quickly take out this enemy. He holds a powerful, and loud DD44 Dostovei. Pick it up and exit through the door.

Turn right and go behind the crates. Press Start and go into your inventory. Select the Covert Modem. Aim at the computer screen that is imbedded on the wall with R. Try to aim in the center, then throw it. If it connects, you complete another objective. Install Covert Modem.

Go out of the crate area and go right. Aim at the lock with R and put a two shots into the lock with R (using PP7). Now move along the way, then when you are about a 5-10 second walk from the first tower, pull out the Sniper Rifle and zoom in on the enemy pacing the top. Try to hit his head, so he doesn't run towards you. After he is dead, collect his ammo and open the door at the base of the tower.

Inside, aim your gun at the Alarm you can see either on the right or the left. I can't remember which side for which tower. After the Alarm is disabled, go back out on the dam. Then continue down the road. Aim up at the Second Tower and kill the guard pacing that tower. Get his ammunition and enter the base of the tower again. Disable this alarm with a couple shots and get back on the dam. Continue to the third tower.

Repeat what you have done at the last two towers. I am confident that this alarm is on the opposite side of the last two. After the alarm here is down, go down the steps belowground and enter the tunnels.

I will now refer to "hallways" as the thinner areas with usually no cover, and



the open areas will be called checkpoints.

Go down two hallways and stop in the first checkpoint. Pull out the sniper rifle and plug some bullets into the barrels you can see in the checkpoint ahead. This kills one guard and doesn't attract attention somehow.

Go into the checkpoint that help the barrel. Turn right before you hit the corner and kill the enemy around the corner with a silenced weapon.

Aim at the enemy you can see sticking out of the crate at the end of the hall. Shoot him. If you don't kill, he shouldn't come after you, after he is dead, go down the hall and kill the enemy on the right.

Kill the enemies now at intervals of 2 at each point. You can begin to use your KF7 Soviet after a couple. As some will be hiding behind crates and will be harder to hit with single shots. At the end will be a door. Open it. Kill the 6 enemies in the room on the other side by standing next to the door and shooting. Others will come. After they are all dead, go over to the far modem at the end and press B. This commences the Uplink. After it finishes, head back topside. This time, go out the first gate to the right.

At the top, go to the bungee jump platform and run off it. The platform is inbetween the towers #1 and #2. This completes your mission.

=====  
| Arkangelsk Facility |  
=====

- a. Gain entry to laboratory area.
- b. Contact double agent. (Secret Agent)
- c. Rendezvous with 006.
- d. Destroy all tanks in the bottling room.
- e. Minimize scientist casualties.

=====  
AGENT WALKTHROUGH  
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This is another level where you will be wanting to use the PP7, as you do not want to attract more enemies than there already are. Also note that this is a strategy not good for speed.

You begin in a ventillation shaft. Head forward and go left. Continue forward and as you approach the hole you drop out of, aim down with R at the enemy's head that you can so clearly see. Release a bullet into his head. If it merely takes his hat off, hit him again.

Drop down out of the vent and open the bathroom stall door in front of you. Go to the left and kill the enemy at the urinal. Open the second and third door to the right on the side you are facing and kill the enemy in each. Collect the ammunition and go back to the other enemy you picked off from the vent. Get his ammo too. There was another enemy in the bathroom, but I cannot remember what stall he was in.

Open the two doors leading out, and stand in the doorway of the second, use it as cover until you take out the guard pacing below. It may take a little for him to appear. But put a few into him. Then go down the stairs and go back up. Head to the right of the door you were just at. There should be an enemy near here. Kill him.

Go back out to the main bathroom doors and go down the stairs. There is an enemy or two down the hall. Kill them, and head to the right. Opening the double doors. Now continue along this path. At the end is an enemy to the right with his back to you. Place a shot in the head and gather the ammo and the keycard this enemy was holding. Go back out into the hallway and open the sliding brown door near the bathroom stairs.

There are three enemies in here. Don't use the Soviet, not only because of the lack of stealth, but because of the fact that you will end up blowing the computer console. After the enemies are downed, hit the switch on the console and run down the hallway. Turn right, get the body armor and enter the door. Then run through the open second one. Turn left and kill the two enemies that are in the locker area.

Enter the room ahead of you through the opposite door from the one you came in. Quickly dispatch the three advancing enemies, if too much gunfire is heard, another couple Russian Soldiers may come up to your rear.

Now go out the door you did not come in. Open the second door and immediately kill the enemy pacing left and right. Then enter the main room in the center and wipe out the three men. Then press the console on the left and exit. Be warned that this part will almost always attract attention when enemies are dead.

Run to the right, around the corner and kill the guard just around the other corner to the left, waiting to flank you. Enter the open door.

There are several enemies at the foot of the stairs. One is right out in the open to the right. The other two are hiding behind the crates (I wonder what they are doing together back there..). Anyway, go up the stairs and around the corner. Surprise! Defeat the enemy and turn the corner again. Kill the enemy here.

You should be in a room with many glass windowed rooms. Kill the enemy hiding in the shadow of the walkaround pillar. Go to the left (from the entrance to the area) and shoot the two enemies with their back turned. Open the door.

Inside, go down the stairs. DO NOT shoot the guy in black. He is your ally, 006 Alec Trevelyan. Get out your remote mines and place them on the bottle tanks in a staggered style:

XOXOXO O= Bottle  
OXOXOX X= Rigged Bottle

Now run over to the door you see. The conveyor belt works also. Do not open the door or exit through the conveyor belt. This will lure 006 to you. Once it says "Objective Completed" for Rendezvous with 006, detonate the bombs (assuming 006 is somewhere near you, away from explosions. Wait for it to give you the message "Objective complete". Then you should be good to leave out the door or on the conveyor belt. If the bottles aren't destroyed, shoot the remaining ones with the KF7 Soviet.

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SECRET AGENT WALKTHROUGH  
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This is another level where you will be wanting to use the PP7, as you do not want to attract more enemies than there already are. Also note that this is a strategy not good for speed.

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Open the two doors leading out, and stand in the doorway of the second, use it as cover until you take out the guard pacing below. It may take a little for him to appear. But put a few into him. Then go down the stairs and go back up. Head to the right of the door you were just at. There should be an enemy near here. Kill him.

Go back out to the main bathroom doors and go down the stairs. There is an enemy or two down the hall. Kill them, and head to the right. Opening the double doors. Now continue along this path. At the end is an enemy to the right with his back to you. Place a shot in the head and gather the ammo and the keycard this enemy was holding. Go back out into the hallway and open the sliding brown door near the bathroom stairs.

There are three enemies in here. Don't use the Soviet, not only because of the lack of stealth, but because of the fact that you will end up blowing the computer console. After the enemies are downed, hit the switch on the console and run down the hallway. Turn right, get the body armor and enter the door. Then run through the open second one. Turn left and kill the two enemies that are in the locker area.

Enter the room ahead of you through the opposite door from the one you came in. Quickly dispatch the three advancing enemies, if too much gunfire is heard, another couple Russian Soldiers may come up to your rear. Anyway, take the first door you see on either the left or right. In the room, go over to the scientists and point the gun at them.

If they all put up their hands, they aren't who you are looking for. You are looking for a bearded scientist, who is really an MI6 double agent. Check both rooms for him. If he isn't there, do not worry. This is natural. If he is, he will provide you with the Door Decoder.

Head outside and look for an enemy behind you, just in case. Now go out the door you did not come in. Open the second door and immediately kill the enemy pacing left and right. Then enter the main room in the center and wipe out the three men. Then press the console on the right and exit. Be warned that this part will almost always attract attention when enemies are dead.

Run around and kill the guard just around the corner to the right, waiting to flank you. Enter the open door and hit the other door.

This room might hold Dr. Doak. Check the scientists. Hope he is there, either way, go back to the main room with the two consoles. Hit the one on the left this time and go out through that way. There is a guard flanking you on the left side this time. Kill him and enter the door.

There are several enemies at the foot of the stairs. One is right out in the open to the right. The other two are hiding behind the crates (I wonder what they are doing together back there..). Anyway, go up the stairs and around the

corner. Surprise! Defeat the enemy and turn the corner again. Kill the enemy here.

You should be in a room with many glass windowed rooms. Kill the enemy hiding in the shadow of the walkaround pillar. Then check all three rooms for Doak. The giant one is the one he usually is in. Get the decoder anyway. Now go to the left (from the entrance to the area) and shoot the two enemies with their back turned. Open the door with the decoder. Use it on the door, then open it to do that.

Inside, go down the stairs. DO NOT shoot the guy in black. He is your ally, 006 Alec Trevelyan. Get out your remote mines and place them on the bottle tanks in a staggered style:

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This is another level where you will be wanting to use the PP7, as you do not want to attract more enemies than there already are. Also note that this is a strategy not good for speed.

You begin in a ventilation shaft. Head forward and go left. Continue forward and as you approach the hole you drop out of, aim down with R at the enemy's head that you can so clearly see. Release a bullet into his head. If it merely takes his hat off, hit him again.

Drop down out of the vent and open the bathroom stall door in front of you. Go to the left and kill the enemy at the urinal. Open the second and third door to the right on the side you are facing and kill the enemy in each. Collect the ammunition and go back to the other enemy you picked off from the vent. Get his ammo too. There was another enemy in the bathroom, but I cannot remember what stall he was in.

Open the two doors leading out, and stand in the doorway of the second, use it as cover until you take out the guard pacing below. It may take a little for him to appear. But put a few into him. Then go down the stairs and go back up. Head to the right of the door you were just at. There should be an enemy near here. Kill him.

Go back out to the main bathroom doors and go down the stairs. There is an enemy or two down the hall. Kill them, and head to the right. Opening the double doors. Now continue along this path. At the end is an enemy to the right with his back to you. Place a shot in the head and gather the ammo and the keycard this enemy was holding. Go back out into the hallway and open the sliding brown door near the bathroom stairs.

There are three enemies in here. Don't use the Soviet, not only because of the lack of stealth, but because of the fact that you will end up blowing the

computer console. After the enemies are downed, hit the switch on the console and run down the hallway. Turn right, get the body armor and enter the door. Then run through the open second one. Turn left and kill the two enemies that are in the locker area.

Enter the room ahead of you through the opposite door from the one you came in. Quickly dispatch the three advancing enemies, if too much gunfire is heard, another couple Russian Soldiers may come up to your rear. Anyway, take the first door you see on either the left or right. In the room, go over to the scientists and point the gun at them.

If they all put up their hands, they aren't who you are looking for. You are looking for a bearded scientist, who is really an MI6 double agent. Check both rooms for him. If he isn't there, do not worry. This is natural. If he is, he will provide you with the Door Decoder.

Head outside and look for an enemy behind you, just in case. Now go out the door you did not come in. Open the second door and immediately kill the enemy pacing left and right. Then enter the main room in the center and wipe out the three men. Then press the console on the right and exit. Be warned that this part will almost always attract attention when enemies are dead.

Run around and kill the guard just around the corner to the right, waiting to flank you. Enter the open door and hit the other door.

This room might hold Dr. Doak. Check the scientists. Hope he is there, either way, go back to the main room with the two consoles. Hit the one on the left this time and go out through that way. There is a guard flanking you on the left side this time. Kill him and enter the door.

There are several enemies at the foot of the stairs. One is right out in the open to the right. The other two are hiding behind the crates (I wonder what they are doing together back there..). Anyway, go up the stairs and around the corner. Surprise! Defeat the enemy and turn the corner again. Kill the enemy here.

You should be in a room with many glass windowed rooms. Kill the enemy hiding in the shadow of the walkaround pillar. Then check all three rooms for Doak. The giant one is the one he usually is in. Get the decoder anyway. Now go to the left (from the entrance to the area) and shoot the two enemies with their back turned. Open the door with the decoder. Use it on the door, then open it to do that.

Inside, go down the stairs. DO NOT shoot the guy in black. He is your ally, 006 Alec Trevelyan. Get out your remote mines and place them on the bottle tanks in a staggered style:

XOXOXO O= Bottle  
OXOXOX X= Rigged Bottle

Now run over to the door you see. The conveyor belt works also. Do not open the door or exit through the conveyor belt. This will lure 006 to you. Once it says "Objective Completed" for Rendezvous with 006, detonate the bombs (assuming 006 is somewhere near you, away from explosions. Wait for it to give you the message "Objective complete". Then you should be good to leave out the door or on the conveyor belt. If the bottles aren't destroyed, shoot the remaining ones with the KF7 Soviet.

- =====
- a. Find plane ignition key.
  - b. Destroy heavy gun emplacements. (00 Agent)
  - c. Destroy missile battery. (Secret Agent)
  - d. Escape in plane.

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AGENT WALKTHROUGH

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006 was killed in the last clash of enemies. Too bad. Start by picking up the box of grenades nearby. Head to the right and shoot the enemy here. Pick up the box of timed mines. Go out the garage-like doors and shoot the enemy on the left. Go towards the house he was near on the left and open the door.

Inside, do not completely turn the second corner. Instead, pull out your grenades and bank one of the wall in front of you by throwing it on an angle as you step away from the corner. This blows the two enemies up, thus allowing you to move in and get the plane ignition key from the rubble. Go outside.

Cross over to the opposite side of the level (just head in a straight line) to find your ride. A tank. Hop in the top and drive down the runway. Try to spend as little time next to the plane in the next part as you can. The longer you stay there, the more gun fire will miss you and hit your plane. Potentially blowing it up.

You will see a plane up ahead. Drive to the left of it, so you don't run it over, then quickly get out and press B to enter the plane and complete the mission.

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SECRET AGENT WALKTHROUGH

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006 was killed in the last clash of enemies. Too bad. Start by picking up the box of grenades nearby. Head to the right and shoot the enemy here. Pick up the box of timed mines. Go out the garage-like doors and shoot the enemy on the left. Go towards the house he was near on the left and open the door.

Inside, do not completely turn the second corner. Instead, pull out your grenades and bank one of the wall in front of you by throwing it on an angle as you step away from the corner. This blows the two enemies up, thus allowing you to move in and get the plane ignition key from the rubble. Go outside.

Cross over to the opposite side of the level (just head in a straight line) to find your ride. A tank. Hop in the top and drive down the runway. On the way to the plane, there is a square box with a missile sitting on top of it. Aim at it with the Tank's weapon (switch to it) and fire. If you have poor accuracy, feel free to use a timed mine to destroy this.

Try to spend as little time next to the plane in the next part as you can. The longer you stay there, the more gun fire will miss you and hit your plane. Potentially blowing it up.

You will see a plane up ahead. Drive to the left of it, so you don't run it over, then quickly get out and press B to enter the plane and complete the mission.

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00 AGENT WALKTHROUGH

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006 was killed in the last clash of enemies. Too bad. Start by picking up the box of grenades nearby. Head to the right and shoot the enemy here. Pick up the box of timed mines. Go out the garage-like doors and shoot the enemy on the left. Go towards the house he was near on the left and open the door.

Inside, do not completely turn the second corner. Instead, pull out your grenades and bank one of the wall in front of you by throwing it on an angle as you step away from the corner. This blows the two enemies up, thus allowing you to move in and get the plane ignition key from the rubble. Go outside.

Cross over to the opposite side of the level (just head in a straight line) to find your ride. A tank. Hop in the top and drive down the runway. On the way to the plane, you will come across half the things you need to destroy to complete this mission. The first thing is a heavy gun emplacement to the left. Use the tank's weapon (switch to it) to destroy it. Use mines if you have poor aim.

There is a square box with a missile sitting on top of it coming up on the right side. Aim at it with the Tank's weapon and fire. If you have poor accuracy, feel free to use a timed mine to destroy this.

Try to spend as little time next to the plane in the next part as you can. The longer you stay there, the more gun fire will miss you and hit your plane. Potentially blowing it up.

The plane is coming up. Stay on the left side so you don't run it over. Go past it and to the end of the runway. There are two heavy gun emplacements on the left and right. Destroy them as last time, then get out of the tank. Pull out your KF7 Soviet and fire on the enemies in the way of the plane. Get to it and enter. To get in.

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Severnaya Surface 1

- a. Power down communications dish.
- b. Obtain safe key. (Secret Agent)
- c. Steal building plans. (Secret Agent)
- d. Enter base via ventilation tower.

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AGENT WALKTHROUGH

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You are in a snowy level. Firing a loud weapon will definately attract some attention to yourself. Luckily, you are equipped with a Sniper Rifle as well as a Silenced PP7. So you can fire from afar at enemies and take them out with one shot to the head. There will most likely be several enemies tailing you or shooting at you in several areas. Stay alert, and remember that at a distance, the enemies have terrible aim.

Start by following the path forward. Pull out the unarmed, which is the butt of the sniper rifle. Sneak up on the enemy that is pacing away from you and smack him good. This is the ultimate stealth, and is harder to miss. There is a hill to the right, with a hut. Back away from the hill to the high ground and fire on the barrels with the Sniper Rifle to kill the two guards.

Exit the hut and follow the main path down the road defeating enemies that have the misfortune to come across you. As soon as you see a giant satellite building, leave the path and head towards it.

Enter the double doors to the right of the building. Go up the stairs and to the door at the end. Inside is a computer console. DO NOT DESTROY IT. Press B by the console to power down the communications dish. Do not destroy it now either. Exit the area.

Take the path to the right and head left off the path after you travel it for 10-15 seconds. There should be a circular establishment with a ladder. Climb this and start shooting the four locks holding the grate up.

This part will sometimes have enemies approach and climb up. So if you have very little health, stay on the side away from the area you came from, so you can see enemies approach. Ambush them as they climb the ladder. After the locks have been destroyed, jump down through the hole to enter the Bunker.

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SECRET AGENT WALKTHROUGH  
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You are in a snowy level. Firing a loud weapon will definitely attract some attention to yourself. Luckily, you are equipped with a Sniper Rifle as well as a Silenced PP7. So you can fire from afar at enemies and take them out with one shot to the head. There will most likely be several enemies tailing you or shooting at you in several areas. Stay alert, and remember that at a distance, the enemies have terrible aim.

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Enter the house they were guarding. Pick up the grenade rounds in the green ammo cases. Climb up behind the house you are in, and then look to the closest house. Go up the house, then stand on the hill behind it. There should be a guard pacing a little ways away. Take him out, then move to the lone house that is a small distance away from you. Enter that house with the PP7 at the ready.

Shoot the enemy in the uniform, then quickly take out the other special forces member. Get the Hut Key and the ammunitions they drop. There is a grenade launcher laying on the crate. There is some extra ammo for it. I don't recommend using it, as it attracts attention.

Run back from house to house to the hut with the barrels and the two guys that used to be outside it. Go to the hut opposite of it and open the door. The safe key is on the table in this room.

Exit the hut and follow the main path down the road defeating enemies that have the misfortune to come across you. As soon as you see a giant satellite building, leave the path and head towards it.

Enter the double doors to the right of the building. Go up the stairs and to the door at the end. Inside is a computer console. DO NOT DESTROY IT. Press B by the console to power down the communications dish. Do not destroy it now either. Exit the area.

Go out to the back path (head left) and follow it until you see a fenced area.



There are two huts here. Take the first one (on the left at the fence entrance) and enter. This hut has the safe. Open it up and seize the building plans.

Go back out and follow the path back to the satellite bunker. Take the other path to the right and head left off the path after you travel it for 10-15 seconds. There should be a circular establishment with a ladder. Climb this and start shooting the four locks holding the grate up.

This part will sometimes have enemies approach and climb up. So if you have very little health, stay on the side away from the area you came from, so you can see enemies approach. Ambush them as they climb the ladder. After the locks have been destroyed, jump down through the hole to enter the Bunker.

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00 AGENT WALKTHROUGH  
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Exit the hut and follow the main path down the road defeating enemies that have the misfortune to come across you. As soon as you see a giant satellite building, leave the path and head towards it.

Enter the double doors to the right of the building. Go up the stairs and to the door at the end. Inside is a computer console. DO NOT DESTROY IT. Press B by the console to power down the communications dish. Do not destroy it now either. Exit the area.

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Go back out and follow the path back to the satellite bunker. Take the other path to the right and head left off the path after you travel it for 10-15

seconds. There should be a circular establishment with a ladder. Climb this and start shooting the four locks holding the grate up.

This part will sometimes have enemies approach and climb up. So if you have very little health, stay on the side away from the area you came from, so you can see enemies approach. Ambush them as they climb the ladder. After the locks have been destroyed, jump down through the hole to enter the Bunker.

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|                               Severnaya Bunker 1                               |
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- a. Disrupt all surveillance equipment. (Secret Agent)
- b. Copy Goldeneye key and leave original.
- c. Get personnel to activate computer. (00 Agent)
- d. Download data from computer. (00 Agent)
- e. Photograph main video screen.

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AGENT WALKTHROUGH
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This is yet ANOTHER covert mission. Although at one point you won't have to be. Start by opening the door in front of you and quickly killing the enemies before they manage to set the alarm near the door off.

This strategy doesn't involve a speed technique. Turn around and face where you came from. Wait until a guard opens the door and shoot him. Then go to the double doors by the alarm, but do not open it. Aim out the window and wait for a pacing guard. Kill him with a head shot. The other guard should run over to the door. Kill him now and go outside and downstairs.

First objective here is to kill the enemy units that are on the floor. Then head up the steps to the right and finish the PP7 uniformed guard and his company. Then go back down the stairs. Take out the camera in your inventory and snap a shot of the gigantic screen. Go to the other side of the room (with the stairs) and kill the enemies. There is also a camera here. Take it out.

Go over to the table with Boris nearby (he is the dorky tech geek). Pick up the Goldeneye Key off the table and pull out the Key Analyzer and use it. Then throw the Goldeneye Key to complete the objective.

Go to the sliding glass door and up the stairs. Two guards in green are here. Kill them, then go out the sliding door to exit the level.

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SECRET AGENT WALKTHROUGH
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This strategy doesn't involve a speed technique. Turn around and face where you came from. Wait until a guard opens the door and shoot him. Then go to the double doors by the alarm, but do not open it. Aim out the window and wait for a pacing guard. Kill him with a head shot. The other guard should run over to the door. Kill him now and go outside. Pick up the keycard he drops.

There is a camera to the right, aim at it with the PP7 and fire several bullets into it. This disables it. From the door into this hall, go left, and kill the guard here. Go down the stairs, and head left. Turn left again. Blow up the camera here and kill the enemy. Go back and open the door to your right. Kill the camera here so you can go forward. Go outside and down the stairs.

First objective here is to kill the enemy units that are on the floor. Then head up the steps to the right and finish the PP7 uniformed guard and his company. Then go back down the stairs. Take out the camera in your inventory and snap a shot of the gigantic screen. Go to the other side of the room (with the stairs) and kill the enemies. There is also the last camera here. Take it out.

Go over to the table with Boris nearby (he is the dorky tech geek). Pick up the Goldeneye Key off the table and pull out the key analyzer to copy it, then use the Goldeneye Key again to throw it away.

Go to the sliding glass door and up the stairs. Two guards in green are here. Kill them, then go out the sliding door to exit the level.

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00 AGENT WALKTHROUGH  
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This is yet ANOTHER covert mission. Although at one point you won't have to be. Start by opening the door in front of you and quickly killing the enemies before they manage to set the alarm near the door off.

This strategy doesn't involve a speed technique. Turn around and face where you came from. Wait until a guard opens the door and shoot him. Then go to the double doors by the alarm, but do not open it. Aim out the window and wait for a pacing guard. Kill him with a head shot. The other guard should run over to the door. Kill him now and go outside. Pick up the keycard he drops.

There is a camera to the right, aim at it with the PP7 and fire several bullets into it. This disables it. From the door into this hall, go left, and kill the guard here. Go down the stairs, and head left. Turn left again. Blow up the camera here and kill the enemy. Go back and open the door to your right. Kill the camera here so you can go forward. Go outside and enter the other door.

This is the computer room. Don't enter the second door, merely aim through the window at the enemies and shoot one. Then shoot the others that come to the door. Turn around and exit and go downstairs.

First objective here is to kill the enemy units that are on the floor. Then head up the steps to the right and finish the PP7 uniformed guard and his company. Then go back down the stairs. Take out the camera in your inventory and snap a shot of the gigantic screen. Go to the other side of the room (with the stairs) and kill the enemies. There is also the last camera here. Take it out.

Go over to the table with Boris nearby (he is the dorky tech geek). Pick up the Goldeneye Key off the table and aim at Boris to have him go to the Computer room. Follow him up the stairs and inside.

Close the first door, then the second and stand at the window at the second. Pull out your KF7. But first, go into the inventory and use the Key Analyzer. Then pull the Goldeneye Key back out and throw it anywhere. Get your KF7 up. Boris will accidentally trigger an alarm while trying to hack.

This is why we are at the window in the door. Several stronger forces will start to close in on your area. Keep your door closed and shoot the foes through the glass to kill them. the first door can open, but not yours. We do not want bullets blowing up the computer system. After Boris is done, it should tell you. If not, he will leave. After he leaves, use the Data Thief on the computer modem he was at to get the data you need.

Exit the door and go downstairs to the room where you saw Boris first. Go to the sliding glass door and up the stairs. Two guards in green are here. Kill them, then go out the sliding door to exit the level.

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Kirghizstan Silo

- a. Plant bombs in fuel rooms. (00 Agent)
- b. Photograph Satellite.
- c. Obtain Telemetric data. (Secret Agent)
- d. Retrieve Satellite Circuitry. (Secret Agent)
- e. Minimize Scientist Casualties.

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AGENT WALKTHROUGH  
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The Missile Silo is not in any means a covert mission, however, you will come across enemies in smaller amounts, making it easier to advance. Look around your start area and remember this: the area's like the one you are in now are called "bridges" in this FAQ.

Start off by entering the door. There are some enemies here. Shoot them, and advance up the stairs, shooting the enemies. Go left and into the door at the end. You are in a fuel room. Kill the enemy inside here.

Point the gun at the scientists, one will drop the Keycard as you point it.

Climb the steps and open the door. Kill the two enemies here and take a right. Open the door and find yourself in a bridge area. Kill the one enemy here and go in the next room. Kill the three enemies at the bottom, then climb upstairs and kill the two here. Stay clear of the barrels during the exchange of fire.

Open the door to be in another one of the Rooms with the fuel tanks. Kill the two enemies in this room, then point the gun at the scientist to get his keycard.

Head upstairs and out the keycard door. There are four enemies here. One is to the left, the rest are right or straight ahead of you. Take a right as usual and go over the bridge. Kill the enemies on it. Enter the next room.

This is another fuel room. Kill the enemies (not sure if there are any in this room, though) and get the Keycard from the scientists.

Go up the stairs and out the keypad door. Kill the three guards and go right. Cross the bridge here. There are some enemies on it. Kill NINE enemies here (use the Soviet, it will simplify things. Then enter the room at the top.

Last fuel tank room. Quickly take out the two enemies here before they blow up the satellite as they miss you. Take out the camera and snap a shot of the satellite. Hold the scientist at gunpoint, then get the Keycard.

You are finished in the fuel rooms. Go upstairs and out the door. Shoot the enemies here, Ourumov is also present. You can sometimes shoot him and cause him to drop his briefcase, giving you a useless item. Anyway, follow him left. Turn right at the next point and exit out the elevator.

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SECRET AGENT WALKTHROUGH  
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The Missile Silo is not in any means a covert mission, however, you will come across enemies in smaller amounts, making it easier to advance. Look around your start area and remember this: the area's like the one you are in now are called "bridges" in this FAQ.

Start off by entering the door. There are some enemies here. Shoot them, and advance up the stairs, shooting the enemies. Go left and into the door at the end. You are in a fuel room. Kill the enemy inside here.

Get the two Circuit boards off the table. Then point the gun at the scientists, one will drop the Keycard as you point it.

Climb the steps and open the door. Kill the two enemies here and take a right. Open the door and find yourself in a bridge area. Kill the one enemy here and go in the next room. Kill the three enemies at the bottom, then climb upstairs and kill the two here. Stay clear of the barrels during the exchange of fire.

Open the door to be in another one of the Rooms with the fuel tanks. Kill the two enemies in this room, then point the gun at the scientist to get his keycard.

Pick up the Circuit Board that is on the computer console top.

Head upstairs and out the keycard door. There are four enemies here. One is to the left, the rest are right or straight ahead of you. Take a right as usual and go over the bridge. Kill the enemies on it. Enter the next room.

This is another fuel room. Kill the enemies (not sure if there are any in this room, though) and get the Keycard from the scientists.

There is also something more important here. There is a scientist to the right of the door you came in. Hold him at gunpoint to get a DAT, you now have the telemetric data. Get the Circuit Board off the metal crate.

Go up the stairs and out the keypad door. Kill the three guards and go right. Cross the bridge here. There are some enemies on it. Kill NINE enemies here (use the Soviet, it will simplify things. Then enter the room at the top.

Last fuel tank room. Quickly take out the two enemies here before they blow up the satellite as they miss you. Take out the camera and snap a shot of the satellite. Hold the scientist at gunpoint, then get the Keycard.

You are finished in the fuel rooms. Go upstairs and out the door. Shoot the enemies here, Ourumov is also present. You can sometimes shoot him and cause him to drop his briefcase, giving you a useless item. Anyway, follow him left. Turn right at the next point and exit out the elevator.

=====  
00 AGENT WALKTHROUGH  
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The Missile Silo is not in any means a covert mission, however, you will come across enemies in smaller amounts, making it easier to advance. Look around your start area and remember this: the area's like the one you are in now are called "bridges" in this FAQ.

Start off by entering the door. There are some enemies here. Shoot them, and advance up the stairs, shooting the enemies. Go left and into the door at the end. You are in a fuel room. Kill the enemy inside here.

Get the two Circuit boards off the table. Then point the gun at the scientists, one will drop the Keycard as you point it. Finish off in this area by throwing a Plastique (in your inventory) anywhere in this room.

Climb the steps and open the door. Kill the two enemies here and take a right. Open the door and find yourself in a bridge area. Kill the one enemy here and go in the next room. Kill the three enemies at the bottom, then climb upstairs and kill the two here. Stay clear of the barrels during the exchange of fire.

Open the door to be in another one of the Rooms with the fuel tanks. Kill the two enemies in this room, then point the gun at the scientist to get his keycard.

Pick up the Circuit Board that is on the computer console top. Then pull out a Plastique and rig the room.

Head upstairs and out the keycard door. There are four enemies here. One is to the left, the rest are right or straight ahead of you. Take a right as usual and go over the bridge. Kill the enemies on it. Enter the next room.

This is another fuel room. Kill the enemies (not sure if there are any in this room, though) and get the Keycard from the scientists.

There is also something more important here. There is a scientist to the right of the door you came in. Hold him at gunpoint to get a DAT, you now have the telemetric data. Get the Circuit Board off the metal crate. Drop a plastique in the room.

Go up the stairs and out the keypad door. Kill the three guards and go right. Cross the bridge here. There are some enemies on it. Kill NINE enemies here (use the Soviet, it will simplify things. Then enter the room at the top.

Last fuel tank room. Quickly take out the two enemies here before they blow up the satellite as they miss you. Take out the camera and snap a shot of the satellite. Hold the scientist at gunpoint, then get the Keycard.

Drop some C4 on the floor here and you are finished in the fuel rooms. Go upstairs and out the door. Shoot the enemies here, Ourumov is also present. You can sometimes shoot him and cause him to drop his briefcase, giving you a useless item. Anyway, follow him left. Turn right at the next point and exit out the elevator.

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	Monte Carlo Frigate	
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- a. Rescue hostages.
- b. Disarm bridge bomb. (Secret Agent)
- c. Disarm engine room bomb. (Secret Agent)
- d. Plant tracking bug on helicopter.

The Agent and Secret Agent Walkthroughs contain some extra hostages. The 00 Agent walkthrough contains the exact amount.

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AGENT WALKTHROUGH  
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The Frigate level is a tough one to navigate, except to those who have already navigated it. My directions that I took in my notes for this game are already somewhat hazy to myself, so if you see any problems, email me and I will go back to the drawing board and rewrite this section.

One of the objectives in this mission is to save the hostages. The hostages are in green and have their hands up. There is a hostage-carrier that holds the hostage hostage. You do not need to kill all the enemies. Just the one holding the hostage. Actually, you don't even need to kill him. You just need to shoot him to have him release the hostage and concentrate on you.

Start off by getting out of your boat and climb up onto the big ship. Turn left and climb up the ladder you first path, get ready as you open the door to the ship. Run inside and go against the computers and shoot a bullet at the guy holding the hostage. He drops him. Back away from the computers quickly, so it doesn't blow the hostage up. Shoot all of the three enemies in the room and turn left at the door, which should open with an enemy. Kill him.

Enter the door that the guard came from, there is an idiot with his back to you next to the radios. Kill him (did I have to tell you?). Open the other door and kill the enemy here. Take the left door and turn left and shoot the enemy behind the door. Turn around and open the door on the other end of the hallway. Go right and open the door.

You are in a computer room. Shoot the hostage carrier and then turn right. Another hostage is held in the door on the other side. Hit that carrier and finish all the enemies off. One of the enemies holds a grenade, which can equal death to the enemies, hostages and yourself.

Go out the door that the second hostage was near. One enemy is on the left and the other is on the right. Take the right side. Go down the stairs and take out the 5 or so enemies down here. Some are in the middle area. Anyway, go down the stairs again. Kill the three enemies.

Go around the corner by the engine room and open the door. Free the hostage. Go into the engine room. It is the humming room. There is an enemy directly to the right. Kill him. Then pick off the enemy below you to the right, and the one on the other side.

Go down the staircase and shoot the guy holding the hostage. Turn right and shoot the enemy here. Go right up the stairs and walk out the door, then open the next one. Save the hostage here. Climb up to the top of the stairs.

There are some reinforcements. Kill them, then go out the door. Kill the three enemies here and go out the door. You are in a garage. Go outside and use the tracker bug and throw it on the helicopter.

Leave the area through one of the side doors, not the garage. Climb out, open the door and follow the door to the other side, and go down the stairs here. We are back where we started. Now go back down to the boat you started on and exit.

=====  
SECRET AGENT WALKTHROUGH  
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The Frigate level is a tough one to navigate, except to those who have already navigated it. My directions that I took in my notes for this game are already somewhat hazy to myself, so if you see any problems, email me and I will go back to the drawing board and rewrite this section.

One of the objectives in this mission is to save the hostages. The hostages are in green and have their hands up. There is a hostage-carrier that holds the hostage hostage. You do not need to kill all the enemies. Just the one holding the hostage. Actually, you don't even need to kill him. You just need to shoot him to have him release the hostage and concentrate on you.

Start off by getting out of your boat and climb up onto the big ship. Turn left and climb up the ladder you first path, get ready as you open the door to the ship. Run inside and go against the computers and shoot a bullet at the guy holding the hostage. He drops him. Back away from the computers quickly, so it doesn't blow the hostage up. Shoot all of the three enemies in the room and turn left at the door, which should open with an enemy. Kill him.

Go into your inventory and get the bomb defuser. See the Plastique on the computer panel in the hostage room? Use the defuser on it to disarm one of two bombs.

Enter the door that the guard came from, there is an idiot with his back to you next to the radios. Kill him (did I have to tell you?). Open the other door and kill the enemy here. Take the left door and turn left and shoot the enemy behind the door. Turn around and open the door on the other end of the hallway. Go right and open the door.

You are in a computer room. Shoot the hostage carrier and then turn right. Another hostage is held in the door on the other side. Hit that carrier and finish all the enemies off. One of the enemies holds a grenade, which can equal death to the enemies, hostages and yourself.

Go out the door that the second hostage was near. One enemy is on the left and the other is on the right. Take the right side. Go down the stairs and take out the 5 or so enemies down here. Some are in the middle area. Anyway, go down the stairs again. Kill the three enemies.

Go around the corner by the engine room and open the door. Free the hostage. Go into the engine room. It is the humming room. There is an enemy directly to the right. Kill him. Then pick off the enemy below you to the right, and the one on the other side.

Go down the staircase and shoot the guy holding the hostage. Turn right and shoot the enemy here. Go right up the stairs and turn around. There is another bomb in this room. This time it is on the computer console. Disarm it.

Turn around and walk out the door, then open the next one. Save the hostage here. The objective is complete. Climb up to the top of the stairs.

There are some reinforcements. Kill them, then go out the door. Kill the three enemies here and go out the door. You are in a garage. Go outside and use the tracker bug and throw it on the helicopter.

Leave the area through one of the side doors, not the garage. Climb out, open



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=====

| Severnaya Surface 2 |

=====

- a. Disrupt all surveillance equipment. (00 Agent)
- b. Break communications link to bunker.
- c. Disable Spetznaz support craft. (Secret Agent)
- d. Gain entry to bunker.

Surface 2 is the first level that you really need to be able to strafe-run on. The sheer amount of enemies here are staggering. You will be mostly shooting and running.

=====

AGENT WALKTHROUGH

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Stealth is the most important part of the level. Attracting attention will cause enemies to approach at 5-6 at a time. Too much to handle.

Start the level by moving forward along the path and killing the enemies that will approach. Go over to the house that held the barrels on the first Surface mission. Get up on the hill behind the house and move to the next one over. Go to the next house over and enter.

Kill the enemy inside and gather his Comms Room Key. Run towards the satellite bunker. Open the door and climb the stairs. Open the door at the back. This time, you do want to shoot the console. Take out the radios as well. Otherwise the objective will not be completed. Exit the Satellite bunker.

Go down the path that leads to the vent system. Instead, do not stray off the path. You will end up on a landing platform with a chopper. Since this mode is agent, we can ignore it. Go into the sliding door to enter the bunker.

=====

SECRET AGENT WALKTHROUGH

=====

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Go down the path that leads to the vent system. Instead, do not stray off the

path. You will end up on a landing platform with a chopper. Use your special mine that Q Branch gave you. Throw it onto the chopper and defend yourself with any weapon until it blows. Go into the sliding door to enter the bunker.

=====  
00 AGENT WALKTHROUGH  
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Start the level by moving forward along the path and killing the enemies that will approach. Go over to the house that held the barrels on the first Surface mission. Get up on the hill behind the house and move to the next one over. Go to the next house over. Quickly paste the security camera by the door before it spots you too quickly. Enter the hut.

Kill the enemy inside and gather his Comms Room Key. Run towards the satellite bunker. Open the door and climb the stairs. There is a camera at the second staircase area. Take it out quickly.

Open the door at the back. This time, you do want to shoot the console. Take out the radios as well. Otherwise the objective will not be completed. Exit the Satellite bunker.

Take the path out back. Follow it to the chained area. There is a security camera on the right side of the first building outside. After you have taken it out, go further out back. The Hut here has the last camera. Head back to the Satellite Bunker.

Go down the path that leads to the vent system. Instead, do not stray off the path. You will end up on a landing platform with a chopper. Use your special mine that Q Branch gave you. Throw it onto the chopper and defend yourself with any weapon until it blows. Go into the sliding door to enter the bunker.

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| Severnaya Bunker 2 |  
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- a. Compare staff/casualty lists. (Secret Agent)
- b. Recover CCTV Tape.
- c. Disable all security cameras. (Secret Agent)
- d. Recover Goldeneye Operations manual. (00 Agent)
- e. Escape with Natalya.

=====  
AGENT WALKTHROUGH  
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This is a definite RUN! sort of level. Shoot and run. You have a hard time remaining stealthy. But we will try to avoid attracting too much attention at the start.

You start off in prison, since you were caught last time. No weapons, ammo or anything. Except for, that is, your watch. Which doubles as an attracting magnet. Go up to the door of the prison and use the magnet attract and aim at the key hanging on the wall. You get it. Sometimes, you can get the throwing knives from the first attract also. We will get them anyway. Pull out your unarmed fists of fury.

Wait until the guard is near, then open the door, run out, crouch and smack him silly. Ouch. Get the Cell Key from his body as well as his gun. Go over to the drain behind you and use the Watch Magnet Attract to get the throwing knives in it.

Open Natalya's Door and run outside, throw knives at the guard in front of you and head up the hallway. Go past the first door, and turn left into the next area. Kill the enemies here with a weapon of choice. Go left up the stairs and into the first door on your left.

Inside, shoot the guard and get the CCTV tape off of the desk. Go in the door that you didn't come in. As soon as you open it, aim up and shoot the camera out of the air. Open the next door, enter the room and turn right. Shoot the camera out here. Then go out the door to the right.

The camera shooting is so we aren't spotted. Go down the stairs to the main room and run like heck up to the sliding doors, then out the top.

=====  
SECRET AGENT WALKTHROUGH  
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Enter the computer room (across the hall, same as last time) and shoot the enemy inside to get a safe key. A camera is also on the left of the room. Take it out. Exit the room and go right, this next part requires keycards, which hopefully you have. They are obtained by killing the enemies in your way.

Run down the hall to the double doors that is in the hall to the right of the other camera room. Enter them and go in the first door to the left. Shoot the enemy and get the Documents off of the table. Exit and go left, down the stairs you see before you. Go left at the end of the hall, then out the end through the windowless door,

Go through the other door straight ahead. Go in the other door and kill the

enemy on the right by the crates to get the clipboard. Exit out the other two doors.

Shoot the camera outside and go upstairs. At the end of the hall is another camera. Smash it with your gun and turn right. Run straight ahead to the other side with the stairs and shoot the camera that is behind the glass sheets, then run out the sliding door and up and out of the area.

=====  
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=====

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This room is the safe room. There is another enemy to kill in this room with a safe key. After he is dead, open the safe and get the dossier, it comes with some PP7s that are silenced, but by now it is a little late for stealth.

Exit the room and go left, through the windowless door, then through the other door straight ahead. Go in the other door and kill the enemy on the right by the crates to get the clipboard. Exit out the other two doors.

Shoot the camera outside and go upstairs. At the end of the hall is another camera. Smash it with your gun and turn right. Run straight ahead to the other side with the stairs and shoot the camera that is behind the glass sheets, then run out the sliding door and up and out of the area.

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| St. Petersburg Statue |

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- a. Contact Valentin.
- b. Confront and unmask Janus.
- c. Locate helicopter.
- d. Rescue Natalya.
- e. Find flight recorder.

This level contains spoilers!

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AGENT WALKTHROUGH

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Finally! A no-stealth level. Mainly because nothing here is stealthy to use but unarmed. But that won't work well for you. Start by running down over the hill and to the anchor statue, where 2-4 enemies will be. Ignore them and keep strafe-running past them. This is the best technique, outrunning the enemies.

Go to the right of the giant block next to the anchor and continue. Go up over the mini hill and under the giant CCCP letters. Stay to the left side of this next area and go under the thinner letter blocks. See that big crate like thing that is grey? This is our landmark. Run past it and go through the little space between the broken pillars and the landmark. You cut a corner of the area and see another crate. This one is red.

Enter the backside of the crate to see Valentin! Walk up to him to talk. Here is a tip: If you strafe left and right in front of him, he will follow you backwards. So lure him outside and as far up the hill to the left as you can. After it says "Objective Complete", immediately run up the hill.

Head on the right side of the broken tank. Run up past the glowing statue. Go right and in the next area. Here, go inbetween the pillar and the block that is laying horizontal across two other ones. Run forward and turn right, going up the hill to the giant statue with the guy raising his hand. Shoot the statue several times.

Turn around. Sometimes the normal greenish enemies come. Shoot them, but in the shadows of the block gaps, a bunch of men in black emerge. Put your gun away now, and do not shoot. Do not take the gun out either.

The leader (Janus) will talk to you about how MI6 is cutting their budget. Bond then realizes that Janus is 006, Alec Trevelyan! As soon as the objective is complete, run towards him, gun raised. Then ignore him and the guards and run back to the beginning.

Directions to the beginning are as follows:

Run to the right of the block that Alec was standing near. Run inbetween the blocks in front of you, then go left and then another right. You should see the narrow opening to this area here. Go through it. Head past the glowing statue and up the hill behind the tank. We see Valentine's crate.

Go past this and up the hill through the small gap we went through before. Past the grey crate now. Follow the brown path left and back up the giant hill. Stay close to the fence after the second words statue.

Run over to the Helicopter and a proximity fuse triggers. Run away from the chopper and Natalya will get up and follow. Stand near the edge of the slope (at the top) and wait for it to blow. Bond then says he must find the Black Box for the copter.

Go down the slope and search the rubble here for an orange box. It may take a little while, or it might be easy. But it is always around the first little bit of the level. Since it is orange, it is easy to see. (I thought a BLACK box would be BLACK!)

Go up the hill after you have it and past the wreckage. Oh no! Russian Soldiers here! Ignore them and go out the gate ahead of you to end the mission.

=====  
SECRET AGENT WALKTHROUGH  
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St. Petersburg Archives
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- a. Escape from interrogation room.
- b. Find Natalya.
- c. Recover helicopter black box. (Secret Agent)
- d. Escape with Natalya.

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AGENT WALKTHROUGH

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The good news is that the level shouldn't take you long. The bad news is, you have to RUN for it. If you don't straferrun, you die. That simple.

Start off by going around the desk to the guard on the right and smacking him. Pick up his Dostovei and Door Key. Open the door, ignoring the other guard and go outside. Run past the guard here and go upstairs. Ignore the Klobb Guard here and go out the door at the end of the left hallway. Go left and into the double doors. Run to the right, then open the single door inbetween the double doors. Natalya is in here. Ignore her after she has seen you.

Turn around and go out the door you came in. Go left immediately and down the stairs. Go in the door to the right.

Go left and enter the single door that is not at the end of the hallway. Then go left into the room immediately.

Mishkin is here. Ignore him and go out the other door. Head left and go in that door. Shoot out the window here and exit.

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SECRET AGENT WALKTHROUGH

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Turn around and go out the door you came in. Go left immediately and down the stairs. Be sure to be unarmed for the next part. Go in the door to the right. Go left and enter the single door that is not at the end of the hallway. Then go left into the room immediately.

Mishkin is here. Wait for him to talk for a little while about the Janus incident. If there is a Soviet Guard in here, use your Unarmed to kill him. Mishkin will shoot you if you shoot at anything. Even if you miss. After you talk to him, open the safe and get the Blackbox. Pull out a weapon and go out the door you did not enter in. The one that the safe door is facing. Go left and open the door here. Inside, start shooting at the window and blow it out. Jump out the window to finish the level.

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St. Petersburg Streets

- a. Contact Valentin. (Secret Agent)
- b. Pursue Ouromov and Natalya.
- c. Minimize Civilian Casualties.

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AGENT WALKTHROUGH  
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We must catch up to Natalya and Ouromov, who magically seem to end up together, and also magically aren't in the level. This level is an easy level. Begin by going forward and left around the corner.

See this big tank right here? That's right, you get to drive this bad boy through St. Petersburg.

Get aboard the tank and drive it out the way we came. Switch to the tank's

missile weapon and go down the street, not the alley. Try to avoid using the missile, as it can damage the civilians. Which you don't want to kill. Too many civilian deaths is a factor that will make you fail.

Head right at the first fork and go under the bridge. Turn left twice, avoiding civilians. Three cars are here. If you use the missiles on them, they blow up and you drive over them with no lag. If you just drive over them, they blow up and you slow down.

Anyway, go right after the cars and head straight, ignoring the turn. See that roadblock? We are going to break through it. Watch out, some enemies hold Rocket Launchers. Continue on and go right, then through the next road block. Turn left and blow the cars in the middle of the road. Go past it and left. Oh no! A roadblock with mines! Try to use missiles on it, but even so, do not hesitate to go right over it.

Now go left, right (avoiding the rockets) and left again. Go over the roadblock and right twice, then go left once to see the end. Drive down the road to finish the mission.

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SECRET AGENT WALKTHROUGH  
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We must catch up to Natalya and Ourumov, who magically seem to end up together, and also magically aren't in the level. This level is an easy level. Begin by going forward and left around the corner.

See this big tank right here? Ignore it for now. Turn right, then go left around the corner. Follow this back alley until you find a door that is open. Go inside this room and go in the small door to the left. Hey look! It's Valentine! Hi Valentine. Listen to him about his plan to call them and delay them. You might want to defend the door while he talks. Anyway, so he will give you a few extra minutes, it will take about 5-8 seconds before it shows up though. Thanks big guy!

Leave and head back through the alley to the giant tank we saw earlier. That's right, you get to drive this bad boy through St. Petersburg.

Get aboard the tank and drive it out the way we came. Switch to the tank's missile weapon and go down the street, not the alley. Try to avoid using the missile, as it can damage the civilians. Which you don't want to kill. Too many civilian deaths is a factor that will make you fail.

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Now go left, right (avoiding the rockets) and left again. Go over the roadblock and right twice, then go left once to see the end. Drive down the road to finish the mission.

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St. Petersburg Depot

- a. Destroy illegal arms cache. (00 Agent)
- b. Destroy computer network. (Secret Agent)
- c. Obtain safe key. (Secret Agent)
- d. Recover helicopter blueprints. (Secret Agent)
- e. Locate Trevelyn's train.

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AGENT WALKTHROUGH  
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This is a "hit and run" level. Plenty of ammunition, as there are infinite guards. A small weapon selection to begin with, but you pick up a bunch of different kinds. It doesn't really mention it, as guard appearance is random, but there will be a ton of them in the alleyways.

Start off by going forwards and around the corner. Head right and make a left

as soon as you can. Go forward and to the left of the boarded up house. Enter the second house by the normal door, not the garage door. Climb the stairs inside.

Head down and out the garage door and open the train door outside to finish the level.

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SECRET AGENT WALKTHROUGH  
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Start off by going forwards and around the corner. Head left and to the gate. Head forward and go left. Head straight, you will come across a lone garage. Enter it. Things are about to get hot, so hope you picked up some Dual D5Ks, you may need it.

Start with the Machine guns, there are two auto turrets here. Shoot them down first, then the guards. Move in after they are dead and destroy what is left of them. Guards, computers, the giant screen, you name it. This completes another objective, but remember to pick up the safe key. It's on the remains of the far left table from the entrance.

Go back outside and go left. Head over to the weapons cache (other side) and turn so your back is to the garage door that opens to the cache. Go forward and to the left of the boarded up house. Enter the second house by the normal door, not the garage door. Climb the stairs inside.

Head left and open the safe door. Get the plans inside and go out the door upstairs. Head down and out the garage door and open the train door outside to finish the level.

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00 AGENT WALKTHROUGH  
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This is a "hit and run" level. Plenty of ammunition, as there are infinite guards. A small weapon selection to begin with, but you pick up a bunch of different kinds. It doesn't really mention it, as guard appearance is random, but there will be a ton of them in the alleyways.

Start off by going forwards and around the corner. Head left and to the gate. Go inbetween the two fences and turn right. Head to the second garage door to your right and open her up. This is the enemy weapon cache.

Kill the two guards in the room and get the guns off the table. You will end up with a KF7, some Deutsche's, mines and a Rocket Launcher. No ammo for the KF7, but some other stuff. Shoot a box with a gun from a small distance and wait for all the crates to blow up. Leave.

Head back to that gate. Turn around and face where you just came from. Head forward and go left. Head straight, you will come across a lone garage. Enter it. Things are about to get hot, so hope you picked up some Dual D5Ks and the mines, you may need it.

Start with the Machine gun, there are two auto turrets here. Shoot them down

first, then throw a ton of mines into the area the enemies are in. Stand back as it blows. Then move in after they are dead and destroy what is left of them. Guards, computers, the giant screen, you name it. This completes another objective, but remember to pick up the safe key. It's on the remains of the far left table from the entrance.

Go back outside and go left. Head over to the weapons cache (other side) and turn so your back is to the garage door that opens to the cache. Go forward and to the left of the boarded up house. Enter the second house by the normal door, not the garage door. Climb the stairs inside.

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|                               St. Petersburg Train                               |
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- a. Destroy brake units.
- b. Rescue Natalya.
- c. Locate Janus secret base. (Secret Agent)
- d. Crack Boris' password. (00 Agent)
- e. Escape to safety.

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AGENT WALKTHROUGH
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The Fabled train level, it's very fabled! And crowded. If you don't understand the concept of cover, you will have problems in this level. Simple as that. Note that as an Agent, an RCP-90 is located at the end crate at the back of the first cart. Get it if you want, it's not necessary though.

Start by moving out around the corner to the left. Hide behind the crates (not directly behind, so that you draw fire to them, but behind them so you don't get them shot. Take several peeks around them and shoot the enemies one by one. Don't worry about ammunition.

After the enemies in the first area are downed, get the guns and switch to the D5K. Destroy the grey box with the colored pipes. Open the two doors and advance to the next cart. (or get the RCP-90 before you leave if needed).

There are two Black suited Janus operatives in this next area. Watch out for them. One of two may be at your door. The black ones actually move. Kill the enemies in the first area and go around the corner to the next group. Kill them like last time (bursts are better than single shot accuracy). Get the ammo and shoot the box at the end of this compartment.

Open the doors to the next area. Shoot the enemies ahead of you. Wow. A long hallway. Follow it, shooting ahead of you at the enemies that are sure to be at the other end. After you pass a compartment, it opens and enemies spill out. There are only two enemies and one compartment opens, but be sure to double back, firing when you see the shots coming at you, missing and hitting the wall ahead.

Destroy the box at the end of the compartment and head into the next area. Destroy the box that is to your left and right below you at the start of this compartment. Head to the end, killing the enemies in the way. As last time,

one compartment has two enemies and will open eventually. So double back for them. Open the two doors at the end, then traverse the short hall. Open the one door here.

Two men in black. Shoot them to death and pick up the ZMGs. Switch to the dual ZMG uzi weapons, then open the door. There are enemies in the bathrooms on the left and right. Get them, then open the other door and kill the enemies in the room there. Usually two of them reside in this table room. Open the door and shoot the brake box ahead of you. Open the doors.

Kill the man in grey here. Turn left and blow the final brake box, then turn to face where the grey guy was. Two black enemies run out, kill them both. One has a door key. Pick it up, then head to where they came from and turn right. The door may still be open, or it might be closed. Open if it is closed and HOLD YOUR FIRE!

It's a gathering of the important people of the game. Ourumov, Trevelyan, Xenia and of course, Natalya are all standing here.

Head forward only to the end of the table to your right. Head over to it and take your D5K back out. Shoot Ourumov's head, make sure he is down, but don't move or hit Natalya. So you should take your time aiming at his head.

Some gates come down, sealing you from Alec. Natalya will go to the computer and begin hacking it. Turn your attention to the panel to the bottom left of the room (from the door).

Pull out the Watch Laser and aim at the floor panel. Use it, taking out the little clips around the panel. If you run out of Laser, I am positive you can use a gun. Not 100% sure, but it should work. It isn't recommended in the sense that enemies will show up 80% of the time if you shoot. Get down as soon as possible and strafed to the right and don't stop until the cutscene ensues, signifying that you beat the level.

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SECRET AGENT WALKTHROUGH  
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Open the doors to the next area. Shoot the enemies ahead of you. Wow. A long hallway. Follow it, shooting ahead of you at the enemies that are sure to be at the other end. After you pass a compartment, it opens and enemies spill out. There are only two enemies and one compartment opens, but be sure to double

back, firing when you see the shots coming at you, missing and hitting the wall ahead.

Destroy the box at the end of the compartment and head into the next area. Destroy the box that is to your left and right below you at the start of this compartment. Head to the end, killing the enemies in the way. As last time, one compartment has two enemies and will open eventually. So double back for them. Open the two doors at the end, then traverse the short hall. Open the one door here.

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Pull out the Watch Laser and aim at the floor panel. Use it, taking out the little clips around the panel. If you run out of Laser, I am positive you can use a gun. Not 100% sure, but it should work. It isn't recommended in the sense that enemies will show up 80% of the time if you shoot. Just guard the door and wait for Natalya to speak.

First she says "Boris is still backing up his files, I can find out where they are going!" Wait, and she should say "He's in Cuba!" Now quickly drop through the opened floorboard and ignore the enemy gunfire to the left. Straferun to the right and don't stop until the cutscene ensues, signifying that you beat the level.

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00 AGENT WALKTHROUGH  
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The Fabled train level, it's very fabled! And crowded. If you don't understand the concept of cover, you will have problems in this level. Simple as that.

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There are two Black suited Janus operatives in this next area. Watch out for them. One of two may be at your door. The black ones actually move. Kill the enemies in the first area and go around the corner to the next group. Kill them like last time (bursts are better than single shot accuracy). Get the ammo and shoot the box at the end of this compartment.

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It's a gathering of the important people of the game. Ourumov, Trevelyan, Xenia and of course, Natalya are all standing here.

Head forward only to the end of the table to your right. Head over to it and take your D5K back out. You should be able to see Ourumov's head, and have a very short distance to move to get Xenia's head. Aim at Ourumov's head, and when you are sure to hit, plug a couple bullets in his head. Then QUICKLY aim over at Xenia's head and rip some into her. If you hit her chest, it's fine. She should say something like "Wait for me Alec! I'm hit!". If she doesn't, you will have failed. Just restart.

Some gates come down, sealing you from Alec. Natalya will go to the computer and begin hacking it. Turn your attention to the panel to the bottom left of the room (from the door).

Pull out the Watch Laser and aim at the floor panel. Use it, taking out the little clips around the panel. If you run out of Laser, I am positive you can use a gun. Not 100% sure, but it should work. It isn't recommended in the sense that enemies will show up 80% of the time if you shoot. Just guard the door and wait for Natalya to speak.

First she says "Boris is still backing up his files, I can find out where they are going!" Wait, and she should say "He's in Cuba!" Continue to wait. She should mention a password about Boris. Wait until she calls him a slughead, and the objective is done. Now quickly drop through the opened floorboard and ignore the enemy gunfire to the left. Straferun to the right and don't stop until the cutscene ensues, signifying that you beat the level.

If you managed to get Xenia to say "Wait for me!" then you will have received the extra 10-20 seconds for Natalya to safely hack. If you don't, you will have about 5 seconds before the Train blows when you finish the objective. Not enough time for Natalya to get out of the train alive. You see the importance?

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	Cuban Jungle	
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- a. Destroy drone guns.
- b. Eliminate Xenia.
- c. Blow up ammo dump. (Secret Agent)
- d. Escort Natalya to Janus base.

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AGENT WALKTHROUGH

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The guards can sometimes be hard to see in this foggy jungle. There are several drone guns positioned to support the gunman. Fortunately, you have plenty of cover in the trees. It will take several shots to take out the drone, and the drone takes a second or two to actually hit you. So hit and run. Natayla also comes along. She should be fine except for a couple danger zones. Which I will show you later. She carries a Cougar Magnum, so she is protected.

Start off by running forwards. An enemy will be heading towards you. Shoot him with the PP7 and pick up his M16. (It's really called the AR33). Shoot at the enemies as you advance forwards, using the scope for some nice snipes and picking up as much ammo as you can. It will begin to get scarce later on in the level.

A little further down (about 3-4 enemies) is a drone gun. You will know it is a drone gun because of the VERY rapid fire, and the double sparks that appear next to each other. At the rubble, more enemies approach from the right. Kill them, then take the time to head left into the trees and pick up the body armor hiding behind the bush. Head down where the other guys came from.

About 5 or 7 more enemies are here. Kill them. Look! Another drone gun at 12 o'clock! (That means directly ahead of you). Head forwards to the rubble after it is destroyed and take the opportunity to refill on ammo. In the trees is yet another body armor. Head forward and kill the couple of enemies here.

There is a treehouse and a drone gun. Dispatch of everything quickly and restock your ammo. It is important to have at least 2 clips here. Continue on and you see a bridge. Go over it and you hear Xenia talk to you, as well as changing music. There is a big tree. Sidestep to the right of it and whip out the scope.

Xenia should appear. Aim at the head and immediately plug as many bullets into the head as you should. Note that this is a danger zone and Natalya can get killed by Xenia's grenades easily. Though she may shoot Xenia as well. After Xenia is dead, get her weapons and look left. Just after the bridge is a drone gun waiting to ambush you if you proceed. Take it out and then move on.

Save Xenia's grenade launcher for later. It will be handy. But continue forward until a cave on the right appears. Enter it and shoot the guards and the drone gun here. It's foggy, but you can just make out the first guard on the right. After they are dead, go up the path at the back.

At the top is a ladder and two guards. Kill the two guards and ignore the ladder

for now. Head right.

This is a danger zone, this narrow passageway. As is the next room. The enemies hold grenades and will throw them. Be sure to back off as you fire a grenade or two of your own in to damage them. Then come in and gun the rest down. Backing off saves you the damage and makes sure Natalya doesn't walk into them.

Head up the back area to the top. Turn left (at the VERY top and kill the drone gun you can see here. Continue down to some boxes, then turn left. This is the last drone gun, and it was waiting to ambush you if you went up the ladder. Kill it. If an enemy came over to you, kill him.

Now head back and left into the huge room. This is where you should fire off all your remaining mines and your grenades. As the enemies perish, move in and shoot them all. The room will receive unlimited more guys forever, so pressing forward is important. Some enemies here have grenades, so it isn't the safest for your girlfriend, Natayla.

As you round the corner to the right, a crate is here. Usually an enemy is camping out behind it. Kill him. Head to the end of the hallway now and enter the elevator to finish the mission.

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SECRET AGENT WALKTHROUGH  
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The guards can sometimes be hard to see in this foggy jungle. There are several drone guns positioned to support the gunman. Fortunately, you have plenty of cover in the trees. It will take several shots to take out the drone, and the drone takes a second or two to actually hit you. So hit and run. Natayla also comes along. She should be fine except for a couple danger zones. Which I will show you later. She carries a Cougar Magnum, so she is protected.

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Head up the back area to the top. Turn left (at the VERY top and kill the drone gun you can see here. Continue down to some boxes, then turn left. This is the last drone gun, and it was waiting to ambush you if you went up the ladder. Kill it, then use a mine to blow the crates up. This completes the weapons cache objective. Make sure they are ALL gone before turning around. If an enemy came over to you, kill him.

Now head back and left into the huge room. This is where you should fire off all your remaining mines and your grenades. As the enemies perish, move in and shoot them all. The room will receive unlimited more guys forever, so pressing forward is important. Some enemies here have grenades, so it isn't the safest for your girlfriend, Natayla.

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This is a danger zone, this narrow passageway. As is the next room. The enemies hold grenades and will throw them. Be sure to back off as you fire a grenade or two of your own in to damage them. Then come in and gun the rest down. Backing off saves you the damage and makes sure Natalya doesn't walk into them.

Head up the back area to the top. Turn left (at the VERY top and kill the drone gun you can see here. Continue down to some boxes, then turn left. This is the last drone gun, and it was waiting to ambush you if you went up the ladder. Kill it, then use a mine to blow the crates up. This completes the weapons cache objective. Make sure they are ALL gone before turning around. If an enemy came over to you, kill him.

Now head back and left into the huge room. This is where you should fire off all your remaining mines and your grenades. As the enemies perish, move in and shoot them all. The room will receive unlimited more guys forever, so pressing forward is important. Some enemies here have grenades, so it isn't the safest for your girlfriend, Natayla.

As you round the corner to the right, a crate is here. Usually an enemy is camping out behind it. Kill him. Head to the end of the hallway now and enter the elevator to finish the mission.

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|                                     Cuban Control                             |
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- a. Protect Natalya.
- b. Disable Goldeneye satellite.
- c. Destroy armored mainframes.

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AGENT WALKTHROUGH
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This level has one big hard part, protecting Natayla. The second hardest thing is staying alive. You have to trust in yourself and be good with a gun. Ammo is important for the Natalya protection time.

At the start, Natalya wants to wait in the elevator while you dispatch the enemy in the lobby. Go outside and strafe to the wall. There is an enemy. Shoot

him. Another will come. Shoot him too.

This part is what separates this difficulty from the others. There are three strategically placed drone guns, ready to rip you apart like the soldiers on D-Day. Take them out one by one, keeping cover.

Collect the D5K's. Then turn the corner and kill the enemies. Finally, go the end and turn left. Kill the guard by the computer. Now head back to the elevator and Natalya comes with you. Go over to the computer console. Don't blow it up. She will start hacking. If you head out and back to her, I find it goes quicker. Then go to the open door.

Shoot the enemy at the end of the hallway and run STRAIGHT ahead. Ignore the thing to the right. There are many enemies with SEVERAL grenades. A major danger zone. At the end is another enemy and a big stash of mines. Perfect for you. Make sure to get them or lose the map. If you hear any tinkles of something hitting the floor, back away. It will blow up. Mainly killing the enemies, but it can hurt you through the walls.

Go back to the area laden with enemies and grenades and finish whoever is left. Get the ammunition and head around the corner. There are four enemies in this reactor room. Kill them and head up the stairs on the right side of the room.

Open the door at the top and shoot the four enemies inside. One on each side of the door and two at the bottom. After they are dead, collect the ammunitions. Open the door and head onwards. Hey look! It's Boris. Ignore him. He just pulls out a PP7 and drops it. Go up the stairs to the right. Stop at the first level, don't continue up. Kill the soldiers to the right and left of you and choose a side. Go that way to the very end until you see a giant modem similar to the one below. Pull the mines out and toss one on it. Don't detonate.

Go to the other side of the floor and do the same. Now descend the stairs back to where Boris was and rig the two modems there. Head into the center with the computers and detonate all the bombs. BLAM! Some glass is smashed and a lot of data is lost for the enemies. Be sure not to kill any small computers in the center.

Go up the stairs to the right and open the elevator door. Then go to the next one. Natalya opens the door and comes out. Follow her back down. You have to place yourself strategically now. I'll describe it and draw a picture. You have to go back behind her so that your back is against the center part of the glass.

```
C   C   C
C   N   C
C   C   C
SSSS           SSSS
      J
GGGGGGGGGGGG
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G is glass, S is stairs, C are computers and N is Natalya on the computer. By sitting here, you can get enemies sneaking below, enemies coming down the steps and pretty much any other situation. Ammo is of top priority here, reload WHENEVER you get the chance.

An alarm will go off. Enemies will begin to come, around 95% come down the stairs. Shoot them when they COME. Not when they are COMING. Maybe at the steps

at most. Always look left and right in rythmn as fast as you can. Never leaving the spot. The enemy appearance rate is random. Sometimes I get only 3 enemies, sometimes I get tens of neverending enemies, even afterwards, usually they stop but sometimes they wont. Keep firing.

Once or twice, an enemy will appear below, shooting the glass out to get a tactical position on Natalya. If you hear the glass, immediately find him and shoot him. No matter what. Kill the other enemies after. But be sure to kill them as much as possible. The only time you leave the spot is to refill your D5K Deutsche ammo. After Natalya is done, follow her back up until she goes back to where she came from.

Head back down the stairs and to the opposite end. There is an elevator door here. Open it and IMMEDIATELY find cover to the left or right. There will be a magical THREE drone guns and THREE infantry enemies. Kill them on strafing runs and get inside. There is a single mainframe in the area, blow it up and leave. Head straight to the right and open the blast door.

There is an enemy ahead of you and one to the left. As well as a big glass box. Use a mine and blow the box and the mainframe behind it. This completes the objective. We are ready to find Alec now. Head forward and out the door.

Make your way to the big area by the boxes. If you want, you can see Trevelyan by heading to the right side of the area and looking at his elevator. If not, then simply turn to the left and go to the closed one on the other side. Exit through the elevator. This last big area is the biggest struggle for your life so far.

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SECRET AGENT WALKTHROUGH  
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This part is what separates this difficulty from the others. There are three strategically placed drone guns, ready to rip you apart like the soldiers on D-Day. Take them out one by one, keeping cover.

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Go back to the area laden with enemies and grenades and finish whoever is left. Get the ammunition and head around the corner. There are four enemies in this

reactor room. Kill them and head up the stairs on the right side of the room.

Open the door at the top and shoot the four enemies inside. One on each side of the door and two at the bottom. After they are dead, collect the ammunitions. Open the door and head onwards. Hey look! It's Boris. Ignore him. He just pulls out a PP7 and drops it. Go up the stairs to the right. Stop at the first level, don't continue up. Kill the soldiers to the right and left of you and choose a side. Go that way to the very end until you see a giant modem similar to the one below. Pull the mines out and toss one on it. Don't detonate.

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Make your way to the big area by the boxes. If you want, you can see Trevelyan by heading to the right side of the area and looking at his elevator. If not, then simply turn to the left and go to the closed one on the other side. Exit through the elevator. This last big area is the biggest struggle for your life so far.

=====  
00 AGENT WALKTHROUGH  
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C C C

C N C

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SSSS SSSS

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| Cuban Caverns |  
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- a. Destroy inlet pump controls. (Secret Agent)
- b. Destroy outlet pump controls. (Secret Agent)
- c. Destroy master control console. (Secret Agent)
- d. Use radio to contact Jack Wade. (00 Agent)
- e. Minimize scientist casualties.

Ammo is only a major issue really on 00 Agent mode, so conserve it.

=====  
AGENT WALKTHROUGH

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NOTE: IGNORE ALL DIRECTIONS MARKED WITH A \*\*\*\*

This level is somewhat dark and depending on what TV you are using, it may come out poor quality and hard to see where the enemies are. Start by exiting out the door and shooting the guards. Trevelyan is also there, but he just shoots and runs away, never to be seen again. After you kill the two, a couple more guards come around the corner. Kill them and gather the ammunition. You should get an AR33 and some more ZMG. Use the ZMG until you run out of ammo (fighting, not shooting at a wall to purposely use it up) and then switch to AR33, where you should have more ammo from collecting. Repeat this process to conserve your ammo. Round the next corner.

An enemy should have opened the doors and he is advancing on you. Kill him and go through the door. Three more enemies are inside. Kill them and head down the stairs. Killing them makes another two come. Kill them and go down. You are now on a narrow walkway. Continue around the corner and kill the two guards by the door. Then move over and open the doors. A guard is on the immediate left.

\*\*\*\*

Head down the stairs and scare the scientist by pointing the weapon at them. Head to the left of him and down the back way on the bottom to come across an enemy, kill him and scare the scientists here. Head back to the other scientist location and blow up the computers there. Then head back to the one with two scientists (who are gone) and blow up their computers to complete the objective. Note that guards may come down the steps when you do this, so look out. Head up the stairs and into the door on the left, an enemy may come out first though.

Head right and go up the giant sloping hill. I'd look to the left so you can see the approaching enemy. At the top is a door with some guards. Kill them and go in the door. Kill the several enemies in this room and gather as much ammo as you can. Gathering ammo in this room is important, as it will take many bullets to kill everyone here. After you have them all, exit the room out the other door.

Kill the enemy you see here, then get the one at the end. It starts with two, but three more will run towards you when they hear the shots, so look out. Go down the stairs and kill the enemy here. Take the path to the other side, shoot the enemies along the way. There are two enemies on top at the other side. One has a code card. Pick it up and turn around, take the top path and head back where you came from, defeating enemies along the way to get ammo. Kill the enemies by the door halfway from the first door and the one that you ignored.

Continue the way you are going to the stairs and turn around and head back (top level) and open the first door you came across. Inside is a load of enemies and a drone gun. Kill them and head down the stairs in this room to find some more enemies and computers. Kill the enemies, one has a Code Card. Then blow the\*\*\*\* Computer Consoles up. There are four of them, completing Objective B. Now head up the stairs and out the door we entered the room in. Head back to the last door.

Open it up and head inside. Kill ALL the enemies NOT in the glass enclosed area as FAST as possible. Some have RCP-90's and one has a Code Card.

\*\*\*\*

There are enemies on the left and right. To kill the enemies in the glass, take out the AR-33 and pick them off with head shots, not rapid fire. Then go inside and scare the scientists. MAKE SURE they leave. Exit and blow the place

after the scientists are gone by hitting the barrels. This destroys the master console. If not, blow them yourself.

Enter the giant door that we now can open because we have all 3 code cards. Kill the enemy and turn left into the next room. Kill the two enemies by crouching as the door opens. This makes them not able to see you. Now open the next set of doors and find some cover. Trevelyan will taunt you and run, but there are TWO drone guns firing at you. So dispatch them and move on. Kill the enemies in the last room and enter the elevator to finish the level. Phew.

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SECRET AGENT WALKTHROUGH  
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This level is somewhat dark and depending on what TV you are using, it may come out poor quality and hard to see where the enemies are. Start by exiting out the door and shooting the guards. Trevelyan is also there, but he just shoots and runs away, never to be seen again. After you kill the two, a couple more guards come around the corner. Kill them and gather the ammunition. You should get an AR33 and some more ZMG. Use the ZMG until you run out of ammo (fighting, not shooting at a wall to purposely use it up) and then switch to AR33, where you should have more ammo from collecting. Repeat this process to conserve your ammo. Round the next corner.

An enemy should have opened the doors and he is advancing on you. Kill him and go through the door. Three more enemies are inside. Kill them and head down the stairs. Killing them makes another two come. Kill them and go down. You are now on a narrow walkway. Continue around the corner and kill the two guards by the door. Then move over and open the doors. A guard is on the immediate left.

Head down the stairs and scare the scientist by pointing the weapon at them. Head to the left of him and down the back way on the bottom to come across an enemy, kill him and scare the scientists here. Head back to the other scientist location and blow up the computers there. Then head back to the one with two scientists (who are gone) and blow up their computers to complete the objective. Note that guards may come down the steps when you do this, so look out. Head up the stairs and into the door on the left, an enemy may come out first though.

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Kill the enemy you see here, then get the one at the end. It starts with two, but three more will run towards you when they hear the shots, so look out. Go down the stairs and kill the enemy here. Take the path to the other side, shoot the enemies along the way. There are two enemies on top at the other side. One has a code card. Pick it up and turn around, take the top path and head back where you came from, defeating enemies along the way to get ammo. Kill the enemies by the door halfway from the first door and the one that you ignored.

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Open it up and head inside. Kill ALL the enemies NOT in the glass enclosed area as FAST as possible. Some have RCP-90's and one has a Code Card. There are enemies on the left and right. To kill the enemies in the glass, take out the AR-33 and pick them off with head shots, not rapid fire. Then go inside and scare the scientists. MAKE SURE they leave. Exit and blow the place after the scientists are gone by hitting the barrels. This destroys the master console. If not, blow them yourself.

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|                               Cuban Cradle                               |
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- a. Destroy control console.
- b. Settle the score with Trevelyan.

Ammo can get to be a HUGE issue. Conserve it and only use ONE ZMG. Not two. But enjoy the AWESOME music. I love this music.

Note that on Agent mode it is possible to get the last saying from Trevelyan in the first location first time, so the guide may just lead you on for a while.

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AGENT WALKTHROUGH
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Start by running around the back of the place you are in, you need the Body Armor behind it. Then run down the bridge, aiming up and ahead, start firing a clip or two of PP7 and kill the guard ahead before you can see him. Get his weapons and pull out a ZMG. ONLY ONE. Shoot the guards that come and collect weapons and ammo. Head left and take a right down the main slope to the middle. Shoot the enemy below then head left and go down the stairs. Stay to the right and away from the building on the left, then aim in the left building door. Shoot the drone gun on the roof. Then enter and shoot a couple at Trevelyan. He runs away. Shoot the other drone gun, then head left and blow up the computer console to complete the first objective. Now exit out the door.

The last objective is to kill Trevelyan, he has a ton of health, an AR33 and plenty of grenades. Do not go straight to the ramp, but aim over the railing at his head and shoot. He doesn't see you if you are hidden. Fire at his head until he runs. Make sure he didn't leave a grenade before he ran. Enemies will also pile up behind you, so either run or kill them. Follow Trevelyan.

Trevelyan says many strange things. Such as "From the Cradle to the Grave- Your grave, James." This means you have about 1/6 of his health gone. Trevelyan will run from the bottom, to the other side and up the ramp. Follow him and shoot

him when he stops up in the second building. He runs outside and up the stairs. Follow him up, killing enemies in the way. Then when he stops on one of the ramps, run up another one nearby. (Don't bother shooting at him while he runs, by the way. It's a waste of ammo.

His next saying is "You could have joined me, James, but you had to side with the pen pushers. 1/5 of the health is gone around here. Anyway, back to the other thing, you now flank him by coming around the side. Stay by the railing and shoot his head like last time, he won't return fire, and instead run away from you, around to a new spot on top. Shoot him again, then follow him down back into the first building. He just loops over and over again.

Continue following him. He will say more things. "Always loyal to the mission, never to your friends." Which means he is 1/4 gone. "James Bond. Her majesty's Loyal terrier - you sicken me." This means he is around 1/3 finished. Next is "What's the matter James? No glib remark? No pithy comeback?" This is 1/2 health for him. Then there is "What's the matter? Is that the best you can do?" for around 1/3 health REMAINING. Then lastly is "Finish the Job James, if you can!" This one is the key. He only has less than a quarter REMAINING.

He now runs directly down to the bottom and to the center of the thing with the hut below. Enter after him, he drops to the bottom and says "I was always better!" Follow him down the ladder. You only have about a second before he opens fire. So get a fix on his spot and rip bullets into him. When he is dead, just wait as you say a cool comment. Then he falls of the edge and you escape on a chopper Natalya hijacked for you. Hooray!

=====  
SECRET AGENT WALKTHROUGH  
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The last objective is to kill Trevelyan, he has a ton of health, an AR33 and plenty of grenades. Do not go straight to the ramp, but aim over the railing at his head and shoot. He doesn't see you if you are hidden. Fire at his head until he runs. Make sure he didn't leave a grenade before he ran. Enemies will also pile up behind you, so either run or kill them. Follow Trevelyan.

Trevelyan says many strange things. Such as "From the Cradle to the Grave- Your grave, James." This means you have about 1/6 of his health gone. Trevelyan will run from the bottom, to the other side and up the ramp. Follow him and shoot him when he stops up in the second building. He runs outside and up the stairs. Follow him up, killing enemies in the way. Then when he stops on one of the ramps, run up another one nearby. (Don't bother shooting at him while he runs, by the way. It's a waste of ammo.

His next saying is "You could have joined me, James, but you had to side with the pen pushers. 1/5 of the health is gone around here. Anyway, back to the other thing, you now flank him by coming around the side. Stay by the railing and shoot his head like last time, he won't return fire, and instead run away

from you, around to a new spot on top. Shoot him again, then follow him down back into the first building. He just loops over and over again.

Continue following him. He will say more things. "Always loyal to the mission, never to your friends." Which means he is 1/4 gone. "James Bond. Her majesty's Loyal terrier - you sicken me." This means he is around 1/3 finished. Next is "What's the matter James? No glib remark? No pithy comeback?" This is 1/2 health for him. Then there is "What's the matter? Is that the best you can do?" for around 1/3 health REMAINING. Then lastly is "Finish the Job James, if you can!" This one is the key. He only has less than a quarter REMAINING.

He now runs directly down to the bottom and to the center of the thing with the hut below. Enter after him, he drops to the bottom and says "I was always better!" Follow him down the ladder. You only have about a second before he opens fire. So get a fix on his spot and rip bullets into him. When he is dead, just wait as you say a cool comment. Then he falls of the edge and you escape on a chopper Natalya hijacked for you. Hooray!

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00 AGENT WALKTHROUGH  
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	Teotihuaca'n Aztec	
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- a. Reprogram shuttle guidance system.
- b. Launch shuttle.

The Aztec is unlocked by beating every level in the game (besides Temple) on the Secret Agent mode.

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AGENT WALKTHROUGH

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Start by heading out into the room and shooting the guards on the left, and one on the right. Collect the AR33's and open the door. The door is imbedded in the wall, it's discolored and on the opposite side of the start. As soon as it opens, shoot at the guard at the other end of the hall, he won't see you until the slow door reaches the top.

Move forwards, there are five enemies in this room. Two to the left and right on your side of the room, two on the sides of the next part, and one in the middle. These enemies are Grenade happy, so keep moving. Kill them all and get weapons and ammo. Move out into the next room out the door.

This next room is the "Space Room". It has a shiny floor, and it just looks like it has something to do with space. Several enemies are hidden in the small cubicles on the sides, kill them. Beware: the glass can be shot through at the end and blow up important equipment, there is also a computer out of the glass and is needed to complete the level.

Go up to the computer on the left and examine it, this opens the secret door that looks like a computer mainframe one cubicle ahead. Turn left and shoot up all the enemies you can see in this first section with the Scope. Move to the end and turn right. Pull up the scope and pick off the enemies here, then go to the end and turn right again.

We are in the Exhaust port room, as you enter, it closes and seals the exit, so you no longer have access to the space room. Don't worry, just blow up the computer console on the right and head in the vent behind it. Move forward and turn left as soon as you can.

Head up to the long hall, there are two drone guns that can't face you, so kill them both and go left. Enemies should be at the end of the hall. Shoot them and head that way to the end. There is an exit vent. Go out it.

IMMEDIATELY run for you life and find some defilade (cover). You should have picked up a laser from one of the guys inside the vent, so pull it out and pick off the Drone Guns to stop them from firing. Take out the infantry and head down into the vents on the other side.

Head left and go down the stairs. Follow this path until you get to a very narrow area. This is the hard part, lean out and shoot to the left at the enemy that is there, then turn around. Surprise! It's Jaws! Shoot the guard next to him and then run towards Jaws, firing with the laser. Get as close as you can to him and start shooting. His arms are too long to reach you, and you are ripping him apart with the laser, when he starts to stumble, you can back away and just keep hitting him until he dies. Get his smart card and Dual AR33's.

Head back out the way you came and up the stairs. Back out of the vent, head right of the vents heading to the Exhaust Room. Ascend the ladder and use the computer on the other end to open the Exhaust Bay. Head back down and in the vent to the exhaust room. Go back, then head all the way back to the "space room". Open it by using the computer on your side of the door.

Head right and open the glass with the smart card. Collect the Launch Procedure DAT from the table, then go into your inventory and take out the Guidance Data. Use it by the disk drive and it gets uploaded. Head back down to the big room (through the exhaust bay) and climb the ladder. Open the exhaust bay with the computer and head down.

Go to the part with the giant glass and two drone guns from before. Turn right and use the DAT by the mainframe. This will start the launch protocol, then begin to launch the shuttle. After it reaches 0, you win!

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SECRET AGENT WALKTHROUGH  
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el-Saghira Egyptian Temple
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- a. Recover the golden gun.
- b. Defeat Baron Samedi?

The Egyptian Temple is unlocked by beating every level in the game on Double O Agent Mode.

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AGENT WALKTHROUGH

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From the start, move forwards and kill the two enemies in front of you. Pick up their Dual ZMG's. I'd reccomend using one. Turn around and head into the door on the right (left from the start). There are about 4 enemies in this room. Several more will come. Kill them and continue down until you come to a part with Diverging roads.

Head right, then go straight to the back. An open door is here, head in it and go up the stairs. Open the door and you are in a room with boxes, and the Golden gun. To do this next part, you have to listen to my directions carefully or you will take a TON of damage.

Start by stepping out one forward from the doorway. You should be directly adjacent to the door. Go all the way left to the wall. Now move up TWO. These instructions don't include the one you are standing on. Head THREE to the right. You won't be next to the wall. Head up two more and go 1 left, go up once, then left. You will now be able to go forwards to the glass.

If you mess up during this, you probably won't live, but leave by the secret door on the left of the glass if you do. Then redo this.

To open the glass, head in a complete circle of the square (makes little sense) and it will fall down. Collect the Gun and the ammo, then go out the secret door to the left of the gun location. Open it to get Body Armor, then open the next one to jump to the bottom floor again. Head forward and you will spot the Baron himself. He has dual Dostovei weapons. Kill him with one shot with the Golden Gun.

Now go left (from the gun room exit) and take a right to the start part (with the blue floor) to see him AGAIN!? WHAT? Shoot him up with the Golden Gun. This time, it takes TWO hits to kill him. If this was 007 Mode, he must have 20000% health to survive that! This time he has Dual ZMG's that he fires from his Dostovei weapons (?). After he is dead, the rooms will start getting dark.

Head back to the giant room we first saw him (backwards, left). There is a part of the wall that is darkened, it is easy to see because it looks nothing like the wall (it's near a corner). Open it up and enter. Follow the path all the way to the end, there is an enemy there. Ignore the guns on the right, they will have no chance to hit you. After you are at the end, ignore the stairs on the right and head left downstairs.

Down here is the Baron, shoot him three times now with the Golden Gun. Beware his dual Moonrakers, which he fires from the Dostovei Pistols again. After he takes the third bullet, he goes down and is dead. The level now ends. As you walk out, he appears, laughing. He isn't really dead. Oh well, you still won!

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SECRET AGENT WALKTHROUGH  
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+-----+
|                VI. Speed Walkthrough/Unlockables                |
+-----+
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Note that cheats you have unlocked already (invincibility, for example) will not work when unlocking other cheats. If you get a time, you won't get the cheat with the cheat menu cheats on. You CAN use the pushbutton cheats, but it will waste some time and be dishonest.

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=====
DAM - Paintball Mode
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Difficulty Level: Secret Agent  
Time Required: 2:40

This is one of the many levels that you simply have to do everything quickly, with no tricks or hints to doing it. It's fairly easy if you know what to do. Just run past most of the stuff, making sure to get all of those alarms down and go as fast as you can, strafing, to where you bungee jump. Remember: Strafing doubles your speed.

Paintball mode is cool, you get to shoot as normal, do the same damage, but instead of bullet holes, paint splashes will appear. This is fun, as you can use it with some glitches to make things look cool, draw on the walls, or even try and paint the chopper in the Frigate, before realizing that the game only lets you shoot a certain amount of bullet holes before it makes new ones by getting rid of the old ones. Try it out.

```
=====
FACILITY - Invincibility
=====
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Difficulty Level: 00 Agent  
Time Required: 2:05

This is one of the most difficult cheats to unlock. First off, you want to do everything as fast as you can. So you shouldn't waste time in the bathroom. Ignore the guy in the stall and just go down, kill the one guy that is taking a whiz at the urinal and get his KF7. Go out and down, turn left and get the keycard. Then go to the door and open it, quickly hit the control panel before someone blows it and run to the other door, opening it and going inside. Ignore everyone and head into the next door, start firing at the enemies ahead and GO GO GO! In the next area, make sure you have some KF7 ammo left and move to the door that is locked remotely, shoot at the door and window to have a guard open it, shoot him and run in, then go up the stairs. Shoot guys as you go, but DO NOT STOP. Now pray that Doak is in one of these rooms. If he isn't restart, because you won't finish. After that, keep going and run into the

room. Talk to Alec and start rigging mines, then run away to the exit door and wait for him to get out of the way of the explosion radius, then let it rip. You should have already had the Objective Complete from talking to him, so it be fine. Leave the door and pray you had a good time.

Invincibility is the most useful cheat in the game. You cannot take ANY damage whatsoever when this is on, even from explosions. However, missions can still be failed by destroying things. So be careful around certain people or objects that are very valuable.

=====  
RUNWAY - DK Mode  
=====

Difficulty Level: Agent  
Time Required: 5:00

This is the easiest cheat in the game to get. I bet you that you will get this the first time you play this level, as long as you don't dawdle. So keep moving and do the objectives. It's nearly impossible to fail.

DK stands for Donkey Kong, if you know him, you know that he has a huge head, small body and huge arms. This makes it easy to get headshots, considering it is bigger than their body.

=====  
SURFACE - 2x Grenade Launchers  
=====

Difficulty Level: Secret Agent  
Time Required: 3:30

This is another "Do it very fast" level and you will get it. As long as you can remember where to go and when, it will be a simple level. Try not to get held up by enemies.

Getting this cheat lets you hold 2 grenade launchers, it's fun, but quite useless after you get the All Guns cheat..

=====  
BUNKER - 2x Rocket Launchers  
=====

Difficulty Level: 00 Agent  
Time Required: 4:00

This level is difficult, but here is a tip: Do things when you have a break, mainly in the Computer room with Boris. Be sure to get the picture before that though. Using the PP7 to stealthily kill will attract less attention, but be sure to remember to defend the room through the door window to minimize damage.

The 2x Rocket Launchers is like the 2x Grenade Launchers, but you get Rocket Launchers instead. Which is weird, because it takes two hands to fire a single launcher. Again, it will be useless after you get the All Guns cheat.

=====  
SILO - Turbo Mode  
=====

Difficulty Level: Agent



Time Required: 3:00

This one isn't very difficult to unlock, as it's on Agent mode. What you have to do basically is take a few practice runs in the game to learn where to pick everything up that will make you go ahead. Basically then you can just run through everything as fast as you can without worry.

Turbo mode will make you go faster than you ever thought possible, and unlike fast animation it's only you that goes quick! It also works on Multiplayer but can make games so impossible to play that it's almost not worth it.

=====  
FRIGATE - No Radar  
=====

Difficulty Level: Secret Agent  
Time Required: 4:30

It's not so bad, you don't need all the hostages so as long as you take a few practice runs then you can get through this rather quickly. Only save what you have to, and disarm the bomb first chance you get.

No Radar will turn off the radar on the map, making Multiplayer games a lot more interesting because nobody will know where you are unless they screen look and you will play much more stealthily.

=====  
SURFACE - Tiny Bond  
=====

Difficulty Level: 00 Agent  
Time Required: 4:15

It's an okay cheat to go for, it's not the time that you really need to worry about it's the remembering exactly where to go while having your head down strafing and shooting Video Cameras that is a little more tricky. Ignore soldiers unless they block your path and take out everything you can. The walkthrough will give you the locations, it's up to you to remember the rest.

Tiny Bond makes your Bond extremely small, you can find you can fit in new areas while crouching (the truck in the Dam, for instance) and are probably much harder to hit.

=====  
BUNKER - 2x Throwing Knives  
=====

Difficulty Level: Agent  
Time Required: 1:30

The main thing to do is to KNOW EXACTLY WHAT THE HELL YOU ARE DOING. As soon as you get out of that cell, which you have to do very quickly, you need to beeline for what you want, the CCTV tape. Then you can run as fast as you can to the exit and escape.

2x Throwing Knives gives you throwing knives in both hands. This gives you more stuff to throw at your enemies but this can mess your crosshairs up a little because it has to compensate for both arms.

=====  
STATUE - Fast Animation  
=====

Difficulty Level: Secret Agent

Time Required: 3:15

This one is difficult and will require a few tries, what you have to do is memorize the route to and from the Janus meeting point. Then strafes as fast as you can, ignoring everyone until you get to Valentin. At him, strafe back and forth in front of him as this will make him move with you, guide him outside and up the hill towards the statue. When he is done talking, run from there all the way to the statue. Once you get there, immediately shoot the statue to start the meeting up faster. Turn around and edge forwards to Trevelyan until he reveals who he is and you get the Objective Complete notice, immediately strafes all the way back to the start of the level, going fast to avoid Trevelyan's henchman (they carry shotguns and other powerful weapons). Run up close to Natayla to have her wake up, then run back down to the bottom part just over the hill and pray that the Blackbox is right there, if not QUICKLY run around and see where it is. After you get it, run back up and ignore the men with guns and open the gate to leave.

Fast Animation will make everyone (including the enemies) move faster, shoot faster and die faster. It can look quite comical to see an enemy fall down extremely quickly.

=====  
ARCHIVES - Invisible Bond  
=====

Difficulty Level: 00 Agent

Time Required: 1:20

This is an extremely difficult cheat to obtain. For starts, run around the desk as fast as you can and slap the guard on the right, this will get you the key and a gun, put it away as you quickly go out the door. Strafes all the way upstairs ignoring your enemies as you go to Natalya, then you can open the door to her room and leave her as soon as it gives you the completed objective. Go downstairs and into Mishkin's room, and try to move him out of your way. There will be one or two soldiers that come in, but DO NOT use your gun because then Mishkin won't give you the key, use the slapper. After you get it, open the safe, grab the Black Box and run out to the window, break it and leave this hellhole.

Invisible Bond will make you invisible, enemies can hear you and follow your footsteps but will not shoot at you, this is an exception for drone guns as they shoot anything they sense.

=====  
STREETS - Enemy Rockets  
=====

Difficulty Level: Agent

Time: 1:45

This isn't so bad, you just have to get through everything really really quickly with the route I gave you in my Walkthrough. It's actually faster just to ditch the tank and strafes, but make sure you don't stop because those Rockets are lethal if you get hit.

Enemy Rockets are only for the hardcore, because they give EVERY enemy a rocket launcher, and enemies that wield two weapons get DUAL rocket launchers. Good luck surviving this one.

=====  
DEPOT - Slow Animation  
=====

Difficulty Level: Secret Agent  
Time: 1:40

This level isn't TOO bad, it's just a matter of remembering every little detail of where to go (this can be a confusing level). You have to do it all very quickly and don't have time to make a mistake.

Slow Animation will make everything else happen very slowly, it's funny watching an epic slow motion death of an enemy you just shot.

=====  
TRAIN - Silver PP7  
=====

Difficulty Level: 00 Agent  
Time: 5:25

I'll admit that this one can be a bit of a bugger, but if you work quickly it shouldn't be so bad. Normally on Double Agent on the train you want to take your time and try to not take damage by using your cover, but you don't have the time to do this. You have to blast through everything. The real difficult part is hitting both Ouromov and Xenia because then you get the extra time for Natayla to hack. If you don't, you're basically screwed and should just restart.

The Silver PP7 is more powerful than most weapons, but not extremely good. It's a one shot to the head kill, 2 or 3 to the torso and limbs kill. Kind of like real life.

=====  
JUNGLE - 2x Hunting Knives  
=====

Difficulty Level: Agent  
Time: 3:45

This isn't so bad as long as you remember to take out everything you need to, it's fairly easy to forget something while under pressure or to run in and get yourself or Natalya killed. Fortunately since it's Agent you have boosted health in addition to the many Body Armors you can pick up.

2x Hunting knives are AWESOME, you get to run up to someone as with a slapper and stab them with knives instead. This is pretty fun to do with stealth (sneak right up to someone from behind and stick it to them, BAMMM).

=====  
CONTROL - Infinite Ammo  
=====

Difficulty Level: Secret Agent  
Time: 10:00

This level gives you ample time to complete it, but you have to hustle still.

Don't even bother seeing Trevelyan close the elevator at the end, and do not sit still after Natalya is gone, escort her and leave while completing all your other objectives. See the walkthrough for how to beat it.

Infinite Ammo means you will NEVER run out of bullets or rockets or knives or whatever you are using, when used in combination with other cheats you can have a load of fun.

=====  
CAVERNS - 2x RCP-90s  
=====

Difficulty Level: 00 Agent  
Time: 9:30

They give you a nice chunk of time, but like the Control you will still have to haul ass. Try to shoot enemies that will block your path while on the move, as this won't waste time. The Radio room is the hardest as you somehow have to ignore the scientists, shoot the people inside of it and use the radio without igniting all those explosives. Be careful on that one part and then continue.

2x RCP-90s gives you two RCP-90 guns, they have the biggest clips in the game and fire fairly fast so this allows for some easy kills. Enjoy it!

=====  
CRADLE - Gold PP7  
=====

Difficulty Level: Agent  
Time: 2:15

This is a fairly low time, but since it's agent it's not too bad. Shoot the enemies in your way early again as I said before because they will be a big problem if you get boxed up behind one. Trevelyan is fairly easy on Agent as he takes few hits, try to get him to low health ASAP so you don't waste time going in circles in the level.

The Gold PP7 is the best gun in the game, it has 7 shots and each is a one hit kill. It's the golden gun with a bigger clip basically, it's a nice shiny gold too. Awesome!

=====  
Aztec - 2x Lasers  
=====

Difficulty Level: Secret Agent  
Time: 9:00

As usual, just beat the level as fast as you can. Knowing your path before you walk it will shave a lot of time off of your hands, and get RIGHT UP in Jaw's face because this will speed up your killing of him.

2x Lasers gives you two lasers, laser will go through doors and enemies and they have unlimited ammo. They're fun to play around with.

=====  
EGYPTIAN - All Guns  
=====

Difficulty Level: 00 Agent

Time: 6:00

They gave you WAY too much time for this one, I mean come on, 6:00 to shoot Baron Samedi with the golden gun a few times? Again, just know where to go and at what times and you will have no trouble taking him out.

All Guns will give you ALL weapons in the game in your inventory. The tough part about this is sorting through it all until you get what you want, but it's a LOT of fun to be able to use all this sweet stuff on your opponents. The Ammo should come from Infinite Ammo because I don't think there are Rockets hanging around every level..

=====  
Cougar Magnum  
=====

Difficulty Level: Agent

If you beat all the levels on Agent, you will unlock this bad boy for yourself. It's a very powerful weapon that can totally blow through people and massacre them.

=====  
Laser  
=====

Difficulty Level: Secret Agent

If you beat all the levels on Secret Agent, you get a single laser. Completely pointless if you unlocked the dual lasers because why go for one if you could get two?

=====  
Golden Gun  
=====

Difficulty Level: 00 Agent

If you beat all the levels on 00 Agent, you get the Golden Gun. While the Gold PP7 may be better, you have to admit that the Golden Gun is pretty badass. I mean ONE shot to kill an enemy, that's a fun and fairly easy challenge to play around with.

+-----+  
| VII. Weapons and Gadgets |  
+-----+

Weapons listed in alphabetical order.

=====  
AR-33 ASSAULT RIFLE  
=====

The AR-33 is the incredibly powerful assault rifle, used by the United States army as the standard weapon (it is really an M16). It can shoot through doors and has a large clip of thirty bullets. The weapon can be found in levels such as Jungle, Aztec and Cradle. It can be doubled in the Aztec.

=====  
AUTOMATIC SHOTGUN  
=====

The Auto-Shotgun is an incredibly powerful weapon that can ravage your enemies in multiplayer. It is hard to miss with this, as when it fires, you actually fire 5-6 pellets from the gun, and it only uses one ammo. It fires fairly quickly, and deals a TON of damage. The only downside to this gun is that it can only hold five shots per clip. Which is rather low, but not too bad. It can be found in Statue and Caverns.

=====  
COUGAR MAGNUM  
=====

The Magnum is an insanely powerful weapon. I swear to god, the tiny pistol must fire .50 caliber bullets or something. When it shoots, it can rip through doors or people and take multiple enemies down. It only holds 6 shots per clip and fires slightly slower than the Automatic shotgun, it still dominates the level. Unfortunately, it's only available in multiplayer or with cheats.

=====  
D5K DEUTSCHE  
=====

If Bond was an army, I'd issue this as the standard for big missions with a lot of shooting. The D5K is an average gun, with an average damage, an average clip of thirty and average firing speed. It is preferable to some guns, and can be used stealthily (as it can come with a silencer in some missions). You can receive this gun easily in the Train, Depot and Frigate. You can also use it in the Facility by killing Trevelyan. The D5K can be picked up in doubles in some maps, a good pick.

=====  
DD44 DOSTOVEI  
=====

The Dostovei is not the best weapon in the game, however, it is one of the coolest. It is a small arms pistol that fires slightly faster than the PP7 (I tested this myself with a friend). It can empty its clip of 8 faster than the 7 from the PP7. It is VERY loud though. I wouldn't recommend using it unless you have to. It can be found in several levels. Dam, Surface, Archives and the Train by killing enemies. However, you can also receive it in the Facility, Caverns and Silo by shooting a scientist until he pulls out his weapon, and then shooting the scientist till he dies.

=====  
GOLD PP7  
=====

By far the best weapon in the game. It is a PP7, it has the 7 shots per clip, and each shot is a ONE hit kill. The downside? It's a CHEAT. You cannot use it in a level without the cheat. So for this reason, it isn't the best weapon in the NORMAL game. If you want to have fun, use this. Even with enemy health on 1000% you can land a 1 hit kill. Another upside to this weapon is that it takes regular ammo. Yay!

=====  
GOLDEN GUN  
=====

The next best "cheat weapon". It is a different gun. It shoots slowly, only one bullet at a time. Each shot is a one hit kill. Then it reloads. The downside to this gun is the slow firing rate, the 1 bullet in the clip problem, and the fact that it takes a unique bullet class. Not friendly. It can be found in the Egyptian level, but nowhere else without cheats.

=====  
GRENADE  
=====

There are several levels to receive the hand grenade. It is a powerful weapon and is easy to take out the enemies that barely dodge these. They are common in the Runway, but you can find them in virtually any level. Facility, Silo and Caverns (from the scientists) and also a list of Aztec, Jungle, Control, Frigate and Train to name a few levels. Enemies will rarely throw these, and when they do, you will know. They tuck the guns away and take a couple seconds to lean back and throw. If you hear a "tinkle" of a grenade on the floor, back away. There is a large amount of splash damage. You can shorten the fuse by holding the fire button down for a few (3-4) seconds before throwing.

=====  
GRENADE LAUNCHER  
=====

Probably one of the best weapons to be left with in Multiplayer. The Grenade launcher is powerful, has long range and doesn't make a TON of noise. Compared to the Rocket Launcher, that is. It is fired in an arc, and you can bounce it off of walls until it hits the ground and detonates, killing enemies. A problem is the low clip size, and the fact that shooting it at an enemy with a helmet may cause it to hit the helmet, bounce back and blow you up. It is only found with cheats, in multiplayer or in the Jungle from killing Xenia. But you only will receive a couple grenade rounds. It is also in the surface, with much more ammo. However, Surface is a covert mission. Firing grenades in the quiet will probably blow the COVER part of covert.

=====  
KF7 SOVIET  
=====

The KF7 is the ingame version of the AK-47, the gun used mainly by terrorist groups (it seems). It's loud, powerful and has a decent clip of 30 bullets. It fires the weapon at a medium rate, and will not really devastate, it is a good weapon, but some other weapons have better features and you will use more. Use it in Non-Covert missions, because it is about as far away from stealth as you can get. It fires at a medium rate, which won't exhaust it's ammo that quickly.

=====  
KLOBB  
=====

The Klobb is hands down the WORST weapon in the history of this game. It has a slow rate of fire, tiny clip of only 20, and it does little damage. In fact, this gun is the only weapon that won't kill in 1 hit with a headshot. It takes more than one to kill. NEVER use it unless you are desperate and you have no other choice to do it.

=====  
MOONRAKER LASER  
=====

The Moonraker Laser fires at a rather slow to medium rate, it is powerful, it can shoot through doors and people, and it has UNLIMITED AMMO. No clip, no max, so you can hold it down and shoot the whole level if you wanted. It only legitimately appears in the Aztec, the other levels get it as a cheat. I lied, it will appear in the Egyptian, but it looks like a DD44 and can't be picked up because Baron Samedi uses them.

=====  
PHANTOM  
=====

The Phantom has a slightly larger clip than the D5K, fires around the same, but is louder than the KF7 Soviet. It is slightly more powerful (barely) and only appears in the Frigate level. They are often in pairs, and are useful, but not recommended for that "covert" level. It will attract too many guards. However, it's your call whether to use it or not.

=====  
PP7  
=====

The PP7 is your standard weapon you receive in most of the levels in this game. It can come silenced or normal. For covert or non covert levels. It is as powerful as the D5K, but only has a smaller clip size. I like to use this in the covert missions, it seems more stealthy than most of the other guns in the game.

=====  
PROXIMITY MINES  
=====

Proximity Mines are not in any level, they are probably the second best mine of all. You can carry up to twelve of them, as you throw them down, they will wait for someone to come near them (very close, almost touching) then detonate. The problem is that they can kill you if YOU touch your own mines. So you have to keep track of where you place your's in multiplayer.

=====  
RC-P90  
=====

The RC-P90 is without a doubt the best weapon in the game. It has 80 whomping bullets in a clip, is nearly as powerful as the Shotguns, and it fires quickly. Those 80 bullets still last a while, but ammo for it can be scarce. So you have to conserve it and use substitute guns. This weapon is found in the Jungle, where Xenia has it, Caverns and in agent mode, one is located in a crate on the Train level.

=====  
REMOTE MINES  
=====

The Remote Mines are the best mines in the game, you can still carry the same amount as the Proximity (12) and these ones are smarter. They sit there, not active until you press detonate by switching to your watch. This explodes and kills anyone nearby. Meaning you can throw them at an enemy and quick detonate to kill them. The one flaw is that you have to escape the mine to survive, so the enemy might follow you before you are in a safe zone and kill you as you aren't defended.



=====  
ROCKET LAUNCHER  
=====

The Rocket Launcher fires missiles, they travel in a straight line and explode on contact. The splash damage is immense. It can only carry a couple rockets and fires slowly. In fact, you can see them coming, but might not escape the splash damage. They are terrible at close range because you will probably kill yourself. You can get them on Streets, and they can be found in any level with the "Enemy Rockets" cheat.

=====  
SHOTGUN  
=====

The shotgun is similar to the Auto-Shotgun, but it fires slower. It is hard to miss with this, as when it fires, you actually fire 5-6 pellets from the gun, and it only uses one ammo. It fires fairly slow and deals a TON of damage. The only real downside to this gun is that it can only hold five shots per clip. Which is rather low, but not too bad. It cannot be found in single player. Only as a cheat option.

=====  
SILVER PP7  
=====

The Silver PP7 is simply a PP7 that is the same strength as the Cougar Magnum, but fires faster and aims better. It is a cheat option unlocked in the Train. Rather useless after you pick up the Gold PP7 cheat, but it is still shiny and cool.

=====  
SNIPER RIFLE  
=====

The Sniper Rifle is weak compared to some other weapons. In fact, it is the exact same as the Silenced PP7, except that it has a huge scope that zooms in very far. The Goldeneye aim system is rather inaccurate, however. So you can just use it as an assault rifle and rush the enemy. This thing is only lethal in the head, as it is the same power as the KF7, but with a lower clip size and silenced. It appears in the Dam and the first surface.

=====  
TANK  
=====

The Tank is a vehicle that is rather slow, but has a powerful weapon. It uses a sort of grenade launcher that can be aimed high or low and launched. It is in the Runway and Streets level. Interesting enough, it can be found in your inventory with the "All Guns" cheat. And you can fire it without actually being in it.

=====  
TASER  
=====

The TaserBoy is a small, gameboy sized weapon that only appears with "All Guns" as a cheat. It fires a small little zap the size of a bullet hole that is weak and will probably kill the enemy in several hits. It is rather amusing and fun

when you get it, but soon you realize it is not as fun as blowing an enemy a few feet back with a magnum.

=====  
THROWING KNIVES  
=====

The Throwing Knives are similar to the Hunting Knives, only you carry more of them and they can be thrown. They make little to no sound, so guards won't be attracted, but you have to be accurate. After thrown, you can pick them up again. They are found in the Bunker 2 level, in the sewer grate by the cell. You can hold up to 12 of them.

=====  
TIMED MINES  
=====

The Worst mine in the game, the timed mine is thrown, then a short 5 second fuse is started. You can carry 11 of them, and the fuse is terrible. They are found in the Runway and are fairly useless, as you get the tank in that level.

=====  
ZMG 9MM  
=====

The ZMG (Uzi) 9 millimeter is a small arms weapon with a clip of 32, it fires quickly, steadily, but with less power than some of the heavier automatics. It is usually found in pairs, which is good. But on harder modes, the ammo will be scarce for it. It is found in the Train, Control, Caverns, Cradle and the Egyptian.

+-----+  
| VIII. Secrets |  
+-----+

=====  
Button Cheat List  
=====

The Below Button codes are from the Codes and Secrets section on GameFAQs. To Perform them, you have to hold the first button, then press the next button. The "Left" and "Right" and such refer to the D-Pad. Not the Joystick. After they are entered, you should hear a sound.

=====  
Temporary Codes  
=====

Enter these when you are actually playing a game, on a map. They won't be permanent, just until the level ends. It's possible to unlock cheats using these in a game, but it consumes some time.

-----  
All Guns:  
-----

- L + R + Down
- L + C-Left
- L + C-Right

L + R + C-Left  
L + Down  
L + C-Down  
R + C-Left  
L + R + C-Right  
R + Up  
L + C-Left

-----  
Invincibility:  
-----

L + Down  
R + C-Right  
R + C-Up  
L + C-Right  
L + C-Down  
R + C-Up  
L + Right  
R + Down  
L + Left  
L + R + C-Right

-----  
Invisibility:  
-----

R + C-Left  
L + R + C-Up  
L + R + Left  
L + R + Up  
R + Up  
L + C-Left  
R + C-Up  
L + C-Down  
L + R + Left  
R + Right

-----  
Invisibility (Multiplayer):  
-----

L + C-Up  
L + R + C-Left  
R + Up  
L + C-Right  
R + C-Left  
L + Right  
L + R + C-Left  
L + C-Right  
L + Up  
L + R + C-Down

-----  
Line Mode:  
-----

R + C-Down  
L + R + Down

L + Right  
R + C-Up  
L + R + C-Right  
R + Up  
L + Down  
L + Right  
R + C-Left  
R + C-Up

-----  
Maximum Ammo:  
-----

L + R + C-Right  
R + Up  
R + Down  
R + Down  
L + R + C-Right  
L + R + Left  
R + Down  
R + Up  
L + R + C-Right  
R + Left

=====  
Map Unlock Codes  
=====

These codes are put in at the Mission Select Screen. You can only unlock the mission ahead of you, so you can't go from Dam to Cradle. You have to unlock them 1 by 1 with the codes, might as well just play the mission. There isn't a code for the Aztec or Egyptians.

-----  
Facility:  
-----

L + R + C-Up  
R + C-Left  
L + Left  
R + C-Up  
L + Left  
R + C-Down  
L + C-Right  
R + Right  
L + R + C-Up  
L + Right

-----  
Runway:  
-----

L + R + Left  
R + Left  
L + C-Up  
L + Left  
R + C-Up  
R + C-Down  
R + C-Right  
R + Right

L + Down  
R + C-Left

-----  
Surface 1:  
-----

R + C-Left  
L + R + C-Up  
L + Left  
R + Up  
R + Left  
L + Up  
R + C-Down  
L + Right  
L + C-Right  
L + R + Down

-----  
Bunker 1:  
-----

L + C-Down  
R + Right  
L + C-Right  
R + C-Left  
L + C-Down  
L + R + Left  
L + C-Right  
L + R + Up  
R + C-Right  
L + Up

-----  
Silo:  
-----

L + Up  
R + C-Down  
L + Left  
R + Down  
L + C-Left  
L + R + C-Right  
L + C-Up  
R + Right  
R + Right  
R + C-Right

-----  
Frigate:  
-----

R + C-Up  
L + Down  
R + C-Right  
L + Left  
L + R + Up  
L + R + C-Down  
R + C-Right  
R + Up

L + R + C-Down  
R + Up

-----  
Surface 2:  
-----

L + C-Down  
L + R + C-Right  
R + C-Right  
R + C-Up  
R + C-Left  
L + Right  
L + R + C-Up  
L + C-Up  
L + R + Down  
L + C-Right

-----  
Bunker 2:  
-----

L + Down  
R + Down  
L + R + C-Up  
L + Left  
L + R + Right  
L + C-Left  
R + Right  
L + C-Up  
L + Left  
L + C-Down

-----  
Statue:  
-----

L + R + C-Down  
L + R + C-Down  
L + Right  
L + R + Left  
R + Left  
R + C-Right  
L + R + Left  
R + C-Up  
R + C-Down  
R + Right

-----  
Archives:  
-----

R + Left  
L + R + Up  
L + R + C-Down  
R + Left  
L + R + C-Right  
L + Left  
L + R + Right  
L + R + C-Down

L + Up  
R + C-Down

-----  
Streets:  
-----

L + R + C-Left  
L + C-Right  
L + Up  
L + R + C-Down  
R + C-Right  
R + C-Down  
R + Left  
R +C-Down  
R + C-Up  
L + Down

-----  
Depot:  
-----

L + Down  
L + Down  
R + C-Down  
L + C-Right  
L + R + Right  
R + C-Left  
L + Down  
L + C-Left  
L + C-Right  
L + Up

-----  
Train:  
-----

R + Left  
R + C-Down  
R + C-Right  
L + R + Left  
L + Right  
R + C-Down  
L + Left  
L + R + C-Left  
L + Up  
L + C-Up

-----  
Jungle:  
-----

R + C-Down  
R + Left  
L + R + Up  
R + Right  
R + Down  
R + Down  
R + Up  
R + C-Left

R + C-Up  
L + R + Left

-----  
Control:  
-----

L + C-Down  
R + Down  
L + Right  
R + C-Right  
R + C-Down  
R + Left  
R + Left  
R + C-Up  
R + Left  
L + R + C-Up

-----  
Caverns:  
-----

L + Down  
R + C-Down  
L + R + Up  
L + Right  
R + C-Up  
R + C-Left  
R + Up  
L + C-Left  
L + Up  
R + C-Left

-----  
Cradle:  
-----

L + R + C-Up  
L + Left  
R + Down  
L + Down  
L + C-Up  
L + Down  
R + Right  
R + C-Up  
L + C-Left  
R + Right

=====  
Cheat Unlock Codes  
=====

These cheats are unlocked by going to the cheat menu and putting them in. They will make it appear in the menu and are useable in levels that you have beaten on difficulties you have beaten. You can't unlock cheats with these on.

-----  
2x Hunting Knives:  
-----



R + C-Down  
L + Right  
R + C-Left  
R + Right  
L + R + Right  
L + R + Up  
L + Down  
R + Left  
L + Right  
L + C-Left

-----  
2x Grenade Launchers:  
-----

R + Down  
R + Up  
Right  
L + R + C-Down  
L + Right  
R + Left  
Left  
Down  
Up  
R + C-Down

-----  
2x Lasers:  
-----

L + Right  
L + R + C-Left  
L + Down  
R + Left  
R + Down  
L + Right  
C-Up  
Right  
R + Right  
L + R + Up

-----  
2x RCP-90s:  
-----

Up  
Right  
L + Left  
R + Down  
L + Up  
L + C-Left  
L + Left  
C-Right  
C-Up  
L + R + Down

-----  
2x Rocket Launchers:  
-----

-----  
R + Right  
L + Up  
Down  
Down  
R + C-Down  
L + Left  
L + C-Left  
R + Up  
R + Down  
R + C-Left

-----  
2x Throwing Knives:  
-----

R + C-Left  
L + Left  
Up  
L + R + Right  
Right  
L + R + C-Left  
L + R + C-Left  
R + Down  
R + Left  
R + C-Left

-----  
All Guns:  
-----

Down  
Left  
C-Up  
Right  
L + Down  
L + Left  
L + Up  
C-Left  
Left  
C-Down

-----  
Bond Invisible:  
-----

L + R + C-Left  
L + R + C-Down  
L + C-Left  
R + C-Left  
R + Right  
L + R + Left  
L + Right  
Left  
L + R + C-Left  
L + Down

-----

DK Mode:

-----

L + R + Up

C-Right

R + Left

R + Up

Up

R + Right

Up

L + R + C-Down

L + R + Down

L + R + C-Left

-----

Enemy Rockets:

-----

L + R + C-Down

C-Left

R + C-Down

C-Down

C-Down

L + R + C-Down

L + R + Up

C-Down

R + Up

L + Up

-----

Fast Animation:

-----

L + C-Down

L + C-Left

C-Down

C-Right

C-Left

L + R + Right

C-Right

L + R + Up

R + C-Left

L + Left

-----

Gold PP7:

-----

L + R + Right

L + R + Down

L + Up

L + R + Down

C-Up

R + Up

L + R + Right

L + Left

Down

L + C-Down

-----

Infinite Ammo:

-----

L + C-Left  
L + R + Right  
C-Right  
C-Left  
R + Left  
L + C-Down  
L + R + Left  
L + R + C-Down  
L + Up  
C-Right

-----

Invincibility:

-----

R + Left  
L + Down  
Left  
Up  
Down  
R + C-Left  
L + C-Left  
L + R + Left  
L + R + Right  
L + C-Left

-----

No Radar (Multiplayer):

-----

R + Up  
C-Down  
C-Left  
C-Up  
L + Down  
R + Up  
C-Left  
Right  
R + Left  
R + Right

-----

Paintball:

-----

L + Up  
C-Up  
R + Right  
L + R + C-Left  
L + Up  
R + C-Down  
L + C-Down  
L + R + C-Down  
L + R + Up  
L + C-Down

-----

Silver PP7:

-----

L + Left  
L + R + Up  
L + Right  
L + R + Up  
L + R + C-Left  
L + R + Left  
L + R + Down  
C-Down  
L + R + Right  
L + R + Left

-----

Slow Animation:

-----

L + R + Left  
L + R + Left  
L + R + Down  
L + R + Left  
C-Right  
L + R + Down  
L + R + Down  
L + Down  
C-Left  
C-Up

-----

Tiny Bond:

-----

L + R + Down  
R + Down  
L + C-Down  
Left  
R + C-Left  
L + R + C-Down  
Right  
Down  
R + C-Down  
R + Right

-----

Turbo Mode:

-----

L + Down  
L + C-Down  
L + R + Up  
R + C-Down  
Left  
R + Down  
L + C-Down  
Up  
R + Down  
L + Right

+-----+

Well, what an Interesting FAQ to write! I hope you enjoy it, and have fun in the greatest shooter of all time. If you have a question, comment, or anything to ask me, don't hesitate to send me an email at:  
triplejumpfaqs[at]gmail[dot]com.

This FAQ is incomplete at the moment of typing, I hope to complete it soon. Send me some feedback on it. What do you want to see? What do I need to improve to make it better? Does the weapons section (which is incomplete right now) suck? Tell me all. I'm interested in seeing your view as the reader. This will be one of my twentie something files. So I'm fairly experienced. However, that doesn't mean I can't make a mistake. So tell me all.

This is not my last file. Email me for information on my FAQ plans for the future, and see if you want to get involved. Who knows? You might catch the FAQing fever! Until next time, my loyal fans!

TripleJump~

(PS, the ~ isn't there because it's in my name. It's there because it looks cool and it has a way with the ladies! Which a FAQ writing geek really needs).

- Thanks to the Codes and Secrets Section, for the Button Codes
- Thanks to Me, for writing this
- Thanks to some dude on eBay
- IRoger's FAQ, which contained a plethora of information.