

GoldenEye 007 FAQ

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GOLDENEYE 007 FAQ

version 0.6

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0. Note

This FAQ is still in beta form, and an early beta at that. Large sections of this FAQ (including the second chapter and many of the level solutions) are missing. I add things to the FAQ daily, however, and at this rate it shouldn't be more than a week or two before I'm completely finished with the main part of the FAQ and can begin making additions and whatnot to it.

Also, just because something's not in here doesn't mean I simply haven't gotten around to putting it in yet -- in some cases, it's simply because I haven't finished or gotten to that part of the game yet, or because I haven't found many strategies for that particular part of the game. That, too, should be fixed entirely in a matter of weeks.

1. Introduction/How to use this FAQ

First of all, before reading this FAQ you are strongly advised to read the instruction manual in its entirety. I will not cover things mentioned in the manual, and if a question of yours is not answered in this FAQ, that's probably because it's already covered in the manual.

1.1 Key

1.1.1 Level solutions

I threw out the idea of explaining each little thing in the level solution guides and thought that a self-explaining example

would be the best way to deal with this:

--

3.10 Place level takes place in

3.10.1 Name of level [MC here if "Minimize civilian/scientist casualties is one of the mission objectives]

NAME OF OBJECTIVE

Difficulty level: Name of easiest difficulty level that this objective must be completed in

Gadgets used: Name of gadgets used in level

Objectives req'd: Name of objectives that must be completed before completion of this objective is possible

HOW TO COMPLETE: Explanation of what you need to or should do in order to complete this level

--

1.2 List of Updates

v. 0.7 Released Oct. 17 1997

- Some typos corrected.
- Weapons that are able to shoot through doors denoted.
- Info on mines added.
- Solutions for Silo [3.3.1] added.
- Part of walkthrough for Surface [3.2.1] added.
- Partial info for Egyptian [3.9.1] added.
- Implemented new layout for section 1.1.1.
- Added full ammo strategy
- Added sections 7.1 through 7.3

v. 0.5 Released Oct. 4 1997

- First version of this FAQ. Largely incomplete.

2. Strategies

2.1 Full Ammo strategy

In order to use this strategy, you need to be in the second Bunker, Archive, or Control. In the second Bunker, get into a small room while there's still a healthy stream of guys with guns coming and stay there. Shoot everybody that comes by and take their ammo after doing so. Repeat until full. Similar deal with Archive, except you need to be in the first room for it to really work. Open the door and then stand between the doorway and the file cabinets and shoot all that come, taking their ammo afterwards.

Control is a little different. Go up to the staircase leading to the top floor and wait for guys to come buy, shooting them like normal. There's two things that make this different: One, there is a single point that guys come from that can be easily pinpointed -- in fact,

you can even find the very spot where guys fade in out of thin air to come and kill you -- and also, unlike Archive or Bunker II, there are no circumstances under which guys stop coming. You can kill all the stationary guys in the level -- which would stop everything in other levels -- and those guys will just keep on coming and getting killed.

3. Level solutions

3.1 Arkangalensk

3.1.1 Dam

General strategies:

-In the first guard tower, there's a sniper rifle. After defeating the guards nearby, go in the tower, take it, and use it to snipe the two guards in the tunnel nearby (assuming they haven't noticed you yet).

-In the area after the two mechanical security gates, if you look carefully and quickly, you'll notice a guard in green running towards the area where the first alarm is. This is the guy that makes the alarm go off and have all those guys come after you. If you peg him from afar with the sniper rifle, he won't be able to set off the alarm, so you won't have to deal with all those bad guys at once. (They will, however, still be around in the level, and you'll still have to kill them, but they're more scattered and much less likely to attack you all at once.)

BUNGEE JUMP FROM DAM

Difficulty level: Agent
Gadgets used: Bungee equipment (automatically equipped)
Objectives req'd: All applicable

HOW TO COMPLETE: At the end of the level, where there's all of those guard towers, proceed to a small set of three or four stairs. Go up the stairs and you'll be on a small platform, with a gap in the fence. Jump off of the platform through the gap. WARNING: Completing this objective will end the mission, so if you're on a difficulty level higher than Agent you need to complete all of your other objectives before doing this unless you want to fail. If you're playing on Agent, though, don't worry about it.

NEUTRALIZE ALL ALARMS

Difficulty level: Secret Agent
Gadgets used: None
Objectives req'd: None

HOW TO COMPLETE: Pretty simple. Find the four alarms in the level, and blow them up. One of these is the alarm specified in the general strategies section for this level, and the other three are in the guard towers at the end of the level.

INSTALL COVERT MODEM

Difficulty level: 00 Agent
Gadgets used: Modem

Objectives req'd: None

HOW TO COMPLETE: When you're between those two fences near the end of the level, and after you've blown up the first alarm (hopefully), go to the place where there's all those boxes. On one of the walls there'll be a computer screen. Throw the modem on it. Done.

INTERRUPT DATA TRANSFER

Difficulty level: 00 Agent

Gadgets used: None

Objectives req'd: Install Covert Modem

HOW TO COMPLETE: Go to the guard tower nearest the locked chain link fence. Go in and go down the staircase. Go through the fence at the bottom (it's right nearby), and head to the right through the tunnel, shooting whoever you please (go ahead and use a KF7, it's not like it'll make any difference in this hellhole). When you get to the computer room, shoot all the guys in there and go up to the mainframe. Activate the mainframe (B button) and in ten seconds you'll have it completed. Be warned, this is a lot harder than it sounds.

3.1.2 Facility [MC]

General strategies:

-When you're crawling through the air ducts on your way to the bathroom and you're right at the hole which will take you into one of the stalls, look in the stall right past the one you drop into. Yes, that's right, you can see the soldier in there. That means that you can also shoot him without anybody hearing or seeing you. Fire away.

GAIN ACCESS TO LABORATORY AREA

Difficulty level: Agent

Gadgets used: None

Objectives req'd: None

HOW TO COMPLETE: Actually, all this is is getting to a certain part of the level. Simple, yet not necessarily easy. But then, what is in this game?

RENDEZVOUS WITH 006

Difficulty level: Agent

Gadgets used: <item from double agent> (must acquire in level)

Objectives req'd: Gain Access to Laboratory Area, <get item from double agent> (if applicable)

HOW TO COMPLETE: When you get to the room with the ten big gas tanks, you'll find 006 nearby. Talk to him. Wait until the conversation is completely done before completing the next objective, however: you don't want to go blowing him up before you're done talking to him, now, do you?

BLOW UP GAS TANKS

Difficulty level: Agent

Gadgets used: None, but you need to use your mines

Objectives req'd: All of the above

HOW TO COMPLETE: Alright, to help explain this one, I'll need a

map:

```
  O O O O O
  O O O O O
```

These represent the tanks. You'll want to place them in a checkered pattern, like so:

```
  X O X O X
  O X O X O
```

Also, make sure that you place them on the side of the tanks that is facing the other row, so that the blast from the mines will reach those tanks, too. Now step away from the tanks and set 'em off. After that time, RUN LIKE HELL for the long conveyor belt; not only will the alarms go off bringing Ourumov and tons of guards, but the tanks will seep poison gas into the room. You have now completed the level.

```
<get item from double agent>
Difficulty level:   Secret Agent
Gadgets used:      None
Objectives req'd:  Varies
```

HOW TO COMPLETE: Somewhere in the level, you'll find a scientist holding a black keypad. Go up to him and he'll give it to you. Now, when you get to the door that leads to the room with the tanks, you'll need to bring up the menu and equip the thingy you got. Use it like a gun on the door when you're right up next to it and it should open before long.

By the way, the location of the scientist is randomly chosen. I can tell you that he'll only appear in a place that other scientists can be found, but the rest you'll have to find out on your own.

3.1.3 Runway

General Strategies:

-There's a box of timed mines in the building you start out in. >From your starting point, turn right and proceed to the doorway. Go in, shoot the guard and take the mines. These are great for blowing up the miniguns and missile launcher.

-On the right side of the first building, there's a tank. I suggest you get in after finding the ignition key. You don't have to, though, and if you find the tank a pain to control, you can always just go through without it.

```
FIND IGNITION KEY
Difficulty level:   Agent
Gadgets used:      None
Objectives req'd:  None
```

HOW TO COMPLETE: Go out of the first building (after, of course, doing what I just described in the General Strategies section) via the conveyor belt at the far left of your starting point. Wait until the guard walks by, and blast him. Go in the L-shaped building. Now, you have two choices: you can run around the corner in the building towards the two guards on the other point

of the building and fire away, or you can cleverly ricochet a grenade off of the wall, which I recommend (refer to picture for details). After whatever you did is done, get the ignition key from the table. Finished.

PICTURE:

```
| _____ |
|   G   G   |
| _____ |
| | K C | |
|           | | _____ |
|X           | |           |
|           | |           |
|           | |           |
|           | |           |
|           | |           |
| _____ |
```

G : Guards

K : Ignition key

C : Computer on desk

Y : You

O : File cabinet

X : Place to throw greande so that it bounces off of the wall and lands right in front of the guards and blows up and sends them to Jupiter

ESCAPE IN TREVELYAN'S PLANE

Difficulty level: Agent

Gadgets used: None

Objectives req'd: Find Ignition Key

HOW TO COMPLETE: Go to end of runway. Get in plane. Done.

DESTROY MISSILE BATTERY

Difficulty level: Secret Agent

Gadgets used: None

Objectives req'd: None, but you ought to get the ignition key first

HOW TO COMPLETE: Go to the little brick tower just before the plane. See that gun-like thingy on top of it? Get rid of it. Explosive weapons required; mines or tank optimal.

DESTROY GUNS

Difficulty leve: 00 Agent

Gadgets used: None, but you really should use the tank

Objectives req'd: None, but you ought to get the ignition key first

HOW TO COMPLETE: Simply destroy the miniguns along the runway. There's one in the middle of the runway, and two at the very end. The tank is optimal, but it can be done with the mines.

3.2 Severnaya

3.2.1 Surface -- WALKTHROUGH -- INCOMPLETE

Agent

GETTING TO COMMUNICATIONS SATELLITE

Follow along the path in the beginning, killing any enemies you see

with your silenced PP7 until you can see a large base with a large satellite dish on it. Go inside. Go up the staircase inside and follow the walkway to the end, where there's a door. Go through the door, approach the console and push B to turn it off. Now go out of the room.

GOING IN VENTILATION TOWER

Secret/00 Agent

GETTING TO COMMUNICATIONS SATELLITE

GETTING KEYS

GETTING PLANS

GOING IN VENTILATION TOWER

3.2.2 Bunker

3.3 Kirghizstan

3.3.1 Silo [MC]

PHOTOGRAPH SATELLITE

Difficulty level: Agent

Gadgets used: Camera

Objectives req'd: None req'd, but Obtain Telemetric Data suggested

HOW TO COMPLETE: In the fourth fuel room (those are the ones with the computers in them), you'll find a satellite with blue solar panels. Take a picture of it, making sure you get the whole satellite in there.

OBTAIN TELEMETRIC DATA

Difficulty level: Secret Agent

Gadgets used: None

Objectives req'd: None

HOW TO COMPLETE: In the third fuel room you'll find a scientist in the near right corner of the room from your starting point. Run up to him with gun in hand and he'll drop a cassette. Take it.

RETRIEVE SATELLITE CIRCUITRY

Difficulty level: Secret Agent

Gadgets used: None

Objectives req'd: None

HOW TO COMPLETE: In the first three fuel rooms there are circuit boards laying on tables and on computers. You need to get them all. If you are at the fourth fuel room and you don't have them all, you missed one or more and need to go back and get them. These can be destroyed if the object they are resting on explodes, so be careful.

PLANT BOMBS IN FUEL ROOMS

Difficulty level: 00 Agent

Gadgets used: Plastique

Objectives req'd: None

HOW TO COMPLETE: In each fuel room you'll need to go to your items menu and select the plastique. Place at least one of them in each fuel room.

3.4 Monte Carlo

3.4.1 Frigate

PLANT TRACKING BUG ON HELICOPTER

Difficulty level: Agent

Gadgets used: Tracking bug (duh)

Objectives req'd: None

HOW TO COMPLETE: While running around freeing hostages, you might find a helicopter at the back of the boat. Go to the menu, and select the tracking bug. Press Z when you're facing the 'copter (and also reasonably close to it).

RESCUE HOSTAGES

Difficulty level: Agent

Gadgets used: None

Objectives req'd: None

HOW TO COMPLETE: Run around finding soldiers holding hostages at gunpoint. Kill the captors and any other soldiers that are nearby, and the hostage will start to run away and the message "Hostage released!" will appear at the top of the screen. Later, when the hostage has gotten off the boat, the message "Hostage escaped!" will appear. You have to free more hostages on harder difficulty levels.

DISARM BRIDGE BOMB

Difficulty level: Secret Agent

Gadgets used: Bomb Defuser

Objectives req'd: None

HOW TO COMPLETE: Go to the bridge (the room near the front with all the computers and stuff in it). Take care of the guys, being very very very careful not to blow up any computers at the front and near the center of the room. (Don't shoot the hostage, either). Once you've taken care of that, look around for a computer in said part of the bridge with a little brownish-yellow thing on it. Arm the defuser and push the fire button after walking right up to it. Done.

DISARM ENGINE ROOM BOMB

Difficulty level: Secret Agent

Gadgets used: Bomb Defuser

Objectives req'd: None

HOW TO COMPLETE: Same thing here, except you go to the computer in the engine room (that's on the bottom floor of the boat, BTW).

3.5 Severnaya

3.5.1 Surface

3.5.2 Bunker -- WALKTHROUGH

3.6 St. Petersburg

3.6.1 Statue -- WALKTHROUGH

First, naturally, you're going to want to go and find Valentin.
>From your starting point, go down the slope and to the left side.
Go through the yellowy part on the ground (what the heck is that
supposed to be, anyways?), and then through the little ditch and
under the red archway. Follow the little path until you get to a
bunch of big stone slabs leaning on each other. Go around the left
side of them and in the red trailer and you'll find him.

3.6.2 Archives -- WALKTHROUGH

3.6.3 Streets [MC]

General strategies

-Forget about using the turret on the tank. The only thing it's
good for is blowing up the blue tank mines so that they don't
kill you when you run over them. Squish all the guys with guns,
and if you encounter any guys with rocket launchers get out of
the tank and paste them with your KF7. (Don't forget to get back
in the tank, BTW.)

-On your way to contact Valentin through the alley, you can go
through the window of the building on your left. There's a
grenade launcher in there, which I really can't see the point of
getting here since there's no good use for it, but which I felt
that I should point out.

PURSUE OUIROMOV AND NATALYA

Difficulty level: Agent

Gadgets used: None, but you really should use the tank

Objectives req'd: Contact Valentin (if playing on Secret Agent
or 00 Agent)

HOW TO COMPLETE: When you get to the place with the tank that's
near the beginning of the level, get in. This tank is your best
friend for the rest of the level. Contact Valentin (if necessary),
then proceed through the level. Every time you get to an
intersection, turn right. Pretty simple if you know how, really.

CONTACT VALENTIN

Difficulty level: Secret Agent

Gadgets used: None

Objectives req'd: None

HOW TO COMPLETE: At the very first intersection right after you
get out of the military compound, turn left and go to the right
side of the dead end. Lo, a back alley! Go in there and you'll
find a building with a door. Valentin's in there. Oh, and the
best part is that once he's contacted his "associates", you get
a bunch of extra time to catch Ourumov with.

3.6.4 Depot -- WALKTHROUGH

3.6.5 Train

3.7.1 Jungle

3.7.2 Control

General strategies

-You'll find Boris shortly after you go through the place with the remote mines in it. If you stick around long enough, he'll pull a gun on you. DO NOT SHOOT HIM. Not only will Natalya get really PO'ed at you and refuse to do anything, but it's not necessary -- he drops the gun anyways and you can pick it up. Optimally, you should let him draw it and drop it so you can get the ammo in it, then just leave. He'll run off.

-At the very top floor after going up the stairs, go right and keep going until you go through the grate to find some body armor.

-In the same place is where that infinite stream of guys comes from after you've protected Natalya. You can just go the the staircase and blow guys away, taking their ammo until you've got as much as you can hold.

PROTECT NATALYA

Difficulty level: Agent

Gadgets used: None

Objectives req'd: Disable satellite

3.7.3 Caverns [MC]

General strategies

-At several points in the level, there's areas with a whole bunch of boxes in them. Blow 'em all up; there's ammo in them.

-Once you get to the area where the platform splits into an upper and lower path, take care of all the guys in the area; between here and the airlock into the next area. Now go down the stairs and back behind the first staircase. Blow up the boxes in there and take the ammo (there's an especially high amount here), now blow up the lockers. This reveals a hidden cave. Go through there and blow up the lockers on the other side (careful of the explosions). Lo and behold, a shortcut to one of the pump control rooms. Do be careful of the minigun in here, of course.

3.7.4 Cradle

General strategies

-At the very beginning of the level, there's some body armor behind the lift. You'll thank yourself for getting it ASAP.

DESTROY MAIN ANTENNAE CONSOLE

Difficulty level: Agent

Gadgets used: None

Objectives req'd: None

HOW TO COMPLETE: Once you've gotten onto the main part of the cradle, go along until you find a bridge to the lower part of it. Go across, and go down the stairs at the bottom. Turn left, open the door, and whatever you do, DON'T GO THROUGH. Look carefully and you'll find one of those happy little mounted miniguns there. Take it out with a DK5, quickly. Check for enemies following you from on top of the staircase, and eliminate all that you see. Go in the room a little and blow up the other minigun. Check for

enemies again. Go behind the big metal gear-thingy, and blow up the console.

SETTLE THE SCORE WITH TREVELYAN

Difficulty level: Agent

Gadgets used: None

Objectives req'd: Destroy main antennae concole

HOW TO COMPLETE: Immidiately after blowing up the console, check for enemies again. You have no idea how important this is. No go out the room via the door that you didn't enter from. Go carefully -- but not so slowly that you're efforts to check for enemies go to waste and you find 49 bullets nicely arranged in your back -- towards the ramp. Now strafe out right in front of it, aim right at the bastard and fire away, running straight at him. He'll run away. Chase him. Every now and then, at certain points in the level that you chase him to, he'll turn around and fire a few pot shots at you. Shoot him as he's turning around, or as he's firing if you can't do it that fast. Keep this up until he goes to the very bottom of the cradle, down the lowest flight of stairs. Follow him down there, and through the hole he jumps down. Now BLAST THE LIVING HELL OUT OF HIM, and keep in mind that unlike most ledges in the game, you can very easily fall right off of the small platform you've followed him onto. When he's taken about ten more hits or he falls off of the platform -- whichever comes first -- he's dead. Enjoy the credits.

3.8.1 Aztec -- INCOMPLETE -- WALKTHROUGH

God, I hated this level. Of course, that's because I didn't have this guide to follow me through it. Oh, and also because I didn't figure out about the secret computer room, let alone the optimal route through the level for quite some time. Or how to upload the data. Or how to climb the ladder to open the exhaust bay without getting my a\$\$ blown off. Ugh.

FIRST ROOM, FIRST HALLWAY, LARGE ROOM WITH GAP IN IT, PASSAGE TO COMPUTER ROOM

From your starting point, slowly inch along the rightward wall until you see one of the Moonraker Elite (they're the guys in the yellow suits). Blast him, then run back in your little alcove. Hold the aim button down while you wait for the other two guys to come a runnin', and blast them when you can see them. Run around, getting ammo and grenades and guns. Now go to the center of the wall across from your starting point and push B to open the hidden door in the wall. Shoot the guy there, now equip the AR33 and take care of the guy at the back of the room. Quickly, before two other guys appear in front of the hallway to back him up. Shoot them when they show up, even if you haven't taken care of the other guy yet. Now go to the end of the hallway, along the right wall, then lean left and peg the guy behind the boxes. Go up to the post on the left side of the room, then lean right when you get to about one body length from it and shoot the guy behind those boxes, too. Go across the stone bridge, then to the back of the room and open the secret wall there.

COMPUTER ROOM

Fire a few shots out in the open to attract attention and waste all the guys that come running. Run in, find a hiding spot behind one of the white walls, and shoot the two other guys. At the back of the room on the left side, there's some inoperative mainframes. Go to the little cubicle closer to the door you came from on the same side, and you'll find a security door console. Activate it to lower the mainframes, and go through them.

HALLWAY, EXHAUST BAY

HALLS TO LAUNCH CONTROL ROOM

TOWARDS BATTLE WITH JAWS

BATTLE WITH JAWS

BACK TO COMPUTER ROOM; UPLOADING INFORMATION

BACK TO LAUNCH CONTROL ROOM; LAUNCHING SHUTTLE

3.9 el-Saghira

3.9.1 Egyptian

Okay, I've managed, after several hours of insanity-threatening attempts to beat Aztec on 00 Agent, to get here. Thing is, I haven't beaten it yet, so I can't tell you everything. However, here are a few things that might help you get through the level:

-Baron Samedi (sort of) can be reached by going through the left doorway in the first room, then through the right doorway in the next room. If you manage to kill him, you'll hear him laugh. That's right, you didn't really kill him.

-In the back of the room where you face the first imposter, you can go up a staircase and through a secret door to the room where the Golden Gun is hidden. When you reach it, however, unbreakable glass will come up around it and four miniguns will pop up and shoot you. I have no idea how to destroy the miniguns nor the glass. Grenades don't work, by the way.

-After you've killed two Baron Samedi imposters (on Agent, anyways; you probably need to do more than that on higher difficulty levels), the sky and fog turn black, making it really hard to see.

-To kill the real Baron Samedi (after and only after you've killed all the imposters), go back to the room where you found him first. Near one end of that room there's a hidden door. Go through there, work your way through (careful, there's miniguns in there) and you'll find a room with some big black shiny pole in the middle. Nearby you'll find the real Baron Samedi, whom you must kill to accomplish Objective B. Warning: he takes a *hell* of a lot of hits before he dies.

4. MULTIPLAYER

4.1 Characters

All of the characters in the multi-player mode have equal attributes, and are in the game simply for a way to tell the difference between players. You start the game being able to pick the following characters:

- Bond
- Natalya
- Trevelyan
- Xenia
- Ourumov
- Boris
- Valentin
- Mishkin

When you beat the game on any difficulty level, you are able to play as the following characters from the other 007 movies:

- Mayday
- Jaws
- Oddjob
- Baron Samedi

...Plus all of the civilians and enemies in the game. You can even play as a scientist!

4.2 Levels

You start out with the ability to play on only the first six of these levels. Once you get to Facility, the second Bunker level, Archives Caverns and Egypt, you are able to play on those levels in multi-player mode. Only with two or three players, though -- for some reason, you can't play the extra levels with four players (excepting Facility, and possibly Egypt).

- Temple

A pyramid-ish temple, with big wide rooms connected by thin hallways. Great for sniper rifle fights.

- Complex

A building, with air ducts and ledges to hide in and snipe from. Timed mines are fun to use here, and Living Daylights is pretty fun here.

- Caves

A bunch of dark caves. Has only one wide open room; mostly a bunch of winding passages. Two story level. Good for mines.

- Library

A Large building, consisting mostly of large rooms linked together. Also has a ledge around each room for players to go up on and attack those below from. Has a suitably large lower floor.

- Basement

Identical to library level, except the upper floor is locked off.

-Stack

Also a lot like library, except in this one the basement is locked off.

5. CHEATS

NOTE: Upon activating the first cheat you find, on the menu where you select single- or multi-player mode, there will be a new option. "Cheat Menu", at the bottom of the screen. Click on it to bring up a list of all the cheat codes you have discovered. Click on the name of the cheat to toggle it on and off.

ANOTHER NOTE: On single-player mode, if you have a cheat activated, you can only play levels that you have beaten, and on the difficulty level(s) that you beat them on. For example, let's say you've beaten Dam on Agent and Secret Agent. When you have a cheat activated, you may play Dam on Agent and Secret Agent ONLY. If you want to use that cheat to help you beat it on 00 Agent level, tough.

YET ANOTHER NOTE: Some cheats only work in multi-player mode (like the "Turn off radar" cheat), and some only work in single player mode (like the "Enemy rockets" cheat [which really isn't a cheat, but I'll get into that later]). If you use a multi-player cheat in single player mode or vice-versa, it won't really make a difference, aside from the fact that you're still unable to play an unbeaten level with it activated for some reason. Probably a bug.

5.1 Time cheats

These are cheats that are activated by beating the game on certain difficulty levels in a certain amount of time. Once you beat a level within the allotted time (listed as the "Target time" on the screen where it tells you your accuracy in the mission, what objectives you accomplished, etcetera), the cheat will be added to your cheat menu. You'll know you've acquired the cheat when A) Your completed time in the mission is lower than the Target time, B) The words "NEW CHEAT ACTIVATED!" show up in capital red letters next to your time, and C) You hear a loud cymbal-like sound. Not very obvious, is it? ;)

5.1.1 Agent time cheats

LEVEL	TIME	CHEAT NAME	EFFECT
Runway	2:00	DK Mode	Warps body proportions of characters
Silo	3:00	Turbo Mode	Speeds you up immensely
Bunker	1:20	2X Throwing Kni.	Always have dual throwing knives
Streets	1:45	Enemy Rockets	All enemies are armed with rockets
Jungle	3:45??	2X Hunting Kni.	Always have dual hunting knives
Cradle	1:45	Gold PP7*	Always have a gold (and powerful) PP7

* This gun is not the actual Golden Gun that you find in multiplayer mode. The cheat to get that gun is beating Egypt in any time.

5.1.2 Secret Agent time cheats

LEVEL	TIME	CHEAT NAME	EFFECT
Dam	2:40	Paintball Mode	Bulletholes are very colorful
Surface*	????	2X Grenade Lnchrs.	Always have dual grenade launchers
Frigate	4:30	No Radar	No radar in multiplayer mode
Statue	3:25	?	?
Depot	1:40	Slow Animation	Enemies move in slow motion
Control	10:00	Infinite ammo	Never run out of ammo
Aztec	9:00	?	?

* - The first one, not the one at dusk.

5.1.3 00 Agent time cheats

LEVEL	TIME	CHEAT NAME	EFFECT
Facility	2:05	Invincibility	Invincibility
Bunker*	4:00	2X Rocket Lnchrs.	Always have dual rocket launchers
Surface	4:15	Tiny Bond	Your POV & enemies' aim very low
Archives	1:20	Bond Invisible	?(Unsure)
Train	5:30	Silver PP7	Always have a silver PP7
Caverns	9:30	2X RC-P90s	(You get the idea.)
Egyptian	6:00	All guns	YEEEEEEHA! :)

* - The first one, not the one where you have to break out of the jail cell.

5.1.4 Level completion cheats

LEVEL	GUN ACQUIRED
Cradle	Cougar Magnum
Aztec	Laser
Egyptian	(Probably the Golden Gun)

6. Weapons and gadgets

NOTE: All ratings are on a 1-5 (5 being the best) scale.

6.1 Pistols

-PP7

Power: 2
Time between shots: 3
Frequency: 2
Magazine: 7 bullets

Notes: An inferior weapon. Use only if you have nothing else, or want to conserve ammo.

-Silenced PP7

Power: 1

Time between shots: 3
Frequency: 1
Magazine: 7 bullets

Notes: May not seem useful by looking at the numbers, but keep in mind that it's silenced so no enemies can hear you when you fire it. That's a very useful thing.

-DD4 Dostovei

Power: 3
Time between shots: 2
Frequency: 3
Magazine: 8 bullets

Notes: Pretty useful in multiplayer mode, and when your only alternative is an unsilenced PP7.

-Magnum

Power: 5
Time between shots: 1
Frequency: 1
Magazine: 6 bullets

Notes: Good in single-player for sniping, and good in multiplayer if your opponent doesn't have an automatic weapon. Shoots through doors. Aside from that, though, it's not all that great.

-Gold PP7

Power: 4
Time between shots: 3
Frequency: 3
Magazine: 7 bullets

Notes:

-Golden Gun

Power: 5
Time between shots: 3
Frequency: N/A
Magazine: 1 bullet

6.2 Automatics

-KF7 Soviet [Zoom-in]

Power: 2
Time between shots: 4
Frequency: 5
Magazine: 30 bullets

-Klobb

Power: 1
Time between shots: 1
Frequency: 3
Magazine: 20 bullets

Notes: A horrible weapon; only worth using if you've made a lot of noise and your only other means of attack is a karate chop.

-DK5 Deutche

Power: 4
Time between shots: 3
Frequency: 2
Magazine: 30 bullets

-Phantom

Power: 3
Time between shots: 3
Frequency: 1
Magazine:

-ZMG

Power: 3
Time between shots: 2
Frequency: 3
Magazine: 32 bullets

-US AR33 [Shoots through doors] [Zoom-in]

Power: 5
Time between shots: 4
Frequency: 2
Magazine: 30 bullets

Notes: Best high-caliber weapon in the game.

-RC P90

Power: 5
Time between shots: 5
Frequency: 1
Magazine: 80 bullets

Notes: Probably the best automatic in the game.

6.3 Explosive weapons

-Grenade Launcher

Power: 4
Frequency: 2
Magazine: 6 rounds
Range: 3

-Rocket Launcher

Power: 5
Frequency: 2
Magazine: 1 round
Range: 4

-Grenade

Power: 4
Frequency: 3
Range: 2

Notes: Pressing down the fire button pulls the pin out, releasing throws the grenade. This means it is possible to hold down the fire button and keep the grenade in your hand for a little while so that when you throw it it doesn't have that annoying pause before it explodes. Don't hold it with the pin out too long, though. I think you can figure out why.

6.4 Mines

--Timed

How to use: Throw it on something, and in five minutes it blows up. Simple.

When to use: When it's the only explosive weapon you have.

--Proximity

How to use: Throw it at something, and when an enemy walks by it'll explode, destroying all within the blast range.

When to use: When you're being pursued by an enemy.

--Remote

How to use: Throw mine at surface. Switch weapons once so that where your weapon should be, you see Bond with his finger near a button on his watch. Push Z and Bond will push the watch button, setting off the mine.

When to use: When you need to use an explosive weapon that blows up exactly when you want it to, use this. Also good for destroying multiple targets without being noticed immediately; set a mine on target A, another on B, etc. and you can blow them all up at the same time, so that there's no noise made while you're setting the bombs (i.e. no bombs going off when you're trying to place other bombs).

6.5 Other weapons

-Sniper Rifle

-Throwing Knife

-Hunting Knife

Notes: Only available through applicable cheat mode.

6.6 Gadgets

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7. Credits an' stuff

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7.1 Contributors

Name of contributor	Info contributed
Bruce Ambercrombie	-Mentioned that the then-to-be-named Full Ammo strategy can be implemented, giving me the idea to place the strategy in Section 2
Justin Hall	-Mentioned that Magnums can shoot through walls

7.2 Other sources

Nintendo Power	-Revealed time and name of some cheats 'cause I can't get them myself
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7.3 Legal stuff

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END FAQ

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