

- Mission 1: Aarkangelsk
 - Part i: Dam
 - Part ii: Facility
 - Part iii: Runaway

- Mission 2: Severnaya
 - Part i: Surface
 - Part ii: Bunker

- Mission 3: Kirghizstan
 - Part i: Launch Silo # 4

- Mission 4: Monte Carlo
 - Part i: Frigate

- Mission 5: Severnaya
 - Part i: Surface 2
 - Part ii: Bunker 2

- Mission 6: St. Petersburg
 - Part i: Statue Park
 - Part ii: Military Archives
 - Part iii: Streets
 - Part iv: Depot
 - Part v: Train

- Mission 7: Cuba
 - Part i: Jungle
 - Part ii: Control Center
 - Part iii: Water Caverns
 - Part iv: Antenna Cradle

- Mission 8: Teotihuaca'n
 - Part i: Aztec Complex

- Mission 9: el-Saghira
 - Part i: Egyptian Temple

- 09. Weapons
- 10. FAQ (Frequently Asked Questions)
- 11. Secrets
- 12. Odd Glitches and Easter Eggs
- 13. Credits
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01. INTRODUCTION

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Goldeneye 007 was THE game for the N64 -- until Zelda 64 came out that is. But Goldeneye was the best FPS on the N64 no-doubt about it -- until Perfect Dark came out that is. But it seems like everyone forgets about Goldeneye whenever Perfect Dark comes up. And it seems like the "youngins" who are in love with Perfect Dark have forgotten it's predecessor, Goldeneye...or

even worse, they have never even heard of Goldeneye. Sad really, considering that Goldeneye's gameplay paved the way for the masterpiece that is Perfect Dark, yet there are the select few who disregard Goldeneye as a "has-been". Well kiddies, I'm here to tell you that Goldeneye has NOT been forgotten...hell, it will NEVER be forgotten in my eyes, and that is why I have done this FAQ for Goldeneye. Since I have already done Perfect Dark, I thought, "Hey! Why not do a FAQ for the game that has revolutionized home entertainment and multiplayer gaming as we know it?"

And so it began...the quest for my best work yet...my Goldeneye 007 FAQ / Walkthrough. This guide covers all difficulties, and is based upon the 00 Agent mode, which has all 3 difficulties' objectives all rolled into one, and since it covers the 00 Agent Mode, anyone in any difficulty level can use it to get through the game. So enjoy.

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02. Legal Stuff

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03. UPDATES/REVISION HISTORY

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Version 1.01 (07/31/00)

- Just here to fix some things with the Walkthrough, and other parts of the FAQ to...thanks to FAQ God (aka Karl Jobst) for pointing these out for me

Version 1.0 (07/29/00)

- Final Version, has everything
- Oh, and the final Egyptian Level was a joke BTW...

Version 0.7 (07/28/00)

- Got the rest of the "regular" game walkthrough done, through the Antenna Cradle
- Everything else is new...now I need to finish the Aztec and Egyptian walkthroughs...

Version 0.4 (07/26/00)

- First version, beta release
- So far I only have the walkthroughs up through the Silo, and the Weapons Info

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04. Story

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All right, 007, it's time to get down to business. Some time ago, Pirate, a top-secret combat helicopter, was hijacked from a French war vessel in Monte Carlo. Pirate was stolen by Xenia Onatopp (heh). She was assisted by several mysterious comrades.

Xenia, a former Soviet pilot, is a known accomplice of the Janus Syndicate, an international organization that is world renowned for its dealings in top-flight illegal arms. They are currently based in St. Petersburg, Russia.

Pirate reappeared two days ago in Russia near the site of an unusual disturbance believed to be the result of the discharge of the Goldeneye weapon satellite.

The situation is serious, 007. If Pirate or Goldeneye has fallen into the wrong hands, I don't have to tell you that the security of the free world could be in jeopardy. We want to recover the Pirate helicopter and get to the bottom of this. You are licensed to kill.

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05. Controls / Options

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B Button - Reloads/Opens doors

A Button - Changes your weapon or device/allows you to switch weapons

Start - Pauses the game

L/R Buttons - Aims your weapon with the scope

Z Button - Fires your weapon/use gadget

Control pad - Allows you to look up and down, as well as side step to the left and to the right when using the C-buttons:

C-Up - Look down

C-Down - Look up

C-Left - Side step left

C-Right - Side step right

Analog Stick - Moves you forward, backwards, and to the sides

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- Control Style 1.1: L/R Buttons = Aim
C-Up = Look Down
C-Down = Look Up
C-L/R = Strafe Left/Right
A Button = Weapon Select
B Button = Action/Reload Weapon
Control Stick = Walk/Turn
Z Button = Fire Weapon

D-Pad = Same as C-Buttons
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

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Control Style 1.2: L/R Buttons = Aim

C-Up = Forwards
C-L/R = Strafe Left/Right
C-Down = Backwards
A Button = Weapon
B Button = Action/Reload
Control Stick = Look
Z Button = Fire
D-Pad = Same as C-Buttons
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

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Control Style 1.3: L/R Buttons = Weapon

C-Up = Look Down
C-L/R = Strafe Left/Right
C-Down = Look Up
A Button = Fire Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim
D-Pad = Same as C-Buttons
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

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Control Style 1.4: L/R Buttons = Weapon

C-Up = Forwards
C-L/R = Strafe Left/Right
C-Down = Backwards
A Button = Fire Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim
D-Pad = Same as C-Buttons
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

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Control Style 2.1 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Fire Weapon

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Control Style 2.1 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look/Strafe
Z Button = Aim

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Control Style 2.2 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look

Z Button = Fire

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Control Style 2.2 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Strafe
Z Button = Aim

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Control Style 2.3 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim

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Control Style 2.3 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look/Strafe
Z Button = Fire Weapon

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Control Style 2.4 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look
Z Button = Aim

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Control Style 2.4 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Strafe
Z Button = Fire Weapon

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Reverse Pitch: Changes the direction style your aiming mechanism goes

Look Ahead: This lets you see ahead during gameplay. I suggest leaving it on.

Head Roll: This allows you to turn your head fully around when looking.

Auto-Aim: This will hone in on enemies during fire when set on.

Aim Control: You can select Hold, where you have to hold the Aim, or toggle, where it is automatically set when the corresponding key is pressed.

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05. Game Basics

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• Strafing:

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This movement allows you to side-step enemy fire and cut corners a lot faster than normal. Strafing also allows you to circle opponents and "take-care" of them faster. Do this by using the Left and Right C buttons.

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- Head Shots:

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Just like in Perfect Dark, Goldeneye has a body system, that is, it really does matter where you shoot the enemies. To save ammo, to be stealthy, or to just make the game easier, use Head Shots. Just aim for the head or face, pull the trigger, and that enemy will go down faster than you can say "Bye bye..."

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- Always take cover:

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Taking cover behind crates or walls will save you health, and will provide you with much-needed protection when you need to reload your weapon. Whenever reloading, always take cover whenever possible to save your ass from on coming fire.

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- Always try to be stealthy:

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I good rule of thumb: If the enemy cannot see you, then they cannot kill you. Always remember this when playing through Goldeneye. It's better to take your time and sneak up on the enemy and take them out silently then to come running into a room full of enemies with guns a blazing.....unless you are trying to unlock a time cheat. ;)

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- Don't use a loud weapon in a room with many guards:

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Duh. If you use a loud weapon instead of a silenced weapon in a room full of guards, the other guards will hear the shot, and come running at you, and attempting to kill you. It's ok to use a loud weapon in a room with one guard, but never use one in a room with more than one guard. It's just common sense.

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- Run away:

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When it starts to get thick (lot's of enemies that you can't handle), just run away. Running away gives you time to think of a strategy, reload, get more health or armor, etc. And most of the time most of the guards won't follow you the whole way through, so you can lose some guards at the same time.

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- Use the Automatic aiming mechanism:

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Whenever an enemy is in your sights, Bond will almost (90% of the time) always aim for the nearest enemy to him. Use this to your advantage in tight situations. If there are plenty of baddies around you at once, then just let your gun rip and you'll be able to kill of multiple baddies at the same time, or you will be able to kill them without aiming very well. This works very well when you are over-whelmed with baddies in a difficult situation.

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• Use the Manual-Targeting system:

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This awesome, yet sometimes overlooked feature is one of the best ways to kill enemies in the game. Just hold R Trigger to bring up your aiming mechanism, and aim for a specific body part (like the head or chest preferably). Use this as much as you can to kill quietly and quickly.

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06. Characters

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FRIENDS:

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|--------------------------|--|
| Natalya Simonova | A computer programmer based at Severnaya, she is the only survivor of the terrorist raid. |
| Valentin Zukovsky | A former enemy of Bond, he has become a black market trader in arms and information in new Russia. |
| 006, Alec Trevelyan | A fellow 00 agent, Bond trusts his life to Alec Trevelyan. |
| Defense Minister Mishkin | A patriotic member of the Politburo. |

ENEMIES:

- | | |
|------------------------|---|
| Janus | The shadowy leader of the Janus Syndicate. |
| Xenia Onatopp (heh) | A Janus lieutenant, she is the hotshot pilot and a crack killer who enjoys her work. |
| General Arkady Ourumov | A traitorous Soviet Officer, in league with the Janus Syndicate. |
| Boris Grishenko | The programming genius behind the main systems of the Goldeneye satellite who sells out to Janus. |

OTHER VILLAINS:

Try and find these four villains!

- | | |
|--------------|--|
| Jaws | An arch villain, eight feet tall and virtually indestructible. Avoid at all costs. |
| Mayday | A slim target with a sharp draw. A lethal adversary. |
| Baron Samedi | His countrymen fear his skill in the black arts, but |

he's equally at home with more conventional weaponry.

Oddjob

A diminutive villain sporting a bowler hat. He's small and deadly.

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07. Walkthrough Basics

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There are a total of Nine Missions in Perfect Dark, along with Special Hidden Missions that must be earned. There are also different difficulty levels that you can play on:

- Agent
- Secret Agent
- 00 Agent

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Here are some descriptions from Dallas:
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AGENT - The standard agent, this is how you will begin each level. Playing levels in Agent mode enable you to do less work, but it's also the easiest mode to play on. Not too good for bragging rights.

SPECIAL AGENT - One rank above the standard agent, Special Agent mode allows you to complete more obstacles in each mission, and it is the 2nd hardest mode to play on. You would be considered a "good" player when beating a mission on Special Agent.

00 AGENT - The absolute highest ranked agent you can play as. On 00 Agent mode, you have the maximum amount of obstacles to tackle and it's the hardest mode. You can call yourself a god at this game if you beat missions on 00 Agent.

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Here is what they mean:
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DIFFICULTY	LEVEL LAYOUT
Agent	Small, simple
Secret Agent	Average layout
Perfect Agent	Big, complex

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Here is a list of each mission, along with the level it is in:
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Mission	Level(s)
Mission 1	Dam Facility Runaway
Mission 2	Surface Bunker
Mission 3	Silo
Mission 4	Frigate
Mission 5	Surface 2 Bunker 2
Mission 6	Statue Park Archives Streets Depot Train
Mission 7	Jungle Control Caverns Cradle
Mission 8	Aztecs Complex
Mission 9	Egyptian Temple

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08. Walkthrough

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M I S S I O N 01

• Dam •

Primary Objectives:

- a. Neutralize all alarms
- b. Install covert modem
- c. Intercept data backup
- d. Bungee jump from platform

You'll start out this mission inside a dam. Have your Silenced PP7 equipped (which it should be already), and turn and face the left wall. You will see a large green truck driving away. You will need to use that for cover later on. Now strafe right and pop the first guard in the head with a headshot. Grab his KF7 Soviet rifle, then run across the bridge and over to the nearest tower. Run around the left side of the tower, and kill the guard that is here.

Grab the ammo, then peek around the right side of the tower, and you will spot a guard standing here. Pop a cap in his ass, then head back to the top of the tower and get the Sniper Rifle. Go back down to the bottom of the tower, then head down the tunnel.

Use your KF7 Soviet and blast the guards in here, and use the truck for cover if necessary. Exit the tunnel, and head up the tower to the right. Beware of a guard up here, and kill him, and use your Sniper Rifle to pick off any visible guards that are around this area. There is one to the left of the tower, next to some gray boxes, there are two guards in the small bunker that is just past the tower, and there is a guard hiding behind some crates near where the truck has stopped in front of the gate.

Head back down the stairs, and run to the gate that the truck is waiting at. Hit the red switch to the right, and wait for the gate to open. Go through the first gate, and hit the green button that is on the other side, behind you. Wait for it to close. Now hit the next red button to open the other gate, and the truck will roll through. Stand behind the truck or use it for cover, then blast any guards that are out here.

Use it as cover to kill the green guard to the right, then turn around and head back up the next tower. Kill the guard up here, then use your Sniper Rifle to pick off any more guards. Pick off as many guards as you can, then go back to the bottom of the tower.

At the bottom, head over to the next gate, and blow up the Red Alarm with your weapon, then head through the gate, and open the door to your immediate right. Kill the guard in here, take his DD44 pistol, and head into the next room and take care of the guard in here. Head back outside where you entered, and make your way right and through the boxes. You will see a computer screen with green writing on it. Enter your inventory menu, and select your Covert Modem. Hit start, then hit Z to toss the modem onto the screen. It should say "Covert Modem Installed". Now blow the lock off of the next gate, and stop and equip your Sniper Rifle.

Use it to view off into the distance, and you will see guards patrolling the towers. There are 3 towers. Pick off as many guards as you can at this time. Now head into the first tower, and blow up the Red alarm that is next to the door. Head back outside, and into the next tower, and do the same thing. Head outside and into the third tower, and blow up the red alarm here. Now head down stairs.

Make your way to the left, and go ALL the way to the very end of this long

hallway, killing the guards along the way. At the end you should see a gray steel door with an arrow on it. Open it and enter the room. Kill the 4 guards in here. Run over to the large computer terminals in the back of the room, hit the action button to activate them, and just wait for the countdown to hit 0. When it does, this objective will be completed.

Make your way back outside and to the top of this area with the towers. Run to the center tower, and head up to the small platform that is directly across from it to finish this level, and to bungee down to the Facility.

• Facility •

Primary Objectives:

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

You will start off this level in some vents above the bathroom. Head over to the opening in the vents and peek out. You will see two bathroom stalls. The furthest one is occupied, so to speak. Use your Silenced PP7 to nail the guy in the head. Now drop down into the stall, and exit the smelly stall.

Enter the stall to the right and take the guy's KF7 Soviet. Eliminate the other 3 guards in here (2 are in the stalls near the urinals), then leave the bathroom, and go out onto the staircase. Out here, kill the guard that comes in from the right through some double doors. Head through the doors and down the stairs. Stop right before the guard at the bottom sees you, and pop a cap in his noggin. Head through the doors that are to the left of him. Sneak up behind the next guard, and kill him to get the Keycard B.

Head through the door in front of you, and turn right, and take care of the 3 guards that are in this area, and down the hallway. Head through the door that is to the right of the stairs, and kill the 2 guards in here. Now head into the door that is directly across from the stairs. Get ready to run. Activate the security doors by activating the terminal in this room. See that door on the other side of the mirror? That's where you need to go. Run out of this room, down the left, and head through the door that is to the left, and run through the open door before it closes.

Kill the 2 guards in this area, then head on through the next brown door. Use your KF7 Soviet and blast the 3 guards in this hallway. Now search the large rooms that are to the left and the right for Dr. Doak. He's usually in the room to the left, but he can be anywhere. Find him, and talk to him. Now exit the room, and head into the main hallway, and go through the next two doors. Stand here and wait for the first guard to come walking by from the left. Kill him, then go left and kill the other 2 guards that

are around. Now head back and go right this time, and do the same thing. Now head into the door that is right across from the door you came in here, and kill all of the guards in here. Now choose one of the terminals. Whichever one you choose is the side you will have to run to. If you choose the one on the right, then you will have to run to the door on the right.

So choose one, activate the security door, then run like hell to that door and go through it. Go through the one to the right first. In the next room with a bunch of scientists, and possibly Dr. Doak. Now go back and head through the door to the left (be sure to activate it first though).

Dispose of the guards in here, and go around behind the stairs, and kill the 2 guards near the boxes. Head up the stairs. Kill the guards up here, then move on into the lab area. If you still haven't found Dr. Doak (the double agent numb nuts), then he is in here. Speak to him if you must, then make sure you do not kill any scientists. Make your way to the back of the lab area, and you will find 2 stupid ass guards just standing there. Do whatever you please to them, then move on. Use the Decoder the Dr. gave you on the next door, and head into the bottling room.

Head down onto the floor and you will meet 006. Talk to him, then place one mine on each of the front 5 bottling tanks. Set off the mines with your remote watch, then run over to the conveyor belt to escape.

• Runaway •

Primary Objectives:

- a. Find place ignition key
- b. Destroy heavy gun emplacements
- c. Destroy missile battery
- d. Escape in plane

Turn left and take the hand grenades. Now use the giant steel shutters to exit and head outside...or you can go to the conveyor belt and slide down the exiting slide to get outside. Either way, once out here, kill the patrolling guard, then head into the hut to the left. Kill the 2 guards in here, then take the Ignition Key from the desk. Now head back outside.

Run all the way to the other side away from the hut and turn the corner to find a tank waiting for you. YAY! Hop into the tank, and roll that sucker out into the open. Roll down the runway with the tank, and blow up all 3 of the large machine guns that are on the sides of it, all while killing numerous guards along the way. Now at the end near the plane, you will see a missile battery on top of a small tower. Use the tank's missiles to blow it up, exit the tank, and hop into the plane to escape.

Primary Objectives:

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

You will start this mission in the middle of nowhere. Run forward, and follow the path. Kill the guards along the way (there are a lot of em), and head up the left of the main path, and onto the snowy banks. Veer left until you reach a small wooden cabin to the left, and one across from it. Enter the one to the left first, and grab the Safe Key from the desk with the computer. Exit the cabin and blast the 2 guards that are outside the other cabin from a far. Now enter this one, and go around the boxes to find some grenade rounds...hmmm...does this mean we'll get a grenade launcher later? I think it does...

Exit the cabin, and go right, and up the snow banks. Kill the guard that is patrolling the main path, then you will see another cabin, but this time you are behind it. Ignore it, because it's empty. Kill the next guard that is patrolling the main path. Now look forward in the direction that the cabin is facing to see a large satellite dish. Remember that. Now head right and at the end of the path you will find another cabin. Enter it, and kill the two guards to get a grenade launcher and a large key.

Now head towards the dish, but take a right at the main path. Head down it until you reach a fork. Take the right fork for now, and kill the guard guarding it. Now head back to the fork and head down the left path. See that small concrete thing? That's where you escape. Now head back towards the dish.

Enter the dish, and beware of any patrolling guards around, since there are lots of em. Head inside, and up the stairs. Go through the green door at the top of the stairs to enter a room with a computer terminal. Hit the switch on it to de-activate it. Exit the dish area, then head left and go around to the back of the dish. Go up the snowy banks, and hug the right-hand "wall" until you reach some cabins with a fence surrounding it. Enter the cabin to the left, and open the safe with your safe key to get the Bunker Plans. Leave this area, and run past the dish, and head to that fork we saw earlier.

Take the left fork, and climb the ladder on the concrete vent shaft. Use your gun to shoot off the 4 locks on the grate, and when it drops, hop into the hole to finish this level.

Primary Objectives:

- a. Disrupt all surveillance equipment
- b. Copy Goldeneye Key and leave original
- c. Get personnel to activate computer
- d. Download data from computer
- e. Photograph main video screen

Do a 180 and head through the red door. Turn left fast, and get rid of that pesky camera before it spots you. If it does, then you will be "hunted" in a way by tough as nails guards equipped with DD44's, and KF7 Soviets. These guys are dressed in all black and have sunglasses on... Not a good thing. Kill the 2 guards in the next hallway to the right, grab the Security Keycard, then go back to where you started the level.

Open the door in front of you, and blast the 2 guards here. It's funny because the first guard never seems to notice you, even if you shoot the other guard. He just stands there and looks around like someone poked him on the shoulder or something. Anyways, blow up the Red Alarm, then head out the door. Head out into the hallway, and kill the 2 guards here, then blow up the security camera to the right quickly. Now head back and go down the hallway, and go down the stairs to the left. Kill the guards here, and you will get the computer room key from one of them. Enter the mainframe room, and kill any guards in the main room. Head back up the stairs, and go straight, and destroy the camera that is on the wall to the right. You are now in some kind of red-ish area. Kill the guards in this area around the wooden beams, then head back to the mainframe room.

Go straight, and head up the stairs that has a glass wall near it. Kill the guard and destroy the camera up here. Now head back down, and approach that large screen. Go into your inventory screen, and equip your camera, and take some pictures of the screen. Now head over to the small desk with the Goldeneye Key on it, take it, then equip your Key Analyzer, use it on the key, then use the action button to get rid of the original key. Find Boris in here (that nerd with the orange shirt), and he'll take you to the computer room. Let him do his thing in the control room, and when he's done, (a notice will notify you), use the Data thief on the computer...all while the stupid alarm is sounding.

When you are done downloading, head back into the mainframe room, and run across the room and head out the glass door, kill the 2 guards in green at the top, and head outside to finish the mission.

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M I S S I O N 03

• Silo •

Primary Objectives:

- a. Plant bombs in fuel rooms
- b. Photograph satellite
- c. Obtain telemetric data
- d. Retrieve satellite circuitry
- e. Minimize scientist casualties

Right when you start this level, you will see that you only have 8:30 to complete it before the place goes up in smoke, so hurry it up. Run around the silo, and through the first door. Kill the two guards here, then head up the stairs, and take care of the slew of guards at the top. Use the crates for cover, or use them as explosives to kill the guards more quickly. Head through the door to the left at the top.

In here, kill the guard that is to the right, then approach a guard to get a Keycard. Now head over to the table, and grab the 2 green objects which are 2 circuit boards. Now toss some Plastique on the tanks in here, then head through the door at the top of the stairs.

Blast the stupid guard that is right in front of you, then kill the one that comes running in. Now take a right, and go through the door and run around the missile, kill the guard, and head through the next door. Kill the 2 guards in here, go up the stairs, and blast the 3 guards at the top. Now go into the next door, and kill the 2 guards inside the lab area. One of them will drop a Circuit Board, and a scientist will give you the Keycard for this room. Repeat the same thing as the last room by plating the plastique on the tanks in here, then exit through the door at the top of the stairs.

Kill the guards here, then take another right, and through the silo, killing any guards along the way, until you reach another lab area. Dispose of the guards in here, and take the green circuit board on the table. Get the Data Card from one of the scientists, and a Keycard from another. Plant the plastique again, then head out the door at the top of the stairs with the Keycard.

Head right, and kill all of the guards near the crates. Either blast them with everything you got, or toss grenades at them to get rid of them faster. Head up the stairs, dispose of the many guards, then head on through the door at the end of the hall, to the left. In here, plant the plastique, then use your camera on the Goldeneye Satellite, take a picture, then head out the door to exit this area.

Out in the next hallway, blast all the guards that you can, and try to kill Ourumov, and if you do (he's the guy in the black), you will be rewarded with a DD44, and Ourumov's briefcase. Take a left, kill the guards (although you don't have to), then head through the room with all the computer terminals, and go right. Run past the center area, and into the elevator to exit the mission, and watch the place go up in flames.

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• Frigate •

Primary Objectives:

- a. Rescue hostages
- b. Disarm bridge bomb
- c. Disarm engine room bomb
- d. Plant tracking bug on helicopter

Cool. You are now on the giant vessel where the Pirate chopper is located. Use the Silenced DK5, then head up the ramp, and go up the staircase that is furthest away from you. At the top, open the door, and immediately kill the guard that is right in front of you, although he isn't that close. Take a right, and head through the door in the small blue hall. Kill the guard here, and continue through the next door, then dispose of the guard here, and enter the next room carefully. There is a hostage inside. Quickly take care of the guard who is holding the hostage at gunpoint, then kill his two friends.

Now look at the front computer terminal. It should have a small bomb on it (it's light brown), so use the Bomb Diffuser to get rid of the bomb. Ok, exit the room, and go back to where you came into the ship. Head down to where you first shot that first guard, then go through the door to the right. Take out the guard holding the hostage at gunpoint, then kill the other guy. Make sure you do not kill the hostage though. Now enter the room to the right, and kill the guard holding the hostage at gunpoint, then kill the other guard. Simple ain't it?

Leave the room through the only other door, go right, and down the stairway, but first kill all of the guards that FLOOD this hall. Sheesh. At the bottom of the stairs, veer right, and kill the guards that are around the second set of stairs. Kill the ones that are at the bottom, and head down the stairs. Take a right, and into the engine room. Blast the first set of guards on the catwalk, go down the stairs, kill the guard here, then turn around, and free the hostage. Now head up the next set of stairs, and run over to the computer terminal. Use the Bomb Diffuser on the bomb that is on the computer, then turn around and go through the door.

Run forward past the stairs, and into the next room and free the hostage inside. Veer to the right, and free the next hostage in the next room. Leave the room, and head up the stairs, and kill the 3 guards at the top. Now go through the door, and kill the next 3 guards. Now continue forward until you reach an empty room with a large shutter door. Open it to find the Pirate. Place the Tracking Bug on the Pirate to complete an objective.

Now just run back to the beginning of the level where you entered and run down the ramp and into the boat to finish this mission.

• Surface 2 •

Primary Objectives:

- a. Disrupt all surveillance equipment
- b. Break communications link to bunker
- c. Disable Spetznaz support aircraft
- d. Gain entry to bunker

Great...another snow level. All you have to do is get rid of the cameras, To do this, head forward and run to the cabin where you got the Grenade Launcher from the first surface area, and inside you will find the guard with the Comms Room Key. Blast him and grab the key from the floor. Exit the cabin, and destroy the camera out here. Now go to the Large satellite dish, and head up the stairs. Blow up the camera on the way, and enter the room with the computers in it. Blast them to blow them up, and break communications link to the bunker.

Leave the dish, and head to the cabin where you found the safe from the first surface level (with the fence around it). Blow up the camera here, then run around this area, and blow up the camera on the small building. Now go past the Dish, and take the right-hand path at the fork to find a helicopter. Toss a mine onto it, then exit the level through the door that is in the snow.

• Bunker 2 •

Primary Objectives:

- a. Compare staff / casualties lists
- b. Recover CCTV tape
- c. Disable all security cameras
- d. Recover Goldeneye operations manual
- e. Escape with Natalya

Great...back in the Bunker....and trapped as well. Anyways, use your watch magnet attract to get the Key from the wall across from your cell, then when the guard is closest to you, kill him with your chops of death. Now take the Keycard and the KF7 Soviet, and free Natalya. Talk to her, and she'll say that you both should go to the computer control room. Leave her in the cell for now, by keeping her inside until the door closes. Exit the cell area, and head forward, and through the doors, and kill the guards here. Now eventually you will come to a large area with lots of guards. Kill them all, and you will collect many keycards and such. Head back the way you came, and go right down the hallway that is to the right of the cell area. Make your way through the halls, and blow up any cameras that you see. Eventually you will reach a room with one guard inside, with a black and red item on the table...hmmm....looks like a videotape to me. Kill the guard through the glass, then run inside and grab the tape.

Leave the room, and go left and you will find the mainframe room. Instead of going in here though, go back the way you came, and go to the computer room (the one where Boris lead you in the previous Bunker level). Inside, kill the guard to get the Safe Key. Now head back the way you came, and you will find a room near the cells area with a safe in it, and 3-4 guards inside. Kill the guards, then use the Safe Key on the safe. This room is just past the cells. If you did not get the Safe Key earlier, you will get it in this room from one of the guards. Open the safe to get some items.

Head past the cells, and you will come to a dead end, and a room. Get the document from the desk, then head back to where you got the first safe key. Go down the hall and run into the yellow-and-black striped area. Blow up the first sentry gun fast, and dispose of the guards. Veer around the corner, but be careful, because there is another gun. Blow it up, then pass through the blue hallway, and strafe right at the end, and aim high, for there is yet another sentry gun above. Return to the cells and get Natalya.

Now go into the mainframe room, and Natalya will check the main control panel. Let her do so, and protect her while she does so. When the alarm and a timer go off, it's time to escape. Run with Natalya out the same exit as the last Bunker level, kill the guards that get in your way, but be quick, because you have less than 60 seconds to do so. Now head outside to exit the mission.

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M I S S I O N 06

• Statue Park •

Primary Objectives:

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

This is one of the easiest, yet confusing levels in the entire game. It's easy because it's damn straightforward, and confusing because it's all dark and you get lost easily.

Start off by killing the first few guards here, then veering to the left, and hugging the left hand wall. Run forward until you reach a small redish shack with Valentin inside. Talk to him, then leave the hut, and continue forward. Run all the way through the statues (no wonder they call it Statue Park...), then eventually you will reach the end with a large statue. Stop, and turn around to wait for....006! He's the man you are looking for. Him and some goons with shotguns...damn. When the conversation is over, kill as many of the goons as you can, then stay to the right side, and

run all the way back to the beginning of the level.

Once back here, you will find Natalya inside the Pirate, so rescue her. Now run away from the chopper, because it will blow up. When it does, search the area (near or far), for the Flight Recorder, which is in a large orange box.

Now go back to the beginning of the level, where you found the helicopter. You will meet some more goons who take Natalya hostage, as well as you...

• Military Archives •

Primary Objectives:

- a. Escape from interrogation room
- b. Find Natalya
- c. Recover helicopter black box
- d. Escape with Natalya

Sigh....yet another easy level, that is mostly straightforward. Anyways, when you begin the level, chop the two guards, and then take their guns. Now head out the door, but make sure you have the door key first, or else you won't be able to get out. Now go right, and through the door to the right at the end of the hall. You will now be inside a large room with some stairs that lead down at the other side of the room (it has lots of shelves). Head through the door to the left, then head through the single door that is near some double doors, and you will find Natalya being held hostage by a guard in black. Shoot him, then his pal to free Natalya. Go back to the main archive room, and go down the stairs, then past the tables, and through the door to the left.

Now head through a few doors to the right to find Mishkin. Talk to him, and he'll give you the Safe Key. Use it on the safe next to him to get the black box flight recorder. Head out of the room, and go back up to where you freed Natalya. Make your way down to where there are tons of windows, in a singular hallway, near the center of the archives. Shoot the a window, and hop out to escape the military archives.

• Streets •

Primary Objectives:

- a. Contact Valentin
- b. Pursue Ourumov and Natalya
- c. Minimize civilian casualties

Hmm....another easy, yet time consuming level (being sarcastic here). Kill the first batch of guards that are to the left, and head out onto the street.

Go left and into the ally, and kill any guards that get in your way. At the end you will find Valentin, so speak with him, then head back to the tank.

Hop into the tank, and use it to run over any goons you can find, but just remember NOT to run over civilians. Make sure you do not run over land mines that the Russians have placed everywhere, or else the fire will kill you over time. Also, just follow the sound of gunfire to go into the correct direction, and you should be fine. At the end, you will meet up with Natalya and Ourumov to finish the level up.

• Depot •

Primary Objectives:

- a. Destroy illegal arms cache
- b. Destroy computer network
- c. Obtain safe key
- d. Recover helicopter blueprints
- e. Locate Trevelyan's train

Head straight, then go right. Strafe right in front of the orange crate, and blast the guard here, and take his DK5. Now turn around, and blast the two guards that are around the large crates. Go left, and kill the guards down here. Pass through the open gate, and run past the 3 large shutter doors to your left, and head into the second shutter door on the right.

Kill the 3 guards in here (one is hiding behind some crates), and raid the tables for some kick ass weapons: KF7s, Rockets and Rocket Launchers, and some more DK5s. Now you see them small boxes on the ground? Good. Toss a few Proximity mines on them, then run as they blow up. Leave the warehouse, then go left, and into the next shutter door to the right. Peek inside and you will see some more guards and computers...as well as a sentry gun. Blow it up, then dispose of the guards. Take the Safe Key from the table, then blow up all of the computer terminals inside here with anything you choose. Leave this area, and go right, and past the first shutter door where you got your Rocket Launcher. Follow the path until you reach an open area with some houses and stuff. Search the area for a white house, and enter it through the door to the left. Head up the stairs, and use the Safe Key on the safe to get the blueprints. Leave the house through the door near the safe, and out the shutter door (one of them), and get on the train.

• Train •

Primary Objectives:

- a. Destroy brake units
- b. Rescue Natalya
- c. Locate Janus secret base

- d. Crack Boris' password
- e. Escape to safety

This is a rather simple level. Basically what you do is blow up all the Brakes in each train car (those little silver things with the red and yellow wires), and save Natalya. First off, kill the guards in the first car. Blowing up the boxes is a good strategy, because the guards die in the flames. >:)

Blow up the brake near the door, then head through the door. There is no real strategy for the train cars: Just blow up anything that moves, grab the ammo, blow up the brakes, repeat. Do this for the second train car, but be careful, since there are lots of guards in here. Head through the door when you are done. Now just kill any guards that you encounter, and blow up the brake unit in this car, move on into the fourth car, and do the same exact thing, since both cars are very alike. Remember that the brake unit in the fourth car is near the front door where you enter it. Now in the fifth and sixth cars (green cars) there are guys in green who can kill you FAST. Blow them away nice and quick with your ZMG's if you'd like, since they're faster. The Brake unit here is in the last car.

In the next area (which is light blue) there are barely any guards. Grab the Train Door Key from one of them, and continue into the next room... Which has Natalya being held hostage. Line up your shot FAST with both Xenia and Ourumov so you can kill them both at the same time, and free Natalya. Oh, and if you do not kill her, you will only have 4 seconds to get out...not a good thing. Now Natalya will start hacking into the computer, so get up to the small grate on the ground, and use your watch laser on it to get the small metal bearings off it so you two can escape. When this is done, and she is finished hacking, then you two will escape... but if you did not kill Xenia, Natalya will run away, and you will have to kill some more guards...and FAST. If you do this without them killing her, then you will escape the train.

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M I S S I O N 07

• Jungle •

Primary Objectives:

- a. Destroy drone guns
- b. Eliminate Xenia
- c. Blow up ammo dump
- d. Escort Natalya to Janus Base

You will start out with Natalya by your side, and she has a Cougar Magnum... which is a good thing. She'll blow away goons from all different sides, and help you beat this level faster than you think you can. Now head forward and pick off the first two guards that are to the left, and grab their Assault Rifles. (NOTE: I will not show you every enemy in this level, since it is tough to spot them because of their camouflaged-uniforms, and they

blend into the jungle perfectly). Continue forward, and blast any guards that are in this area (wait for your gun to auto-aim to find some of them), then peek out into the distance and you will find a drone gun. Use your AR33 Rifle and blast it to pieces. Head right of the drone gun (or you can explore the area just past the gun to find some handy body armor), and use your auto-aiming feature to pick off any guards this way. Kill any guards that get in your way, then walk forward until you see and hear some machine gun fire coming at you. Back off a bit, then use your zoom function to spot another Drone Gun in the bushes. Blow it up. Beware of a flood of guards that come a running after you do this.

Run forward past the second drone gun, and check the ground near a tree to the right to find some more body armor. Head left, and continue left until you get to a large wooden tower with some guards in front of it, and another drone gun beneath it. Kill the guards, and destroy the drone gun from afar. Head to the right of the tower, and you will see a bridge. Some music will play, and you will meet Xenia here. Blast her with your AR-33, and make sure she doesn't nail you with her with her RCP-90 and/or her Grenade Launcher. She roll around like a geek, so just blast her until she stands up. Take her weapons, and stand on the other end of the bridge.

Beware because there is a drone gun to the left of the bridge, on a tree. It's sticking out, so destroy it fast. Run forward, and enter the cave to the right. Immediately kill the guard hiding to the right, then wait for his buddy to come running at you. Kill him, then blow up the drone gun that is straight ahead to the left. Now head up the small pinkish ramp on the other side of the room.

In here, kill the two guards to your sides to start out with. Now you can go right of the ladder, and kill the guards in this area to stock up on more AR-33 ammo, or you can just climb the ladder. If you do go right, do so, then return to the ladder, and climb up to the top. If not, then just head up the ladder right now.

Stop JUST as you get off the ladder, and blast the drone gun that is right in front of you. Climb the rest of the way up to the top. See all of those brown boxes? Good. Toss some mines on them, get far away, and then blow em up.

Blow up the next drone gun that is facing away from you, then kill the guard standing next to it. Kill any guards that come a running, then move into the next area. Now just strafe to one side, while blasting off your RCP-90, and kill all of the guards that are behind the large silver crates, then face the next hallway. Use your Grenade Launcher on the hall, and toss some grenades down it to clear if of any guards. Now when the coast is clear, make a mad dash to the elevator at the end to finish this level. (Oh, and make sure Natalya is still with you and alive).

• Control Center •

Primary Objectives:

a. Protect Natalya

- b. Disable Goldeneye satellite
- c. Destroy armored mainframes

After listening to some easy listening tunes (pretty catchy eh?) step out of the elevator briefly, and blast the drone gun that shoots at you from afar, then take cover. Repeat this until it's gone, then strafe right and kill the stupid guard that is standing here, as well as the other numb nuts that come running in. Now quickly strafe to the left to see another drone gun shooting at you. Take cover, reload, then give it all ya got soldier! When it's gone, reload and get ready. Run around the next corner, and blast the third drone gun that is right above you. Head back to the elevator, and Natalya will exit and get the next door opened for you. Run straight and down the stairs at the end, kill the 2 guards, and get the remote mines. Head up the stairs, and kill all of the guards in the room with the crates and then kill the guard blocking your path to the next area.

Kill the guards in the next room, head up the stairs, and through the blue door at the top. Now dispose of the idiotic guards in here, then go through the door at the end to the left. Run forward to meet Boris again. He'll pull a gun out at you, but he'll drop it, say "I am Invincible!", then run off. You can chase him if you like, but he leads you nowhere, then fades away a-la STAR TREK...beam me up Scottie.

Now you see those giant mainframes near where you met Boris? Those are what you are supposed to blow up. Run forward instead for now, and open the blue door. Kill all of the guards in here, as well as the 2 drone guns that are far away. Now strafe left or right into the room, and blow up the 2 other drone guns that are on each side of the doorway. Be careful, because a lot of players make the mistake of running inside, and getting killed by the guns fast. Now head inside when the coast is clear, grab all of the ammo and guns, and use a remote mine on the large terminal at the end to the right. Turn around and go back into the area where you met Boris, and place some mines on the mainframes in here. Head back into the room with the first mainframe and the drone guns, then head up the stairway at the end.

This leads nowhere. Heh. I'm bad...

Head into the main room with the giant screen, and go up one of the staircases to find a mainframe on each side. Set your mines, and you will then see Natalya come running in. She'll start to hack into the mainframe, so get her back. Stand behind her so you are not facing the large screen, and spray each staircase with lead until she is finished. This isn't hard, just as long as you kill everything that moves (well, except for Natalya). When she is done, head back to where you met Boris.

Head through one of the doors that are now unlocked to find another mainframe and some guards. Get rid of both the guards and the mainframe, then head on through the other double door that is near where you met Boris to find some lockers and plenty of guards. Kill them, and follow the arrows on the ground through the next door. You should now be chasing Trevelyan and his goons. Blast at him as much as you can, but be sure to protect Natalya as well. Run to the other end of the large ass room, and enter the elevator at the end with Natalya to complete this mission.

• Water Caverns •

Primary Objectives:

- a. Destroy inlet pump controls
- b. Destroy outlet pump controls
- c. Destroy master control console
- d. Use radio to contact Jack Wade
- e. Minimize scientist casualties

This level is one of the coolest levels in the game, and it's the only level that lets you use the kick-ass ZMG gun (oozie). Right when you open the elevator door, mow down the first two guards that are in front of you. Oh, and here's a cool trick if you have the invisibility cheat on: Turn the cheat on, and leave the elevator. You will see what looks like 3 guards...but there are only 2 in reality. The third is none other than 006 Trevelyan, and it's sorta funny because he can't see you, so the AI for 006 doesn't kick in, and he just stands there. You can blast him all you want, but it doesn't affect him at all...hmmmm. I guess this just goes to show you that Rare was teasing you the entire game, since you can never really kill 006 in any level...well, except for the Cradle.

Well anyways, back to the walkthrough. Strafe left and take out the other guards that are around the corner. Grab all of the extra ammo and guns, then head through the doorway. Kill all of the guards that get in your way, and head down the first stairway. Kill the guard down near the boxes, and then make the scientist run off like a wuss so he doesn't get hurt for what's coming up next. Either use your gun or a mine to blow up the two computer terminals. Head back up the stairs, and continue to follow the catwalk.

Continue until you get to the next set of stairs, but remember to kill the guard at the top of the stairs first. Now at the bottom, make the two scientists run off, then when they're gone, blow up the large screen and the two computer terminals. Okay, head back up the stairs, and follow the catwalk again, and through the doorway. Kill the guard here, then go right and make your way ALL the way up the long, winding path to the top of this path. Kill the 2-3 guards along the way, including the one at the top, then go through the doorway.

Kill the first two guards with your gun, or toss a timed mine out onto the boxes, then run past it to draw attention. Now a group of guards should follow you, and get caught up in the explosion, AND you will now have tons of ammo to grab from the boxes. Head through the next door.

Go down the stairs (after killing any guards that are around you), then turn around at the bottom, and clear out the room with all of the boxes. Now you see those lockers? Walk through them. You heard me. After making your way through the small corridor, you will come to a area with some guards and a giant computer terminal. Toss a few timed mines in

here to blow up the large terminal and some of the guards. Head in there and blow up the remaining 2 computer terminals. One of the guards should have dropped a Code Card A. Head back through the lockers, and go straight past the stairs, staying on the lower floor.

Head up the stairs, and kill the 2 guards at the top, and take the Code Card C. Go through the doors, and kill all the guards in here, and you should get some RCP-90's and the Code Card B. Now you see that small room in front of you with all of the glass, guards, and scientists? Head in there, but use your PP7 to pick off the guards individually, because if you try to use a automatic gun, the barrels will blow up and destroy the radio.

When this area is cleared, use the giant radio to contact Jack Wade. Okay, NOW you can blow up those barrels. Head back through the door you came in through, and head to the right and follow the catwalk, all while killing the idiotic guards who can't hear you running on a steel catwalk...sigh. Go through the first doorway you see, and pick off the guards in here. Now blow up the drone gun that is towards the upper left hand side of the room. Around here you should see some more lockers with guards hiding behind them, so take care of them as well. You should also see that area that you blew up a while ago and where you got the Code Card A.

Go on through the door that is beneath where the drone gun was, and hang a right at the intersection, and blast the guards here. Now walk forward a bit, and you will see that there are not one, but two drone guns in this final corridor. The key is to line up both drone guns at the same time so you can blow them both up at once. So, use your RCP-90, and blast the first drone gun, then the guards that come running down the hallway, then spray the rest of the ceiling to hit the last drone gun. When it's clear, go down the hall, kill the guards at the end, and ride the elevator to finish this level.

• Antenna Cradle •

Primary Objectives:

- a. Destroy control console
- b. Settle score with Trevelyan

This is one of the easiest, yet for some reason most frustrating levels in the entire game. It's easy since it's very straightforward, and you only have two objectives, but it's frustrating because Trevelyan is "magic" somehow, and just reappears in places you just were.

Start off the level but turning right, and running around the giant pole to get some body armor. Now run straight down the catwalk, and kill the guards that get in your way, and take their ZMGs (a bunch of them have double guns...sweet!) Now head down the stairs around the giant catwalk, and into the shed to the left, where Trevelyan runs into. Blow up the two drone guns on each far side of the room, then destroy the control console that is in here.

Okay, now don't follow Trevelyan is. Instead, follow him a bit to see where he goes, shoot at him if you must, then turn around and head into the other shed. Trevelyan should be coming back up this side, so when you see him, greet him with a friendly blast to the chest. He'll either run past you or turn around, so repeat this process (i.e., just go to the opposite side Trevelyan WAS at to find him).

Now after a while, he'll try to escape to the small shed that is underneath the cradle, so run down there for a final showdown. Blast Trevelyan at point blank range with all you have, until he dies.

NOTE: This only happens if you DID NOT kill him on the catwalks fast enough. Oh, and a nifty, but creepy glitch I have found was that if you have the Invisibility cheat on, and you find Trevelyan on the catwalk, kill him. Now if you head back up the ramp and run to the other ramp at the other shed. For some strange reason, I found Trevelyan again, alive and well. So I killed him again, and ran back to the other ramp, and guess who I found? Yup. Trevelyan. Odd isn't it...? This has happened to me? Has it happened to anyone else?

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M I S S I O N 08

• Aztec Complex •

Primary Objectives:

- a. Reprogram shuttle guidance
- b. Launch shuttle

Why, for some reason, are the objectives the same for all three difficulty levels? Got me. But I can tell you that this level is hardest on the 00 Agent level (not for wussies). Head forward, and take out all of the yellow guards that are surrounding you, and take their AR33's and ammo. Go straight, and there is a hidden door that is directly across from where you started this level. In this next room, kill the first few guards that are near you, then pick off the remaining guards on the other side of the room. Cross the small bridge, and make sure you do not fall into the endless abyss. There is another hidden door that is straight ahead of the bridge, so head through it cautiously. Wow. What a kick ass room!

You are now in a huge black room with tons of screens and monitors. There are two guards right when you walk in: One on each side of the doorway. Strafe into the room, kill one of the guards, then do a 180 and kill the second one. Now blow away their pal who comes running in. Go forward and check the door near the desk with the computer. Activate the computer terminal to start a launch and open the nearby door.

Kill the first guard here near the computer, then turn the next corner and nail the other three guards. Take a right at the end, and a launch will start. Uh oh... Just blow away the computer that is to the right to reveal a hidden hallway, and run in it before the launch happens, and you will be fine. Head through the hidden corridor to find 2 drone guns. Destroy them, then exit out of the other grated door.

Blow up the next drone gun in this large area, the guard that is hiding the the grate across from you, and the guard that is to your far right. Take his Moonraker Laser, then turn around and blow up the other drone gun. Climb up the ladder, and activate the control panel. Go back down, and continue through the next hidden grate. Make your way down to Jaws and some more guards. Blast Jaws with your Laser to kill him fast, or use Grenades. Either way, when he's dead, you'll get his AR33 and the Smart Card. Head all the way back to that kick ass room, grab the DAT card and use the Guidance Data Card on the small terminal to the left of the computer. Head into the Exhaust Bay room and use the DAT Card on the control panel in here, then go back to that large room where you climbed the ladder, and activate the console to open the Exhaust Doors. Now just wait for the launch to occur to end the level.

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M I S S I O N 09

• Egyptian Temple •

Primary Objectives:

- a. Recover the Golden Gun
- b. Defeat Baron Samedi?

This is one of the easiest levels in the game, since there is only one real puzzle, and the rest is just searching for the Baron Samedi. Start off by running forward, and killing the two guards near the door. Take their ZMG's, then head through the doorway, then hang a right in the next room, and go up the stairs. At the top, use the Action button on the gray wall to the left, take the body armor, then head into the next room and stop.

The Golden Gun is in the center of the room, but the glass case will rise once you enter the room. There is a specific path to get to the case so the case will lower:

- Strafe left to the leftmost wall
- Go forward 2 tiles.
- Strafe right 3 tiles.
- Go forward 2 more tiles.
- Go left 1 tile.
- Go forward 1 tile
- Left until you are next to a block

Name: DD44 Dostovei

Clip: 8

Max Capacity: 812

Description: One of the best pistols in the game, other than the Cougar Magnum, and the Golden Guns. This is my favorite "normal" pistol in the entire game. It has superb power and has a re-coiling effect similar to the Magnum.

.....

Name: Gold PP7

Clip: 7

Max Capacity: 800

Description: The Gold PP7 functions just like the Golden Gun, as it allows you to get one-shot kills each and every time.

.....

Name: Golden Gun

Clip: 1

Max Capacity: 100

Description: The deadliest gun in the game, the Golden Gun allows you to get one-shot kills on anyone. Too bad it can only hold one bullet for a clip before you can reload.

.....

Name: Grenade Launcher

Clip: 6

Max Capacity: 12

Description: Just like the rocket launcher, only it shoots grenades. This can be a very handy weapon if you know how to use it properly...

.....

Name: Grenades

Clip: 12

Max Capacity: 12

Description: Explosive grenades are your basic projectile. Toss them, then see what happens...

.....

Name: Hunting Knives

Clip: N\A

Max Capacity: N\A

Description: Heh. The hunting knives are fun to use, since they can rip your foes to death quickly. A lot better than the throwing knives, and are much more fun to use, especially if you have the invisibility cheat on...

.....

Name: KF7 Soviet

Clip: 30

Max Capacity: 400

Description: This is another one of my favorite guns in the game, the KF7 Soviet is found in almost each level, and will be your primary weapon in each level. It has superb power, and can also fire from long-range.

.....

Name: Klobb

Clip: 20

Max Capacity: 812

Description: One of the weakest guns in the game, the Klobb sucks ass, even though it is an automatic. You have more of a chance with your PP7, so I wouldn't recommend the Klobb.

.....

Name: Laser

Clip: N\A

Max Capacity: N\A

Description: Lasers are one of the best weapons in the game, as well as one of the coolest ones too. They can kill anything fast, and can shoot through walls and doors. Too bad you can only use it in the Aztec level.

.....

Name: Phantom

Clip: 50

Max Capacity: 800

Description: This is another awesome gun, but is only used in one level and is very loud. Too bad, since it has great firepower.

.....

Name: PP7

Clip: 7

Max Capacity: 800

Description: This is the most basic weapon in the game, and you will have it for most of the game. Use it whenever you can.

.....

Name: PP7 (Silenced)

Clip: 7

Max Capacity: 800

Description: This is the same thing as the regular PP7 pistol, but it comes equipped with a silencer. This makes it much less noisy, and will allow you to pass through levels un-noticed at times.

.....

Name: Proximity Mines

Clip: 10

Max Capacity: 10

Description: The best mines IMO. Just put them somewhere, and if anything that moves gets near it...BOOM. Heheheheh.

.....

Name: RCP-90

Clip: 80

Max Capacity: 800

Description: It is one of the greatest guns in the game, the RCP-90 has the fastest firing rate of all guns, and can kill enemies fast and furiously.

.....

Name: Remote Mines

Clip: 10

Max Capacity: 10

Description: Pretty cool mines that you have the power to detonate, although if you wait too long, they will never detonate.

.....

Name: Rocket Launcher

Clip: 1

Max Capacity: 3

Description: Not such a great weapon in the game, unless you aim perfectly, since the large explosion can kill you FAST. But it is a wonderful multiplayer weapon.

.....

Name: Shotgun

Clip: 5

Max Capacity: 200

Description: This is just like the automatic shotgun, and can be accessed with the all guns cheat. It does re-load slower though, hence the "non-automatic" part of the name.

.....

Name: Silver PP7

Clip: 7

Max Capacity: 800

Description: This is almost exactly the same as the normal PP7. Nothing really new here.

.....

Name: Sniper Rifle

Clip: 8

Max Capacity: 400

Description: The best stealth weapon in the game, the Sniper Rifle is able to zoom to incredible distances, and lets you pick off foes with ease.

.....

Name: Taser

Clip: N/A

Max Capacity: N/A

Description: Just a normal taser, but is insanely fun to use on enemies.

.....

Name: Throwing Knives

Clip: 12

Max Capacity: 12

Description: Pretty crappy weapons IMO. Barely does much damage, and are a pain in the ass to aim with. Blah.

.....

Name: Timed Mines

Clip: 10

Max Capacity: 10

Description: Explosives that detonate within 8 seconds of when you set them handy at some times, but can become deadly if you are trapped WITH one.

.....

Name: ZMG

Clip: 32

Max Capacity: 800

Description: The oozies of Goldeneye, ZMG are some kick ass guns, especially because you can find 2 of them at the same time, with makes for some awesome firepower.

.....

10. FAQ (Frequently Asked Questions)

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1) Q: When does Perfect Dark come out?

A: On May 22nd or May 23rd...errr....why? Oh....because it's the follow up to this great game....but it's already out numb nuts. :P

2) Q: Is Perfect Dark a sequel to Goldeneye?

A: Nope. It's a whole new game, totally unrelated to Goldeneye.

3) Q: How many weapons are there in Goldeneye?

A: Over 20 different weapons

4) Q: Why can I kill good guys, but only after I have talked with them? Case in point, after I talk with Valentin in the Statue level, I can blow him away?

A: Cause you're a sad, sick person.

5) Q: Can I drive the cars in the Streets level?

A: No. Stop asking.

6) Q: Can I kill Ourumov in the Silo level?

A: Yes, but you can only do it if you have the invisibility cheat on, because then he won't run away, and you can blast him.

7) Q: Is there an alternate way to beat the the Bunker levels?

A: Yeah, there are tons of different ways to beat them, my walkthrough just shows one of them.

8) Q: What do I get if I kill Ourumov?

A: You get his DD44 Pistol, and "Ourumov's Briefcase". Nothing special though. And the mysterious thing is that he returns later on in the game...

9) Q: Where is the Firing Range?

A: Wrong game pal.

10) Q: What is the best tip you can give me for blowing up cameras?

A: My best tip? Hmmmmmm...always aim for center of the cameras to blow them up in one shot.

11) Q: Are there any codes for Goldeneye?

A: Read for yourself in the Secrets Section.

12) Q: How come I don't have <insert weapon name here> in the game?

A: Because it's not available numb nuts.

13) Q: What is the easiest Firing Range weapon to use?

A: Hmmmm...I'd have to say the Laptop Gun and the Mauler are pretty easy to use.

14) Q: Why can't I open up any of the time cheats? Not any of the good ones anyways...

A: Because you suck. Go practice some more. Or you can check out marshmallow's Goldeneye Level Cheat Guide. It kicks total ass.

.....

11. Secrets

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=====
LEVEL TIME CHEATS
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Table with 4 columns: Level, Cheat, Difficulty, Time. Rows include Dam (Paintball Mode, Secret Agent, 2:40), Facility (Invincibility, 00 Agent, 2:05), and Runway (DK Mode, Agent, 5:00).

Surface	2 Grenade Launcher	Secret Agent	3:30
Bunker	2 Rocket Launcher	00 Agent	4:00
Silo	Turbo Mode	Agent	3:00
Frigate	No Radar	Secret Agent	4:30
Surface 2	Tiny Bond	00 Agent	4:15
Bunker 2	2 Throwing Knives	Agent	1:30
Statue	Fast Animation	Secret Agent	1:15
Archives	Invisibility	00 Agent	1:20
Streets	Enemy Rockets	Agent	1:45
Depot	Slow Animation	Secret Agent	1:30
Train	Silver PP7	00 Agent	5:25
Jungle	2 Hunting Knives	Agent	3:45
Control	Infinite Ammo	Secret Agent	10:00
Caverns	2 RPC-90s	00 Agent	9:30
Cradle	Gold PP7	Agent	2:15
Aztec	2 Lasers	Secret Agent	9:30
Egyptian	All Guns	00 Agent	6:00

=====
GAMESHARK CODES:
=====

Costume Modifier Multiplayer Codes:

Bond's Costume Modifier
A002B19D 00??

Natalya's Costume Modifier
A002B1A9 00??

Trevelyan's Costume Modifier
A002B1B5 00??

Xenia's Costume Modifier
A002B1C1 00??

Ourumov's Costume Modifier
A002B1CD 00??

Boris's Costume Modifier
A002B1D9 00??

Valentin's Costume Modifier
A002B1E5 00??

Mishkin's Costume Modifier
A002B1F1 00??

Mayday's Costume Modifier
A002B1FD 00??

Jaws's Costume Modifier
A002B209 00??

Oddjob's Costume Modifier
A002B215 00??

Baron Samedi's Costume Modifier
A002B221 00??

Russian Soldier's Costume Modifier
A002B22D 00??

Russian Infantry's Costume Modifier
A002B239 00??

Scientist 1's Costume Modifier
A002B245 00??

Scientist 2's Costume Modifier
A002B251 00??

Russian Commandant's Costume Modifier
A002B25D 00??

Janus Marine's Costume Modifier
A002B269 00??

Naval Officer's Costume Modifier
A002B275 00??

Helicopter Pilot's Costume Modifier
A002B281 00??

St. Petersburg Guard's Costume Modifier
A002B28D 00??

Civilian 1's Costume Modifier
A002B299 00??

Civilian 2's Costume Modifier
A002B2A5 00??

Civilian 3's Costume Modifier
A002B2B1 00??

Civilian 4's Costume Modifier
A002B2BD 00??

Siberian Guard 1's Costume Modifier
A002B2C9 00??

Arctic Commando's Costume Modifier
A002B2D5 00??

Siberian Guard 2's Costume Modifier
A002B2E1 00??

Siberian Special Forces' Costume Modifier
A002B2ED 00??

Jungle Commando's Costume Modifier
A002B2F9 00??

Janus Special Forces' Costume Modifier
A002B305 00??

Moonraker Elite 1's Costume Modifier
A002B311 00??

Moonraker Elite 2's Costume Modifier
A002B31D 00??

Rosika's Costume Modifier
A002B329 00??

Karl's Costume Modifier
A002B335 00??

Martin's Costume Modifier
A002B341 00??

Mark's Costume Modifier
A002B34D 00??

Dave's Costume Modifier
A002B359 00??

Duncan's Costume Modifier
A002B365 00??

'Bs Costume Modifier
A002B371 00??

Steve E's Costume Modifier
A002B37D 00??

Grant's Costume Modifier
A002B389 00??

Graeme's Costume Modifier
A002B395 00??

Ken's Costume Modifier
A002B3A1 00??

Alan's Costume Modifier
A002B3AD 00??

Pete's Costume Modifier
A002B3B9 00??

Shaun's Costume Modifier
A002B3C5 00??

Dwayne's Costume Modifier
A002B3D1 00??

Des' Costume Modifier
A002B3DD 00??

Chris' Costume Modifier
A002B3E9 00??

Lee's Costume Modifier
A002B3F5 00??

Neil's Costume Modifier
A002B401 00??

Jim's Costume Modifier
A002B40D 00??

Robin's Costume Modifier
A002B419 00??

Steve H's Costume Modifier
A002B425 00??

Terrorist's Costume Modifier
A002B431 00??

Biker's Costume Modifier
A002B43D 00??

Joel's Costume Modifier
A002B449 00??

Mo Scott's Costume Modifier
A002B455 00??

Joe's Costume Modifier
A002B461 00??

Sally's Costume Modifier
A002B46D 00??

Marion's Costume Modifier
A002B479 00??

Mandy's Costume Modifier
A002B485 00??

Vivien's Costume Modifier
A002B491 00??

Misc. Multiplayer Codes:

Always Play in Statue Level

8002A8F7 0016

Always Play in Cradle Level

8002A8F7 0029

Deathmatch Level Modifier

8002B537 00??

P1 Character

8102B524 0000

8102B526 00??

P2 Character

8102B528 0000

8102B52A 00??

P3 Character

8102B52C 0000

8102B52E 00??

P4 Character

8102B530 0000

8102B532 00??

Have All 64 Players

8002B197 0040

Pic Modifier Multiplayer Codes:

Bond's Pic Modifier

A002B19B 00??

Natalya's Pic Modifier

A002B1A7 00??

Trevelyan's Pic Modifier

A002B1B3 00??

Xenia's Pic Modifier

A002B1BF 00??

Ourumov's Pic Modifier

A002B1CB 00??

Boris's Pic Modifier

A002B1D7 00??

Valentin's Pic Modifier

A002B1E3 00??

Mishkin's Pic Modifier

A002B1EF 00??

Mayday's Pic Modifier
A002B1FB 00??

Jaws's Pic Modifier
A002B207 00??

Oddjob's Pic Modifier
A002B213 00??

Baron Samedi's Pic Modifier
A002B21F 00??

Russian Soldier's Pic Modifier
A002B22B 00??

Russian Infantry's Pic Modifier
A002B237 00??

Scientist 1's Pic Modifier
A002B243 00??

Scientist 2's Pic Modifier
A002B24F 00??

Russian Commandant's Pic Modifier
A002B25B 00??

Janus Marine's Pic Modifier
A002B267 00??

Naval Officer's Pic Modifier
A002B273 00??

Helicopter Pilot's Pic Modifier
A002B27F 00??

St. Petersburg Guard's Pic Modifier
A002B28B 00??

Civilian 1's Pic Modifier
A002B297 00??

Civilian 2's Pic Modifier
A002B2A3 00??

Civilian 3's Pic Modifier
A002B2AF 00??

Civilian 4's Pic Modifier
A002B2BB 00??

Siberian Guard 1's Pic Modifier
A002B2C7 00??

Arctic Commando's Pic Modifier
A002B2D3 00??

Siberian Guard 2's Pic Modifier
A002B2DF 00??

Siberian Special Forces' Pic Modifier
A002B2EB 00??

Jungle Commando's Pic Modifier
A002B2F7 00??

Janus Special Forces' Pic Modifier
A002B303 00??

Moonraker Elite 1's Pic Modifier
A002B30F 00??

Moonraker Elite 2's Pic Modifier
A002B31B 00??

Rosika's Pick Modifier
A002B327 00??

Karl's Pick Modifier
A002B333 00??

Martin's Pick Modifier
A002B33F 00??

Mark's Pick Modifier
A002B34B 00??

Dave's Pick Modifier
A002B357 00??

Duncan's Pick Modifier
A002B363 00??

B's Pick Modifier
A002B36F 00??

Steve E's Pick Modifier
A002B37B 00??

Grant's Pick Modifier
A002B387 00??

Graeme's Pick Modifier
A002B393 00??

Ken's Pick Modifier
A002B39F 00??

Alan's Pick Modifier
A002B3AB 00??

Pete's Pick Modifier
A002B3B7 00??

Shaun's Pick Modifier
A002B3C3 00??

Dwayne's Pick Modifier
A002B3CF 00??

Des' Pick Modifier
A002B3DB 00??

Chris' Pick Modifier
A002B3E7 00??

Lee's Pick Modifier
A002B3F3 00??

Neil's Pick Modifier
A002B3FF 00??

Jim's Pick Modifier
A002B40B 00??

Robin's Pick Modifier
A002B417 00??

Steve H's Pick Modifier
A002B423 00??

Terrorist's Pick Modifier
A002B42F 00??

Biker's Pick Modifier
A002B43B 00??

Joel's Pick Modifier
A002B447 00??

Mo Scott's Pick Modifier
A002B453 00??

Joe's Pick Modifier
A002B45F 00??

Sally's Pick Modifier
A002B46B 00??

Marion's Pick Modifier
A002B477 00??

Mandy's Pick Modifier
A002B483 00??

Vivien's Pick Modifier
A002B48F 00??

=====
Quantity Digits:
=====

Quantity Digits to Accompany Character Modifier Codes

- 00 - Bond
- 01 - Natalya
- 02 - Trevelyan
- 03 - Xenia
- 04 - Ourumov

05 - Boris
06 - Valentin
07 - Mishkin
08 - Mayday
09 - Jaws
0A - Oddjob
0B - Baron Samedi
0C - Russian Soldier
0D - Russian Infantry
0E - Scientist 1
0F - Scientist 2
10 - Russian Commandant
11 - Janus Marine
12 - Naval Officer
13 - Helicopter Pilot
14 - St. Petersburg Guard
15 - Civilian 1
16 - Civilian 2
17 - Civilian 3
18 - Civilian 4
19 - Siberian Guard
1A - Arctic Commando
1B - Siberian Guard
1C - Siberian Special Forces
1D - Jungle Commando
1E - Janus Special Forces
1F - Moonraker Elite 1
20 - Moonraker Elite 2
21 - Rosika
22 - Karl
23 - Martin
24 - Mark
25 - Dave
26 - Duncan
27 - B
28 - Steve E
29 - Grant
2A - Graeme
2B - Ken
2C - Alan
2D - Pete
2E - Shaun
2F - Dwayne
30 - Des
31 - Chris
32 - Lee
33 - Neil
34 - Jim
35 - Robin
36 - Steve H
37 - Terrorist
38 - Biker
39 - Joel
3A - Scott
3B - Joe
3C - Sally
3D - Marion
3E - Mandy
3F - Vivien

=====
Quantity Digits to Accompany Pick Modifier Code

00 - Pierce Brosnan
01 - Roger Moore
02 - Timothy Dalton
04 - Boris
05 - Ourumov
06 - Trevelyan
07 - Valentin
08 - Xenia
09 - Natalya
0A - Baron Samedi
0B - Jaws
0C - Mayday
0D - Odd Job
0E - Question Mark Head
0F - Mishkin
10 - Mission Select Pick
11 - Mission Select Pick
12 - Mission Select Pick
13 - Mission Select Pick

=====
Quantity Digits to Accompany Costume Modifier Code

00 - Jungle Enemy
01 - Grey Tuxedo
02 - Russian Soldier
03 - Russian Infantry
04 - Janus Special Forces
05 - ??
06 - Boris
07 - Ourumov
08 - Trevelyan1
09 - Trevelyan2
0A - Valentin
0B - Xenia
0C - Baron Samedi
0D - Jaws
0E - Mayday
0F - Oddjob
10 - Natalya
11 - Janus Marine
12 - Russian Commandant
13 - Mishkin
14 - Naval Officer
15 - Siberian Special Forces
16 - Bunker
17 - Tuxedo
18 - Jungle
19 - Siberian
1A - Civilian Girl1 Dark Blue
1B - Girl2 White
1C - Girl3 Gray White
1D - Girl 4 Green
1E - Man1 Gray

- 1F - Man2 Gray White
- 20 - Man3 Red
- 21 - Man4 Gray White
- 22 - Man5 Blue
- 23 - White Tux
- 24 - Helicopter Pilot
- 25 - Siberian Guard
- 26 - Artic Commando
- 27 - Moonraker Elite
- 28 - Small Moonraker Elite
- 29 - Invisible Bond

=====

PUSH BUTTON CODES:

=====

Invincibility

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

All Guns

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

Maximum Ammo

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

R Button + Left

Line Mode

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

Invisibility

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

Invisibility in Multiplayer

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

UNLOCK LEVEL CODES

Unlock Facility

L Button + R Button + C-Up
R Button + C-Left
L Button + Left

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

Unlock Runaway

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

Unlock Surface 1

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

Unlock Bunker 1

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

Unlock Silo

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

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

Unlock Frigate

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

Unlock Surface 2

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

Unlock Bunker 2

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

Unlock Statue

L Button + R Button + C-Down
L Button + R Button + C-Down
L Button + Right

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

Unlock Archives

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

Unlock Streets

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

Unlock Depot

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

Unlock Train

R Button + Left
R Button + C-Down
R Button + C-Right

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

Unlock Jungle

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

Unlock Control

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

Unlock Caverns

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

Unlock Cradle

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

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

=====
ENTER THESE AT THE CHEAT MENU:
=====

Activate Paintball

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

Activate Invincibility

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

Activate DK Mode

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

Activate 2X Grenade Launcher

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

Activate 2X Rocket Launcher

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

Activate Turbo Mode

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

Activate No Radar (Multiplayer)

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

Activate Tiny Bond

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

Activate 2X Throwing Knives

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

Activate Fast Animation

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

Activate Bond Invisible

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

Activate Enemy Rockets

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

Activate Slow Animation

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

Activate Silver PP7

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

Activate 2X Hunting Knives

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

Activate Infinite Ammo

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

Activate 2X RCP-90's

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

Activate Gold PP7

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

Activate 2X Lasers

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

Activate All Guns

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

.....
12. Odd Glitches and Easter Eggs
.....

Here are some of the odd glitches that I came across while playing through the 00 Agent Mode in Goldeneye. Please note that they may or may not happen to you, but it can never hurt to try!

=====
KILLING JAWS
=====

Jaws is a funny guy...really he is. Just enter the Aztec Level with Jaws, turn on the Invisibility Cheat, then find Jaws. Normally he can't be killed so fast, but since he cannot see you, he won't kill you back. Just whip out your PP7, and have some fun with the guy. Shoot him in the foot, the shin, whatever. It's funny to see his reactions, and he wonders what is happening to him...ahhh. So funny. Then after a while, just pop him in the noggin. Jaws the indestructible indeed...

=====
STUPID GUARDS
=====

Once again, activate the invisibility cheat, then approach a group of guards. Now shoot one of them, and he'll die quickly. Now watch the other guards. They get into position to shoot you like normal, but since you are "invisible", they cannot see you. So they'll get into position to blast you, but then just stay that way until you leave or kill them back. Funny to say the least.

=====
KILLING OURUMOV
=====

If you manage to kill Ourumov in the Silo level (it's a whole lot easier if you have the invisibility cheat on so he can't see you, therefore he won't run), you get his DD44 Pistol, and "Ourumov's Briefcase". Nothing special though. And the mysterious thing is that he returns later on in the game...

=====
TREVELYAN "BACK FROM THE DEAD" GLITCH
=====

This Glitch occurs on the Cradle level, and on 00 Agent mode (for me):

This only happens if you DID NOT kill him on the catwalks fast enough. Oh, and a nifty, but creepy glitch I have found was that if you have the Invisibility cheat on, and you find Trevelyan on the catwalk, kill him. Now if you head back up the ramp and run to the other ramp at the other shed. For some strange reason, I found Trevelyan again, alive and well. So I killed him again, and ran back to the other ramp, and guess who I found? Yup. Trevelyan. Odd isn't it...? This has happened to me? Has it happened to anyone else?

=====
IRON MAN
=====

Here's a cool trick if you have the invisibility cheat on:

Turn the cheat on, and leave the elevator in the Water Caverns level. You will see what looks like 3 guards...but there are only 2 in reality. The third is none other than 006 Trevelyan, and it's sorta funny because he can't see you, so the AI for 006 doesn't kick in, and he just stands there. You can blast him all you want, but it doesn't affect him at all...hmmmm. I guess this just goes to show you that Rare was teasing you the entire game, since you can never really kill 006 in any level...well, except for the Cradle.

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13. CREDITS

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CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Me- For making this FAQ! :p

Rare.com- For the story, and just for making some of the best games out there (Goldeneye, Perfect Dark, DK 64, Jet Force Gemini, The entire Donkey Kong series on the SNES, etc.) Thanks for making the N64 a playable platform again. ;)

Cheat Codes Central- For the codes

JDude84- I got some of the Pic Modifier codes that I was missing from his kick ass Goldeneye FAQ. You should check it out.

Marshmallow- I used his 00 Agent FAQ to figure out how exactly to get to the Golden Gun in the Egyptian Level, since I was completely stumped on how to get there without the stupid glass staying up and preventing me from accessing the Golden Gun. Thanks man, you are the greatest.

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14. CONTACT INFO

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One final word:

"Don't Do Drugs!"

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~End of Document~

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