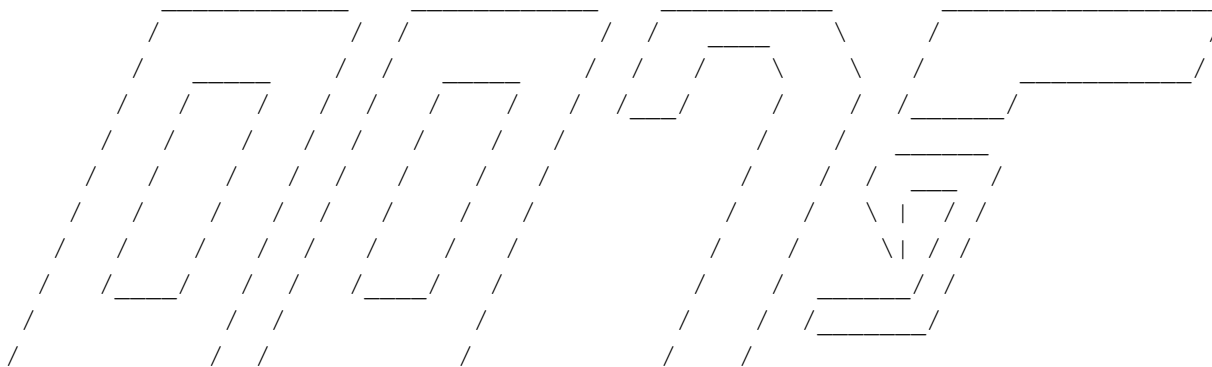


# GoldenEye 007 Multiplayer FAQ

by Stewart Bishop

Updated to v1.5 on



---Goldeneye 007 Multiplayer Strategy Guide---

v. 1.5

Nintendo 64

Written by Stewart Bishop

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All questions, comments, additions, submissions, flames, etc. should be sent to Stewart Bishop (Cidster@rotfl.com). If for some reason you have contributed to this FAQ and I have not acknowledged or given you credit, please correct me at the above e-mail address.

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LATEST UPDATES

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04/13/1999: v. 1.5. Oh my..It's been 4 months since I've updated. How embarrassing. Well, anyways, I added a few tips that were contributed to me. Thanks, all. Just to let you know, I \*WILL\* be doing a Level Strategy section pertaining to each level, but I probably won't finish for quite a while, I've more FAQs to work on and a Pok~~篇~~on Strategy Page to maintain...And there's always school.

12/22/1998: v. 1.4. Look, it's an ASCII logo...How nice. Fixed up some info.

12/20/1998: v. 1.3. Added the slap-while-holding-the-flag tip  
Changed information on Lemming Award  
Minor spelling corrections

12/16/1998: v. 1.2. Got rid of the Quad Kill  
Added Throwing Knives to Weapon Analysis Section  
Added Most Frantic Award to Multiplayer Awards Section

12/14/1998: v. 1.0. Goldeneye 007 Multiplayer Strategy Guide first created.

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## INTRODUCTION

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Goldeneye has been heralded as one of the greatest single player first-person shooters of all time. While I am not one to back up this statement, it is one of the most fun games to play at parties and get-togethers. After a set amount of parties, and after being called hideous names for being so good, it dawned upon me that I should write a Goldeneye 007 Multiplayer Strategy Guide. So, here you are, reading this dull introduction, with a glint in your eye to frag your enemies to no ends. Well, speak no more...On with the guide...

NOTE: I refer to opponents as 'he' and 'him.' No, I'm not sexist; it just comes more naturally in a sentence to me.

You can find the latest updates of this FAQ as well as some other FAQs I've written at <http://www.gamefaqs.com> and <http://www.tidalwave.net/~elsora/faqs.html>

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## METHODS OF GOLDENEYE PLAY

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### -----NORMAL-----

This is the 'Normal' mode. It's a Free for All (FFA) match where everyone goes at each other's throats.

### -----YOU ONLY LIVE TWICE-----

A game that shares the same Normal rules, only each player only has two lives before he is eliminated from the match.

### -----THE MAN WITH THE GOLDEN GUN-----

At the beginning of the match, there is one golden gun placed somewhere in the level. After this person has it, his color on the radar changes from red to blue, as everyone else tries to kill him to get the golden gun. The golden gun will kill any player in one shot, regardless of where and how much armor he

was wearing (Except being shot in the gun, I think).

-----THE LIVING DAYLIGHTS (FLAG TAG)-----

At the beginning of the match, there is a flag placed somewhere in the map. You may use weapons until you pick up this flag. Once you have flag in hand, you may not use any weapons, but can still continue to pick up weapons, ammo, and armor just for the purpose of keeping them away from your opponents, who will be gunning for you. The person who has held the flag the longest in the match is declared the winner (I think amount of frags also counts. If anyone knows, please mail me).

-----LICENSE TO KILL-----

In License to Kill, every attack causes instant death, be it slap or rocket blast. One of the most popular (and my best) methods of play.

-----2 vs. 1-----

In this mode, there are 2 players on a team playing against one other player. The team of 2 players shares kills.

-----2 vs. 2-----

In this mode, there are 2 players on a team playing against 2 other players on a team. Teams share kills.

-----3 vs. 1-----

In this mode, there are 3 players on a team playing against one other player. The team of 3 players shares kills.

\*\*\*\*\*  
GOLDENEYE BASIC PLAY  
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-----GETTING A GOOD CONTROL SETUP-----

The first thing you want to do is to familiarize yourself with a certain control setup. While I use the standard 1.1 control setup, you may decide to choose another to suit your liking. Unless you're playing against only two or one person, I wouldn't recommend playing with 2 controllers, as it lowers the amount of people playing, which takes down most of the intensity of the game as well. Once you've gotten your controls down....

-----STRAFING-----

The most basic moves to learn, aside from moving forward and backwards, is to strafe. Strafing is key to winning in firefights. Strafing can be used defensively as well as offensively in certain ways. First, strafing can confuse your opponent and they'll soon find themselves either out of ammo or landing 1 in every 20 shots to your body. Strafing also can be used as an offensive tool. Example: You see an opponent down a long corridor, and you're running a bit low on ammo. Strafing while running forward at a side-angle can increase the speed that you walk by about 15%, which can be very useful if someone's either on your tail or right in front of you. Before you proceed, LEARN HOW TO STRAFE.

-----CIRCLE STRAFING-----

Circle strafing is also important to learn if you want to be good with guns.

Circle strafing is that act of strafing around your opponent in a circular position, while still keeping your line of fire in contact with his body. Just hold down the strafe key to one side while turning in the opposite direction and firing. This technique is also very important to learn. For practice, go to the EGYPT scenario and circle strafe around the pillars. Once you've mastered that, you can try doing "Figure 8" circle strafes in the basement.

-----NEWBIE AIMING-----

If you and your friends are new to the game, you may choose to play with Auto-Aim ON. Auto-Aim ON will allow you to make more shots, and will hit an opponent if you are aiming in the general area of where your opponent really is. If you are using Auto-Aiming, don't use the "AIM" button unless you're up close. Instead, use the LookUp and LookDown buttons and fire. The auto-aim will take effect and you should score more shots than someone who's using the "Aim" button. When you're up-close, however, it's best to switch to the Aiming mode and fire at your opponent's neck or head.

-----MOVEMENT PATTERNS-----

If you continually take a certain path to escape every situation, a good opponent will pick them up, and use them to trap you. Zigzag, strafe, circle/semi-circle strafe in both directions, and do anything to make you more unpredictable in the eyes of other players. The best way to confuse an opponent is to start a pattern until you notice that the opponent has picked it up. Then do another pattern until he notices. Afterwards, begin alternating between the two until your opponent won't be able to figure out where you're headed next. This works with circle strafing, in-face fighting, semi-circle strafing, taking certain routes, and weapon selection.

\*\*\*\*\*  
GOLDENEYE ADVANCED PLAY  
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-----USING THE RADAR-----

As simple as it may seem, most newbies disregard the radar and wander around the levels aimlessly only to be ambushed by an opponent who would be very noticeable on the radar. Always check the radar to see where your opponent is. If you notice that your opponents don't use the radar, abuse this and snipe as much as you want. If you're playing against more advanced players, like myself, they may insist that the "No Radar" code is turned on. The way that you can counterattack this method is...

-----PEEKING AT YOUR OPPONENTS' SCREENS-----

As much as your friends might taunt you for using this strategy, it works. The reason I call this "peeking" instead of "staring" is that you shouldn't really take your eyes off your own screen, especially when the radar is off. You never know what lurks behind that next corner. Taking a quick glance at all available screens can give you a quick idea of where your opponents are headed, who's fighting who, who to avoid, who to go for, and other useful things like that. If you notice an opponent low on health, track him down and shoot him like a dog. If you notice someone with an overabundance of armor, ammo, and weapons, you may want to start a small "pact" with the other players until the ammo-abundant one is dead.

-----ADVANCED SNIPING TECHNIQUES-----

Before you decide to be a full-fledged sniper, realize that sniping is best

done with the radar OFF. Otherwise, everyone would know where you were sniping from and they could discover your ultra-cool, super-secret sniping spot that took you aeons to find. When sniping, it is recommended to use a weapon with a scope, a RC-P90, a Rocket Launcher, or Remote Mines (We'll get to Remote Mines later). The weapons with scopes will allow for more long-range sniping, the RC-P90 is for closer snipes or ambushes, and Rockets and Remote Mines can be used to confuse, shock, or pin an opponent in a corner. When sniping with Rockets, I suggest doing it only against people that are at a different height than you, so you don't pin yourself in a corridor. While the sniping rifle really sounds like a good sniping weapon, it really isn't. You're better off using an automatic weapon with a scope, since they have bigger clips, faster fire rate, and generally do more damage.

-----SEMI-CIRCLE STRAFING-----

Semi-Circle Strafing is a bit more difficult to accomplish than basic Circle Strafing. You must do half a circle-strafe, then immediately go half the other way. This is best used when you are facing your opponent's back. If you mix up Circle Strafing and Semi-Circle Strafing enough, your opponent won't know what's coming up next, and could expose his back for a dishonorable head shot.

-----DUCKING-----

To duck, hold down the AIM button and press the LOOKDOWN button. To stand back up, press the AIM button again. The best method I use to kill opponents with an automatic weapon is this: I run up to the opponent, guns blazing. Once I'm in their face, I duck down and reload immediately. When the weapon is reloaded, look upwards a little bit while still squatting and shoot the opponent in the body, neck, or chin while semi-circle strafing and circle strafing around your opponent's legs. If you're opponent decides to squat as well, immediately stand back up, run behind your opponent can do anything, and cap them in the back of their head.

-----LEANING-----

To lean, hold the AIM button and press a STRAFE button (The direction you want to lean) while your face is against a wall. Leaning is generally used as a gun tool, to peek out of corners, fire a few shots, and back into the corner again. I feel this is a bad way to go. It is best used with Rocket Launchers. If you know your opponent is coming towards you, peek out the corner, fire a rocket at the floor in front of your opponent and watch them die with a surprised look on their face. This is much better than sidestepping, shooting them a few times and ducking back in only to be fired at afterwards.

-----PLAYING WITH EXPLOSIVES-----

Explosives, namely grenades, mines, rocket launchers, and grenade launchers, are one of the most fun ways to play Goldeneye. They cause massive amounts of damage and have a chance of making the entire TV screen red with death.

---Mines---

There are three kinds of mines: Timed mines, proximity mines, and remote mines.

Timed mines have fuses that go off a few seconds after you throw them, much like grenades, but they can stick to a surface. Personally, I don't like the timed mines, and don't have any real strategy to them. The best you could probably do is toss them at the floor or drop them behind you while you run if you are being chased.

Proximity mines are probably the most popular mines. If there is movement within a certain range of proximity mines, they will automatically detonate. When laying proximity mines, make sure to remember where you planted them. You're sure to be laughed at if you blow yourself up with a prox (Usually the laughter is silenced by another proximity mine blowing up the person who is laughing ^\_^). Proximity mines are best when placed right at regen spots (indirect form of camping, yes), where opponents will regen, only to walk one step and be destroyed by a mine.

Remote mines are my favorite mines. You can set up death traps or pin masses of characters in rooms. Generally, when you lay proximity and remote mines, you should place them under stairs, on the ceiling, on the inside of doors, inside destroyed crates, on regen spots, on weapons, on ammo boxes, and on the body armors. Doing this will allow you to take control of the level by blowing up all the weapons and ammo ^\_^ . A useful trick is that you can detonate a remote mine without switching to the watch by pressing "A+B" at the same time. Your opponent won't think of you as a threat with remote mines if he sees you aren't on your watch until you blow the mine up in his face.

---Grenades---

Grenades are best for reckless players or people that are good with angles. Grenades can be bounced off walls, ceilings, and floors. If you're good with angles, you can bounce a grenade off a certain surface to place a grenade in those hard-to-reach places. If you're reckless, just throw grenades into rooms and hope someone's dumb enough to walk into them. If you're low on health (even if you have full armor, one explosive should be enough to kill you), you can perform suicide kamikaze grenade missions. Just hold down the FIRE button and run at an opponent (squatting and semi-circle strafing/circle strafing around him/her) or cluster of opponents until the grenade explodes in your hand, taking down everyone else with you.

---Rocket Launchers---

Rocket launchers are the precision explosives. They don't bounce, but explode on contact, creating a monstrous explosion wherever you point it at. When rocket fighting, the best thing to learn is shooting walls and the floor. It's much easier to shoot the floor in front of an opponent and use the explosion radius to kill him rather than hitting them square in the face. If you're on a higher surface, shoot rockets at all the exits, then focus on your opponent. Usually, he'll panic and try to run out a door only to be killed by the rest of the immolation. If you're on a lower surface, stay calm and run under your opponent (like in stack). Afterwards, strafe a bit to the right, then shoot the ceiling that your opponent is standing on. Make it a habit to shoot the floor, walls, and ceilings, as it will greatly increase your accuracy with rockets. When playing with rockets, remember that body armor is key to survival, so grab as much as you can.

---Grenade Launchers---

Grenade launchers are best used atop high ledges and areas. It has a fast reload rate, so you can bombard from above with countless numbers of grenades, causing a panic (and some major slowdown) due to all of the excessive explosives. When bouncing grenades, be EXTRA careful, since as soon as the grenade touches the ground, it will explode. When you have an opponent pinned somewhere, just pump out grenades and bounce them off the walls until he's dead.

\*\*\*\*\*  
FLAG TAG STRATEGIES  
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These flag tag strategies, usable universal, are biased more towards the COMPLEX map. Any other level just seems unsuitable, since COMPLEX has the most sniping spots, hiding spots, and other places to use to a flag-holders advantage. Before you get the flag, get armor. The armor will enable you to live longer while you have the flag. After you have the flag, find a designated hiding spot to stay in, or just camp by all the good weapons and pick them up (even though you can't use them, your opponents won't get them either). When you see your opponent is headed towards you, move out, and hide somewhere else. The best places to hide in are grates, walk-through walls, and under the bottom of stairways. When being chased, try to run through the one room with the many pillars, either running around in it until your opponent is confused, or running all the way to the end, then go back the way you came in. If you know you've already won (You've held the flag over half of the time the game is), don't go for the flag after you die. Instead, go after the other opponents. Most of them will neglect you and just go after the one with the flag, while you can improve your victory by holding the flag the most \_and\_ have the most frags. There's no greater pride than that.

Another nice Flag Tag strategy (contributed by DarkWolff@aol.com) is to switch your weapon to unarmed or the sniper rifle butt and hold down the FIRE button. When you pick up the flag, you can continue chopping or swinging while you are carrying the flag, and on your opponent's screens, you won't be holding the flag! However, if you release the fire button while you are still holding it, you'll switch to the flag and won't be able to hurt anything anymore. A good way to surprise an opponent!

And here's a sickening little strategy from Guardian Owl (guardian\_owl@geocities.com):

This will only work if there are no explosives or weapons available that will fire through doors. First obtain the flag by finding it or killing someone who has it. By the way, holding the flag the longest is the only way to win the match. Hustle down, avoiding enemy fire, to the interrogation room you must break out of in single-player mode. Next, open the door and shut it behind you. Lastly, put your back to the door and wait. The door opens inward so anyone trying to enter will not be able to because you are blocking the door! With your back to the door there is no part of your body that is vulnerable to being shot. If there are no weapons which shoot through doors, or explosive that will reach through, you are set for the remainder of the match. The only other way in is by the pop-up point. Your "friends" will be in too much disgust and frustration to think of this way in.

\*\*\*\*\*  
HOW TO WIN AT LICENSE TO KILL  
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When playing license to kill, it is best to play with Autoaim OFF and no explosives (unless this strictly for crazed fun). Autoaim ON will allow you to make a shot from a mile away, and it takes away the real skill involved in license to kill. There are 3 golden rules that is best to abide by in License to kill:

- 1) The best weapons have the biggest clips and the fastest fire rates.
- 2) Never stand in the open; take the narrow and unused passageways.
- 3) Honorable, dishonorable, a kill is a kill.

First, you should know that the best weapons for license to kill are automatic weapons with big clips (scopes aren't necessary unless you enjoy sniping). That



means that cougar magnums are perhaps the worst license to kill weapons, while the RC-P90 is the best.

Second, make it a habit to takes the routes that aren't used as much or are less susceptible to enemy fire. Taking the unused routes provides you with an untouched supply of weapons, ammo and armor, as well as providing you with a good hiding spot if you're being chased.

Lastly, remember that a kill is a kill. It doesn't matter if you're honorable or dishonorable, you know your friends would shoot you in the back if they had the chance. In fact, I pride myself in this combination of results: Most Deadly and Most Dishonorable.

When playing license to kill, learning how to precision aim is a must. Also, try to aim for the legs, arms, and body, disregarding the head unless your opponent doesn't suspect it. I have a field day shooting people's arms when they're sticking out of doors. Also, learn how to use walls and bulletproof glass as barriers. Lastly, if you're in firefight with some one, lay into them when they reload their weapon.

If you are playing license to kill with slappers only, the best way to rack up the frags is to time your chops. Make sure that your opponent doesn't chop at the same time as you, or you'll both go down simultaneously. After you've done this, find yourself a fresh victim. Usually, it is best to run up to an opponent, duck down and chop away. The best way to counter another ducker is like this: First, squat down and face him, backing up so that he can't reach you. Immediately stand up, do a half circle-strafe around him and chop him in the back of his head (or body, whichever is more readily available). Since your opponent is also moving forward, the entire process should take no more than 2 seconds, or you'll give your opponent more than enough time to turn around and chop you in your knees.

\*\*\*\*\*  
MULTI-OPPONENT COMBAT  
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When fighting multiple enemies, especially when you are playing against a team of people, try to use crossfire and the color of your costume to confuse them. Select a character that has a similar outfit to the best player on the other team. Sometimes, the best player can be shot enough by his allies that you can peck him a few extra times to finish him off. Learn how to run away and take a confusing route, just in case you have to run away from a firefight. If you aren't playing against a team, try to pick on the people with the least amount of health (or most harmless). This isn't necessarily a 'good' method of winning, since your friends won't like it one bit. They might ban you from the next game (or disconnect your control on accident...).

\*\*\*\*\*  
1 ON 1 STRATEGIES  
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Although Goldeneye is best played with 3 players or more, usually you'll find yourself at home playing a 1 on 1 game with a sibling. When playing a 1 on 1 game, take away as much armor as you can. Grab armor, engage in a firefight. When you're done winning (or if you think you can't handle it), grab more armor and return. The opponent usually will be too distracted by you that he won't pick up any armor in between breaks. Learn how to take ambush spots quickly. If you see your opponent coming at you, immediately move to a good hiding spot and fire when he passes you by. Another thing to do is to fire at walls to discover your opponent. If you play with no radar, and your opponent is in a

multi-corridor room (like the Green-walled colored room in the basement), fire at each of the walls. Look at your opponent's screen to determine in which corridor your opponent is hiding in, and then attack.

\*\*\*\*\*  
WEAPONS/ITEMS OVERVIEW  
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Overview/Analysis Format:

Ratings (From worst to best): Pathetic, Bad, Average, Good, Excellent

Name of Weapon  
Ammo Per Clip  
Fire Rate  
Damage Caused  
Scope  
Least Effective in Game Mode  
Most Effective in Game Mode  
Overall Usefulness  
Description

Slappers  
Ammo Per Clip: None  
Fire Rate: Bad  
Damage Caused: Pathetic  
Scope: No  
Least Effective in: All But License to Kill  
Most Effective in: License to Kill  
Overall Usefulness: Pathetic

Slappers is the worst weapon in the game, but can actually gain a few laughs and is adrenaline-pumpingly fun in License to Kill. You can chop about once every 0.75 seconds, and outside of License to Kill, causes the least amount of damage in the entire game.

Throwing Knives  
Ammo Per Clip: None  
Fire Rate: Pathetic  
Damage Caused: Average  
Scope: No  
Least Effective in: License to Kill, Flag Tag  
Most Effective in: Normal  
Overall Usefulness: Bad

Throwing Knives are a very difficult weapon to be good with, but can get a lot of applause from friends if you are. They have the worst fire rate in the game, and the damage caused (if you actually land one!) is meager. The best way to use these is to keep the FIRE button held down, as it will allow you to be more readily prepared for a fight, and you'll be able to throw it faster and farther. When using knives, always aim for the chest or back. It is the biggest target, and causes more damage than a knife to the head.

PP7  
Ammo Per Clip: 7  
Fire Rate: Average  
Damage Caused: Average  
Scope: No  
Least Effective in: Flag Tag, Normal  
Most Effective in: License to Kill  
Overall Usefulness: Average

The PP7 is a solid weapon. It is the second best of the pistols, and is an excellent weapon for License to Kill games. Don't bother using it in Flag Tag games, since armor will be used excessively by the flag carrier.

Silenced PP7

See \_PP7\_

DD4 Dostovei

Ammo Per Clip: 8

Fire Rate: Average

Damage Caused: Good

Scope: No

Least Effective in: Flag Tag, Normal

Most Effective in: License to Kill

Overall Usefulness: Good

The DD4 is the best pistol out of the arsenal of multiplayer weapons. It hits slightly harder than a PP7, and has an extra bullet in every clip. However, like most pistols, it suffers greatly in normal play and flag tag, since semi-automatic fire just isn't fast enough in intense games like those.

Cougar Magnum

Ammo Per Clip: 6

Fire Rate: Pathetic

Damage Caused: Excellent

Scope: No

Least Effective in: License to Kill

Most Effective in: Normal, Flag Tag

Overall Usefulness: Bad

The Cougar Magnum seems to be a very good choice as a pistol, but in actuality it isn't. It has a really bad kick, small clip, and slow fire rate. In License to Kill, rapid fire is key, and the Cougar just doesn't deliver. In normal games, however, two bullets to the chest or a single bullet to the head will send an opponent belly-up. Because of this, the Cougar is best used as a close range weapon, where you can get a clear shot at the neck, chest, or head.

Golden Gun

Ammo Per Clip: 1

Fire Rate: Pathetic

Damage Caused: Instant Death

Scope: No

Least Effective in: License to Kill

Most Effective in: Flag Tag

Overall Usefulness: Bad

The Golden Gun causes instant death to whoever is unfortunate to be punctured by a golden bullet. While this seems like a great weapon, it has only 1 bullet per clip. Having only one bullet, I can only judge that the time it takes to reload becomes its fire rate. In License to Kill, the power won't matter since any shot kills anyway, but in Flag Tag, it should have the power to stop that armor-hogging flag carrier.

Laser

Ammo Per Clip: Infinite

Fire Rate: Good

Damage Caused: Good

Scope: No

Least Effective in: Flag Tag

Most Effective in: Normal, License to Kill

Overall Usefulness: Good

The Laser is a good weapon for almost any kind of match. In Flag Tag, however, you'll find that the laser doesn't have the fast enough fire rate to take care of the carrier. In Normal, it hits surprisingly harder than many people realize, and in License to Kill, you can keep your finger on the trigger without worrying about your opponent killing you while you reload.

KF7 Soviet

Ammo Per Clip: 30

Fire Rate: Excellent

Damage Caused: Good

Scope: Yes

Least Effective in: Team Modes (More than one opponent gunning at you)

Most Effective in: Normal (Especially One on One Matches)

Overall Usefulness: Excellent

The Soviet is an excellent weapon. It is an automatic weapon that has a solid reload rate and decent clip size. It can pack a good punch if you happen to put in a right amount of bullets into an opponent. Add a scope, and you have one of the best weapons in the game. The only blunder it has is that it doesn't have enough ammo to take down more than one person in a single clip, and doesn't pack enough punch for you to be gunning for more than one person at the same time.

Klobb

Ammo Per Clip: 20

Fire Rate: Average

Damage Caused: Bad

Scope: No

Least Effective in: Normal, Flag Tag

Most Effective in: License to Kill

Overall Usefulness: Bad

I never really liked the Klobb. It always seemed to be a 'harsh' weapon. While its rate of fire is faster than the PP7 or Distovei's, it isn't fast enough to count as a true automatic. Combine the meager fire rate and poor amount of damage this weapon delivers with the shortest clip an 'automatic' has. This weapon is kind of like an 'automatic pistol.'

D5K Deutsche

Ammo Per Clip: 30

Fire Rate: Good

Damage Caused: Good

Scope: No

Least Effective in: Team Modes (More than one opponent gunning at you)

Most Effective in: License to Kill

Overall Usefulness: Good

This weapon is a step up from the pistols and klobb. It is a solid weapon that has a reasonable amount of bullets and packs a solid punch. While not as effective as the Soviet, it is still a worthy weapon that should take out most pistol users.

ZMG

Ammo Per Clip: 32

Fire Rate: Excellent

Damage Caused: Excellent

Scope: No

Least Effective in: None  
Most Effective in: All  
Overall Usefulness: Excellent

The ZMG is an excellent weapon. It shoots much faster than a normal automatic, and although it has no scope, it packs a very hard punch. If this weapon is available, I suggest using it as much as possible (Dual ZMGs have to be the best legal combination of weapons you can use in the game).

Assault Rifle  
Ammo Per Clip: 30  
Fire Rate: Good  
Damage Caused: Excellent  
Scope: Yes  
Least Effective in: Normal (Close Quarters Combat)  
Most Effective in: Normal (Medium to Long Range Combat)  
Overall Usefulness: Good

The Assault Rifle is a good weapon for those of you who like to keep a good distance away from an opponent. Aggressive people like myself, however, like to get up-close to an opponent and participate in close quarter combat, which the Assault Rifle isn't so great at. When you are using the scope, remember that the Assault Rifle's rate of fire goes down by about 50%, so only use it at really long distances.

Sniper Rifle  
Ammo Per Clip: 8  
Fire Rate: Average  
Damage Caused: Good  
Scope: Yes  
Least Effective in: Normal, Flag Tag  
Most Effective in: License to Kill, You Only Live Twice  
Overall Usefulness: Average

The Sniper Rifle is for those patient people who like to camp out or snipe. As an aggressive player, I don't really have that patience to use this weapon. If you have the patience, however, this is a great weapon. It also requires precision, and the scope allows for some nasty head shots. If there are people who are skilled with a sniper rifle playing against you, watch your step carefully.

RC-P90  
Ammo Per Clip: 80  
Fire Rate: Excellent  
Damage Caused: Good  
Scope: No  
Least Effective in: None  
Most Effective in: All  
Overall Usefulness: Excellent

The RC-P90 is undoubtedly the best weapon in the game. It has the biggest clip, fastest fire rate, and super strong bullets. After getting this weapon, don't bother switching to anything else. Abuse the extended clip and only reload when your either out of bullets or your opponents are \*DEAD\*.

Automatic Shotgun  
Ammo Per Clip: 5  
Fire Rate: Bad  
Damage Caused: Varies (depends on how much of the spread-fire hits you)  
Scope: No

Least Effective in: License to Kill (medium to close range versus vs. RC-P90), Normal (long distance)

Most Effective in: License to Kill (long distance), Normal (close quarter combat)

Overall Usefulness: Average

The Automatic Shotgun is best used in License to Kill and Normal modes. However, it is also least effective in License to Kill and Normal modes. It all depends on distance. When you fire an Automatic Shotgun, a certain number of pellets spread out with distance, so the farther you are from an opponent, the less likely you are going to hit him with all the pellets, but more likely to hit him with one of the pellets. This is why it works so well close range in normal and long range in license to kill.

#### Timed Mines

Ammo Per Clip: None (You have 11 Maximum)

Fire Rate: Bad

Damage Caused: Excellent

Scope: No

Least Effective in: None

Most Effective in: All

Overall Usefulness: Good

Timed Mines are practically grenades that can stick to a surface. They are good to use if you can time things just right (hence the name Timed Mines).

#### Proximity Mines

Ammo Per Clip: None (You have 11 maximum)

Fire Rate: Bad

Damage Caused: Excellent

Scope: No

Least Effective in: None

Most Effective in: All

Overall Usefulness: Excellent

Proximity Mines are excellent weapons if you have a good enough memory to know where you placed them. If you are playing license to kill, Proximity Mines can be both good and bad weapons. They can kill mass amounts of people with a single touch, but can also kill you the same way as well. For extra fun, add Turbo Mode ^\_^

#### Remote Mines

Ammo Per Clip: None (You have 11 maximum)

Fire Rate: Bad

Damage Caused: Excellent

Scope: No

Least Effective in: None

Most Effective in: All

Overall Usefulness: Excellent

Remote Mines are my favorite of all the mines. They can be used to pin, trap, and confuse enemies. To be good with them, you need to find good hiding spots for the mines, though. With paintball mode on, try placing a mine on the wall. Afterwards, shoot a bullet next to it. The paint should spread on the mine and camouflage it.

#### Grenades

Ammo Per Clip: None

Fire Rate: Bad

Damage Caused: Excellent

Scope: No  
Least Effective in: License to Kill  
Most Effective in: Normal, Flag Tag  
Overall Usefulness: Good

Grenades have the bouncing effect. This can be an advantage or disadvantage. If you are a good grenade bouncer, you can use it to reach those hard-to-get-to places. If you botch the attempt, however, the grenade could end up behind you without you even knowing it. It is best used in Flag Tag, since you can pull the pin and just tail the flag carrier and kill both of you. All in all, grenades are a friendly addition to anyone's arsenal of explosives.

Rocket Launcher  
Ammo Per Clip: 1  
Fire Rate: Pathetic  
Damage Caused: Excellent  
Scope: No  
Least Effective in: None  
Most Effective in: All  
Overall Usefulness: Excellent

If you know how to shoot the floor and walls, this can be your best friend. The problem with the weapon is that people tend to forget that the explosions can obstruct your view while your opponents take potshots at you with their guns. Because of this, be sure you get some armor before engaging in a fight with a rocket launcher.

Grenade Launcher  
Ammo Per Clip: 6  
Damage Caused: Excellent  
Scope: No  
Least Effective in: None  
Most Effective in: All  
Overall Usefulness: Excellent

This is the main weapon for bombarding people with explosives. Just stand atop a high ledge and let loose the grenades. If you are good at bouncing, you can use this to an advantage as well. Just make sure you don't screw up, because unlike normal grenades, the grenades in the grenade launcher explode on contact with the floor.

\*\*\*\*\*  
MULTIPLAYER AWARDS  
\*\*\*\*\*

-----MOST HONORABLE-----

The player who fought the most in a person's face rather than shooting in the back.

-----MOST DISHONORABLE-----

The player who fought the dirtiest, and shot the most people with their backs turned. (My personal favorite)

-----MOST PROFESSIONAL-----

The player who achieves the most head and neck shots.

-----MOST DEADLY-----

The player who is the most dangerous to encounter.

-----MARKSMANSHIP AWARD-----

The player who connected the most shots out of all the shots fired.

-----LONGEST INNINGS-----

The player with the longest life spans.

-----SHORTEST INNINGS-----

The player with the shortest life spans.

-----AC -10 AWARD-----

The "Armor Hog" of the match.

-----WHERE'S THE AMMO?-----

The player always short on ammo.

-----WHERE'S THE ARMOR?-----

The player with the least armor.

-----MOST FRANTIC-----

Most 'hyper' player. Runs around a lot and zigzags continuously.

-----LEMMING AWARD-----

The player that kills himself the most often.

-----DOUBLE KILL-----

The player that was able to kill two people with the same explosive.

-----TRIPLE KILL-----

The player that was able to kill three people with the same explosive.

-----QUAD KILL-----

The player that was able to kill all four players with the same explosive.

\*\*\*\*\*  
THANK YOU  
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DarkWolff@aol.com: Flag Tag + Chop/Swing tip.

Guardian Owl: Cheap Flag Tag Strategy

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