
REVISION HISTORY

2.4 (1/5/00)

Oh my god, an update. Well people the unimaginable has happened!! I actually sat down and finished this update!! Wow, this is impressive stuff by me maybe I could become president someday.....

Anyways there are major changes to this FAQ; the format has been changed, everything besides most of the walkthroughs has been changed. The times are in one big section now so it's easier to read and easier to update.

I added the times of lots of people so if you were one of the people who sent me times check for your name, if I haven't posted your times e-mail me AGAIN.

2.3 (10/27/00)

Wow this really needed an update. Anyhow, I WILL be updating a lot in the near future. I will be reformatting the entire FAQ to make it look better and the times will have their own section. In this update I have added the times of Danilo Veraszto who actually had a WR time of 1:04 on facility until Eise Smit got 1:03.

I'm am so far back into Goldeneye it's not funny. If you check out my times you will see that heaps of them have improved and they are going to improve a lot more. I have great news to tell everyone but it will have to wait. Sorry.

2.2 (10/03/00)

DAMMIT! I have people to add to this FAQ but I couldn't for the past 2 weeks because I'm currently staying in Sydney. I was able to post the times of Kyle Strid though. More updates coming.

2.1 (9/21/00)

Pretty good update here but more to come in the next few days. I have done a few more level walkthroughs including Archives on OO and Secret agent. I have added the times of a few people but I still have to add the times of a great player too, which happens to hold a World Record time. You will have to wait till tomorrow though to find out who that is :)

2.051 (8/22/00)

Not an update here, I just fixed up that damn word wrap problem!

2.05 (8/1/00)

Added Dam OO agent Walkthrough. Hmmm... :)

2.0 (7/31/00)

Hmmm...I did an hour update here. I wrote the walkthrough for Bunker 2 on OO agent! I also wrote the not-so-hard method of doing Train on OO agent, and a walkthrough for Streets on OO agent. I also added the e-mails of David Spira, Sean Caufield, and Stephen Patterson.

I got rid the Best Agents section too.

1.9 (7/29/00)

Just a times update here. I added the times of Stephen Patterson, Sean Caulfield, and David Spira. Hmmmm...Nothing has been happening in the world of goldeneye for me. I haven't been playing it lately....Instead, I've been playing a lot of F-Zero X.

1.8 (6/28/00)

I've finally updated it! Yes, after nearly a month and a half I've updated this FAQ once again. This is a fairly average update, but is very important! First, and most important, I posted the winner of the aztec competition! So, check out that NOW! Second, I've started the F.A.Q section. It's very brief now, but will grow in time. There have been some MAJOR updates on times. Matthijs ten Ham has some great new times, and so does Greg Whatmore. I on the other hand only have 2 or 3 :(However, I will try my hardest! I've added a few more walkthroughs, containing Jon Barber's aztec walkthroughs for Agent and Secret Agent. And, that's about it for the updates! Oh, and I rewrote the jungle walkthrough for agent.

Can you believe, that in the course of this Fast Times FAQ, I have caught around EIGHT cheaters! EIGHT!! Can you believe it? I can't! Well, me and Greg were talking about this on the phone, and we had a little idea. We were thinking about posting all of these cheaters in this FAQ, just to be really cruel. You know, in sought of like a "Cheater's Guild". Well, it's an idea now, but it may be reality in the future. Well, I want you to send me your opinions about this. Do you want to see all of the cheaters?! To the cheaters, do you want to see your own name on the FAQ?! Well, write in and tell me if you do. So, I'm having a vote, who wants the cheater's guild, and who doesn't. Hope to be hearing from you soon!

1.7 (5/18/00)

No news this update, I guess I make a lot of promises I never keep. I have just added and lowered times this update, nothing much at all. I will not update for at least a month, I want to catch up with everything I haven't done. I will try to do these things:

- Tell everyone the winner of the Aztec competition.
- Do heaps more walkthroughs.
- rewrite Sterling article.
- Update any times I may have forgotten or left out.
- Add F.A.Q section.
- Take a rest from thinking about Goldeneye FAQ.

Anyway, in this update, I have added:

- Matt, David Kim, David L., and Dan Kusek have all sent in their times.
- Robert Kruse has got some awesome times for Jungle and Control on OO agent!
- I updated some of Greg Whatmore's times.

1.6 (5/10/00)

Another "mainly times" update. There was a bit of confusion about 64 Magazine(I made a mistake about the name) and the score zone section. I guess you would only understand if you actually bought the magazine. If you don't, you just won't get it. Check out most of the agent levels for new times, and

some Secret and OO agent levels. Especially check out Runway on Agent. A VERY big surprise. Me and Matthijs both got excellent times. But, Something has pissed me off really bad, and it may have serious consequences. More info in the next update. LIVE! And on GameFAQs! I NEARLY FORGOT! I took the Marshmallow - Sterling thing off. Marshmallow e-mailed me and has shown me a better person. He took his article off, as have I. More news in the next update! LIVE! And on GameFAQs!

- Jon Barber with some rippen' new times.
- I have one new time, and an awesome one at that.
- Matthijs ten Ham improved one time, and a bloody excellent one at that.
- Took off article about Sterling vs. Marshmallow.
- And that's about it. (Accent the "it")

1.5 (5/3/00)

Man have I been lazy. I have done jack all for the last two weeks. Anyway, this update is mostly a times update. Other than that I have done a bleak surface 2 secret agent walkthrough. Hmmm...that is all. Oh, I nearly forgot! I got an e-mail the other day from Matthijs ten Ham. If you don't know who he is, buy 64 Magazine, and look in the score zone section under Goldeneye. Matthijs ten Ham has his times featured there. It is a pretty long story (in other words, I couldn't be bothered to write it), so it would take too long to write. But, Matthijs ten Ham was one of my inspirations to get fast times (plus some other weird and strange connections). Anyway, he sent me his agent times, and they are now posted. Oh, and about the Aztec thing, I was too lazy to write all the big congrats. and everything. Maybe next update. No hard feelings now :P

Anyway, the diagnosis:

- added surface 2 walkthrough for secret agent.
- added times from Matthijs ten Ham, Jon Barber, and Robert Kruse.
- Greg got some awesome times. He jumped into first place with 3:07 on train OO agent, and 0:53 for cradle OO agent. The walkthrough should be here in the next month.
- Just wanted to remind you that I've probably left stuff out in this update. I did this update in half an hour, so I would have missed stuff.

1.4 (4/22/00)

We have a winner! Yes, someone actually won the Aztec competition. Hmm...I have to say, out of all the hundreds maybe thousands of people that have viewed this FAQ, only two people actually knew how to do it. Odd. I haven't posted the winner yet, I'm not sure how I will. I will post the winner in days to come. Anyway, not much of an update in terms of matter. I have done:

- added surface walkthrough for secret and OO agent.
- added a new technique, and explained the run-strafe technique for all of the wondering people.
- updated times, some VERY good times.
- I was thinking about adding a FAQ section. Hopefully in the next one or two updates.

1.3 (4/16/00)

As you can see I am already accelerating in my FAQ writing speed. This

was a not a big day for me, I couldn't write for very long. But I have all of tomorrow free so I will update again tomorrow with lots more levels! Anyway, here's what happened in the update:

- I added some of Greg's new times, he's finally coming back to the Greg I once knew.
- I updated some of my times.
- Added an Aztec, OO agent walkthrough, it's a good read. I also added bunker 2 and caverns, secret agent.
- Just re-wrote some stuff, and made it easier to read. I also fixed up some errors.

1.2 (4/15/00)

You know, I actually found out that if I really wanted to I could finish this FAQ in a few days. It never occurred to me before, but now I know. In one hour, I did walkthroughs in OO agent for bunker, frigate, depot, and train, and I wasn't fully in the FAQ writing state of mind. So, for the next few days it is serious FAQ writing, and it will be a big update in a few days. As for my other walkthrough, that I said I would update today, I will not work on it until I finish this walkthrough. Anyway, in this update I have added:

- OO agent walkthroughs for bunker, frigate, depot, and train.
- Updated some of my times, including 1:00 on archives, and 1:40 on bunker 2! Both of these times were for OO agent.
- Greg got a couple of good times, including the killer time of 3:05 Aztec on secret agent!
- I spruced up the headings a bit, and I re-did the actual FAQ heading to make it look nicer.
- that's all I can think of... Oh, one more thing, I finally got the N64 back! I was so happy! I will never take the time I play the N64 for granted ever again.

1.1 (4/11/00)

My sucky parents band me from the 64 for a while so I'm F#@KING pissed off. You know, just because parents find no enjoyment out of video games, they find pleasure in taking it away from us young people. It sucks. We are brought up in a video game environment, video games are what we live for, it's not our fault, it's just the way things are. Anyway, as I write this, I am filled with f#@king rage, I need the n64 to write this FAQ, and because of stupid parents, I can't. They don't understand that by taking away the n64 and preventing me from writing FAQs (which is probably the most fulfilling thing I've ever done). They're not punishing me, I get the point already, they're just trying to make me pissed off, that's what I hate most about them.

Anyway, to the updates. I have added:

- *A must read article about Marshmallow and Sterling Neblett. It is the best read of the day! Get to it even before you finish reading this because it will be worth it!*
- I got some new times! And if you thought 2:18 on Aztec, agent was as fast as you are gonna get, you gonna get a surprise when you see my time!
- Greg improved some times.
- Added two levels to the walkthrough. Hopefully, by next update, I will have done the REALLY fast walkthrough for caverns OO agent!

3. Don't stop just to kill guards. Kill guards on the run. If you don't kill a guard, turn around and shoot him while running backwards or just forget about him.

4. Try to get as many head shots as you can. Not only does it preserve bullets, but it also saves heaps of time.

5. On some levels, it is better to turn auto aim off. It is much easier to get head shots without the auto aim. Because auto aim automatically aims for the body, you're most likely to hit the body or the limbs, and you won't kill guards on the first hit. Without auto aim it is a lot easier to get head shots without aiming. Turning off auto aim also helps on level where you need to shoot cameras and there are lots of guards around. The auto aim would lock on to the enemies and it is very hard to hit the cameras. This technique was sent in to me by Jon Barber.

DAM

AGENT WORLD RECORD: 0:55

At the very start, watch the opening sequence. If you see a guard walking through the two brown gates, you have to exit the level and start again until you don't.

As soon as you begin, ignore the guards as you run-strafe towards the tunnel. On your way, try to make a straight path while hugging the end of each small concrete-red and white things. Don't, I repeat don't, shoot any guards. Concentrate more on getting to the end of the level.

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|0 | Oh well, it still looks
| | cool though :)
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0= you
g= guard
gt= guard tower
|= concrete thing
|

When you reach the tunnel, try not to get hit by the two guards guarding the passage because this slows you down. But when you're passed them, it's good if you get shot from behind because it gives you a little boost. Continue through to the end of the tunnel, and at the end, turn a little to

the left and make a straight path to the brown gate.

At the gate, wait for about a second and it should open. Then run through quickly and make it through both gates before the second one closes. If the gate doesn't open, start again.

When through the next gate, run in a straight line towards the gate next to the building with the satellite. On the way, without move to the left or right, try to kill the guard running for the alarm. It's pretty hard, but he should be in your road anyway. But under no circumstance stop run-strafting, I'm not going to tell you any-more.

At the gate, quickly open it and get out your KF7. If you didn't get it, just use your PP7. While running towards the gate with the lock, look up and shoot the lock with one bullet(two max). If you miss you won't get 0:55-0:57. Run through the gate and keep a straight line as you run to the platform. Run up the stairs and jump off.

On average I get about 0:56-0:58. If you get over 1:01 then your either spending too much time on the guards or not run-strafting enough.

SECRET AGENT

WORLD RECORD: 1:22

At the start, watch the intro and if it shows a guard walking through the brown gates then you have to start again. Just like agent run through ignoring all the guards until you reach the brown gates. Wait for the gates to open and bolt through. Ignore the green guard running for the alarm, and get to the alarm before he does. Shoot the alarm with 5, not 6 bullets and run through the gate just on the left.

Shoot the lock on the gate while running towards it and go through heading towards the first tower. When you reach the tower quickly open the door and destroy the alarm with 5 quick shots. Then move on to the second, and do the same. When you reach the third tower open the door and start shooting at the lock as soon as the door starts to open. Quickly bolt back to the platform and jump off.

OO AGENT

WORLD RECORD: 2:12

This is a pretty hard level to do fast. At the start complete the level as you would as secret agent. Run up to the two brown gates ignoring all guards. Go through the brown gates and start running for the alarm. On the way it's a good idea to kill the guard that's running so he doesn't shoot you later. You might get shot from the other guard too, but don't worry as long as you only get hit once. Shoot the alarm quickly and open the gate to the left. Run around the boxes and press start. Get out the covert modem and quickly throw it on the computer screen. Run towards the next gate and shoot the lock without stopping or aiming using the R button.

Run through the gate and run across the dam until you get to the first guard tower. Open the brown door and destroy the alarm. Run down the stairs and open the gate. Shoot the guard directly in front of you about 2 times and start running down the hallway. If you want you can face the front and shoot guards as you go along, but it wastes a whole lot of time. Run down the hallway until you reach the last two guards and kill them both quickly with head shots. Open the secret door leading to the computer room and run into the

room. Ignore all guards and activate the computer through the glass. Get out of the room quickly and you should be able to make it through without getting hit at all.

Run back down the hallway and if you're low on health use the KF7 to shoot down enemies as you go. Run down the hallway and go through the gates you used to enter the tunnel. Run up the stairs and run back onto the dam. Run along the dam and skip the second guard tower. Run up to third tower and open the door. Shoot out the alarm and then head back to the second tower. Why did we skip the tower before? Well, usually when you blow up the alarm the guard hears you and runs down trying to kill you. On your way back from the third tower, he will most likely shoot you. So, you destroy the alarm in the second tower last so you don't get shot.

Run back to the second guard tower and destroy the alarm. Then just run up the small set off stairs and jump off quick.

FACILITY

AGENT

WORLD RECORD: 0:51

Skip the opening sequence, and quickly run through the vents while changing to remote mines. Try to open the cubicle door before you get down so you can run straight out. When you get to the white doors, open them half a second before you reach them to save you time.

The next part takes a bit of practice. Run down the stairs using C-right then C-left. When you get to the bottom, throw a mine on the boxes next to the brown door. What's hard about it is, to go fast, you have to throw the mine while you moving back towards the white door under the stairs. It's pretty hard to explain, but what you have to do is, run-strafe down to the bottom using C-left. Then, as soon as you reach the bottom(while your still moving) throw a mine and at the same time start run backwards toward the white door. Do you get it? If not, e-mail me.

Anyway, start running backwards after you throw the mine. Just before you reach the door do a circle while strafing to face the door and open it. Kill the guard while running towards him, and when you reach the point where he was standing, start backtracking towards the brown door. You should have collected the key card, and his KF7. If not, start again.

When you reach the brown door it should be open(the door doesn't always open, if it didn't, start again) so run through and activate the console. Quickly run out and make your way down the hallway, through the two doors on the left, until you reach the locker room.

Run to the door, and open it as quickly as possible. Run down the corridor as fast as you can. Don't worry about the guards or anything, just keep a straight line to the other side. Open the first door, and the second while getting out your KF7.

If your having a good run, a guard should be just to the left, if not, don't worry. With your KF7, press down Z and starting shooting(at thin air) as

soon as your past the second door. By the time you reach the remote door the guard should have opened it so blast him out of the way and run like hell up the stairs.

Again, don't worry about the guards as you run through the hallways. Don't even think about the guards. Just focus on getting to the bottling room fast. Facility on agent is good because you don't have to worry about Dr Doak, so DON'T! Run to the door leading to the bottling room and go through as quickly as possible. As the door is opening, switch to remote mines.

Bolt down the stairs and get Trev's attention as quickly as possible. As soon as he starts talking, throw a mine in-between the first four containers. You don't need to wait till the mine hits the ground so VERY quickly just aim and throw. Detonate the mine in-between the four bottles and they should be destroyed. Quickly do the next four the same way, and then throw the 3rd mine outside the last two tanks(as if there were an extra two tanks there). Not only is it easy to aim, but it's a safety precaution. If the mine goes to close to the other explosion it will detonate before it reach the tanks costing you a few seconds. Like this

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  ( M )( M )( M )
    O O O O O
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O = gas bottle

M = Mine placement(detonation)

()= Mine's destruction area

When all tanks are destroyed move to the double door. If all the tanks aren't destroyed, start again because you won't get a good time. Next, you have to guess when to leave the stage the quickest without not rendezvousing with 006. I can't tell you exactly when to leave, but play it a few times and you will figure out when to leave. If all goes well, exit and check your new fastest time!

SECRET AGENT

WORLD RECORD: 1:02

Complete the level as you would on agent until you get to the laboratory, I'm not going to write it twice. Run up the stairs and turn right using C-right. Turn left using C-left, and then switch to C-right as you begin to run down the main hallway. At the intersection, look to the right for Dr. Doak. If he is there, touch him and start running towards the bottling room. If he isn't, you know what to do.

Run down the corridor and switch to remote mines as you do so. At the end, where it turns left, place a mine on the wall you're facing just before you run past the two guards on the left. Run past the guards, and run up to the door. Blow up the mine using A + B and press start. Get out the door decoder and start decoding the door.

As the door is decoding, get out the KF7 soviet and fire rapidly while you wait. When the door is halfway opened run down the stairs. Hopefully, Alec will be facing you when you reach the bottom. If not, simply stand back a bit and lure him out. But if you have to lure him out will lose about 2-4 seconds.

While you are speaking to Alec, blow up the bottles as you would on agent. Now, the key to getting out fast is this: When Alec says his second line, wait for 2 and-a-half seconds before leaving via the double doors. You

will not have seen obj: B completed, but it will be completed as you leave.
VIOLA!

OO AGENT

WORLD RECORD: 1:02

I've had a lot of people asking me for help with this. They keep saying they can't get the cheat bla, bla, bla. And nine times out of ten, they have only had the game for a few weeks. I am sick of it. I never knew why people hated getting e-mail from people asking the same question over and over again, but now I do. Come on, it took me, from memory, about 4 months to actually get the cheat. I started trying after 3 months, and it took me a month after that. I looked at all the walkthroughs, I watched videos, but I couldn't do it. But then I got 2:04 and I got the cheat. It wasn't because I read a walkthrough, it wasn't because I watched someone else do it, it was because I, P-R-A-C-T-I-S-E-D.

From then on I kept on practising, and practising, and my time went down. A few months later my time was down to 1:40, and just about a month ago (just under two years from when I bought the game), I got 1:08. It took me just under two years. Now, do you expect to get the cheat the first week you get the game? I wouldn't. If you going to ask for help, make sure that you've owned the game for at least 4 months before asking. I may sound like a big meany but it's the truth, me telling you HOW to do it, or giving a bit of ADVICE, won't help more than the slightest. I saw a video by Nintendo that showed a guy getting a time of 1:25. Even a year after I saw that video, I couldn't get that time. Anyway, here's the walkthrough...

Basically it's the same as Secret Agent. Well actually it's exactly the same as secret agent. However, there is something that you should do different. After going through the very first security door you opened get out your remote mines. Then after going through the next door bolt down the hallway and throw a remote mine against the wall as you run past the three guards. Then when you open the next door detonate the mine using A+B and switch back to the KF7 soviet. This makes everything way easier and it allows you to get hit more at the end of the level.

RUNWAY

AGENT

WORLD RECORD: 0:23

There are two ways of doing this level. You can either run for your life or you can use the grenades to your advantage. Using the grenades to your advantage is extremely hard and often doesn't work out, but it is almost neseccary to achieving 0:24.

Skip the opening scenes and begin running towards the conveyor belt. As soon as you began running you should have collected grenades, if not start again. Make your way down the belt and head for the plane key. Open the door just before you reach it and very quickly run in, get the key, and get out.

All you have to do now is run for the plane so get out your grenades

and make a path for the plane. Just after exiting the hut, hold down Z until the grenade explodes in your face. You won't die, but it gives you a little boost. You can't do this again because you will die so here's what you do next. While running towards the plane, press C-down all the way until you are facing directly up. Now throw three grenades up in the air as you run, and keep a dead straight path. Now return to normal view and keep on going for the plane. Why did I just throw grenades up in the air you ask. Wait a second and you will find out. You will hear an explosion, and then feel yourself be pushed forwards. The grenades you through just exploded behind you giving you another little boost.

All you have to do now is run for the plane! Press B just before you get to the plane. Now you can check your new fastest time!

SECRET AGENT

WORLD RECORD: 0:24

This is very similar to agent. Skip both intros and run to the conveyer belt collect the grenades on the way. Run down to the hut and open the door just before you reach it. Quickly grab the key and exit the hut using C-left so that you will be facing the battery when you reach it.

When you leave the hut, aim yourself at the plane and look straight up into the air while running. Throw a few grenades up into the air and they will come down and explode pushing you forward a bit. Now the next bit takes A LOT of practice. You have to guess when to start holding down Z so when you throw the grenade it goes off next to the battery. It took me ages but I got it. You have to be facing up a bit when you throw it as well. Throw the grenade at the battery and hopefully your timing was good. Sometimes a guard or the drone gun shoots you which makes you automatically throw the grenade.

Continue running at the plane and press B just before you reach it.

OO AGENT

WORLD RECORD: 0:40

This level is very easy to finish alive, but is very hard to finish with all of the objectives done. I constantly get 0:41 and 0:42 but I don't destroy the drone guns.

As soon as the level starts start running for the conveyer belt. Bolt down the ramp and run for the door to the hut. Open the door before you reach it and go through. Quickly run to the right and get the key off the table. Run out of the hut and make a straight path for the tank. Ignore the guard you pass and hopefully when you're past him he will shoot you in the back a couple of times.

Run around the building and get in the tank. Turn the tank around and start heading for the runway. As you get to the corner of the wall on the right, shoot a grenade at the side of the first drone gun on the left. After you shoot the first drone gun turn right and make a dead straight path for the plane. Now press R to bring up the scope, the tank will continue driving. First aim and shoot out the battery, then shoot the drone gun furthest on the left, then aim and shoot out the drone gun on the right. Just remember that the tank is moving, so you will have to shoot the grenade a bit in front of the target. After you shoot out the last drone gun you should be right in front of the plane. Get out of the tank and quickly press B next to the plane.

SURFACE

AGENT

WORLD RECORD: 1:07

As soon as you begin, run-strafe around the bend using C-right, while sticking to the forest edge. Run around until you see the first hut on the right then keep running around until you see the hut on the left.

Branch out from the forest edge, and make a line towards the back of the hut of the left. Once past the hut, make a dead straight run towards the satellite dish still using C-right. When you reach the dish, run around the right side and quickly open the door.

Once inside, run up the stairs and very quickly de-activate the satellite. Once this is done, quickly make your way to the exit. When you get outside, start heading straight for the ventilation tower.

At the ladder leading to top, begin climbing up and switch to the sniper rifle. As soon as you reach the top, press R and C-down to quickly eliminate the zoom. In a faster-than-usual manner, shoot each lock twice. If you miss one shot you will have to reload costing you seconds, so be careful as well. When the locks are destroyed, enter the tower.

You should be getting under 1:20 every time with a little practice.

SECRET AGENT

WORLD RECORD: 1:55

It's levels like these I don't like writing a walkthrough for because all you're doing is running. Nothing secret, nothing you wouldn't have already figured out. So I will just write it in point form.

1. First run to the hut with the guy carrying the hut key. Use the same strafe all the way and keep a straight path. On the way switch to sniper rifle. As you enter the hut, run in and kill the guard with three shots at most. Run around behind the boxes and very quickly pick up the grenade launcher. Get back out of the hut and start running towards the hut with the safe key.

2. Again, keep a straight path or you will lose time. Run into the hut, get the key, and run straight back out. Now head for the hut with the building plans.

3. Run through the fence and open the door. Be careful, because the door opens outwards. Run into the hut and stand on left side of the safe. I mean, the left side, if you are facing the front of the safe. Run to the left side and open the safe, you should get the plans straight away. Run out of the hut and head to the satellite dish.

4. Enter the dish and run up the stairs. When you get to the computer room, turn off the computer and run out of the room in one second. Run back down the stairs and when you get to the bottom switch to the grenade launcher. Exit the dish building and start heading towards the ventilation tower.

5. As you run around the forest corner, press C-down a tiny bit. Use C-right as you run around the corner, and you will see the ventilation tower. As you run towards it, fire a grenade right into the middle of the grate. If you aimed as well as you should of, it will blow up all of the locks. As you climb the ladder switch weapons and you will pop up. Quickly jump down the hole.

OO AGENT

WORLD RECORD: 1:55

This is exactly the same as the secret agent walkthrough. Theoretically you should be able to get a faster time though because you should get shot more times.

BUNKER

AGENT

WORLD RECORD: 0:18

Skip through the opening scene as quick as you can for level; the quicker the better. As soon as the opening sequence fades out start pressing forward. Open the door in front of you and very quickly open the door on the left placing your self right in the middle of the doorway. As soon as you open the door press start and get out your camera. While going in and out of your watch, you should have gotten hit at least twice. That's good because you should have been hit down the hallway. If you got stuck on the wooden box or if you're still in the first room you won't get a fast time.

Once you get out your camera begin running like mad towards the control room using C-left and then C-right when you get to the stairs. Don't worry about the alarm as this will help you in the long run. When you reach the bottom of the stairs you should see the main view screen. Take a picture; it will work even if you can only see a tiny bit of the screen.

While taking the picture start running for the Goldeneye key. As soon as you get the key start heading towards the screen doors. If you get hit while going for the key you would have gone around the back of the table. That's ok, just continue on.

Remember before how I said the alarm will help you? Well here's why. The guards coming have opened up the screen doors. Sometimes they are blocking the passage way though. But if there's a space quickly run through and press start as soon as you pass the black guys. Again going into the watch you should get hit a bit; the more the better.

Get out the key analyser and start running for the last door while analysing the key. Just before you get to the door press B for a faster open. While the door is opening throw away the key and run outside. You should get under 0:25 easy using this method. I myself am one of the few people who have gotten under 0:20.

SECRET AGENT

WORLD RECORD: 0:27

Skip both intros and immediately turn around and open the door. Strafe out and destroy the camera on the wall. Open the door on the right and run to the left and look up. Take out the camera and turn around. Ignore the guard on the right and kill the guard with the keycard as you run towards the stairs. Just before the stairs turn right and knock out the camera from a distance. As soon as the camera is destroyed press start and get out your camera.

Run down the stairs leading to the control room and take a picture as you run towards the table with the keycard on it. Pick up the key and switch to KF7 soviet. If you don't have it just use the PP7. Take out the camera on the far wall while running towards it and start heading for the screen doors.

Open the screens doors and press start. Get out the key analyser and start analysing as you run up the stairs. Spit out the key and open the brown door. A faster way to get out is face the wall on the left as you're trying to get through the door. Constantly shoot the wall you're facing and you will slip out much faster. If you're really lucky as soon as you open the door a guard hits you in the back WHILE your shooting the wall; this makes you instantly jump through.

OO AGENT

WORLD RECORD: 1:15

Ok, this level is pretty hard to do fast. You need to have good accuracy, and you need to be able to get head shots. You may not understand this walkthrough as it is pretty hard to explain. Just remember this walkthrough is extremely difficult, even I can only do it about 3 times out of 10.

From the start, turn around and open the door. Run out while facing left using C-right, and take out the camera with one or two shots. Open the door on the right and kill the guard on the right with a head shot. Then kill the guard carrying the key card. Run towards the steps and kill the guard in the corner who is apparently shooting at you. Quickly reload and maybe the guard with the two klobb with run out. If so, kill him with a head shot and then bolt out in the main room. Turn right, and start running towards the guard standing against the wall while shooting at him. He should die before you reach him.

Once you're over near Boris, stand right next to him so that you just picked up the key. Now, turn around and shoot-to-kill the two guard that are shooting at you. If you do it fast they should only hit you once. Hopefully, the guards on either side of the room won't notice you. Hopefully.... Anyway, once Boris starts walking stay close by and search for the keycard the guard in this room dropped. Pick it up and while staying close to Boris run to the area at the bottom of the stairs leading to the main room. Press start and get out the camera. Take a picture of the main screen, and then walk to the stairs, while staying near Boris. Then, as Boris is walking up the stairs, aim up and destroy the camera that is a down the hallway. Make sure you're quick, so the guard stand in the hallway doesn't hit you.

While moving with Boris towards the mainframe room, watch the stairs for any guards that may come. If any guards come kill them straight away, for you need to have some health left for the end. Follow Boris through the first of the two doors leading to the mainframe room. When Boris opens the second door, quickly take out the guard standing next to the mainframe. Then run into the room facing the left, so that the mainframes block the path between you

and the guard behind them. As you run out, shoot the guard to the left, until he is dead. Then run around and kill the remaining guard.

As soon as Boris begins work on the mainframe, run out of the room and turn right. Run down the hallway a bit and look up to destroy the camera mounted on the wall. Then run back into the mainframe room and get out the key analyser. Analyse the key, and then quickly get out the datathief. At this time Boris should be just about finished. When he sets off the alarm quickly start the downloading and run out through the two doors while switching to the KF7 soviet. Run down the stairs going to the control room and run into the room heading towards the room with the camera. Aim up while running towards the room and start shooting at the camera. Hopefully, before you reach the room the you destroyed the camera. Then turn left and go through the screen doors which I'm sure are covered by guards. Run past them and run up the stairs injuring the last two guards if you are low on health. Open the brown door and exit.

SILO

AGENT

WORLD RECORD: 1:12

This is one of my favourite levels, but it can be VERY frustrating. For two reasons:

- 1.The guards almost always duck and get in your way and you can sit there for 20 seconds trying to get past. When the guards duck you can't shoot them so if you get stuck on a ducking guard start again.
2. The guards don't always open the doors, especially the last door. When doors don't open it can be VERY depressing.

First of all, let the intro run all the way through. Run to the first door and quickly open it. Then strafe left and shoot the guard on the right(while strafing) receiving his KF7. Then continue around the corner ignoring the guards and switch to the KF7. Just before you get to the door start shooting in that direction. A guard should've opened the door and if you don't shoot him fast then he's going to duck. Shoot him out of the way and continue shooting until you get to the first stairs. Bolt up the stairs, and the guards on the other side should've open the door. That's the key to getting a fast time on this level. Just bolt through and the guards will open the doors. You don't even have to collect one key-card!

Kill the guards in the way and bolt to the next door which is open. Whenever you about to reach a door start shooting and guards on the other side will open the door for you. Run through and bolt down the hallway. Run through the next door, bolt up the stairs, and turn right. Shoot down guards as you go along to attract attention and get ammo. Go through both doors and bolt down the next hallway.

Get through the doors and run up the stairs while shooting. There should be guards on the stairs so kill them before they duck. Run through the whole level like this until you get to the hallway before the satellite. Shoot

your way through, and press start just before you get to the door leading to the satellite. Get out your camera, and take a picture as your running through the room. Run up the stairs, and open the door quickly. Bolt past all the guards and try to beat Ourumov so you get a faster run to the end. You should easily get under 1:50 all the time, and you will soon start getting times around 1:20!

SECRET AGENT

WORLD RECORD: 1:23

This level sucks. This level is the worst level in the game. I tried doing this level on secret agent (fast) and it took me 2 hours to finish it. I hate this level so much I'm not going to write a walkthrough for it. I just couldn't be bothered writing about something that brought me pain and suffering.

Only do this level if you have a punching bag near by. I will say something though; do the level like on agent but pick up all the stuff.

OO AGENT

WORLD RECORD: 1:50

FRIGATE

AGENT

WORLD RECORD: 0:27

Skip both intros and strafe quickly up the ramp. Turn left at the top and quickly run up the stairs furthest away. Open the door just before you reach it and quickly kill the guard up ahead. Run down the hallway and open the on the right. With three bullets, kill the guard on the left. Then move into the room a bit and take out the guard holding the hostage in the other room. Releasing both hostages should take about 3 second or less.

Quickly exit the room and open the door on the right, then quickly press start. Get out the tracker bug and from the door(this takes practice) look up and throw it over the balcony in the direction of the helicopter. If you're lucky, the tracker bug will land on the helicopter. While the tracker bug is in the air, make sure you DON'T look away or the tracker bug will strangely stop in mid air and you will fail.

Bolt back to the ramp and quickly get on the boat. If you're VERY lucky the hostages will be released. Even if they're not, get to the boat anyway and check you time.

SECRET AGENT

WORLD RECORD: 1:14

Ok, to do this level fast you have to be pretty good at the game. If you suck, you're never going to do this level fast, well at least not until you get better.

From the start, press right C and push right on the control stick and you should get onto the ramp straight away. Run up the ramp using C-right and then C-left, and turn left when you reach the frigate.

Run up the stairs closest to you and open the door just before you reach it. Now here's a part that requires practice more than anything. Charge into the room and run over to the computers next to the windows. At the same time face the hostage taker and start shooting him as you run towards him. Now as he dies run to the same spot he was standing and press start. Get out the bomb defuser and quickly defuse the bomb a split second before you start to run to the door that leads to the other stairs outside. Don't exit through the door you just came through.

Run down the stairs and then run up the next stairs that are straight ahead. Open the door and run through the hallway quickly ignoring all the guards and enter the first gap on the left. Run into the room and take out the hostage taker with a head shot. Then run into the room on the right and quickly aim up the next hostage taker. Shoot him in the head quickly and run back into the room on the right before the guard next to the hostage taker hits you.

Run back the way you came shooting any guards in front of you and run into the hallway. Turn right and head down the stairs ignoring most guards as you go. Turn right at the bottom and run down the hallway until you get to the next set of stairs. Run down the stairs ignoring the two guards at the bottom and make a u turn left. As you run down the hallway shoot the guard up ahead and get his ammo as you pass him.

Turn left and open the door. Run through the next small room and shoot the guard on the right as you do. You should have killed the guard as you reached him so just run through the next door without being hit by the other guard. Run down the winding hallways and kill the next hostage taker as you reach him. Run through the small room and open the door.

Now with your gun blazing run forward and kill any guards in the way. If you are low on health kill the guard(s) on the right. If you have lots of Health (you might not need it) ignore the guard(s) on the right and open the door straight ahead. Run along the walkway and press start at about halfway. Get out the bomb defuser and defuse the bomb on the computer just up ahead. Turn around and run back through the door you came.

Run up the stairs on the right this time and make a u turn to the right. Now with your gun shooting use C-Left as you sprint through the next hallway. You should injure the guards but you won't lose time. Open the next door if you have to and run down the next hallway not stopping to kill any guards. Open the door at the end and run down the steps opening the big sliding door as you press start.

Get out the tracking back and quickly place it on the helicopter as you start to run to the left. Turn left and run down the boat. Run up the stairs and open the door, then run through the hallway and open the door at the very end. Run down the next set of stairs and continue going straight but run to the right of the next set of stairs.

Run up the gap on the side of the side and run down the ramp. If Obj. A has been completed quickly jump into the boat. If not wait a while until all of the hostages escape and then run in.

This is a hard level to do fast if you don't practice it a lot.

As soon as you begin press C-right and move the control stick to the right to get onto the ramp straight away. Run up the ramp using C-right and C-left and when you get to the top run over to the other side of the ship. Turn left and run up the stairs closest to you. Open the door at the top and quickly take out the hostage taker. Turn back around and head down the stairs, then run up the stairs that are right in front of you. Open the door at the top and run past the guard until you get the gap on the left. Run through the door and run around the right side of the computers. Take out the hostage taker with 1 or 2 head shots and then run straight back out through the door again.

Turn right, ignoring the guards, and run down the stairs. Turn right at the base and run down the hallway until you reach the next set of stairs. Run down the stairs and make a U-turn left. Kill the guard standing against the wall as you run past and take his ammo. Turn left and quickly open the door. As soon as you run into the room start shooting at the hostage taker. Run normally towards him while shooting at him and he should die as you reach him. Keep running through and get out the next door before you get hit by the guard on the left. Run down the hallway and kill the next hostage taker from behind.

Run through the next door and start shooting at any guards in the area at the base of the stairs. Clear out that area as fast as you can and open the door leading into the engine room. Run along the walkway a bit and press start. Quickly get out the bomb defuser and run over to the computer. Defuse the bomb and duck down; get out your gun as you do so. Look towards the back left corner of the room and take out the hostage take with a few upper body hits. When he is dead run back through the door you came but this time go up the stairs on the left. Turn right and injure guys as you run through so they don't shoot you. Run through the door and injure the guard in the hallway. Run by him and open the next door.

Run down the small steps and run over to the large sliding door. Open the door as you get out your watch saving you a second. Get out the tracker bug and throw it on the helicopter as you start strafing to the left. Turn left when you get off the helipad and run up the stairs. Open the door and quickly take out the guard in front of you. Open the door on the left and with no more than a few shots kill the guard taking the hostage prisoner. When he's dead start heading down the hallway. Open the next door that leads outside and run down the stairs. Run up the next stairs and move into the room. Get out the bomb defuser and quickly defuse the bomb on the computer. Exit through the door you just came through and run down the stairs again. Turn left at the base and turn into the gap in the side of the ship. Quickly run down the ramp using C-left and C-right and enter the boat.

Hopefully all of the hostages were rescued. If not, still get into the boat and check your time. This will help you to see if you need to go faster.

SURFACE 2

To work out how to do this level in one minute took me ten days to work out, plus two seconds from Greg Whatmore. It all started when I was playing surface on OOA and at the start I killed a guy and I got a grenade. So I thought, if I get a grenade on agent, I could blow up the grenade just out the satellite dish next to the computers and blow them up from the outside. So I rung Greg, and I told him about my idea, and in about 2 seconds Greg said, "but don't you have a remote mine?" BREAKTHROUGH!!! In my first try of this new technique I got 1:04, man was I happy. Anyway here's how to do it...

From the start use right-C to strafe to the dish. On the way, switch to remote mines using your chin or something. At about halfway change to using C-left and head for the left side of the dish building. Move around the left side of the building and press C-up so that you're facing up a bit. As you're running past throw the mine on the wall just outside the computers and blow it up just as you pass so that the mine gives you a small boost. Now just bolt to the finish and enter the bunker.

SECRET AGENT

WORLD RECORD: 0:57

This is where that grenade I told you about comes into play. Wait out the entire opening scene and run around the first bend. Now if you are VERY lucky you will encounter a guard with a grenade around this area. Quickly kill this guard as you strafe towards the dish and get out the grenade.

Head for the left side of the dish and you have to guess when to start holding down the grenade. When you get below the computers peg the grenade up against the wall so that it explodes and destroys the computers, plus gives you a little boost.

Now run towards the helipad and just before you drop down onto the pad peg the mine onto the helicopter and jump down in front of the bunker door as you do a 180 turn in mid air. Open the bunker door and switch weapons to get through as quick as you can.

OO AGENT

WORLD RECORD: 1:43

I don't really like this level and I assume the most of the world's best players don't like this also because my time of 1:55 is the 4th fastest in the world! The strange thing is that I stopped to shoot the first camera and I made some pretty obvious mistakes! With the world record at 1:44 set by Mike Martin and the next 2 times being 1:53 by Sterling Neblett and Wes McKinney (then of course 1:55 shared by me and several others) I can say that not much effort has really been put into this level. Needless to say I could get 1:52 if I really wanted to, but this really isn't my favourite level. Anyway, on to the walkthrough.

You may be wondering how on earth Mike Martin could get 1:44, well it's a special walkthrough that I won't write because it doesn't belong to me. So I will write the 1:52 onwards walkthrough.

At the start run-strafe around the bend keeping to the forest wall on the left. Around the bend of the forest break out and make a dead straight line for the hut that the commander with the key hangs out. Nearing the hut as

you go over the hill break out into a normal run for and shoot out the camera from a distance. You cannot reload at all during this because it will cost you big time.

After you destroy the camera get back into run-strafting and open the door half a second before you reach it. Kill the guard with the key with 2 or 3 very quick shots and get the key immediately. Run out of the hut and turn right. Now you have to head for the next 2 cameras on the 2 huts.

Run around to the back of the hut and make a dead straight line towards the back of the hut with the next camera. The next camera you have to destroy is the one attached to the hut in the fenced area. Heading towards the hut make your running line towards about 20 metres behind the hut with the camera.

When you are about 20 metres from the back of the hut get out you klobbs you picked up from the guard and shoot the camera in the back from a fair distance. You should destroy it pretty quickly because the first hit will blow it up. Once it is destroyed make a run for the turn into the next camera. Stick to the forest wall on the right in the next turn.

As soon as you are around the bend aim and shoot out the camera within 2 seconds. When you see a flame come out of the camera make your way back around the corner and keep along to the forest wall to the left. Now you have to make your way to the satellite dish.

Once around the corner leading to the dish building make a straight line towards the corner closest to the double doors. Enter through the doors and run up the stairs. At the first left turn going up the stairs shoot out the camera as you run-straft along the right wall.

Turn left again and open the door to the computer room. Now here is where you need to be fast. Spray a few bullets onto the computers and then start running backwards as you shoot the computer desk. AS you run backwards you should blow up the computer desks and destroy all of the computers completing the objective. When the table blows up start run-strafting back down the stairs.

Exit the building and start making your way towards the helipad. Get out your mine as you run. Getting near the helipad press C-down a few times to look up a bit. Now, throw the mine high towards the helicopter just before you reach the drop down to the front of the bunker. You are aiming to drop down just to the left of door so that you can open the door just before you land. If you get stuck here it is all over for you. As soon as the door starts to open try to strafe through and reload to get through quickly.

BUNKER 2

AGENT

WORLD RECORD: 0:27

Skip the first intro and let the second one play all the way through. Very quickly move forward and get out your magnet. Get the key and open the cell door and slap the guard twice. Quickly open the cell door to release Natalya and bolt out of the cell room. Keep going straight ahead and the

double door SHOULD be open but you have to go pretty fast to get through in time.

Get out your KF7 and turn left. As soon as you turn the corner start shooting and kill a guard at the bottom of the stairs as you run down the hallway. Turn left up the stairs and enter the room just on the left. Get the video tape and keep shooting as you get out of the room and turn left.

The guard with the two klobbs should run straight in front of you just above the stairs to the control room. Blast him away and get his key as you run down the stairs and start heading for the screen door. Open the door and run up the stairs. Open the brown door and exit.

SECRET AGENT

WORLD RECORD: 1:05

This level is not too hard to do fast, but a lot of things can go wrong. First, skip both of the intros. When the level begins press start and get out the watch magnet attract. Start the magnet while standing against the bars and open the cell door as soon as you get the key. Run out into the hallway and run at the guard while looking down. Slap the guard twice and as soon as you kill the guard look left and open the door to Natalya's cell. Now run through the door leading out and run straight ahead. Run through the open the door(it should be open, if it isn't you went to slow and you must start again). Keep on running down the hallway and switch to the KF7 soviet. Look ahead and shoot the 2x klobb guard with three bullets so he dies. Collect his key card as you run past and open the next door. Open the door on the left and run towards the guard with the clipboard as you shoot him. Kill him and get the board as you run by him. Then get the body armour and start heading for the door on the other side of the room.

Go through the door and then open the door on the left. Look up at the camera and shoot it in the screen so it blows up with one shot. Turn left at the corner and run up the stairs. Enter the door just on the left and kill the guard as you get the tape. Open the door on the right and look up to destroy the camera up there. Open the next door and look to the left to destroy the camera with about six bullets. Open the next door on the left and run back into the hallway. Turn left and hopefully the guard with the key card will be there, if he isn't start again. Get the key card and go through the next door. Open the door on the left and get the manual sitting on the table. Quickly get back out of the room and turn right. Get through all the guards trying not to stop and turn right when you get to the T-intersection.

Run down the hallway a bit and go through the two doors on the left. Go to the left side of the computers and look up. Quickly destroy the camera without aiming and then get back out of the room as quick as possible. Turn left when you get out of the room and then turn right into the other hallway. Turn around and look up to destroy the camera. When the camera is destroyed run down the stairs leading to the main control room. Run around the computers so that the computers are in the way of the two guards guarding the exit. From behind the computers scope towards the camera in the room using the KF7 soviet. Try and shoot the camera as quickly as possible and then start heading for the screen doors. Open the screen doors and quickly run up the stairs. Open the door and as you're trying to get through switch weapons to make you go through really quick.

OO AGENT

WORLD RECORD: 1:22

When you begin press start and get out the magnet. Open the cell door the second you get the key and run out to the guard. Look down and slap the guard twice in the head. Open the door to Natalya's cell and then head out the door into the hallway. Turn left and run down the hallway. Switch to the KF7 and run up the stairs. Turn right and then straight into the double doors on the right. Run in, get the clipboard, and get your ass out! Turn right and past the guard. Run up the hallway and turn left at the intersection. Run up to the guard with the 2 klobbs and fire three shots into his chest. If he doesn't die restart the level. Get the key card and turn around.

Run up the hallway and continue past the hallway you just came from. Run down and enter the doors on the left. Run through both doors and head to the left around the computer. Stop in front of the camera and blow it up with one bullet. Continue around the mainframes and pop 3 bullets into the guard carrying the first safe key. Get the key and run out of the room going around the right side of the mainframes.

Exit through the doors and turn right. Turn left again and head through the double doors. Run straight ahead and turn left down the stairs. Run down the hallway and enter the door straight on the left. Run into the room and keep to the left. Run around the left side of the first table and cap 3 bullets into the guard with the 2nd safe key. Turn right and then kill the guard that should be right in front of you. Run over to the safe and ignore the third guard. Open the safe and stand on the left side of it so that you collect the manual and the 2 PP7's. Once you get the manual run straight out of the door without getting hit.

Go through the door immediately on the left and run down the hallway. Get out the 2 PP7's and if you're going properly there should be a guard with 2 klobbs near the end door. If there isn't then you went too slowly and you have to start again. Kill the guard and get the key card. Open the first door and then the second on the left. Run diagonally to the right and kill the guard that holds the clipboard. Get the clipboard and run to the other side of the room. Open the door and then get out the next door. Stop in front of the camera and destroy with one shot to the lens.

Run around the corner and run up the stairs. Run to the right for about a metre and aim at the camera in the distance. Shoot it out and then head into the door on the left. Kill the guard and get the videotape. Open the door on the right and destroy the camera just above your head. Move through the next door and destroy the camera to the left. Get out through the door on the right and turn right down the hallway. Run down the stairs into the main control room.

Run around to the right side of the computers and look up towards the last video camera. Still using the PP7's aim towards the camera and take it out fast. If you have trouble with the two guards next to the screen door kill them before going for the camera; but it wastes time. Destroy the camera and run through the glass door. Run up the stairs and open the door. Switch weapons to get through the door a bit quicker.

STATUE

It's good if you use the same strafe all the way through this level.
It's pretty hard to see where you're going but it saves time.

First start running to the left a bit. Run down the hill and run to the left of the crescent moon statue. Then run in between the two blocks and under the steel pole. Then run towards Valentin as you would normally.

The next part is pretty tricky but it gets easier with practice. Stand in front of Valentin and start strafing left and right. Valentin will start moving left and right and start following you. Strafe left and right out of the container and start moving backwards leading Valentin out further. When it says a:completed start running for Lenin's statue.

When you get to the huge junk pile run aroundd the right side to easily ge through. Run up to the statue and switch to unarmed. Let Alec do his thing and when it says b:completed start running for the helicopter. I suggest sprinting using C-right the WHOLE way back. Get to the helicopter by around 2:33 and get Natalya's attention.

Run down the hill and wait by the moon statue where the flight recorder sometimes lands. Make sure that you're standing exactly in the position where it lands. If you're lucky the flight recorder will land where you are standing. Bolt for the gates and quickly exit.

The secret agent walkthrough is exactly the same as the agent walkthrough.

The OO agent walkthrough is exactly the same as the agent walkthrough.

ARCHIVES

From the start, strafe around the table and slap the guard on the right getting his DD44 and the key. Open the door while getting out the DD44 and use C-left to run through the hallway. Run up the stairs and begin running down the hallway to the right. Using the DD44, shoot about 5 bullets into the guard up ahead and the door behind him. The guard on the other side should open the door so kill him if he gets in your way.

Run straight through and head towards the double doors over to the left. Go through and strafe between the book shelves towards the room with

Natalya. Open the door and immediately start heading back to the double doors you came through. On your way back Natalya should see you completing that objective.

Run out the double doors and run straight ahead towards the windows. As soon as you see the first window on the right, shoot it until it brakes and run through.

SECRET AGENT

WORLD RECORD: 0:58

OK, I'll try to do the best I can to explain how to get such a fast time, but 90% of it comes from trying the level over and over again. You really need to know how to move around this level cleanly without slowing down and opening doors at the right time plays a big part to getting a fast time.

As soon as you start strafe left from the back of the table and strafe up to the guard on the right. Start to slap just as you pass the table so you can slap the guard without stopping and as you begin to make your way to the door. Open the door and strafe out into the hallway using C-left as you switch the DD44 you should have gotten off the guard you just slapped.

Move up the stairs using C-left and then C-right into the hallway to the right. Now as soon as you get into the hallway start run-strafting against the wall to the left as you shoot towards the guard carrying the klobbs. If you go well the guard should be at the end of the hallway. After shooting about 4 shots start run-strafting normally. Because you shot at the guard carrying the klobbs the guard behind the door at the end of the hallway should have opened the door.

Move through the open door and shot the guard in the head if he is in your way. If you get blocked by the guard start again. Strafe out to the left and head for the double doors. Open the doors half a second before you reach them to go through cleanly. Use C-right to get through the very first gap through the book shelves and move a long the railing and out towards the door to Natalya. Open the door while slightly to the left and as the door opens move across it as you start to make your way through the double doors leading to the stairs. Natalya should have seen you and you shouldn't have stopped at all.

Move to the right of the double doors and open them as you move across them. Run through using C-left and then start down the stairs. Switch to C-right as you reach the halfway mark of the stairs and then switch back to C-left as you move to the door on the right.

Open the door just before you reach it and swing through using C-right. Turn left and run parallel to the wall making your way to the next door. If your lucky a guard will open the door before you reach it which will save you half a second. Move through or open the door and immediately open the door on the left. Move into the room and run up to Miskin.

Strafe to the left and right moving Miskin towards the door you came through. Move him back about 2 boxes and then duck back to the left of the safe behind 2 boxes. Switch to unarmed and take out about 2 guards that should come. You won't have to worry about Miskin now because you strafed him out of the way. When no more guards come switch to the KF7.

As Miskin asks you if you need the black box stand to the left of safe and face towards the door of the safe. As soon as you get the key press B as

you start to run towards the next door. You will receive the black box straight away saving you time.

Move to the next door and open it just before you reach it. Move through and run down the hallway using C-right. Open the next door and switch to C-left and you run through. Just before you reach the window break out into a normal run while shooting the window. When the window is smashed strafe through to complete the level.

OO AGENT

WORLD RECORD: 0:58

The OO agent walkthrough is exactly the same as the secret agent walkthrough.

STREETS

AGENT

WORLD RECORD: 1:15

Now a lot of people make the mistake of getting in the tank on this level. That's a big NO-NO. While going through this level it is way faster to keep the same strafe ALL THE WAY THROUGH. It saves you a few seconds at least.

Let both intros play out and then begin running instantly. Turn left and then right ignoring all guards. When you get on to the street, turn right at the intersection. Then move around the bend and turn right at the end of the road. Go strait ahead past the roadblock and try not to get hit from the front. When you're just past the roadblock it's good if you get hit from behind to give you a boost.

Turn right and continue down the streets. It's good if the next guys have rocket launchers because if a rocket hits you it sends you forward a long way, and they can't hit you back. Run past them and turn left at halfway. Run all the way to the end and turn left and then left again at the next intersection. Using a straight path move right around the bend and turn left to get to the end. Run down to the end and finish the level.

SECRET AGENT

WORLD RECORD: 1:59

From the start run forward and out of the alleyway. Ignore ALL guards here and run out onto the streets. Turn left and run towards the zigzagging part. Run through the alleyway and ignore all guards. Once onto the straight head towards the entrance into the building with Valentin. Enter the building and get into the small room with Valentin. While you are talking to Valentin look at the entrance to the small room and kill any guards that come with head shots. More than five guards come so you need to be accurate for quick deaths.

When you have finished with Valentin run out of the building and run towards the small alleyway to the left. Totally ignore the body armour and head straight out into the streets. Run down the street sticking to the left

wall. Run around the U-turn corner and continue down the yellow brick road. Turn around the right corner and run straight ahead. Ignore the guards with the KF7's and continue on.

Once around the next corner you will be faced by either KF7 guards or rocket launcher guards. Personally I like it better when the guards are holding rocket launchers. If the guards are holding rocket launchers you can easily avoid the rockets by running in a straight line, but if they're holding KF7's they will most likely hit you from the front and slow you down. Once past the guards turn left into the long straight road.

After the turn at the end turn left at the intersection. Once again you are faced with either rocket launchers or KF7's. At all costs dodge the rockets or you'll die. Pass the guards and turn left into the last street. Run straight down and finish the level.

OO AGENT

WORLD RECORD: 1:59

The OO agent walkthrough is exactly the same as the secret agent walkthrough.

DEPOT

AGENT

WORLD RECORD: 0:27

Skip both intros and begin running using C-left. Go through the gates and turn right still using C-left. Turn left and start heading towards the building. Just before you reach the building there's a small ramp. If you stand on the ramp and look through the fence on the right you can see the train. If you shoot the train door, the guards inside will be alerted and open the train door AND the roller door.

When you reach the ramp break into a strafe using C-left and shoot the train door on the run. This is very hard to do but it gets easier with practice. When you hit the train break into the normal sprint and enter the building. Bolt up the stairs and go through the door on the right opening it just before you reach it. Bolt down the stairs and the guards should have open both doors so just sprint into the train.

SECRET AGENT

WORLD RECORD: 0:48

Doing this level in under a minute is surprisingly difficult. The very first thing you must do is turn off auto-aim. This is very important.

First, start running straight ahead using the strafe you would prefer to use. Run around the first shed on the right and head for the gate ignoring the guard on the left. Half a second before you reach the gate press B so it opens without slowing you down. Keep running straight and turn left when you reach the T-intersection. Start running towards the shed on the far left that

contains the computers and the safe key.

When you reach the shed door quickly stand on the right side of the door and open it. When the door is halfway open, quickly kill the guard on the left and run into the shed when the door is open far enough. Run over to the dead guard and take his gun as you bolt into the room. Get out the dead guard's gun and start shooting at the right side of the screen as you run for the key. It is very important while you are in this room that you don't stop moving. If you stop, you will surely be killed.

When the main screen blows up get the key and turn around. Start running back the way you originally came, and shoot at the mainframes while you do so. When you have blown up the mainframe on the left, go for the one on the right. If the mainframe on the right hasn't blown up when you reach it, keep running back, but circle strafe around while facing the mainframe so you can get a few extra shots. Hopefully both mainframes blew up and you completed the objective.

Run out of the shed and start running for the train. Run past all of the sheds and turn left head for the house. As in the agent walkthrough, you may want to shoot the train door as you run past to save 2 seconds. If you don't know how, read the agent walkthrough.

Run into the house and quickly run up the stairs. Run over to the safe and stand on the side of it as you open the safe door to receive the blueprints immediately. Once you have the prints head for the door leading into the final shed. Run down the stairs and if you alerted the guards in the train you should be able to run straight into the train, ignoring both guards. If you didn't alert the guards in the train, you must open the shed door, and the train door to finish the level.

OO AGENT

WORLD RECORD: 0:56

TRAIN

AGENT

WORLD RECORD: 1:17

At the start, begin strafing through the first guys ignoring them completely. As you pass the last guy start shooting at the top box on the left. If it doesn't blow up quickly stand up against the brown door so the guards don't hit you around. When the box is destroyed run next to it so that the guards can't see you because the box is in the way. Hopefully the RC-P90 landed on your side and you picked it up, if not start again.

As soon as you get the RC-P90, get it out and shoot the brake using the box as cover. When the brake is destroyed open the brown doors on the left and run through the next few boxes passing the guards. Run through the boxes and when you're passed the grey boxes start shooting at everyone as you run up the boxes on the left. Shot the brake from where you are and head through the next brown doors.

Bolt down the hallway pressing C-up a bit so that you're facing down. As soon as you enter the hallway start shooting so that you kill any guards in front of you before they get in your way slowing you down. About ten metres from the brake start shooting at it while you run towards it and hopefully it blew up before you reached it.

Open the brown doors and take out the brake on the left as fast as you can. Then just run down the hallway shooting the guards that get in your way and run through the brown doors at the end. Run through the next small room and take out as many guards as you can (to stop them from coming when you're cutting the floor) as you run through the next few rooms, but don't slow down.

When you reach the grey passage way take out the marine and quickly turn around and destroy the brake. Stand behind the wall in the room with the boxes and quickly kill the two guards that arrive with the key. When they're dead, charge into the last room and shoot Ourumov without aiming. As soon as you know that Ourumov is going to die get out the watch laser and get to work on the floor. A fast way to do it is to start on the top left corner and go clockwise. This way works best for me but you can do it another way if you want.

Now there might be a guard that comes while your cutting the floor. If he shoots you and you get knocked away from the grate start again. Try to finish cutting the grates around 0:57, in my best try I finished cutting the grate before the timer started! When the grate gives way get out and start running for the end. I'm not really sure about this but I think that if you get shot in the back you might get half a second faster but it's hard to tell on train.

SECRET AGENT

WORLD RECORD: 1:48

This level can be quite hard if you're not that experienced with running through a whole heap of guards. This level can be quite hard because all of the guards are shooting you, and if you are constantly getting shot, you loose control of yourself, and it's very hard to move around when you are getting shot. Anyway, on to the walkthrough. Oh, one more note, all you have to do is complete the level the same as you would on agent but slightly different.

As you start get out the watch laser and start to run through the car. Run through the boxes ignoring the guards and at the end of the car take cover behind the boxes on the left as you destroy the brake. Still with the laser in hand open the two doors and run straight out into the second car. Run through the guards and boxes trying not to get stuck. Once past the four guards run through the next wall of boxes and run into the next hoard of guards. This time run through and duck as you near the brake. Run while ducking towards the brake and quickly destroy it. Immediately pop back up and go through the next doors.

Run down the passage way with the laser and take out any guards that get in your path. It is a good idea to look down a bit so you can get any guards that duck. Run down the to the end of the car and take out the brake without taking cover. Then while still looking down open the next two doors and quickly take out the brake on the left. When the brake is out run out into the hallway and begin to run down. Again, take out guards that are in your way. At the end of the car don't stop to kill the last two guards if they are not in your way. Go through the two doors and laser any guys that are in your direct path. Run through the small hallway and open the next door to get into

the next room.

Run through the green room ignoring any guards that may be there. Run through the next set of doors and run into the next room. Run past all the guards and open the door on the left. Kill any guards that are in front of you as you begin to look down. Laser the brake until it blows and then open the next two doors. Move over to the left so the guard can't hit you and destroy the brake on the right. Then leap out and kill the grey guard. Run to the left side of the wall that is parallel to the next door and laser the two guards that come right in the head. As soon as they are dead switch to the D5K and run into the room with Natalya. Shoot Ourumov so he dies and then get to work on the floor. You should have about 170 left on you're laser, that should get you through the floor. If you run out of laser you can destroy the remaining locks with the two ZMGs you have.

Kill any guards that come and wait for Natalya to find where Alec and Xenia are heading. As soon as she finishes, at around 29 seconds, jump out of the train and start running for the end. The same goes here as it does anywhere else, if you get hit from behind it will make you go faster. Run past the train and complete the level.

OO AGENT WORLD RECORD: 2:17

This level is VERY, VERY hard to do fast, and when I say fast I mean 2:17-2:40 fast. Ok, I will write two or more walkthroughs for this level in time to come. Just remember this level is VERY hard, so if you're having trouble with it, it isn't exactly all your fault. But if you're having trouble and you always die at the start or something, just play the game for a couple more months and try it then. :).

Anyway, here's the VERY difficult way to do train. This walkthrough will land you a time between 3:00-3:20.

METHOD 1: VERY DIFFICULT

As soon as you start run over to the right and hide behind the crate on the right. Look through the gap between the gap and the wall and nail the guard you see with a maximum of 5 bullets. If he ducks you will loose time. Then look around the left of the box and take out the next two guards one by one. Then right out and nail the last guy while you walk towards him. Don't worry about picking up any ammo, but if you need some just make a VERY small detour into the gun. Very quickly destroy the brake on the right. Now run over to the next doors and open them both up. Move back to the right so only the guard on the left can see you and nail him. Then move out a bit so that the next guard can see you. Nail him as well. If the guard in black is there, take him out too, but you will loose time. Then run out and take out the next two guards as you run through.

Once past the guards, run through to the left and blow up the box next to the grey box. Then stand next to the grey box and look for the black guard on the right. Then check under the grey box for the black guard that sometimes stands there. Once that area is secure peak around the grey box and take out guards individually. When there is only one or two guards left right at the back of the car, run out and take them out as you run towards them. Then quickly take out the brake on the right. After these two cars, you should have been hit a maximum of twice. If you were hit any more times, start again. But

I HAVE actually done the level in 3:09, when I got hit 3 times in the first two cars.

Now, through the next two cars you need to take as minimal damage as possible. Open the two doors and run straight out into the corridor taking out people as you go. The idea here is to face in front of you and shoot as you go. As you run down the corridor, shoot people that are far away from you so they die and get out of your way before they slow you down. As you pass the last guard in the car, get out the watch laser. When you reach the end of the car take cover to the left and destroy the brake on the right. Open the doors on the left and then quickly, and I mean VERY quickly take out the brake on the right. If you hesitate, there is a good chance guards will come and injure you. Once the second brake is destroyed start making your way down the corridor now brandishing the DK5. Again, shoot as you go down injuring and killing people as you go. Note that you should also be run-strafting down the hallway, leaning against the wall. If not, you are going much more slowly.

Once past the majority of guard in the fourth car, switch back to the laser as you go. At the end of the car kill the two last guards and open the doors. Now, you should have 2-4 bars of health left, but more is certainly better. The next few cars is a very hard part, probably the hardest part in the level. Open the doors and hopefully there is a guard in here. Kill him with the watch laser and open the next door. Run through the room firing the laser and open the next two doors. Run through the small space ignoring the guards on either side and open the next door. Run through the room killing any guards in your path. Open the next door and kill any guard in the room BEFORE you try and blow up the brake. After the brake open the next two doors and duck over to the left, so the guard can't hit you and destroy the brake. Run out and kill the guard. Get out the watch laser and stand to the left of the wall that is parallel to the door. Wait for the guards to come and laser them in the head when they do.

When they're dead, run out and run through the door to the room containing Natalya. Quickly run to the right do that Xenia is behind Ourumov. Shoot at Ourumov and when he falls keep shooting and Xenia will die as well. This will give you extra time. Once both Ourumov and Xenia are dead, get to work on the floor. The good thing about OO agent is that you can take your time when cutting the floor, and kill any guards that come nice and slowly. Ok, if you killed Xenia, Natalya will finish at 19 seconds. As soon as she has finished jump through the floor and start running for the end. There's a pretty good chance that you will get hit while running so if you're low on health try zigzagging a bit. Once you get past the train the level ends.

METHOD 2: NOT-SO-HARD METHOD

A heaps easier walkthrough but this will only get you a fastest time around 3:50 or 3:40 if you're lucky. At the beginning move to the right and take out the guard you can see. Walk back a bit and take out the next guard on the left. Then run straight out to the left and take out the first guard. Then take out the guard that's right behind the guard you just killed. Destroy the brake.

Stand on the left side and open the first door. Open the second door and move back while you kill the first guard on the left. Slowly move around and kill each guard you see one at a time. Move into the carriage and get all of the ammo. Move forward and run up behind to metal crates. Look to the right and kill the guard if he's standing there. Also, duck down and look through the crack between the bottom metal crate and the wall. Kill the guard that is

usually standing there.

Look around the metal crate and take out each guard you see from right to left. Once you've killed every guard you can see run out and kill the one or two guards that stand at the back. Shoot the brake and go through the next two doors. Kill any guard that you meet straight away and then look down the look corridor. Shoot down the corridor and kill as many guards as you can as they get out of the small rooms. Just remember that there's a guard in the toilet straight to the left and sometimes he opens the door prematurely. Once you've killed all of the guards run into the corridor and kill and guards you may have missed. Turn around and move backwards down the corridor and wait for the guard in the toilet to come out if he hasn't already done so. Run all the way down the corridor and destroy the brake.

Go through the next two doors and kill any guards you see. Peak out into the hallway and kill any guards that you can see. Pop out into the hallway, shoot a round of bullets, and then back away to the right while you reload. Once all of the visible guards are dead destroy the brake and move up the corridor to the second room on the right. Shoot the door a couple of times and a guard will open the door. Run forward and kill the two guards inside. Run up the corridor and kill the guard you couldn't see before. Kill the other guard that guards the last door.

Go through the next two doors and hopefully there's a guard to the right holding 2 ZMG's. If there's a guard there kill him and take his weapons. If not, no big deal. Open the next door and move back. Take out any guards you see and take any new weapons you find. Hopefully you would've picked up the 2 ZMG's. Stand to the left of the next door and open it up. Wait for the 2 guards to come out of the toilets and shoot them into the head for 2 quick deaths. Then run into the small hallway and wait for another guard to open the door ahead. Kill him and then kill any other guards in the next room. Open the next door on the right and kill any guards in there. Destroy the brake and open the next 2 doors.

Kill the guard on the right and destroy the last brake. Move up and wait for the 2 guards to come out. Kill them both with numerous head shots and get the key. Open the last door to meet Natalya, Ourumov, Trevelyan and Xenia. Move to the right of the room and kill Ourumov. Then shoot Xenia straight away to give you the extra time. Shut the door behind you and get to work on the grate. As you're cutting the metal with the laser, a guard will open the door. Kill him before he hurts you. Once you're finished with the grate wait until Natalya is finished. As soon as Natalya cracks the password get out of the train. Run for the end and hopefully you get shot from behind by the three guards behind the crates (if you have more than one bar of health left :)) so you go faster. Run past the train and complete the level.

METHOD 3: WORLD RECORD STRAT

This strat is exactly the same as the secret agent strat, and that makes it extremely hard. The only different is of course waiting for a longer period of time at the end. And of course, you will have to shoot Xenia if you want to keep Natalya alive.

If you are having trouble with health it's more beneficial to use the DK5 when travelling down the straight hallways, then change to the laser when you destroy the brakes.

JUNGLE

AGENT

WORLD RECORD: 0:56

When you begin, start run- Strafing straight ahead. Once past the totem pole, start running normally, and pop a few bullets into the guard on the left as you run towards him. Before you pick up his gun, switch to remote mines. Once you have his weapon, run past the next guard, and prepare for what you'll do next.

As you run towards the next drone gun, make sure you're using C-right while running. When you reach throwing distance of the drone gun, swing yourself around so that you facing the drone run, but continue running. The second you face the drone gun, throw a mine, and then continue to swing around so you will be using C-left to run. If done correctly, the change from right to left should have been pretty smooth, and the mine should have landed somewhere around the drone gun. When you have thrown the mine, run along the right side of the forest, to the right of the trees. When the remote mine gets near the drone gun, detonate it.

Continue running along the edge of the forest, and slowly cut across the field, so that you're running on the left side. Now you'll be approaching the second drone gun. You should be using C-left, so if you aren't, switch to it. Keep running along the forest edge and as you run by the drone, you will be able to see it through a distinct set of 2 trees that form a passage way for your remote mine. As you run by the drone gun, at all times keeping to the forest wall, throw a mine between the two trees, and detonate it when it reaches the drone gun. You don't need to see the mine get near the drone gun, just wait a second before detonating it. Continue running towards the third drone gun.

Continue to run along the left side of the forest, and switch to using C-right. Just past the second drone gun, try not to be shot from the front by the guard nearby. Just before you reach the clearing with the third drone gun, start to cut across to the right. When you get into the clearing, you will be faced with a lot of guards, and more importantly, the drone gun. As you run past, throw a mine at the drone gun, and detonate it when it gets to the turret. Now try and make a straight path heading right for the bridge. Dodge any trees if necessary, but don't let anything stop you.

Start crossing the bridge, and make sure you're using C-right as you do so. As you near the end of the bridge, look up to the left, and throw a mine at the drone gun. When the mine lands near the gun, detonate it. As soon as you blow up the mine, switch to the assault rifle and start running in a normal fashion towards Xenia. Run around the first tree you encounter after the bridge, and Xenia should be on the left of the next tree. Using your assault rifle, continuously shoot at Xenia's upper body and head as you run towards her. You will be taking a lot of bullets and it will be hard, but you can't afford to miss her too often. As you run towards her, you should be able to kill her after a second of standstill.

When she is dead get her RC-P90, and start making a run for the cave. On your way switch to the RC-P90. When you reach the cave, start running

normally, while running towards the fifth drone gun. You must know the placement of the drone gun a long distance away, so that when you enter the cave, you can blow it up from a distance. Shoot at the drone gun while running towards it, and blow it up before you get too far into the cave.

Once you have destroyed the drone gun, start sprinting towards the spiral leading to the room with the ladder. On your way, switch back to the assault rifle. Start climbing up the ladder, and switch from the assault rifle to the RC-P90. Because you changed weapons, you will "pop-up" to the top of the ladder.

At the top of the ladder, quickly take out the drone gun and start running towards the end of the level. While run-strafting using C-right, take out the next drone gun as you pass it. Now, using whatever strafe you're comfortable with, run to the exit without switching C buttons. Don't get caught on any of the boxes, and try not to get hit by too many guards unless it is from behind. Run straight to the lift without worrying about any guards, and quickly get in.

During the course of the level, getting stuck on even one tree will cause you to lose time. Try to memorise the positions of the trees that are in your way, and try to move around them without having to look for them. This is a great way to save time.

SECRET AGENT

WORLD RECORD: 1:05

Jungle on secret agent is much harder to complete than on agent. First begin running straight ahead using any strafe you feel comfortable with. After a few seconds, let go of the strafe button and run facing straight ahead. Take out the first guard on the right while running at him, and pick up his ammo without stopping. Then kill the next guard and pick up his ammo as well.

The next part is sought of difficult to explain. Use C-left to strafe, and get out the remote mines. At the same time, move to the left side of the forest, so that the trees come between you and the guards. You should be heading for the body armour. As you run, for a slight second, get into the circle strafe position and throw a mine at the drone gun on the right. Explode the mine and make a very slight cut across the open area towards the body armour. If you are good, you can make it to the body armour without getting hit at all.

Get the body armour and keep using C-left as you start running for the next area with the drone gun, all the while keeping to the left wall of the forest. Follow the forest wall when it starts to turn left and as you turn, face towards the drone gun. As you run past you should be able to see the drone gun through two trees, this is where you must throw your second mine. Throw the mine through the trees and explode it when it reaches the drone gun.

After you throw the mine, switch to using C-right as you continue to run along the left side of the forest. Run in between the trees as you head for the third drone gun. Just before you reach the clearing, start to cut across the field a bit heading to the right. As you run across the field, throw a mine at the drone gun. Explode the mine when necessary so that it destroys the drone gun.

Now you should make a course for the bridge. Try to run in a straight line, and try not to run around too many trees because it will slow you down. As you reach the bridge, make sure that you're using C-right while running.

When you reach the end of the bridge, tap C-down so that you're looking a bit up, and throw a mine at the drone gun on the left. Then detonate the mine as you run straight into the Xenia scene.

When you blow up the mine immediately switch to the assault rifle and start running using the control stick only. When you run a bit past the second tree after the bridge, you will be faced by Xenia. As you run towards her, shoot towards her upper body, and try to make most of your bullets connect. It is difficult to deal with Xenia at first because she will be shooting you with the RC-P90, but you must still try and shoot her as best you can. Quickly run up to Xenia and "hug" her as you continuously shoot here in the head. If she ducks, just look down and continue to shoot here. She shouldn't be able to hit you much because she cannot hit you when you are so close.

When Xenia is dead, get her RC-P90 and start heading for the final cave. As you reach the final cave, start running without the strafe. When you reach the cave, as you run, look towards the drone gun and shoot at it from a distance. You should know where it is off by heart, because you can't see it from that far back. The quicker you destroy the drone gun, the faster you will be able to resume your run-strafting. Also, using the run-strafe will decrease the chances of you getting hit.

As you pass the drone gun, ignore the guard standing on the ramp, and switch to the assault rifle just as you pass him. Run strafe towards the ladder, and ignore all guards in the area. When you reach the ladder, change from the rifle to the RC-P90 at the bottom of the ladder to pop up to the top very quickly.

When you reach the top quickly destroy the drone gun as fast as you can. Then move forward and kill the guard and destroy the drone gun at the same time. Get out the grenade launcher and shoot a grenade on the left side of the cargo as you begin to run backwards towards the end of the level. Then shoot a grenade to the right side of the cargo, and both grenades should completely destroy the entire lot. Then start to run-strafe towards the lift.

Getting past the guards without getting hit much isn't a chore, and is rather easy. Once you get past the majority of the guards, you should make it to the lift without inflicting another bullet. When you get to the lift, being shot through the doors will save you half a second.

OO AGENT

WORLD RECORD: 1:09

The OO agent walkthrough is exactly the same as the secret agent walkthrough.

CONTROL

AGENT

WORLD RECORD: 4:10

Skip both intros and open the lift door as soon as possible. Run out and kill the first guard while running towards him. Get his gun and switch to

the D5K. Take out the two guys in front of you, then the two around the corner, and then the guy near the computer screen. Run back to the lift, and Natalya should run out before the lift closes.

While Natalya is running for the computer pick up the ammo and place yourself just in front of the blast door that opens. Keep Natalya in your sites as she does her thing. When the door opens, quickly run straight down the hallway ignoring all guards. Run down the steps and collect the remote mines. Run back up the stairs and run straight through the room with all the guards.

Run through the small passage and head straight for the stairs. Run all the way up and open the door. Bolt down the steps and get out your remote mines. Ignore the guards and place a remote mine on the next door as you open it. Once through the door, detonate the mine and head for the stairs on the left.

Run up to the second floor and head straight to the brown blast door over to the right. Open it and get Natalya's attention. Kill the two guards you ran past and place a remote mine on the mainframe just to your right. Run down the stairs and run through the control room. Run up the stairs on the other side and throw a mine on the mainframe just to your right.

Run back into the control room and have a guess where the mainframes on the other side of the glass are. Throw a mine on the glass near both mainframes and prepare to protect Natalya. Kill all the guards as usual and explode the mines when your getting near the end(have a guess).

As soon as Natalya says "did it!" Run up the stairs leading to the brown doors where you signalled Natalya. Open the first brown door and throw a mine on the wall straight ahead. Then run towards the staircase leading down to the first floor(not the stairs leading into the control room).

ATTENTION

I found another way to go after you throw the mine that may save you a few seconds. First open the brown door and throw the mine. Then run back into the control room and on the other side of the room to the left, the glass should have shattered because of the other mines you planted. Run through the shattered glass and open the brown door on the left, and then go through the blue door on the right.

Continue.....

Run down the stairs and head for the room with the two drone guns. You should say "head back to lift" around here detonate the mine when you do. Open the blue door and bolt through the room getting hammered by the drone guns. Through a mine on the mainframe and get the hell out of there!

You should have one bar of health left, more is better though. Go through the open brown door on the right while still holding the mines. Throw a mine on the mainframe on the left and run through the brown door on the other side and start heading for the elevator. If you're lucky Natalya would have made it back to the lift but sometimes she doesn't. Run through the last room ignoring the guards while detonating the mines and enter the lift.

It's pretty easy to get under 5:00 using this method. When I figured out this way I got 4:35 on my first try!

METHOD 1

First open the lift door and peak around the left wall of the lift. Now look up and slowly (but speedily) move around until you see the drone gun. Take 5-7 shots at the drone gun until it blows up and immediately run out while facing around the corner. Take out the guard in the corner with a head shot and kill the other two guards that come with head shots as well.

Move over to the left wall that is just outside the lift and face towards the other drone gun on the other side of the room. Peak through the gap between the wall you're standing against and the wall on the right and take out the drone gun without reloading.

Run into the corner where the guard was standing and pick up his D5K. Look up and look around the wall on the right until you can see half of the last drone gun. Take it out and run around the wall behind the drone gun you just destroyed and quickly kill the two guards. Turn around and kill the last guard near the computer and run back to the lift.

Get Natalya's attention and pick up any ammo as she's running to the computer. When she reaches the computer, stand to the right of the blast door that Natalya opens and face Natalya's direction. When your standing there you have to be able to see into the small alcove that Natalya is in or she will take longer.

When she opens the door run down the hallway while shooting at the guards and the bottom of the stairs. If they don't die before you reach them ignore them and run down the stairs and get the remote mines. Run back up the stairs and charge through the room with all the guards firing your gun. If a grenade goes off and you lose most of your life it's a good idea if you start again but I've finished the level before and I only had 1 bar left after I got through.

Run through the small passage way on the other side and charge towards the steps ignoring the guards. Run up the stairs and open the blue door at the top. Bolt down the steps again ignoring the guards and place a remote mine on the next door as you open it. Run through the door and start heading for the steps on the left. Start running up the steps and blow up the mine as you do. Run up to the second floor and then onto the third ignoring the two guards.

Run around the left side and enter the small room with the body armour in it. Collect the armour and start running back to the stairs. Take out any guards that followed you and run down the stairs. Run down to the bottom floor and quickly kill any guards that weren't killed by the mine. Now head for the blue door on the left that leads to the room with the drone guns.

Open the door and move back towards the mainframe behind you. Take out each guard in the big room from a distance, individually from left to right. When all the guards are dead, move over to the left and take out the drone gun over on the right. Don't bother about the drone gun on the left and start heading for the stairs again. Run on to the second floor and head to the door where you meet Natalya.

When you get her attention, follow her until she goes down the steps and throw a mine on the mainframe to the right. Run down the steps and place a mine on the small grey connection point of the glass just to the left. This is because when the mine blows up it will destroy the mainframe on the other side. Run over to the other steps and place another mine on the left near the mainframe on the other side. Run up the stairs and place a mine on the mainframe on the right and get back in time to start protecting Natalya.

Protect Natalya as you normally would and when it gets near the point where Natalya finishes, detonate the mines. Look to the left and right and check to see if the glass walls that go diagonally are destroyed. If they weren't, throw another mine and blow them up. Keep protecting Natalya until she starts running up the steps, then run through the broken glass on the left.

Open the brown door on the left and then open the blue door on the right. Run through the blue door and run towards the mainframe ignoring the drone guard that's shooting you. Throw a mine on the mainframe and then head back to the brown door you opened a minute ago. Run straight into the small room and throw a mine on the glass covering the mainframe while you open the next brown door leading to the last room.

Run into the last room and head for the lift. If objective a: hasn't been completed yet, wait a few seconds while dodging the fire until it is and quickly run into the lift.

METHOD 2

Ok, this way's a little bit more difficult, but it's quite a lot faster.

Follow method 1 all the way up to the part where you've just placed a remote mine on the blue door and are heading for the stairs on the left. When you reach the stairs, blow up the mine. Run to the second floor and start heading for the door that you meet Natalya. While strafing towards the door, injure the guard on the right so he doesn't injure you.

Open the first brown door, and then run down the stairs a little bit. As soon as you get Natalya's attention, run back up the stairs and kill the guard on the left without running up to him. Turn right and throw a mine on the mainframe and head left. Kill the other guard that was standing on the other side of the room and collect their ammo while heading for the stairs on the left.

Run down the stairs and quickly kill any guards that are down there. Head for, and open the blue door on the left. Take out the guys one by one from left to right, staying a fair bit back from the door. When all the guards are dead, move over to the left and take out the drone gun on the far right. Then destroy the drone gun on the left before the blue door closes. If the blue door closes before you clear the room then you will be a few seconds slower in the end.

Run up the stairs on the left and head for the stairs leading into the control room on the right. Run down the stairs and place a mine behind the mainframes like you would in method 1. Protect Natalya as you would normally and detonate the mines when she gets near the end. While protecting Natalya, try not to get hit at all. If, when she finishes you have only a couple of health bars left, you probably won't make it through to the end.

When Natalya finishes, stay with her until she starts running for the stairs. At that time, run through the broken glass closest to the room with the mainframe and open the brown door on the right. Open and run through the door on the right now and run through the room. Quickly throw a mine on the mainframe and start heading back. Run out of the room and run through the open brown door on the right. Place a mine on the glass surrounding the mainframe and open the next brown door.

Run into the next room while you detonate the mines. Ignore all the guards as you quickly head towards the lift. Open the lift doors and run in, hopefully Natalya escaped in time.

OO AGENT

WORLD RECORD: 4:45

When you start open the lift and quickly take out the drone to the left with 5 very quick shots. Move forward from the lift and kill the guard on the left with a head shot. Then wait for the next 2 guards to come and kill them both with 2 head shots. Move over to the left wall and look through the gap between the walls. Destroy the drone gun with 5 quick shots.

Grab a DK5 and move up slightly. Look up to the right and take out the drone gun as quickly as you can. Run out into the open and quickly take out the 2 guards over to the right. Run into the alcove and quickly take out the final guard. Run back to the lift and signal Natalya to open the door.

When Natalya exits the lift get all of the ammo and stand about 5 metres in front of the door Natalya opens. You also have to make sure you are facing in Natalya's direction or the door won't open. Once the door has opened start running down the hallway shooting at the 2 guards at the bottom of the steps. The guards should die before you reach the stairs so run into the room and grab the remote mines.

Run back up the stairs and run as fast as you can through the next room ignoring the guards. You should only get hit a couple of times here so if you get hit a lot restart the level. Run through the small passage way and ignore the guards in the next room. Run up the steps and open the door. Get out the remote mines and run down the next set of stairs ignoring the next few guards. Plant a remote mine on the next door as you open it and run through. Once through the door run ahead and throw a mine on the glass running parallel to the left mainframe. So that when it blows up it will blow up the mainframe and shatter the diagonal glass.

Run towards the stairs and halfway up blow up the mines using A+B and press Z at the same time to switch back weapons. Run up to the second floor and turn to the right. Kill the guard as you run towards the brown door that you meet up with Natalya. Open the door as you throw a mine on the mainframe and then run down the steps to get Natalya's attention.

Run back towards the stairs and kill the other guard on your way. Run down the stairs and kill any guards that you find but there shouldn't be any. Turn left and open the blue door. Quickly run back as you eliminate the four guards in the big room with the drone guns. Once the guards are dead destroy both drone guns very quickly. You should be able to clear the room by the time the door shuts.

Run through the shattered glass to the right of you and run halfway up the stairs to the left. Throw a mine on the mainframe and then throw a mine on the glass behind the remaining mainframe. When Natalya sets off the alarm put

your back to the glass and look to the left and right. Kill the guards as they come down the steps and get some ammo which I'm sure you will need. It is important here that you don't get hit once at all while protecting Natalya. If you get shot start the level again.

Just before Natalya finishes her job detonate the remaining mines leaving you with 3 left. When Natalya finishes run up the stairs on the right and open the brown door for her, then quickly run back down the stairs. Once she has run through the brown door run through the broken glass on the left and open the brown door to the left of the blue door. Throw a mine on the door just as you open it and then run through the blue door into the other room with the mainframe.

Run through the room and blow up the mine you just placed on the brown door. Throw a mine on the mainframe to the right then head back out of the room and run through the open door leading to the last mainframe. Open the next brown door and stand as close as you can to the only guard in the room as you through the mine on the glass surrounding the mainframe. Once the door is open run into the last room and start running towards the elevator.

Blow up the mine on your way to complete the objective and just before you reach the end of the level Natalya should have made it back to the lift.

CAVERNS

AGENT

WORLD RECORD: 1:04

I'm not going to write a walkthrough for this level because it is so simple. At the start, open the lift and sprint like hell around the corner and try to clear the first two doors without getting stuck. If Trevalyan shuts the door on you then you have to start again. If you make it past, just sprint all the way to the end of the level because all the doors are open. Don't worry about any guards and just concentrate on getting to the end. For more information, look at Ian Rogers' site and look up "The Race".

SECRET AGENT

WORLD RECORD: 1:38

This level is EXTREMELY difficult when you're trying to get a time of around 1:55. There's only been one time that I've finished this level. I got 1:55 but I killed too many scientists. AAAAAAAHHHHHHHHHH!!!!!!!

I don't know exactly how to write a walkthrough for this. There is a lot of little things you need to do, and every time you try it different things happen. Ok, first off all, open the lift door straight away and run straight out. Turn right and try to make it through the doors before Alec shuts them on you. Once past the doors run down the steps ignoring all guards and continue on to the walkway. Run through the next two doors and shut at least one of them as you go through. Run down the stairs using C-left, and as you get to the bottom shoot the guard there so he dies. Immediately turn right and shoot near the scientist to make him run away, you should only shoot about 7 bullets. When the scientist runs away get out a timed mine and throw it in

between the two computers. Then turn around and head for the small passageway. Run past the guard who should be there and switch back to the ZMG. Shoot near the scientist on the right so he runs away and place a timed mine on the computer he was standing next to. Then run over to the left scientist and throw a mine on the computer he is occupying. When you throw the mine, make sure that you are in front of him and he runs away.

Then run up the stairs and run through the doors at the top. If Alec has already been through then you went too slow and need to go faster. Now you can start running up the ramp. On the way, don't stop to kill the first guard, just run past him. When you near the top kill the guard with the assault rifle as you run past him, make sure you get his gun. When you reach the top of the ramp ignore the guard there and run straight through the two doors into the room filled with guards. Ignore every guard as you run around the right side of the big pole and head through the next doors. You shouldn't get hit as you go through, so if you did it might be a fault of you. As you run through the next doors continue running along the walkway ignoring all guards. On the way switch to timed mines. Ignore all of the guards as you run along until you reach the two doors that lead to the drone gun room.

Run into the room and as you do look up to the left. As you run by throw a mine on or near the drone gun, and then head straight down the steps as you switch back to the assault rifle. When you reach the bottom of the stairs start shooting throw the guard with the body armour, so the bullets go through him, into another guard and then into the computer. Keep shooting until both guards are dead and the computer is destroyed, and pick up the key card. Immediately switch to the timed mines and throw one on the computer to the left. Then throw a mine about one quarter up the steps. Turn around and switch to the ZMG. Run towards the computer next to the locker, and shoot it on the way so it blows up.

Turn around and wait until the mine on the stairs has blown up. This will kill a stack of guards. Now run up the stairs and switch back to timed mines. Turn right at the top of the stairs and place a mine on the wall on the left, where the rock wall meets the metal wall. Run down the hallway and kill the two guards up ahead as you do. Run all the way down to the end of the hallway and open the door at the end. As the door is opening, start shooting at the barrels in the radio room. When all the barrels blow up it will destroy the next pump control. Also, both scientists will die. If you killed even one scientist at the start, you will fail the mission at this point.

When the door fully opens run a little ways into the room and get the body armour. Run straight back into the hallway and try to shut the door as you run through it. Run down the hallway and run through the door on the left. If the door is shut you will have to open it, but you will loose an enormous amount of time. Run through the door and if you didn't have to open it, run straight for the hallway with the drone guns ignoring the two guards. Run straight through the hallway and quickly run through the last room to the lift. If the door was closed then open the door and kill the guard on the left and right as the door opens. Then all you have to do is the same as before but you have to open the two doors. If you are very good you made it to the end without dying.

OO AGENT

WORLD RECORD: 2:55

OK, this is a very hard level to do fast. I've written two walkthroughs, one will be easier than the other, but will be slower. I suggest doing the easy way first, and then try the hard way once your skill has

improved.

METHOD 1 (EASY WAY)

Open the lift as soon as you begin and very quickly kill the guard on the left with a head shot. About half a second later, kill the guard on the right. Wait for a second and kill the two guards that come. One of the guards has body armour so don't waste your precious ammo on his body, go for the head.

Open the next door and kill the next guard. Run through and kill the guard carrying an assault rifle who should be right in front of you. Wait a few seconds and few more guards will come, kill them all and quickly get their ammo. Run around the corner and quickly kill any guards that didn't come.

Run down the stairs and stand against the railing on the right so you can see the two guards guarding the door but they can't see you. Keeping the ZMG in hand, shoot the guard on the left in the head several times until he dies. Kill the guard on the right and run up to collect their ammo.

Open the door and kill any guards that were alerted by the noise. Get their ammo and run down the stairs on the left. Get out your timed mines and throw a mine in between the two computers on the right. Turn around and head for the small passage way knowing that the lone scientist is going to be blown to bits. If you want, you can shoot near the scientist to make him run away, but that wastes time.

Move through the stone passageway and kill the next guard that has his back turned. Shoot around both scientists to make them run away. Destroy the two computers when the scientists are clear and make your way up the nearest stairs. Kill the guard if he is there and open the doors at the top.

Kill the guard on the other side of the door and start running up the ramp. Kill the first guard you encounter along the ramp and get his ammo. Keep going up the ramp remembering to run-strafe all the time. The next guard you encounter will be holding an assault rifle so kill him before he does any big damage to you.

When you reach the top of the ramp, kill the guard guarding the door with at least three bullets causing a bit of noise. Get out your assault rifle and face the door. When you hear the first of the two doors open start firing, you only need to shoot about 15 times. When you finish firing, kill any guards that open the second door or open the door and run through if none survived.

Run into the circular room and run around the left side of the pole in the middle. Move around so that you can see a guard but he can't see you because of the big pole thing. Shoot him in the head until he dies and then kill the next two guards whom come-a-runnin'.

Get their ammo and then head for the next door. Open both doors and quickly kill the guard just up ahead. Take out the guard over the railing on the left, and kill the next three guards as they come towards you on the right.

*****S*P*L*I*T*****

This is where the easy method splits up into an easy-easy method, and an easy-hard method. Once again, the easy-hard method is faster than the easy-

easy method, but it is a bit harder to pull off.

METHOD 1 Part B Easy-Easy method

Once you've killed the three guards on the right. Run over and take their ammo. Turn around and head down the stairs on the right. Kill the guard just up ahead and kill the other guard if he comes to investigate. Turn around and go left underneath the stairs until you reach the room filled with boxes.

Look up and blow up the grey lockers revealing the small secret passageway. Throw a mine in the middle of the boxes and then head up through the small passageway. At the end of the passageway, throw another mine on the next few grey lockers and head back into the room with the boxes.

Collect some of the ammo the boxes held until you hear the explosion by the other mine. At that time, run back through the passage. Stop just before the end of the passageway and get out your assault rifle. Slowly creep around the last corner. With the assault rifle, zoom in and hack into the guard you see until he is dead. Then wait for another two guards to come and kill them too.

Once all three guards are dead, charge into the room and wait at the bottom of the stairs facing the top. Kill all the guards that come and slowly make your way to the top. Edge around the top right corner until you see the drone gun. Blow it up and check around the room for any remaining guards. When the room is clear, run back down the stairs and blow up the three mainframes. If you haven't already gotten the key card of the guard with the blue hat, search around a pick it up before you leave.

Move over to the next small circular door and open them both. Quickly move out and kill the guard on the right. Then run forward a bit, and turn left. Kill the two guards that have their backs turned. Don't go and get their ammo, just continue along the walkway.

Move along the walkway until you get to the corner where three guards await you. Creep around the corner and pick off the first guard. Then look around a bit more and take out the next two guards without them seeing you. Continue moving along and stop at the next corner. Look around the corner and take out the next guard. Then look around a bit more and kill the guard standing further away, continue along.

Stop just before the next corner and look at the two guards who are guarding the door. Through a timed mine onto the door from behind the railing and then quickly get out your assault rifle and shoot in the windows on the left. When the mine blows up, face the corner so that you can easily shoot any guards that come.

When the guards cease to come, move around the corner and charge down the stairs shooting your ZMG. Hopefully, if you were quick and accurate, you killed both guards without being shot. Get their ammo and run back up the stairs to the door.

Open the doors and run into the room. Stand on the wall to the left of the radio room and search near the windows for any guards. If there is one or two guards there kill them immediately. Make sure that you pick up any code cards that the guards with blue hats were holding. Then look over to the far window and aim up using your assault rifle to kill the guard who's trying to shoot you.

Look over to the radio room entrance and move back towards the windows behind you. The guard who comes out of the control room should have gotten out a grenade so let him throw it at you. When he throws the grenade, quickly move forward and kill him. When he's dead, move up to the edge of the radio room so that you hidden from the guards behind the grey boxes.

Slowly move around the corner and take out the first guard. Then edge around more and take the second, and then the third. When they're all dead, move into the room and activate the radio. If in the beginning of the level, you only killed the one scientist, shoot a few times in the scientists' faces until the most obliging scientist leaves the area. Then get out of the room and shoot the tanks until they explode. If you killed an extra scientist in the beginning, you'll have to get them both out, but one of them will always be a hassle, costing you time.

When the controls are destroyed, open the big door in the middle of the room. When the door is opening, duck down and take out the two guards in the hallway. Because the door isn't fully opened, they won't be able to see you. Move into the hallway and continue through, open the next door on the left. Duck down and kill the two guards standing beside the door. Run through the door and shut it behind you.

Open the next door and get out the assault riffle. Open the next door and step back a few meters. Duck down and aim at the first drone gun. Destroy it, and then destroy the drone gun positioned further away. When the guns are down, get out the RC-P90 and run down the hallway. At about halfway, start shooting through the door at the end.

Run through the last doors and run through the room firing at any guard you pass. Enter the lift.

This method isn't very fast, but you should easily get the cheat.

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METHOD 1 Part B Easy-Hard  
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Make sure that you read Part A as well as Part B. I'm not going to write the same thing twice.

After the three guards on the right are dead, get their ammo and continue on past the stairs. Move along the catwalk and stop when you see the next two guards. Kill them and move along. Get their ammo and kill the next guard that's standing beside the next door.

Continue down the pathway and kill the next three guards. Get their ammo and move along killing the next two guards. Stop just before the last corner and throw a timed mine on the door. Get out the assault riffle and shoot through the window to attract the attention of the guards inside. Face towards the door and kill any guards you see.

Get out the ZMG and run down the stairs on the right taking out the two guards at the bottom. Run back up the stairs and open the circular doors. Run through and complete the area as you would in Part A.

Once you have destroyed the controls and radioed Jack Wade, exit via the doors you used to enter. Backtrack along the catwalk until you reach the next doors. Open the first door and you should be greeted by the two scientists you released previously. Just before the door, look over to the

right and you might see a guard. If you do, kill him. If you don't, move along the catwalk a bit until you're sure that there aren't any more guards.

Run back to the door and slowly walk through the first one. To the left you should see part of a guard. Kill the guard and duck back to the right and face the doorway. A few guards will come now, kill them all and take their ammo. Move back into the doorway and slowly walkthrough looking up to the left. Edge forward until you see the drone gun and take it out quickly.

Get out an RC-P90 and run into the room as fast as you can and run to the right with your gun blaring. Take out the two guards behind the lockers and look back towards the top of the stairs. Quickly kill any guards you see and keep killing until all the visible guards are dead.

When the coast is clear, move over to the stairs and slowly move down looking into the area below. If you see any guards kill before you go all the way down. From the stairs, shoot all the computers until they blow up. Run back up the stairs and open the large door on the left.

Get out your assault rifle and duck down. Aim towards the other end of the hallway and take out the two guards at the end. Run into the hallway and open the door just up a bit on the right. Now just complete the level as you would in Method 1 Part A.

CRADLE

AGENT

WORLD RECORD: 0:38

First let both intros play out all the way. When you begin, press forward on the control stick and take three shots. This will kill the guard that comes from the top of the ramp, now you can start run-strafting. Collect the ZMG(s) the guard dropped and switch to them before you reach the top of the ramp. At the top, turn left and kill the guard before he slows you down.

Run all the way down the ramp on the right and then run down the stairs and look towards the hut that Trevalyan went into. Kill the guard that comes out and run straight into the hut. As soon as you're in the hut, move just to the left of the door so that your back is against the wall. Aim at Trevalyan's head and shoot it before he gets away. The first shot MUST hit the head or you can't get a fast time.

When Trevalyan runs away, run around the left side of the big machine thing and strafe past the computer while looking at it. Blow up the computer while you run past and then run out the door Trevalyan ran out of. Run down the ramp but DON'T shoot Trevalyan, instead, run to the bottom of the ramp and turn left.

Run along the walkway and look towards Trevalyan who should be running parallel to you. Now while strafing, shoot Trevalyan in the head second time and he will die where he stands! Now all you have to do is run to the end platform.

SECRET AGENT

WORLD RECORD: 0:43

I actually got this walkthrough from Greg Whatmore which was given to him by Wes McKinney. Most people know about this but it didn't actually occur to us that it could be incorporated into getting a fast time.

Wait out the entire opening scene and when the level begins start running forward and shoot at the guard at the top of the hill. If you are hit by this guard start again. Once he is dead start run-strafting up the ramp and switch to the ZMG as soon as you pick it or them up.

Turn left at the top and kill the guard up ahead without getting hit once. Run down the ramp on the right and down the stairs run-strafting constantly. At the bottom of the stairs kill the guard to the left as he comes out of the shed. Then move to the shed and put your back against the shed wall to the right of the door.

Trevelyan will acknowledge that you are there and drop a grenade but he won't move! Therefore blowing himself up in a bloody mess. Anyway hopefully when he dropped the grenade he didn't run away and perished in the flames. Once the grenade has erupted move into the shed and very quickly turn left and getting past the flames without getting injured.

Move behind the machine and stop as soon as the drone guns can't harm you. Blow up the computer and then run around the right side of the machine dodging the drone guns. Get through the next door and run down the ramp hopefully getting a nudge from the drone guns but not dying. Turn left at the bottom of the ramp and run down the walkway.

Turn left at the intersection and run down the steps. The door into the last shed should be open so run through cleanly and drop down the hole straight away to complete the level.

OO AGENT

WORLD RECORD: 0:44

The OO agent walkthrough is exactly the same as the secret agent walkthrough.

AZTEC

AGENT

WORLD RECORD: 1:57

Well, I have finally gotten off my arse and posted the winner for the Aztec competition! Well, you have all been waiting, and now you're going to know, who won? Well, the winner was.....

!!

Yes! The winner was Jon Barber with this award winning performance...

>>

INSANELY FAST Method

Run right past the guards in the first room, opening the door and shooting the guard down the hall in the head. Now run as fast as possible to your left, and right off the edge and into the pit. Yes, you heard me right, fall down into the pit.

Make your way to Jaws, quickly disposing of all the guards that you meet on the way. Get Jaw's attention, and then quickly kneel and get as close to him as possible while you nail him with your AR33. Now run as fast as you can back the way you came, until you are back in that pit. Here's the tricky part. Try to strafe yourself RIGHT into the wall, so that you are running as fast as you can, but hardly moving at all, because you're jamming your shoulder into the wall. Then, hit A so that you change weapons. When you pull out your new weapon, you'll have glitched yourself all the way out of the pit! You'll probably have to try this for a few minutes until you master it.

Now run to the next door and shot through, trying to ignore the guards that will be shooting you in the back. Then open the door and kill the two guards that will be standing there. Go through the door and shot the 3 guards that will hear your shots. Open up the glass window, and hit start as you open it. Switch to your floppy disk. Pick up the tape on the table to the right and stick the disk in the disk drive to the left. Run through the door of computers and ignore the guards to your left as you run right under the space ship and shoot out the computer to the right.

Run past it, through the tunnels, and over to the very right end, where you get the body armour. Come back out and shoot down the 2 auto-guns and any guards underneath them as you strafe down the hallway. Then run out toward the main room. Just before you exit the vent, go to your start menu and switch to your tape. Run as fast as you can (you'll be getting shot all the way) to the computer that sets the space ship off and hit Z as you stand in front of it. Then run back into the vents and hide where you found the body armour. Seeing as how you'll be getting shot almost the entire level, it is very hard to live through this final room, even on Agent. You'll never be able to use this exact strategy and live through it on Secret Agent or 00 Agent. You should end up with a time between

2:04-2:20.

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Well, there you have it! No, Jon Barber doesn't win anything :(but he gets the satisfaction of knowing he won. Which is more than other people can say for themselves :p

SECRET AGENT

WORLD RECORD: 2:26

Along with his Agent walkthrough, Jon Barber also wrote me a walkthrough for Secret Agent. So, Jon and I thought that I should post this as well. So, here's Jon Barber's Secret Agent walkthrough:

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First off, I'd like to give credit to Bob Faulds, a top ten Goldeneye player, for being the first person to tell me about this extra-fast method.

Swing around the pillar to your right and take out the guard. Pick up his AR33 and then turn around and blast his two friends, using the pillar to your right as a shield. Now open the door to leave the room, and switch to your scope quickly. Shoot the guard down the hall in the head, and then shoot the guard far away, behind the boxes. 2 more guards will run out, shot them quickly and run out onto the bridge ahead. Due to a glitch, the guards to the sides of you are unable to hit you when you're on the bridge, so take care of them quickly, and then run to the guard on your left, pick up his ammo, and jump down into the pit. Yes, you heard me right, fall down into the pit.

Make your way to Jaws, quickly disposing of all the guards that you meet on the way. Get Jaw's attention, and then kneel and get as close to him as possible while you nail him with your AR33. Now run as fast as you can back the way you came, until you are back in that pit. Here's the tricky part. Try to strafe yourself RIGHT into the wall, so that you are running as fast as you can, but hardly moving at all, because you're jamming your shoulder into the wall. Then, hit A so that you change weapons. When you pull out your new weapon, you'll have glitched yourself all the way out of the pit! You'll probably have to try this for a few minutes until you master it.

Now run to the next door and shot through. Then open the door and kill the two guards that will be standing there. Go through the door and shot the 3 guards that will hear your shots. Open up the glass window, and hit start as you open it. Switch to your floppy disk. Pick up the tape on the table to the right and stick the disk in the disk drive to the left. Run through the door of computers and ignore the guards to your left as you run right under the space ship and shoot out the computer to the right. Run past it, through the tunnels, and over to the very right end, where you get the body armour. Stick your head out from around the corner and shoot down the 2 auto-guns and any guards underneath them.

Then run out toward the main room. Just before you exit the vent, go to your start menu and switch to your tape. Run as fast as you

can (you'll be getting shot all the way) to the computer that sets the space ship off and hit Z as you stand in front of it. Then run back into the vents and hide where you found the body armour. Actually, you'll only live through this final room about 3/4 times on Agent, 1/2 on SA, and probably 1/3 on 00. But if you do, you'll have a great time, probably cutting a good 3 minutes off what you had with the slow strategy.

<<

So, enjoy this walkthrough.

OO AGENT

WORLD RECORD: 2:39

Ok, everyone thinks this is the hardest level in the game. That may be so, but it's a lot easier than most levels when you're trying to do it fast. To get through this level well you have to be very accurate and very fast when shooting. You need to hit each guard first shot without hesitation. This level is also another hard level to write a walkthrough for because the guards do different things each time you play. Don't complain if this walkthrough is brief or unclear, use your imagination. There are two ways of doing this level, but for now I will write only the easy way. The easy way will land you a time of around 4:20-4:40.

METHOD 1: EASY

When you start look to the right and lean out ever so slightly. Take out the guard on the right with a head shot and then duck back into the groove. Look to the left and take out the two guards with a head shot each. Collect all of the ammo and move over to the secret door. Get out the assault rifle and open the door. Aim to the guard's head and shoot it. Continue shooting as you move the scope over towards the guard behind the create, make sure you kill him. Wait for the two guards to come and kill them quickly with a few bullets. Now, looking to the left(using C-Right), run straight out into the big room until you reach the bridge. If you were fast and lucky you would have made it without being hit. Because you're on the bridge, the guard can't shoot you. Look to the left and right killing each guard. When they are both dead get their ammo and then move up the steps to get the ammo off the guard behind the other crate.

Now move over to the next secret door and shoot 6 or 9 bullets before you open it. Wait a second after shooting and then open the door. Shoot as the door is opening and two guards will run straight in front of the bullets. When they're dead stay where you are and use your scope to look over to the right to see if any guards are there. If there are, kill them, and then scope the other two guards as they come. If there are no guard then shoot near the guard furthest away on the right. He will run out so kill him and the other guards will also come out. When the room is clear run through and activate the computers to come down. If you're quick, the computers will already be down, this will save you time.

Move into the hallway and kill the first guard on the left. Get his ammo and run down until it turns right. Kill the next guard on the left and then very quickly run to the next guard and kill him also. Run into the gap he was in and face towards the exhaust room. If you used the assault rifle and made noise the two guards will come, this is faster. Kill the guards when they

come out and also kill the other guard that was standing on the left. Get their ammo and run into the exhaust room. Blow up the computer on the left and check to see if you have a grenade. If you have a grenade throw it in between the two drone guns and take the detour to the right, and run straight to the body armour. If you don't have a grenade go straight ahead. Peak out facing to the right and take out the drone gun, then turn around and take out the drone gun on the left while moving back towards the body armour.

So, you're at the body armour and the drone guns are destroyed. Run out of the alcove and start heading for the big room, shooting any guards that are in front of you. The guards come at random here, so just shoot any guards that are in front of you. Now, just before the big room stop and move forward slowly. Using the scope, look through the vent so that you can see into the vent across the hall. You should be able to do this without the drone gun seeing you. As you look into the vent you will see a guard through it, kill the guard and another guard will arrive a second later. Kill him also.

Now look up and blow up the drone gun, it shouldn't be firing at you. Then move forward and look up to the right. Strafe to the left using C-left and strafe until you can clearly see the drone gun, but it can't see you. Scope just past the drone gun using the assault rifle and in the distance you will see one of the other two drone guns. Blow up the far drone gun and then destroy the close drone gun. When the drone gun is destroyed, leap from the vent and run around to the left. Hide behind the wall just in front of the ladder. Now, move around the corner and scope into the guard behind the boxes furthest to the left. Take him out before he hits you and then continue to move around and take out the next guard. Then turn around and start to climb the ladder. As you climb the ladder switch weapons to pop straight up to the top. Run around the corner and shut the exhaust bay. Then run back and jump down the ladder switching to the laser.

Now, quickly strafe out so you're in the middle of the room and take out the guard on the right before he hits you. Then aim up and destroy the drone gun. Now make your way towards the vent on the right. Before you reach the vent you will be able to see the last guard on the right. Quickly kill him before he shoots you. Now enter the vent and collect the ammo. Run down the stairs and run through the gap on the right, killing the guard if he is there. Run down the stairs on the left and then turn right. Move into the gap and quickly take out the guard that you can just see through the gap. Make sure that you kill him with no more than two shots, or it will attract Jaws' attention. Move around the wall on the left with your assault rifle out. Move around until you can see the guard at the very end of the room, and Jaws' back. Shoot at the guard at the end of the room and then take a few shots at Jaws' head. Quickly jump back behind the wall when Jaws' starts to fire upon you. As soon as Jaws stops shooting run into the room and strafe around to the back of Jaws. Jaws should have shot at you but missed, and now you're behind him shooting at him. When he turns around run straight up to him so that you're touching him, and he can't shoot you. Continually shoot Jaws in the head until he is dead.

Here, we get to a part that only the experts can manoeuvre. Most people find the end to be the hardest part, because of the guards that come after you. But, if you go fast, and go the right way, you can finish without the guards shooting you once. But, you must be good, and you must know how to move very fast, otherwise you will suffer heavy damage. Ok, the race begins. As soon as you kill Jaws start heading back the way you came, not getting stuck on any walls. Run up the first set of stairs and run through the gap. Run up the next set of stairs and run through the vent at the top. Run across the room and enter the vents on the other side. Run through the ventilation shaft and turn right at the first corner. Run through the shaft to the exhaust room.

Run through and quickly turn left in the hallway. Run down, turn left, and activate the computer at the very end. Strafe against the computer while it is going down and you will run over it as quickly as possible. Open the screen as fast as you can and immediately switch to the watch. Get out the guidance data and quickly upload the data as you get the launch protocol data.

Quickly run back out the room and back into the hallway. Now, this is where you will know if you went fast enough. I can do this 9 times out of ten. Turn right at the hallway and don't slow down to wait for the guards to come. Now, as you enter the exhaust room guards will be there. If you went slow the guards would have been in the hallway. Run into the room and then run to the RIGHT of the big thing in the middle of the room. The guards are on the left side, you should run around the right and enter the vent on the RIGHT. You should not have been hit in the process. Now, still going as fast as lightning, Run through the shaft without taking the shortcut on the left. Run straight ahead and curve around the shaft until you get the main hallway of the shaft. Turn left and shoot the guard that is usually there as you run past him. You haven't been hit by the guards so far, and you're running for the big room.

Ok, as you get to the end of the shaft switch to unarmed as you run through. There are no guards in front of you so you have nothing to worry about. Get out into the big room and turn left heading for the ladder. Start climbing it and switch to the PP7 to instantly jump up to the top. Run around the corner and open the exhaust bay. Then start run back to the mainframe where you must insert the protocol data. Jump off the ledge and you should make it halfway across the room before you hit the ground. In the distance you should have heard laser shots in the background, this is good because it slows the guards down. Run to the area where the mainframe is and duck around the corner as you press start. Get out the data and use it on the mainframe. Then turn around and get out your laser. Now all you have to do protect yourself from the guards! Which is very easy.

Using this method there is no possibility of you dying at the end, unless you're crap. You see, the key is not killing any of the guards that come after you kill Jaws. If you kill them, they will come from the temple area and get to you before you have finished, and shoot you dead. If you run straight past them you leave them stranded all the way back in the exhaust room and it takes them longer to reach you. Well, now you've got a heaps better aztec time!

EGYPTIAN

AGENT WORLD RECORD: 0:51

Begin sprinting using C-right through the first room into the second and up the stairs on the right. Open the secret door, and quickly run onto the tiled area. You can be pretty messy when running through so run-strafting is a must. First go for the ammo, and then open the secret door on the left, and then get the golden gun. Get out the golden gun and open the second secret door.

Jump down into the pillared room and run to the left. Aim up Baron

Marcus Fahlen	0:58
Nathan Buzza	0:58
Ian Rogers	0:59
Jon Barber	0:59
Kyle Strid	0:59
Peter Akeson	0:59
Oyvind Vesteng	1:06

SECRET AGENT:

Karl Jobst	1:25
Matthijs ten Ham	1:28
Greg Whatmore	1:28
Danilo Veraszto	1:29
Jon Barber	1:30
Dan Kusek	1:30
Andrew Binno	1:34
David Kim	1:37
Sean Christie	1:40

OO AGENT:

Karl Jobst	2:17
Greg Whatmore	2:27
David Kim	2:27
Danilo Veraszto	2:28
Andrew Binno	2:30
Sean Christie	12:38

FACILITY

AGENT:

Matthjis ten Ham	0:52
Karl Jobst	0:53
Danilo Veraszto	0:57
Greg Whatmore	0:58
Andrew Binno	0:58
Greg Woll	0:58
David Spira	1:00
Wesley Schinkel	1:03
Chloe	1:03
Dan Hostetler	1:05
Dan Kusek	1:06
Peter Akeson	1:06
David Kim	1:08
The Bearman Boxer	1:09
Sean Christie	1:09
Jon Barber	1:10
Stephen Patterson	1:11
Kyle Strid	1:12
Oyvind Vesteng	1:18

SECRET AGENT:

Karl Jobst	1:05
Greg Whatmore	1:07
Andrew Binno	1:14
Dan Kusek	1:21
Sean Christie	6:09

OO AGENT:

Danilo Veraszto	1:04
Karl Jobst	1:07
Greg Whatmore	1:10
David Kim	1:12
Andrew Binno	1:14
Wesley Schinkel	1:14
Dan Kusek	1:22
Derek Delvalle	1:24
David Spira	1:38
Sean Christie	1:42

RUNWAY

AGENT:

Karl Jobst	0:24
Matthijs ten Ham	0:24
Greg Woll	0:24
Greg Whatmore	0:25
Andrew Binno	0:25
Dan Hostetler	0:25
Jon Barber	0:25
Matt	0:25
Stephen Patterson	0:25
Kyle Strid	0:25
Peter Akeson	0:25
Marcus Fahlen	0:25
Ian Rogers	0:26
Dan Kusek	0:26
Anthony Biasella	0:26
Wesley Schinkel	0:26
Chloe	0:26
Sean Christie	0:26
Brandon Stewart	0:27
The Bearman Boxer	0:27
Oyvind Vesteng	0:27
Nick Magon	0:28

SECRET AGENT:

Karl Jobst 0:24 (!!!WORLD RECORD!!!)

Robert Kruse	0:25
Andrew Binno	0:26
Jon Barber	0:30
Wesley Schinkel	0:35
Dan Kusek	0:36
Sean Christie	1:30

OO AGENT:

Anthony Crage	0:42
Karl Jobst	0:43
Greg Whatmore	0:43
Andrew Binno	0:43
Sean Christie	1:55

SURFACE 1

AGENT:

Karl Jobst	1:07 (!!!WORLD RECORD!!!)
Matthijs ten Ham	1:08
Andrew Binno	1:10
Greg Woll	1:11
Dan Hostetler	1:12
Greg Whatmore	1:14
Dan Kusek	1:16
Peter Akeson	1:16
Jon Barber	1:17
Nathan Buzza	1:18
Stephen Patterson	1:28
Kyle Strid	1:28
Oyvind Vesteng	1:29
Sean Christie	1:32

SECRET AGENT:

Karl Jobst	1:59
Andrew Binno	2:04
David Kim	2:07
Dan Kusek	2:08
Sean Christie	2:59

OO AGENT:

Karl Jobst	1:59
Andrew Binno	2:04
Greg Whatmore	2:06
Dan Kusek	2:20
Sean Christie	

BUNKER 1

AGENT:

Karl Jobst	0:18 (WORLD RECORD!!!)
Matthijs ten Ham	0:19
Greg Woll	0:18
Andrew Binno	0:20
Stephen Patterson	0:20
Greg Whatmore	0:21
Marcus Fahlen	0:21
Jon Barber	0:22
The Bearman Boxer	0:22
Peter Akeson	0:22
Ian Rogers	0:23
Chloe	0:24
Sean Christie	0:26
Oyvind Vesteng	0:30
Kyle Strid	0:31

SECRET AGENT:

Karl Jobst	0:31
Greg Whatmore	0:38
Andrew Binno	0:41
Sean Christie	3:07

OO AGENT:

Karl Jobst	1:18
Andrew Binno	1:34
Greg Whatmore	1:41
David Spira	1:46
Sean Christie	3:55

SILO

AGENT:

Matthijs ten Ham	1:12 (WORLD RECORD!!!)
Karl Jobst	1:17
Andrew Binno	1:25
Greg Woll	1:26
David Kim	1:30
Jon Barber	1:30
Greg Whatmore	1:33
Ian Rogers	1:34
Eric Salter	1:39
Sean	1:40
Chloe	1:49
Peter Akeson	1:50

Oyvind Vesteng	1:54
The Bearman Boxer	1:57
Nathan Buzza	1:57
Stephen Patterson	1:59
Kyle Strid	2:00

SECRET AGENT:

Andrew Binno	1:41
Karl Jobst	1:45
David Kim	1:47
Sean Christie	4:22

OO AGENT:

Andrew Binno	3:00
Karl Jobst	3:05
Greg Whatmore	3:22
Sean Christie	7:37

FRIGATE

AGENT:

Andrew Binno	0:29
Matthijs ten Ham	0:30
Greg Woll	0:30
Karl Jobst	0:31
Matt	0:32
Greg Whatmore	0:33
Chloe	0:36
Stephen Patterson	0:37
Peter Akeson	0:37
Jon Barber	0:39
Eric Salter	0:42
Dan Kusek	0:42
Oyvind Vesteng	0:44
Kyle Strid	1:16
Sean Christie	2:14

SECRET AGENT:

Karl Jobst	1:19
Andrew Binno	1:35
Greg Whatmore	1:35
David Kim	1:42
Jon Barber	1:44
Sean Christie	2:15

OO AGENT:

Karl Jobst	1:29
------------	------

Greg Whatmore	1:36
David Kim	1:57
Andrew Binno	2:00
Sean Christie	7:18

SURFACE 2

AGENT:

Karl Jobst	0:55 (WORLD RECORD!!!)
Matthijs ten Ham	0:55 (WORLD RECORD!!!)
Jon Barber	0:57
Peter Akeson	0:58
Greg Woll	0:59
David Kim	1:00
Marcus Fahlen	1:03
Greg Whatmore	1:01
Stephen Patterson	1:02
Chloe	1:03
Dan Kusek	1:04
Nathan Buzza	1:04
Ian Rogers	1:05
Andrew Binno	1:08
Kyle Strid	1:38
Sean Christie	2:03

SECRET AGENT:

Karl Jobst	1:19
Jon Barber	1:26
Dan Kusek	1:28
Sean Christie	2:09

OO AGENT:

Karl Jobst	1:55
Greg Whatmore	1:59
Andrew Binno	2:10
Dan Kusek	2:18
Sean Christie	3:08

BUNKER 2

AGENT:

Karl Jobst	0:28
David Kim	0:30
Matthijs ten Ham	0:30
Matt	0:31
Andrew Binno	0:33

Greg Whatmore	0:33
Jon Barber	0:33
Stephen Patterson	0:34
David Spira	0:34
Chloe	0:34
Peter Akeson	0:35
Greg Woll	0:35
Dan Kusek	0:36
Oyvind Vesteng	0:39
Eric Salter	0:40
Ian Rogers	0:40
Sean Christie	0:44
Kyle Strid	1:20

SECRET AGENT:

Karl Jobst	1:07
Greg Whatmore	1:24
Andrew Binno	1:30
Sean Christie	11:41

OO AGENT:

Karl Jobst	1:35
Greg Whatmore	1:44
Andrew Binno	2:20
Sean Christie	10:37

STATUE

AGENT:

Karl Jobst	2:31
Matthijs ten Ham	2:33
Andrew Binno	2:34
Greg Whatmore	2:35
Greg Woll	2:40
Jon Barber	2:41
Chloe	2:43
Peter Akeson	2:44
Ian Rogers	2:48
Stephen Patterson	2:52
Oyvind Vesteng	2:53
Kyle Strid	3:05
Sean Christie	3:49

SECRET AGENT:

Karl Jobst	2:31
Andrew Binno	2:35
David Kim	2:42
David Spira	2:45
Jon Barber	2:47

Sean Christie 2:58

OO AGENT:

Karl Jobst	2:32
Andrew Binno	2:35
Greg Whatmore	2:37
Jon Barber	2:48
Derek Delvalle	2:49
Sean Christie	9:16

 ARCHIVES

AGENT:

Karl Jobst	0:18
Matthijs ten Ham	0:18
Greg Whatmore	0:21
Stephen Patterson	0:21
Chloe	0:21
Greg Woll	0:21
Andrew Binno	0:23
Marcus Fahlen	0:23
Jon Barber	0:24
Sean	0:24
David Spira	0:24
Peter Akeson	0:24
Oyvind Vesteng	0:31

SECRET AGENT:

Karl Jobst	1:00
Andrew Binno	1:04
Sean Christie	1:17

OO AGENT:

Karl Jobst	1:00
Danilo Veraszto	1:00
David Kim	1:03
Andrew Binno	1:04
Greg Whatmore	1:04
Matthijs ten Ham	1:04
David Spira	1:06
Jon Barber	1:07
Dan Kusek	1:08
Marcus Fahlen	1:09
Sean Christie	1:17

 STREETS

AGENT:

Karl Jobst	1:16
Matthijs ten Ham	1:16
Jon Barber	1:17
Greg Whatmore	1:18
Greg Woll	1:18
Dan Kusek	1:19
Stephen Patterson	1:19
Peter Akeson	1:19
Nathan Buzza	1:19
Andrew Binno	1:20
Chloe	1:20
Ian Rogers	1:21
Oyvind Vesteng	1:26
Sean Christie	1:33

SECRET AGENT:

Karl Jobst	2:00
Jon Barber	2:03
Andrew Binno	2:04
Dan Kusek	2:05
Sean Christie	4:21

OO AGENT:

Karl Jobst	2:01
Jon Barber	2:03
Robert Kruse	2:04
Nathan Adams	2:05
Greg Whatmore	2:05
Andrew Binno	2:08
Dan Kusek	2:08
Nathan Buzza	2:08
Sean Christie	5:36

DEPOT

AGENT:

Matthijs ten Ham	0:27 (WORLD RECORD!!!)
Karl Jobst	0:28
Greg Woll	0:28
Jon Barber	0:30
Greg Whatmore	0:31
Andrew Binno	0:31
Dan Hostetler	0:31
Sean Christie	0:31
Nathan Buzza	0:31
Dan Kusek	0:32
Chloe	0:32

Ian Rogers	0:32
Kyle Strid	0:32
Peter Akeson	0:32
Stephen Patterson	0:33
Oyvind Vesteng	0:36
Ryan O'Brien	0:39

SECRET AGENT:

Karl Jobst	0:50
Matthijs ten Ham	0:53
Andrew Binno	0:55
Greg Whatmore	1:03
Jon Barber	1:13
Sean Christie	1:25

OO AGENT:

Karl Jobst	0:58
Greg Whatmore	1:18
David Kim	1:22
Matthijs ten Ham	1:23
Andrew Binno	1:25
Derek Delvalle	1:34
Nathan Buzza	2:04
Dan Kusek	2:13
Sean Christie	4:15

TRAIN

AGENT:

Karl Jobst	1:21
Matthijs ten Ham	1:26
Greg Whatmore	1:29
Greg Woll	1:34
Matt	1:37
Andrew Binno	1:40
David L.	1:40
Peter Akeson	1:46
David Kim	1:47
Ian Rogers	1:51
Jon Barber	1:51
Dan Kusek	1:57
Chloe	2:07
Sean Christie	2:15
Stephen Patterson	2:24
Kyle Strid	3:00

SECRET AGENT:

Karl Jobst	1:48 (WORLD RECORD!!!)
Greg Whatmore	2:29

David Kim 2:37
Sean Christie 5:06

OO AGENT:

Karl Jobst 2:31
Derek Delvalle 2:56
Greg Whatmore 3:07
Nathan Adams 3:30
Andrew Binno 3:38
Sean Christie 5:24

JUNGLE

AGENT:

Karl Jobst 1:00
Matthijs ten Ham 1:01
Andrew Binno 1:10
Greg Whatmore 1:18
Greg Woll 1:27
Ian Rogers 1:28
Jon Barber 1:28
Peter Akesson 1:31
Chloe 1:47
Dan Kusek 2:11
Kyle Strid 2:42
Stephen Patterson 2:56
Sean Christie 3:08

SECRET AGENT:

Karl Jobst 1:22
Andrew Binno 1:25
Sean Christie 9:13

OO AGENT:

Robert Kruse 1:36
Karl Jobst 1:43
Andrew Binno 1:56
Greg Whatmore 2:08
Sean Christie 11:39

CONTROL

AGENT:

Karl Jobst 4:15

Greg Whatmore	4:21
Matthijs ten Ham	4:23
Kyle Strid	4:26
Greg Woll	4:33
Peter Akeson	4:40
Jon Barber	4:54
Stephen Patterson	4:57
Ian Rogers	5:10
Chloe	5:16
Andrew Binno	5:25
The Bearman Boxer	5:25
Sean Christie	7:39

SECRET AGENT:

Karl Jobst	5:03
Greg Whatmore	5:08
Andrew Binno	6:10
Sean Christie	8:04

OO AGENT:

Robert Kruse	5:17
Karl Jobst	5:35
Greg Whatmore	5:39
Andrew Binno	7:00

CAVERNS

AGENT:

Karl Jobst	1:05
Matthijs ten Ham	1:05
Greg Whatmore	1:09
Greg Woll	1:09
Stephen Patterson	1:11
David Kim	1:12
Chloe	1:12
Sean Christie	1:13
Dan Hostetler	1:14
Andrew Binno	1:15
Peter Akeson	1:16
Dan Kusek	1:17
Ian Rogers	1:18
Kyle Strid	5:25

SECRET AGENT:

Andrew Binno	2:14
Karl Jobst	2:49

OO AGENT:

Karl Jobst	4:03
Greg Whatmore	4:11
Nathan Buzza	5:55
Andrew Binno	6:00

CRADLE

AGENT:

Karl Jobst	0:45
Greg Whatmore	0:45
Greg Woll	0:48
Andrew Binno	1:01
Jon Barber	1:01
Peter Akeson	1:01
Wesley Schinkel	1:04
Eric Salter	1:09
Kyle Strid	1:10
Oyvind Vesteng	1:23
Chloe	1:34
Sean Christie	1:55

SECRET AGENT:

Karl Jobst	0:46
Greg Whatmore	0:55
Andrew Binno	1:01
Jon Barber	1:11
Sean Christie	3:06

OO AGENT:

Karl Jobst	0:51
Greg Whatmore	0:53
Derek Delvalle	0:58
Andrew Binno	1:01

AZTEC

AGENT:

Karl Jobst	2:08
Greg Whatmore	2:18
Andrew Binno	2:59
Stephen Patterson	3:11
Jon Barber	3:13
Chloe	3:20
Kyle Strid	3:45
Peter Akeson	3:51

Greg Woll 4:02
Ian Rogers 4:24
Sean Christie 11:43

SECRET AGENT:

Karl Jobst 3:00
Andrew Binno 3:08
Greg Whatmore 3:12
Sean Christie 8:24

OO AGENT:

Nathan Buzza 3:29
Andrew Binno 3:48
Karl Jobst 4:28
Greg Whatmore 4:52

EGYPTIAN

AGENT:

Matthijs ten Ham 0:51 (World Record!!!)
Karl Jobst 0:53
Greg Woll 0:58
Andrew Binno 1:00
Matt 1:01
Jon Barber 1:02
Ian Rogers 1:03
David Spira 1:04
Chloe 1:04
Kyle Strid 1:05
Eric Salter 1:07
Stephen Patterson 1:07
Peter Akeson 1:07
David Kim 1:10
Dan Kusek 1:11
The Bearman Boxer 1:18

SECRET AGENT:

Karl Jobst 0:57
Andrew Binno 1:01
Jon Barber 1:04
David Kim 1:12
Dan Kusek 1:14
The Bearman Boxer 1:17

OO AGENT:

Karl Jobst 0:57
Matthijs ten Ham 0:57

Greg Whatmore	1:02
Andrew Binno	1:04
David Spira	1:04
Derek Delvalle	1:06
David Kim	1:07
Jon Barber	1:08
Nathan Buzza	1:24
Dan Kusek	1:26
The Bearman Boxer	1:27

Phew..... :)

FREQUENTLY ASKED QUESTIONS

Here are some questions people have asked me (plus some I just made up myself). But first, I'll list the No.1 most asked question. Here it is:

Q. Can you please tell me how to do Facility in OO agent?

A. You will not believe how many people have asked me for tips on Facility. Well, all I can say is, read the walkthroughs! Everything I know is in the walkthroughs. But, if I get heaps of people to "request" hints and tips for Facility and most other levels, that could be arranged.

Q. I used the Run-Strafe method, but I run even slower! Why is this?

A. Well obviously, you're not doing it right. The Run-Strafe method makes you run faster, and there is no reason for it to slow you down. So, if you don't know how to do it, just give it some more practice.

Q. Your times are a load of ****! They're ***** IMPOSSIBLE! You can't go that fast without using cheats!

A. Would you believe it, but I HAVE gotten e-mails like this. I can't really argue their point, but all of my times are completely true. Why would I write this whole FAQ on the basis of fake times? Obviously, it is the lazy people who would think that. It takes a lot of practice to get fast times, but in the end, you may surprise yourself. I don't use cheats of any sort so don't go to the trouble of thinking I do.

Q. Can you give me any tips to get faster times?

A. I have just three words for you: READ THE FAQ!!! Don't e-mail me asking for tips, everything is in the FAQ. If you ask for tips, your e-mail will most likely go unanswered.

Q. Do I need proof of my times?

A. It depends on how fast your times are. If they are reasonable, I don't

think proof is that necessary. However, if you send unbelievable times, I will have to requests proof.

Q. How do I send proof?

A. Well, proof can be sent in two ways. 1. By electronic mail, or 2. By snail mail. I understand that maybe you can't send proof by snail mail, which is where the e-mail system comes in. Using a digital camera, you can easily put photos onto your computer and send them to me. If you don't have a digital camera, the place where you get your photos developed can put your photos onto disk for you. Then all you have to do is attach the photos to an e-mail, and send 'em off!

Q. If you post my times, but I get better ones, what should I do?

A. Well, just send me all of your new times, and I'll post them as soon as I can! Send any updated times in a WEEKLY e-mail, this is the best way to let me update your times.

Q. How fast do my times have to be to "qualify" for your FAQ?

A. Well, there really isn't a set time for each level. You don't have to beat any of the times already up there, but don't submit extremely slow times either. I've decided to hold lots of times for each level, so just send 'em in!

ENDING STATEMENTS, ETC.

This FAQ can not be sold or anything that will get YOU fame, fortune and girls instead of me. If you want to put this FAQ on your site then I suggest asking me first. I ALWAYS say yes when people ask me for it, just as long as you give me the address and stuff.

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First I thanks these people for sending in times and information on how to get better times:-

- Andrew Binno.....icerew316@hotmail.com
- Jon Barber.....barbers@execpc.com
- Ian Rogers.....mr_bean88@hotmail.com
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I thanks Ian Rogers. The holy creator of Karl's FAQs(tm).

I thanks Greg Whatmore, my best friend and loyal competitor. Unfortunately, I have moved two states away from Greg, so our multiplayer days are temporarily over. That is, until I get out of school and move back up to Brisbane from Victoria. Or...Greg's family could adopt me and learn to love me(hint, hint :) That way we could play Goldeneye all day and I could give Greg lessons J/K!. Now, the only way we can play Goldeneye together is by sending videos of ourselves playing. I have been so kind to tape myself getting most of my best times, including times like 1:40 on bunker 2, 0:19 seconds on archives, and 0:57 on egyptain - 00 agent.

I thanks GameFAQs for posting this FAQ, and every other site for posting this FAQ.

I thanks Nintendo for this heaps cool game.

I thanks me.

And I Thanks everybody who has e-mailed me.

I ain't really got anything else to say.

e-mail me at faq_god@hotmail.com

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