

GoldenEye 007 Secrets FAQ

by Joca64

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|           GoldenEye 007 Level Secrets   Version 1.3.4           |
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1. What's New?

Version 1.3.4 - Added more information about the Facility Scientist.

Version 1.3.3 - Added the location of the Facility Scientist, the secret weapons in the Train and the secret AR33 in Water Caverns.

Version 1.3.2 - Added the other name for the Egyptian Temple's level.

Version 1.3.1 - Added some more information about the Facility scientist, spell checked the FAQ, Luigi has a new email address, check it at the bottom of the FAQ.

Version 1.3 - Added the 43 secret codes that Rare hid from us for so long!

Version 1.2.2 - Added some minor information about the Facility Scientist.

Version 1.2.1 - Corrected some minor errors.

Version 1.2 - Added information about the Facility scientist, added information about the Water Caverns, added another secret of Complex, added another bug in the Introduction, spell checked the entire FAQ.

Version 1.1 - Added What's New?, added information about Stacks & Library, added more information about Facility.

Version 1.0 - Added everything.

2. Introduction

- Hello again! Another Mini-FAQ I wanted to make. This is a list of some secrets I found while playing GE007.

On a side note here's two bugs I've found:

When you kill someone and he doesn't press start the body will be invisible but he will still be there, you can still shoot him.

On the Dam level look to the dam's side that has no water with the maximum zoom of the Sniper Rifle. You'll see water on the side that hasn't got any!

I also found the ultimate proof that the Kloob is the worst weapon of the game. I was playing in the Archives in 007 difficulty, with the settings 0, 1000, 10, 100. A guy shot me and I wasn't killed!!!!

If you want to use any part of this FAQ on your own FAQ, site or something of that kind email me and ask me permission.

3. Secrets

3.1. Complex

- This level has a lot of secrets! The secrets don't have anything inside them, they're just some hiding points. You don't need to push B to open these secrets, just walk right through the wall.

There is one in the room with a lot of white pillars, it is in front of an entrance.

Another secret is located in the first floor, on the room with 5 exits, and a big hole on the floor, it's on a corner.

There is another secret located in a room that is connected to the room described above, with kind of a balcony that has a body armour underneath it. The secret is on one of the balcony's corners.

Near the place with the blue light there is a platform with a hole that makes a triangle, just pass through the vents in the opposite side.

The last secret is on the room with 2 ramps, you can go through the wall near the ventilation pipe.

3.2. Archives

- I've found two secrets in this level, they are all in the first floor. On the place with three cabins (those wood things with a lot of glass) go to the door that can't be opened, while facing the door make a 45 degrees turn to your left and push B to open the hidden door.

There you'll find the best weapon from those you chose, the opposite wall to the hidden door is also a door.

The second secret is located near the place with two cabins. Just push the wall outside the cabins that has no posters on it.

In the secret there is a body armour waiting for you. As the other secret

this also has a back door.

These secrets are very useful because this way you won't get trapped in a dead end and you can surprise your enemy by sneaking on his back.

These secrets are also in the 1 player mode.

3.3. Facility

- Did you know that there is a scientist that has a clearance A security card in this level? With this card you can open all doors, except the one that needs a decoder. It's easy to find him, thanks to Maseinc (maseinc@email.msn.com) he's in the room right next to the door that needs the Decoder.

According to Anonymous, the scientist with the class A card is in the bathroom: go in, turn right, stall against the wall. Put your gun up to him, he'll surrender and then you say: "oh, excuse me sir, your class A pass fell out of your pocket"

How to get back in the vent:

Go in the stall below the vent, turn so you are facing the door. Now back up all the way, and strafe left all the way.

Now hold R to aim, press and hold C-left (the short strafe meant for peeking around corners), and then hold the control stick left all the way. You will end up turning around about half way and then suddenly popping up into the vent, then you should move back into it a bit immediately because you might fall out.

3.4. Stack & Library

- I don't really know if someone can miss this but the walls that are slightly lighter are doors.

3.5. Water Caverns

- In 1 player mode you can race 006 through the whole level. To do so, at the beginning open the elevator doors and start running. Don't give up if you can't get passed the first doors before him, keep on running, you can catch him later at the big ramp. It's fun to see 006 run the whole level. In the room with the radio, shoot one of the crates near the windows and another crate will come out from it. Keep shooting until you get the AR33.

3.6. Egyptian Temple

- Did you know that this level has another name? It is also called Crypt. You can check it in your watch, in the objectives screen.

3.7. Train

- Destroy the 2 crates at the end of the first car to find a secret weapon. If you're playing in Agent you'll get an RCP-90, if you're playing in Secret Agent you'll find a Dostovei.

4. Codes

- The codes are inserted the following way:

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

Means that you need to hold L and press down on the D-Pad. Release the buttons and hold R then press C-Up, release the buttons. Hold L, then press and hold R and press C-Left to insert the code.

4.1. Codes that you insert while playing:

4.1.1. Invincibility

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

4.1.2. All Guns

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

4.1.3. Maximum Ammo

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

4.1.4. Line Mode

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

4.1.5. Invisibility

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

4.1.6. Invisibility in Multiplayer

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

4.2. Codes that you insert in the Level Select:

4.2.1. Unlock Facility

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

4.2.2. Unlock Runway

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

4.2.3. Unlock Surface I

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

4.2.4. Unlock Bunker I

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

4.2.5. Unlock Silo

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

4.2.6. Unlock Frigate

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

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

4.2.7. Unlock Surface II

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

4.2.8. Unlock Bunker II

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

4.2.9. Unlock Statue

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

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

4.2.10. Unlock Archives

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

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

4.2.11. Unlock Streets

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

4.2.12. Unlock Depot

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

4.2.13. Unlock Train

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

4.2.14. Unlock Jungle

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

4.2.15. Unlock Control

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

4.2.16. Unlock Water Caverns

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

4.2.17. Unlock Cradle

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

4.3. Codes that you insert in the Cheat Menu (you'll hear a sound if you inserted the code correctly, exit the cheat menu and enter it again to reveal the cheat):

4.3.1. Activate Paintball

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

4.3.2. Activate Invincibility

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

4.3.3. Activate DK Mode

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

4.3.4. Activate 2X Grenade Launcher

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

4.3.5. Activate 2X Rocket Launcher

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

4.3.6. Activate Turbo Mode

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

Up
R Button + Down
L Button + Right

4.3.7. Activate No Radar [Multi]

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

4.3.8. Activate Tiny Bond

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

4.3.9. Activate 2X Throwing Knives

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

4.3.10. Activate Fast Animation

L Button + C-Down
L Button + C-Left
C-Down

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

4.3.11. Activate Bond Invisible

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

4.3.12. Activate Enemy Rockets

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

4.3.13. Activate Slow Animation

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

4.3.14. Activate Silver PP7

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

C-Down

L Button + R Button + Right

L Button + R Button + Left

4.3.15. Activate 2X Hunting Knives

R Button + C-Down

L Button + Right

R Button + C-Left

R Button + Right

L Button + R Button + Right

L Button + R Button + Up

L Button + Down

R Button + Left

L Button + Right

L Button + C-Left

4.3.16. Activate Infinite Ammo

L Button + C-Left

L Button + R Button + Right

C-Right

C-Left

R Button + Left

L Button + C-Down

L Button + R Button + Left

L Button + R Button + C-Down

L Button + Up

C-Right

4.3.17. Activate 2X RCP-90's

Up

Right

L Button + Left

R Button + Down

L Button + Up

L Button + C-Left

L Button + Left

C-Right

C-Up

L Button + R Button + Down

4.3.18. Activate Gold PP7

L Button + R Button + Right

L Button + R Button + Down

L Button + Up

L Button + R Button + Down

C-Up

R Button + Up

L Button + R Button + Right

L Button + Left

Down

L Button + C-Down

4.3.19. Activate 2X Lasers

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

4.3.20. Activate All Guns

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

5. Thanks

- Thanks to me as usual.
- Thanks to Rare for the best N64 game (until Perfect Dark).
- Thanks to Road Rash (waverace@concentric.net) he told me how to get back in the Facility vent.
- Thanks to the guy (Redd1987@aol.com) that sent me that 10 minute information.
- Thanks to Enrico Tessmer (EnricoTessmer@hotmail.com) for the latest information about the Facility scientist.
- Thanks to Matt (Mrhi31153@aol.com) for telling me that the Egyptian Temple has another name.
- Thanks to maseinc (maseinc@email.msn.com) for telling me where the Facility Scientist is.
- Thanks to Anonymous (SkatingXtreme@aol.com) for info on the Facility Scientist.

6. Conclusion

- Facility Rules!! I've finished the game with all cheats, but I just can't get tired of playing the Facility level!

Other FAQs by Joca64:

- Banjo-Kazooie FAQ/Walkthrough
- Castlevania FAQ/Walkthrough
- Donkey Kong 64 FAQ/Walkthrough
- Super Mario 64 Teleport location
- The Legend of Zelda : The Ocarina of Time Items Guide
- The Legend of Zelda : The Ocarina of Time Secrets

Other FAQs by Joca64 and Luigie (LuigieFRA@yahoo.com.br):

- Mission : Impossible FAQ/Walkthrough
- Rush 2 : Extreme Racing USA Shortcuts/Bugs
- Superman Walkthrough

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