

007: Tomorrow Never Dies Secrets FAQ

by psxdriverplayer

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TOMORROW NEVER DIES (PS1) - General + plenty about stuff(s)
GameFAQs (and Neoseeker) .txt FAQ edition

Originally created as a .doc file in 2013 by PSXDRIVERPLAYER
Later edited to a .txt FAQ edition in 2015 by PSXDRIVERPLAYER
Received updates all the way up to current present time (see the end)

ALPHA? BETA? FULL GAME? BACK COVER SAYS: "The Most Complete Bond Experience!"
Features 3rd person gameplay, 10 missions, 2 difficulties, life system that can be glitched a lot plus lots of other oddities in-game and files on the disc.

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FAQ version exclusive text START POINT:
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This document has been under work for many years while discovering things when playing with cheat codes and other things. It is modified to be able to be posted to GameFAQs and if you want the original send me a message. Though some areas here might be somewhat confusing as the original contains screenshots. Original updated to include findings covering PS1 The World is Not Enough and its prototype, 007 Racing, Agent Under Fire, NightFire on PS2, PC and GBA and N64 The World Is Not Enough and its prototype among some other stuff.

For some reason, GameFAQs lists this as a Secrets FAQ, but I'd say it's more of a Cheat/Secret/Unused content/Version difference/Trivia/Glitch FAQ. I had considered of writing a walkthrough to this game, and that idea saw the light of day at around 2018-11, with the first revision being finished in 2018-12.

There's a few items I'd like to have to expand and authenticate certain things in this document file further. These are seen at the bottom. If you have any and would like to donate them for this document, get in touch. Credit will be given. Also, if you decide to click the donate button, it's used to get more version differences known and covered.

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FAQ version exclusive text END POINT.
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Email me if there is questions, corrections, I am your source for something, you got some more-or-less great feedback or if you want the original file:
dave.snooper(at)gmail(dot)com

Sites that are authored to show this FAQ:
gamefaqs.com
neoseeker.com
sites.google.com/site/psxdriverplayerssite (this might not be up to date at all times, but it has them images in some form or another)

Slightly edited document intro:

Document, contains information about Tomorrow Never Dies. Soundtrack release of Tomorrow Never Dies on PS1 has its own section. Lots of things are noted here, from controls to everything, menus and their oddities and controls, gameplay oddities, some glitches are covered with unused stuff, level structure and all cheat codes are analyzed here with some game credit analyzing between in-game and manual, with various differences found everywhere. Also the save file for Tomorrow Never Dies seen on Official U.K. PlayStation Magazine Demo Disc 56 gets analysis. We take some looks to (Russian) pirated PS1 games in here too.

23-11-2015 update thing: Recently I have been asking help with Tomorrow Never Dies. I've been receiving things, related to cheats, unused graphics and some other things, but those unknown cheat codes are still unknown.

26-06-2020 update thing: I seem to be known in places, since I got approached by a writer about Bond in general, who apparently knows at least some of my work. It led to me getting into some model textures, finally. Nice and cool.

16-07-2021 update thing: 007 Racing made it to semi-resources in speedrun.com - a forum post was made linking to the online version of that section.

11-08-2021 update thing: Acquired PS3 for testing.

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AUTHOR'S BRIEF HISTORY WITH THE GAME A.K.A. HOW THIS DOCUMENT CAME TO BE

One day, author got a Sony PlayStation, a DualShock controller, a memory card, and a bunch of CD-R games. One of them was the NTSC/U version of Tomorrow Never Dies. As he didn't know English he didn't figure out so easily what to do. But he got through the first mission. Then he was stuck at the second mission for a while. He figured out what to do after a small while, and that felt like a small victory. Then the same for mission 3, getting stuck for a while. The rest wasn't that bad, those went pretty smoothly. The author found a sequence break on mission 5 pretty early, skipping the first objective being checked off. Eventually he completed the game on Agent difficulty. Then he went for the completion on 007 difficulty. It was made easier as he knew what to do. He eventually managed that, but at the last mission he lost 2 lives. Then the author went to some cheat sites and got some cheats. Some were odd codes, some had wrong names (this was discovered later) and the author thought "Can I find more cheats and submit those?" and he madly started with the button combinations knowing the pattern. He did eventually find plenty of codes no-one had found and knew except the developers themselves and thus, nobody had seen online until this document. The author didn't have any means of distributing his newly found information at that point. He then years later stumbled into TCRF and various pre-release contents. He then got into the data of the disc he had and extracted a whole bunch of stuff. He then got the ROM images for all the versions of the game and began to work with the document you are seeing before you, which has evolved into what it is now. (It was actually inspired by another page, and he contacted the author of that page to help with this.) He then managed to get a legit European UK disc of the game, in Scandinavian packaging, which was a Platinum version, and played that through, only in Agent difficulty. At some point he also managed to get the soundtrack CD of the game in retail and promo versions. Some time later he managed to get another European UK copy, again in Scandinavian packaging, this time a "Black Label" copy to accompany his Platinum copy. Then sometime later among updating things, he got a strategy guide of the game. At this point he started to scan a bunch of things. Sometime later he got the German version of the strategy guide. Sometime later, he saw an actual Japanese copy on sale, and he bought it among other stuff from the same seller. He has played that version through with an authentic hardware on Agent difficulty. He then managed to finally complete the last mission in NTSC/U version on 007 difficulty with 0 deaths. Then he played the NTSC/J version through on 007 difficulty with 0 deaths. He then started the process with the PAL/UK version and eventually made it through. A friend of his was present when he played the PAL/UK version on 007 difficulty from start to finish. He then managed to get the digital press kit of Tomorrow Never Dies, which he found somewhat disappointing, but interesting nonetheless. Then finally he got a legit NTSC/U disc, which was a "Black Label" version. Also he possesses the UK 2 GAMES release disc, and only the layout of the disc was interesting to him, as all releases contain the exact same data. He then managed to get another strategy guide for the game, this time unofficial. Then arrived another version of Prima's strategy guide. He then got his hands on the PAL/G version of the game. At this time he also managed to get OUKPSM Demo Disc 56 to examine the save file on an actual PS1. He then completed the PAL/G version on both difficulties without deaths. He then a bit later got the Greatest Hits - variant 1 and Collectors' Edition versions of NTSC/U version, the Collectors' Edition being a part of EA Action Pack and he also got the "Black Label" PAL/F version of the

game. Then, he finally found a Promo version of the UK version. And he got a French Radio Press CD as well. Then a French promo disc was confirmed to exist. And now, we are at the current point in time.

What author thinks about the game:

Author doesn't get the complaints he's seen everywhere. It's easy to complete when one knows the controls, levels, layouts and game mechanics. The game is quite easy on Agent difficulty. The last 2 missions may give trouble when you try to complete them without a single death. On 007 difficulty you have a harder time. The only real glitches are mostly absent, pretty much mostly some enemies fail to appear at times but when you turn around, they spawn and probably shoot you, depending on where you are when that happens.

Author's tips for playing the game:

- Read the manual.
- You can adjust the button mappings, so you might want to do that.
- Strafe, strafe, and straferun.
- You might want to shoot barrels and boxes as they sometimes contain items, especially you want them in 007 difficulty.
- Leave any armor if it would give you more bars' worth than you have available, unless it's from a destroyed object, which means it'll disappear after a while. But you could come back to destroy the object later...
- Learn the levels and the enemy counts, and if an enemy is missing, do a 360 when you are behind his back.
- Don't bother shooting enemies when they move, unless you're straight in front of them.
- Remember that you can use your snipers like any other weapon.
- When you can, try to save med kits for later. For example, those 2 med kits in mission 3 in the extra life room are not much use to you when you have armor and your med kits are taken away eventually, but they can be picked up later along the extra life when there's really some use for them.
- If the enemy hasn't seen you, you can abuse the draw distance, as at the very extreme distances, you faintly can see the enemies, but they can't see you, so aim for the head.
- If you see clips, scroll through your weapons and take it to get more ammo to the weapon of your choice.
- In boss fights, if you can, try to stunlock the boss by shooting in the head repeatedly. Also if you have a heavy weapon, it's useful because it makes lots of damage.
- Do not shoot bosses constantly, they only take damage in intervals, tap shoot to keep accuracy up and save ammo.
- Conserve your extra lives for later, or at least try to. You can always replay missions.
- NEVER USE THE ANALOGUE CONTROLS WHEN WALKING. Try it out and you see why. Does not apply to driving and skiing.

Author's completion status with real hardware (PS1):

Tomorrow Never Dies (PAL/UK)
All missions, Agent difficulty, no deaths
All missions, 007 difficulty, no deaths

Save file: Agent difficulty, 63 lives at game end
Save file: 007 difficulty, 62 lives at game end

Tomorrow Never Dies (NTSC/U)

All missions, Agent difficulty, no deaths
All missions, 007 difficulty, no deaths
Save file: Agent difficulty, 63 lives at game end
Save file: 007 difficulty, 62 lives at game end

007 - Tomorrow Never Dies (NTSC/J)

All missions, Agent difficulty, no deaths
All missions, 007 difficulty, no deaths
Save file: Agent difficulty, 13 lives at game end
Save file: 007 difficulty, 12 lives at game end

Der Morgen Stirbt Nie (PAL/G)

All missions, Agent difficulty, no deaths
All missions, 007 difficulty, no deaths
Save file: Agent difficulty, 63 lives at game end
Save file: 007 difficulty, 62 lives at game end

Demain Ne Meurt Jamais (PAL/F)

All missions, Agent difficulty, no deaths
All missions, 007 difficulty, no deaths
Save file: Agent difficulty, 63 lives at game end
Save file: 007 difficulty, 62 lives at game end

Other achievements:

Mission 4, No Damage Run - Tomorrow Never Dies (PAL), Agent & 007 difficulties
(Agent difficulty also on camera as a part of a tutorial for it)
Mission 4, No Damage Run - Tomorrow Never Dies (NTSC), Agent & 007 difficulties
Mission 4, No Damage Run - 007 - Tomorrow Never Dies, Agent & 007 difficulties
(007 difficulty on camera)
Mission 4, No Damage Run - Der Morgen Stirbt Nie, Agent & 007 difficulties
Mission 4, No Damage Run - Demain Ne Meurt Jamais, Agent & 007 difficulties
GameFAQs lists the author as a game expert due to a Walkthrough FAQ

1: Tomorrow Never Dies (PS1): Fullgame or Alpha / Beta?!

Started as Tomorrow Never Dies: The Mission Continues, the game was supposed to be made to Windows-PC and PS1, but it was scrapped and started over. The game was supposed to continue where the movie left off, featuring hijacking a tank, escaping with cars, swimming and parachuting. The final product is known as Tomorrow Never Dies, developed by Black Ops and published by EA GAMES in 1999. Interestingly, EA does not advertise itself in the game data, not the usual EA FMV's or anything, only a small mention in the game's credit sequence (Electronic Arts Distribution), even though they were having a small part here (as a distributor only, but still). The game seems to be complete, but in the disc itself, everything seems weird comparing to the final game. There might be 3 missions from the continuation story, as they never happen in the movie and some prerelease pictures have places that look like them in terms of level design and / or objects. While having lots of odd stuff and glitches (All I have found are using cheats except a few minor ones so what is going on?) it is rumored that the game is rushed BETA version as it seems somewhat unfinished. I think AI could have been somewhat better and them occasional slowdowns are

annoying, especially when nothing is going on at the moment (i.e. codes used to hide everything possible and the game still LIKES TO BE SLOW).

Does the game follow the movie? It wasn't meant to be that way at first. At the final state, there's some interesting things. The gunbarrel from the movie is seen, though in the game's opening FMV before the main menu. While the game starts with a location somewhere in Russian border, it's not the Arms Bazaar. The first mission is not seen in the movie. Arms Bazaar is the second mission, followed by an FMV having the things leading to the (opening) credits. It was quite a genius idea using the title sequence designed by Daniel Kleinman and putting the game credits there. Though they got a clean, textless version of it, the sequence is Pan & Scanned to 1.33:1 (4:3), sadly - everything outside the credit sequence is seen in the correct aspect ratio (2.35:1) by letterboxing. The proper music for the sequence is also present. Mission 3 has Bond in Carver's party, but apparently doing things differently when compared to the movie. Mission 4 takes place in the printing press, where the encoder is found, but without the kind of escape seen in the movie. After the mission there's a small FMV taken from the movie, kept in its original aspect ratio this time (2.35:1) by letterboxing. Then in mission 5, we are at the Hotel Atlantic. We fight Dr. Kaufman, but we find that Paris is alive and a sort of escape happens. An FMV sequence happens after the mission, again in correct aspect ratio (2.35:1) by letterboxing. What's interesting is that "That parking lot car chase sequence should've been the driving mission" is what the author thought after sort of seeing this thing again in mid 2019 (he listened the isolated music track seen on Ultimate Edition DVD). Mission 6, a driving mission, is not seen in the movie at all. Same goes for mission 7, not seen in the movie. Mission 8 has you in Carver's tower in Saigon, but you're not captured to begin with. Time of day is also night. Mission 9 differs by Bond not being in the Marketplace area, instead it's Wai Lin only, doing different stuff than in the movie, while being an instance where you play as her. Also the time of day is at night still. Mission has a small puzzle at the very end, a randomized code. After the mission, an FMV is seen, in the correct aspect ratio (2.35:1) by letterboxing. Mission 10 has the player being in the Stealth Boat, but doing things differently, again. If played at 007 difficulty, the final FMV plays after the last mission, where the sequence has a couple of short clips from the end of the movie - in the correct aspect ratio (2.35:1) by letterboxing - and then some clips from the game that are in 4:3 (full frame) follow, and interestingly, they are taken from the earlier phases of the game. This sequence also has the song from the end credits of the movie, but not as the same version, it's the version that's on the soundtrack album(s). Author thinks that's too bad, as the arrangement and vocal delivery differs from the version heard in the movie, and he actually prefers that version. Of course, the FMV's in the game all have a 2.0 Stereo sound, not the Dolby Digital or DTS 5.1 channel sound, while having the film material originated on Eastman Colour Film from Kodak in a digital form. Who knows if the prints were handled by Deluxe and/or Rank Film Laboratories Ltd? Too bad the credits won't advertise the game soundtrack, like the movie credits advertise the movie soundtrack release. The theatre selected by the author has a Dolby Digital audio system.

2: Overview

This section here contains overview about some interesting aspects of the game.

Menus:

Right. When starting the game you are greeted by a loading screen. After that screen full of text appears. After that some skippable videos and then.

PRESS START. You are now at Main Menu. Following options appear:

- NEW GAME
- CONTINUE
- LOAD GAME
- OPTIONS

NEW GAME lets you start a new game obviously. CONTINUE takes you to Mission Select screen if you have started or loaded a game. LOAD GAME lets you load your game from Memory Card 1 or 2. OPTIONS present you some options.

If NEW GAME is chosen and you have a game already at some point you are asked if you want to start a new game. The options are as follows:

SQUARE = YES

TRIANGLE = NO

In Japanese version, these are the same with changed buttons:

CIRCLE = YES

CROSS = NO

If NEW GAME is chosen without a game already existing or you picked yes, you now have DIFFICULTY screen in front of you. Select either AGENT or 007 and you proceed to Mission Select screen. From Mission Select, you can choose the only mission, or from all unlocked missions. With a code you can choose any mission, unlocked or not. You can also press SQUARE to enter OPTIONS screen.

OPTIONS screen is probably the most interesting. Following things are there:

- CONTROLS
- MUSIC
- MOVIES
- SOUND
- MEMORY CARD

CONTROLS allows you to view and change controls at will. MUSIC gives you 4 options: 16, 17, 18 & 19. Press X to play. L1 to stop music from playing at all menus. MOVIES section allows you to see all movies you have unlocked at all times. SOUND gives you various menu related SFX's to play. From 0 to 10, press X to play. MEMORY CARD allows you to SAVE or LOAD your game from MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2.

In Japanese version, these are the same with the following exception:

- CONTROLS
- BGM & SE
- MOVIE
- VIBRATION
- MEMORY CARD

These are the same, except you can adjust VIBRATION from here and MEMORY CARD which has the ability to SAVE and LOAD from MEMORY CARD SLOT 1 only.

Mission Completed screen has interesting things, as it shows you:

- MISSION NAME
- TOTAL KILLS
- STEALTH KILLS
- ACCURACY
- TIME
- LIVES
- STYLE
- SCORE

In addition, it has following options, which are also found in Mission Failed screen:

- CONTINUE
- SAVE GAME

MISSION NAME is the mission you played. TOTAL KILLS is the overall kill count. STEALTH KILL is the amount of one shot kills and/or stealth move uses. ACCURACY is how many of your bullets hit an enemy. TIME is the time you took. LIVES indicates EXTRA LIVES that you have left at the end of the mission. STYLE is the tricks you have done while skiing. SCORE is the total score. CONTINUE

advances you to Mission Select screen. SAVE GAME let's you save your game to MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2.

In Japanese version, these are the same with the following exception:
SAVE GAME only lets you save to MEMORY CARD SLOT 1.

Menus found in gameplay are different. You are greeted by these options:

- CONTINUE
- OBJECTIVES
- OPTIONS
- SOUND
- RESTART MISSION
- ABORT MISSION

CONTINUE lets you continue obviously. OBJECTIVES shows you your objectives. OPTIONS gives you options, different than Main Menu version. SOUND lets you do sound thingies. RESTART MISSION restarts after prompt. ABORT MISSION aborts after prompt.

OPTIONS gives you following things:

- REVERSE SNIPER
- VIBRATION
- CONTROLS
- CAMERA
- GHOST MODE

REVERSE SNIPER lets you adjust UP = DOWN & DOWN = UP or vice versa. VIBRATION lets you change it ON or OFF. CONTROLS lets you see the current controls, be it walking, skiing, driving or other stuff. CAMERA changes CHASE or FREE depending of the level. GHOST MODE lets you turn it ON or OFF, meaning if something gets on the way of the camera's view, Bond turns into a ghost.

SOUND lets you adjust sound stuff, the following to be exact:

- SFX
- MUSIC
- VOICE OVERS
- SFX TEST

SFX & MUSIC let you adjust their volumes through a slider. VOICE OVERS lets you turn them ON or OFF. With SFX TEST you can listen some of the SFX and voices. Sometimes there is unused voice work in there. Select from 0 to some number that's the last and press X to play.

Controls:

In this section we are going to discuss CONTROLS. In Main Menu and pause menu you are greeted with following controls:

- D-PAD: UP, DOWN, LEFT, RIGHT: Move highlight everywhere
- CROSS: Choose highlighted option
- TRIANGLE: Go back to previous menu
- SQUARE: Go to OPTIONS while in Mission Select
- L1: Shut off the music in OPTIONS - MUSIC
- START: Choose highlighted option

In Japanese version these are the same, with the following exception:

- CIRCLE: Choose highlighted option
- CROSS: Go back to previous menu

This game contains ANALOG-mode. This gives additional control:

- LEFT ANALOG STICK: FORWARD, BACKWARD, LEFT, RIGHT: Move highlight everywhere

Then to the CONTROLS used during missions. 1st them controls you'll be using at almost all times while playing this game. Default controls are described here. Only these controls can be adjusted however, and it changes some gadget controls in the process.

- D-PAD UP: Walk forward

D-PAD DOWN: Walk backwards
D-PAD LEFT: Turn left
D-PAD RIGHT: Turn right
CROSS: Use weapon
SQUARE: Use gadget
TRIANGLE: Select item
CIRCLE: Look at target / Action / Kick mission 7 building doors
L1: Crouch
R1: Sniper mode
L2: Strafe left
R2: Strafe right
L1 + D-PAD: UP, DOWN, LEFT, RIGHT: Sneak
L1 + L2: Roll left
L1 + R2: Roll right
L1 + CROSS: Stealth attack
SELECT: Change view
START: Pause

There are two modes for CAMERA in the OPTIONS menu, CHASE and FREE. 1st is default, 2nd can be chosen by SELECT button or adjusting in the pause menu. Differences are:

D-PAD UP: Walk away from camera
D-PAD DOWN: Walk towards camera
D-PAD LEFT: Walk left
D-PAD RIGHT: Walk right

This game contains ANALOG-mode. This allows you to move with a LEFT ANALOG STICK with a twist. LEFT ANALOG STICK works like the D-PAD controls when ACTION is in use, but when used with a weapon:

LEFT ANALOG STICK: FORWARD: Walk forward
LEFT ANALOG STICK: FORWARD/LEFT: Sneak while turning left
LEFT ANALOG STICK: FORWARD/RIGHT: Sneak while turning right
LEFT ANALOG STICK: LEFT: Turn left
LEFT ANALOG STICK: RIGHT: Turn right
LEFT ANALOG STICK: BACKWARD: Walk backwards

While in sniper mode, these controls occur:

D-PAD: Look around
CROSS: Use weapon
SQUARE: Zoom out
TRIANGLE: Zoom in
CIRCLE: Center view

This game contains ANALOG-mode. This changes sniper mode a bit:
LEFT ANALOG STICK: Look around

Then we'll proceed to skiing controls. These are un-adjustable.

D-PAD UP: Move faster
D-PAD DOWN: Move slower
D-PAD LEFT: Turn left
D-PAD RIGHT: Turn right
CROSS: Push left
CIRCLE: Push right
L1: Skipole hit left
R1: Skipole hit right
D-PAD: LEFT/RIGHT + L2/R2: Hard turn
D-PAD: UP/R1: Stunt variant 1
D-PAD: LEFT/L1: Stunt variant 2
D-PAD: DOWN/L2: Stunt variant 3
D-PAD: RIGHT/R2: Stunt variant 4
SELECT: Change view

This game contains ANALOG-mode. This changes skiing controls a bit:
LEFT ANALOG STICK: UP: Move faster
LEFT ANALOG STICK: LEFT: Turn left

LEFT ANALOG STICK: RIGHT: Turn right
LEFT ANALOG STICK: DOWN: Move slower
LEFT ANALOG STICK: LEFT/RIGHT + L2/R2: Hard turn
LEFT ANALOG STICK: UP/R1: Stunt variant 1
LEFT ANALOG STICK: LEFT/L1: Stunt variant 2
LEFT ANALOG STICK: DOWN/L2: Stunt variant 3
LEFT ANALOG STICK: RIGHT/R2: Stunt variant 4

Then we'll proceed to driving controls. These are also un-adjustable.

D-PAD LEFT: Turn left
D-PAD RIGHT: Turn right
CROSS: Accelerate
SQUARE: Fire weapon
TRIANGLE: Switch weapon
CIRCLE: Brake
R1: Fire weapon
L2: Horn
R2: Reverse
SELECT: Change view

This game contains ANALOG-mode. This changes driving controls a bit:

LEFT ANALOG STICK: LEFT: Turn left
LEFT ANALOG STICK: RIGHT: Turn right
RIGHT ANALOG STICK: FORWARD: Accelerate
RIGHT ANALOG STICK: BACKWARD: Brake

Then we have the MiG controls. These are un-adjustable.

CROSS: Machine gun
CIRCLE: Missile

At the end of mission 9 you are asked to enter a code using CROSS, SQUARE, TRIANGLE and CIRCLE, each button once. The code is random every time.

Some gadgets with scope require you to do certain actions: SQUARE for scope, D-PAD for aim & R1 to finish it.

When in ANALOG-mode, you can't use your D-PAD, with the exception of menus.

Weapons, gadgets and items:

Then the arsenal of weapons and gadgets and missions they appear in, also items you can pick up.

PK7: Another of 2 pistols you use in the game. It holds 16 bullets in a clip and has unlimited ammunition. It is featured in missions 1-9.
ASSAULT: Assault rifle holds 30 bullets in a clip and 250 at max in reserve. It is featured in missions 1-10.
SNIPER: Sniper rifle with a scope with zoom. This weapon holds 10 bullets and 25 at max in reserve. It is featured in missions 1-2.
SKIPOLE: Weapon used in skiing sections. Name never shows up in-game. Unique in a sense that you use both, left and right and both have their own buttons. It is featured in missions 1 and 7.
STK. MINE: Sticky mine. It is shot to the surface where it sticks and is exploded with STK. DETN. when ready. It holds 5 mines. It is featured in mission 2.
SMG 45: It holds 40 bullets in a clip and 250 at max in reserve. It is featured in missions 3 & 10.
ACTION: Just you unarmed and in mission 5 enemies do nothing when you are unarmed. It is featured in missions 3, 5 & 8.

GASBOMB: When thrown and after an impact, it creates a cloud of lethal smoke. It holds 10 bombs. It is featured in mission 5.

INFRARED: Sniper rifle with infrared scope with zoom. It is featured in missions 6 & 7.

7.62 MM: BMW 750 iL's machine gun with unlimited ammo. It is featured in mission 6.

MISSILE: BMW 750 iL's missile system. It holds 10 missiles initially. It is featured in mission 6.

AUTO 9MM: Handgun, which is automatic. It holds 30 bullets in a clip and 300 at max in reserve. It is featured in missions 7 & 8.

RL 66: Rocket launcher. It holds 20 rockets. It is featured in mission 9.

PK9: Another of 2 pistols you use in the game. It holds 16 bullets in a clip and has unlimited ammunition. It is featured in mission 10.

GL 40: Grenade launcher. It holds 12 grenades in a drum and 18 at max in reserve, but with cheats we can see that true max is 25. It is featured in mission 10.

MED KIT: Gadget which is used to give back some health. Can be found when destroying things. Turns green either one or two bars of the health meter. While driving or skiing the effect is immediate.

LASER D.: Laser Designator. It is featured in mission 1.

CAMERA: Used to photograph certain objects. It is featured in mission 2.

STK. DETN.: This gadget detonates STK. MINES. It is featured in mission 2.

CUFFLINK: This gadget breaks a mirror. It is featured in mission 3.

F. SCAN: This gadget opens doors with fingerprints. It is featured in missions 4 & 7.

MED KIT: This is a single MED KIT that is added to your items. Can be found on all missions.

CASE OF AMMO: Gives ammunition to all weapons you have at that moment, and for some reason to GL 40 whether you have it or not. Can be found in missions 1-2 & 4 - 10.

LIGHT ARMOR: Gives you armor on 4 bars out of 8. Can be found when destroying things. Can be found on missions 1 -2, 4 - 5 & 7 -10.

HEAVY ARMOR: Gives you armor on 8 bars out of 8. Can be found on missions 1 - 3 & 5 - 10.

EXTRA LIFE: Rotating 007 icon which if placed somewhere in the level. Can be found all missions.

CLIP: Gives ammunition to a weapon of your choice. Can be found in missions 1 - 2, 5, 7 - 8 & 10. Enemies drop them in all missions.

LARGE MED KIT: This is a double MED KIT which adds 2 MED KITS to your inventory. Can be found on missions 2 - 5 & 7 - 10.

MISSILE: Gives one missile to your missile collection to use on convoy.

ROCKET: Gives 5 rockets at max to your rocket collection.

ACCESS CARD (#1): Used to open the gate before the skiing section.

COCKPIT KEY: Used to board the jet.

DOOR REMOTE: Used to open the rising doors.

ELEVATOR CARD: Used to access the elevator.

ACCESS CARD (#2): Used to open Gupta's office door.

ENCODER: You pick this up from a hidden safe.

KEYCHAIN: Used to open a door which leads to the room with SERVICE ELEVATOR ACTIVATION SWITCH.

ACCESS CARD (#3): Used to access the door with a path leading to Satoshi Isagura.

UTILITY KEY: Used to open ELEVATOR PANEL.

ELEVATOR KEY: Used to access the second floor down.

DATA DISK: You pick this up.

OFFICE 4A KEY: Used to access OFFICE 4A.

YELLOW KEY: Used to access the area with yellow walls.

CELL KEY: Used to free Wai Lin from a cell.

MISSILE ROOM KEY: Used to access the last boss fight with Carver.

MISSILE PANEL KEY: Used to stop the missile from launching.

* = CASE OF AMMO adds 30 rounds to Assault Rifle, 10 rounds to Sniper Rifle, up to 5 Sticky Mines, 5 Gasbombs, 10 rounds to Infrared Rifle, 30 rounds to Auto 9MM, 5 rockets to RL 66, 40 rounds to SMG 45 and 12 grenades to GL 40.

NOTE: Any item that appears when you destroy an object will disappear after one minute if you don't pick it up.

Points:

And finally, how the point system works.

You have your stats given to you when the game returns to the main menu after a mission. You have stats in "TOTAL KILLS", "STEALTH KILLS", "ACCURACY", "TIME", "LIVES" and "STYLE". These add up to TOTAL SCORE.

- TOTAL KILLS: This gives you 100 points per kill.
- STEALTH KILLS: This gives you 1000 points per stealth kill.
- ACCURACY: This gives you X times 1000 points where X is your accuracy percentage.
- TIME: This gives you -10 points per every second up to 6:59.
- LIVES: This gives you 2000 points per life.
- STYLE: This gives you the X amount of points you get by doing tricks on skiing sections.
- TOTAL POINTS: This is all combined together.

Then there is this unknown amount of about 4000 points you have when starting a mission. I had stats with TOTAL KILLS, STEALTH KILLS, ACCURACY, LIVES & STYLE all at 0, and TIME 0:29 and got 3900 points. If we add the amount the TIME stat takes away, we would have 4190 points.

Bosses:

In missions 5, 7, 9 and 10, there's some bosses. They have "100" health and they take many bullets to kill.

Dr. Kaufman - AGENT DIFFICULTY

Gasbomb Damage: 1-4

PK7 Damage: 1-2, if certain animation happens then 6

PK7 Headshot Damage: 20

Assault Rifle Damage: 2, if certain animation happens then 8

Assault Rifle Headshot Damage: 20

Dr. Kaufman - 007 DIFFICULTY

Gasbomb Damage: 0-2

PK7 Damage: 0-1, if certain animation happens then 3

PK7 Headshot Damage: 10

Assault Rifle Damage: 1, if certain animation happens then 4

Assault Rifle Headshot Damage: 10

Satoshi Isagura - AGENT & 007 DIFFICULTY

PK7 Damage: 0-1, if certain animation happens then 3

PK7 Headshot Damage: 10

Assault Rifle Damage: 1, if certain animation happens then 4

Assault Rifle Headshot Damage: 10

Infrared Damage: 3, if certain animation happens then 12

Infrared Headshot Damage: 10

Auto 9MM Damage: 0-1, if certain animation happens then 2
Auto 9MM Headshot Damage: 10

WHO IS THIS GUY - AGENT DIFFICULTY

PK7 Damage: 2, if certain animation happens then 7-8
PK7 Headshot Damage: 25
Assault Rifle Damage: 2-3, if certain animation happens then 9-10
Assault Rifle Headshot Damage: 25
RL 66 Damage: 0-15, if certain animation happens then 60 + possible splash
RL 66 Headshot Damage: 25

WHO IS THIS GUY - 007 DIFFICULTY

PK7 Damage: 0-1, if certain animation happens then 3-4
PK7 Headshot Damage: 12-13
Assault Rifle Damage: 1-2, if certain animation happens then 5
Assault Rifle Headshot Damage: 12-13
RL 66 Damage: 0-8, if certain animation happens then 30 + possible splash
RL 66 Headshot Damage: 12-13

Helicopter

RL 66: 10 rockets to defeat

Stamper - AGENT DIFFICULTY

PK7 Damage: 2-3, if certain animation happens then 10
PK7 Headshot Damage: 33-34
Assault Rifle Damage: 3-4, if certain animation happens then 13-14
Assault Rifle Headshot Damage: 33-34
GL 40 Damage: <--100
SMG 45 Damage: 3-4, if certain animation happens then 13-14
SMG 45 Headshot Damage: 33-34

Stamper - 007 DIFFICULTY

PK7 Damage: 1-2, if certain animation happens then 5
PK7 Headshot Damage: 16-17
Assault Rifle Damage: 1-2, if certain animation happens then 6-7
Assault Rifle Headshot Damage: 16-17
GL 40 Damage: <--60
SMG 45 Damage: 1-2, if certain animation happens then 6-7
SMG 45 Headshot Damage: 16-17

Elliot Carver - AGENT DIFFICULTY

PK7 Damage: 1, if certain animation happens then 3-4
PK7 Headshot Damage: 12-13
Assault Rifle Damage: 1-2, if certain animation happens then 5
Assault Rifle Headshot Damage: 12-13
GL 40 Damage: <--100
SMG 45 Damage: 1-2, if certain animation happens then 5
SMG 45 Headshot Damage: 12-13

Elliot Carver - 007 DIFFICULTY

PK7 Damage: 0-1, if certain animation happens then 2
PK7 Headshot Damage: 6-7
Assault Rifle Damage: 0-1, if certain animation happens then 2-3
Assault Rifle Headshot Damage: 6-7
GL 40 Damage: <--50
SMG 45 Damage: 0-1, if certain animation happens then 2-3
SMG 45 Headshot Damage: 6-7

Missions & Objectives:

Mission 1: Military Outpost

MILITARY OUTPOST

RUSSIAN BORDER

1600 HOURS

Objectives:

LASER DESIGNATE DISH

OBTAIN SECURITY CARD

ESCAPE ON SKIS

Item count:

CASE OF AMMO: 1

MEDKIT: 18 (Inside destroyable objects: 10, Ski section: 8)

LIGHT ARMOR: 4 (Inside destroyable objects: 1)

HEAVY ARMOR: 1

EXTRA LIFE: 1 (Inside destroyable objects: 1)

AMMO CLIP: 2 (Inside destroyable objects: 2)

Mission 2: Arms Bazaar

ARMS BAZAAR

RUSSIAN BORDER

1730 HOURS

Objectives:

PHOTOGRAPH WEAPONS

(PHOTOGRAPH CHOPPER) -Objectives menu

(PHOTOGRAPH MORTARS) -Objectives menu

(PHOTOGRAPH SCUD) -Objectives menu

LOCATE COCKPIT KEY

Item count:

CASE OF AMMO: 1 (respawns)

LIGHT ARMOR: 1

MEDKIT: 2

LARGE MEDKIT: 2

EXTRA LIFE: 1

HEAVY ARMOR: 1

AMMO CLIP: 2

Mission 3: Carver Media Party

CARVER MEDIA PARTY

HAMBURG

2000 HOURS

Objectives:

RENDEZVOUS WITH PARIS

CUT THE POWER

DESTROY CENTRAL COMPUTER

ESCAPE

Item count:

HEAVY ARMOR: 1

MEDKIT: 2

LARGE MEDKIT: 5

PK7: 1

EXTRA LIFE: 1

Mission 4: Pressing Engagement

PRESSING ENGAGEMENT

HAMBURG

1000 HOURS

Objectives:

FIND GUPTA'S BRIEFCASE

RETRIEVE HIDDEN ENCODER

ESCAPE FROM BUILDING
MINIMIZE CIVILIAN CASUALTIES

Item count:

MEDKIT: 2
LIGHT ARMOR: 2
CASE OF AMMO: 1
LARGE MEDKIT: 2
EXTRA LIFE: 1
ENCODER: 1

Mission 5: Hotel Atlantic

HOTEL ATLANTIC
HAMBURG

1900 HOURS

Objectives:

TALK TO BARTENDER
ACTIVATE SERVICE ELEVATOR (Appears after completing 1st objective)
MEET WITH PARIS
ESCAPE THE HOTEL (Appears after completing 3rd objective)

Item count:

AMMO CLIP: 6
MED KIT: 7
LARGE MEDKIT: 1
LIGHT ARMOR: 1
HEAVY ARMOR: 2
EXTRA LIFE: 1
CASE OF AMMO: 1
GASBOMB: 8

Mission 6: Convoy

TERRORIST CONVOY
SWISS ALPS

2100 HOURS

Objectives:

RENDEZVOUS WITH Q
DESTROY TERRORIST CONVOY

Item count:

HEAVY ARMOR: 1
CASE OF AMMO: 1
MISSILE: 11 (Invisible: 1, Driving section: 13)
MEDKIT: 13 (Driving section: 13)
EXTRA LIFE: 1 (Driving section: 13)

Mission 7: Ski Ridge

TERRORIST CAMP
HOKKAIDO

1700 HOURS

Objectives:

INFILTRATE CAMP ON SKIS
DISABLE SECURITY SYSTEM
OBTAIN SECURITY PASS
ELIMINATE ISAGURA

Item count:

MEDKIT: 16 (Ski section: 9, Enemy drops: 2)
LARGE MEDKIT: 2 (Ski section: 2)
EXTRA LIFE: 1
AMMO CLIP: 5
LIGHT ARMOR: 1
HEAVY ARMOR: 1
CASE OF AMMO: 2 (second one respawns)

Mission 8: Carver Media Tower

CARVER MEDIA TOWER

SAIGON

0530 HOURS

Objectives:

ACTIVATE ROOF ELEVATOR

GO DOWN TWO FLOORS

DESTROY WEAPON CRATES

RETRIEVE DATA DISK

ESCAPE FROM BUILDING

Item count:

AMMO CLIP: 4

MEDKIT: 4

LIGHT ARMOR: 1

HEAVY ARMOR: 1

CASE OF AMMO: 4 (Inside destroyable objects: 1)

LARGE MEDKIT: 4

EXTRA LIFE: 1

PK7: 1

AUTO 9MM: 1 (Inside destroyable objects: 1)

Mission 9: Market District

MARKETPLACE

SAIGON

2000 HOURS

Objectives:

ACQUIRE RL 66

DESTROY BARRICADES

DEFEAT HELICOPTER

DECODE DATA DISK

MINIMIZE CIVILIAN CASUALTIES

Item count:

LIGHT ARMOR: 4

LARGE MEDKIT: 5

EXTRA LIFE: 1

HEAVY ARMOR: 2

CASE OF AMMO: 2

ROCKETS: 9 (Out of bounds: 1) (respawns)

Mission 10: Stealth Boat

STEALTH BOAT

HA LONG BAY

0100 HOURS

Objectives:

CONTACT M VIA COMM LINK

RESCUE WAI LIN (Appears after completing 1st objective)

FIND MISSILE PANEL

STOP MISSILE LAUNCH

DEFEAT CARVER

ESCAPE IN TIME (Appears after completing 5th objective)

Item count:

MEDKIT: 8 (Inside destroyable objects: 4)

LARGE MEDKIT: 10

LIGHT ARMOR: 3 (Inside destroyable objects: 2)

AMMO CLIP: 6

CASE OF AMMO: 1

HEAVY ARMOR: 1

Difficulties:

The differences between difficulties are that on 007 you start with one less extra life, you take more damage, some bosses require more bullets and you aren't allowed to kill even one civilian. Otherwise everything's the same.

Objects

In this section we cover them destroyable objects. Some objects are seen with "X + Y bullets", this means it has more than one destroyed form.

Mission 1:

Barrel - 3 bullets with PK7, 2 bullets with Assault Rifle, 1 bullet with Sniper Rifle

Crate - 4 bullets with PK7, 3 bullets with Assault Rifle, 1 bullet with Sniper Rifle

Black tank - 6 bullets with PK7, 4 bullets with Assault Rifle, 2 bullets with Sniper Rifle

Mission 2:

Black tank - 4 bullets with PK7, 3 bullets with Assault Rifle, 1 bullet with Sniper Rifle

(Level contains many objects that can be destroyed with Sticky Mines only.)

Mission 3:

Wooden chair - 2 + 4 bullets with PK7, 2 + 3 bullets with Assault Rifle, 2 + 3 bullets with SMG 45

Wooden table - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle, 3 + 3 bullets with SMG 45

Alarm - 4 bullets with PK7, 3 bullets with Assault Rifle, 3 bullets with SMG 45

Alarm light - 4 bullets with PK7, 3 bullets with Assault Rifle, 3 bullets with SMG 45

Metallic chair - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle, 3 + 3 bullets with SMG 45

Electronics - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle, 3 + 3 bullets with SMG 45

Glass - 4 bullets with PK7, 3 bullets with Assault Rifle, 3 bullets with SMG 45

Mirror room table - 4 + 2 bullets with PK7, 3 + 2 bullets with Assault Rifle

PK7 table - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle

Power generator - 4 + 4 bullets with PK7, 2 + 3 bullets with Assault Rifle

Surveillance monitor displays - 1 bullet

Central computer - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle, 3 + 3 bullets with SMG 45

Mission 4:

Chair - 6 bullets with PK7, 4 bullets with Assault Rifle

Glass table - 7 bullets with PK7, 5 bullets with Assault Rifle

Mission 5:

Hotel Atlantic sign - 3 bullets with PK7, 2 bullets with Assault Rifle

Barstool - 4 bullets with PK7, 3 bullets with Assault Rifle

Glass - 1 bullet

Bartable - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle

Window - 2 bullets with PK7, 1 bullet with Assault Rifle

Cardboard box - 4 + 4 bullets with PK7, 3 + 3 bullets with Assault Rifle

Mission 6:

Truck - 14 bullets with PK7, 10 bullets with Assault Rifle, 4 bullets with Infrared Rifle
Bulldozer - 10 bullets with PK7, 8 bullets with Assault Rifle, 3 bullets with Infrared Rifle
(Convoy cars take varying amount of gunfire and rockets.)

Mission 7:

Barrel - 4 bullets with PK7, 3 bullets with Assault Rifle, 1 bullet with Infrared Rifle, 5 bullets with Auto 9MM
Hut window - 7 bullets with PK7, 6 bullets with Assault Rifle, 2 bullets with Infrared Rifle, 11 bullets with Auto 9MM
Security System - 4 bullets with PK7, 3 bullets with Assault Rifle, 1 bullet with Infrared Rifle, 6 bullets with Auto 9MM
Server - 1 bullet
Computer - 1 bullet

Mission 8:

CMGN TV - 7 bullets with PK7, 5 bullets with Assault Rifle, 10 bullets with Auto 9MM
Surveillance panel - 7 bullets with PK7, 5 bullets with Assault Rifle, 10 bullets with Auto 9MM
Chair - 6 bullets with PK7, 5 bullets with Assault Rifle, 10 bullets with Auto 9MM
Table - 7 bullets with PK7, 5 bullets with Assault Rifle, 10 bullets with Auto 9MM
Weapon Crate - 27 bullets with PK7, 20 bullets with Assault Rifle, 40 bullets with Auto 9MM
PC - 7 + 7 bullets with PK7, 5 + 5 bullets with Assault Rifle, 10 + 10 bullets with Auto 9MM
Electronics - 7 bullets with PK7, 5 bullets with Assault Rifle, 10 bullets with Auto 9MM
Glass - 7 bullets with PK7, 5 bullets with Assault Rifle, 10 bullets with Auto 9MM

Mission 9:

(Contains a wall only destroyable by your RL 66 - 1 rocket.)
Chaingun - 1 rocket with RL66
Sandbag cover - 1 rocket with RL66
Barricade - 1 rocket with RL66
Wooden box - 4 bullets with PK7, 3 bullets with Assault Rifle - 1 rocket with RL66
Blue barrel - 8 bullets with PK7 - 1 rocket with RL66
Board stack - 8 bullets with PK7 - 1 rocket with RL66

Mission 10:

PLACEHOLDER

3: Unused and weird stuff

This section combines some weird encountered stuff together. Lots of oddities are covered here.

Data, case, manual & cutscenes

- 491767808 bytes, PAL/G copy is 496070656 bytes. PAL/F copy is 496859136 bytes.
- PAL/UK copy is dated October 15th, 1999. NTSC/U copy is dated October 15th, 1999. NTSC/J copy is dated December 20th, 1999. PAL/G copy is dated October 15th, 1999. PAL/F copy is dated October 5th, 1999.
 - PAL/UK copy has a disc name of "TND_PAL_UK". NTSC/U copy has a disc name of "TND_NTSC". NTSC/J copy doesn't have a disc name. PAL/G copy has a disc name of "TND_GERMAN". PAL/F copy has a disc name of "TND_FRENCH".
 - NTSC/U and NTSC/J versions has a shooting gun animation on save data file icon, PAL version(s) has just the gun icon without shooting.
 - Save file size: 1 block (8 KB).
 - Save name: Tomorrow Never Dies. (All regions.)
 - In the games data, there is a different Mission Status screen, a loading screen for multiplayer and Devonshire mission, they were planned, but cut.
 - Note that the level order is different in the folders in the disc and how they are seen in the final game, and the M Briefing names are in different order also.
 - One screenshot in the game's manual suggests that there were originally 12 levels in the game, maybe more.
 - The Mission Completed screen showing your stats was also a bit different.
 - Game disc contains a .txt file containing level 12 A(rtificial) I(ntelligence) options.
 - Game disc contains lighting configurations for levels 3, 7, 8, 9 & 11. One of these is empty.
 - All F(ull) M(otion) V(ideo)s in the game are in .str format and the name is shown in Options - Movie as it is in the game's data.
 - Disc includes 16 PARAM options. Files PARAM02.txt and PARAM09.txt have the text "PARAM07.txt" on them. PARAM08.txt suggests that Gupta was to be featured in Stealth Boat. Direct quote: "//gupta". The coordinates given are GameworldX 8000, GameworldZ 22096. This area is in the corridor leading to the comm link, after the door to Office 4A.
 - PARAM09.txt states that there's a "//bug" in GameworldX 53000, GameworldZ 54096.
 - NIS folder contains some -arg1 data and mission scripts. NIS03.txt features some great comments on what is happening with the game scripts.
 - Folder named XA contains dialog and music in .str format. They are used in missions. Some dialog is unused.
 - All the dialog files are in random order, as they don't show up in that order what they use in those 3 audio files they are in.
 - Disc has completely empty folder, SYM.
 - One picture behind the game's case has one picture from earlier version (beta?).
 - When comparing the TND_PAL_UK and TND_NTSC discs, the NTSC one has more loading screens, and 2 types for multiplayer.
 - It is funny how the manual says there are two difficulties. 1st being "Agent" and the other being "007™".
 - When played using PS2 and Disc Speed is Fast, music is sped up. Annoyance with faster load times.
 - The .EXE files of the levels contain error messages and other stuff. They have profanities in them.

Release list:

Tomorrow Never Dies - SLES-01324 (PAL) (UK)
 Tomorrow Never Dies - SLES-01324/P (PAL - PLATINUM) (UK)
 Tomorrow Never Dies - SLES-01324/T (PAL - 2 GAMES) (UK)
 Der Morgen Stirbt Nie - SLES-02376 (PAL) (GERMAN)
 Der Morgen Stirbt Nie - SLES-02376/P (PAL - PLATINUM) (GERMAN)
 Der Morgen Stirbt Nie - SLES-02376/T (PAL - 2 GAMES) (GERMAN)
 Demain Ne Meurt Jamais - SLES-02375 (PAL) (FRENCH)
 Demain Ne Meurt Jamais - SLES-02375/P (PAL - PLATINUM) (FRENCH)
 Demain Ne Meurt Jamais - SLES-02375/T (PAL - 2 GAMES) (FRENCH)

El Mañana Nunca Muere - SLES-01324 (PAL) (SPAIN)
El Mañana Nunca Muere - SLES-01324 (PAL - PLATINUM) (SPAIN)
El Mañana Nunca Muere - SLES-01324 (PAL - 2 GAMES) (SPAIN)
Tomorrow Never Dies - SLUS-00975 (NTSC/U) (UNITED STATES)
Tomorrow Never Dies - SLUS-00975GH (NTSC/U - GREATEST HITS) (UNITED STATES)
(VARIANT 1)
Tomorrow Never Dies - SLUS-00975GH (NTSC/U - GREATEST HITS) (UNITED STATES)
(VARIANT 2)
Tomorrow Never Dies - SLUS-00975GH (NTSC/U - GREATEST HITS) (UNITED STATES)
(VARIANT 3)
Tomorrow Never Dies - SLUS-00975CE (NTSC/U - COLLECTORS' EDITION) (UNITED STATES)
Tomorrow Never Dies - SLPS-02604 (NTSC/J) (JAPAN)
NOTE: SLES-01324 has been released in many places, with varying languages in the set, with the game being the same English UK disc.

Certain files have this string in them:

PAL: Sony Computer Entertainment Inc. for Europe area
NTSC/U: Sony Computer Entertainment Inc. for North America area
NTSC/J: Sony Computer Entertainment Inc. for Japan area

NTSC/U version is missing some files in LXX folders:

- GOON.GUY and GOON.TEX in L01 are missing in NTSC/U, PAL/F and PAL/G.
- TMDANI05.BIN in L05 is missing in PAL/UK, NTSC/J, PAL/F and PAL/G.
- BND02_22.GUY and BND02_22.TEX in L09 are missing from PAL/UK, NTSC/J, PAL/G. GN02AF22.GUY and GN02AF22.TEX in L09 are missing from PAL/UK and NTSC/J.
- GN09CF18.GUY, GN09CF18.TEX, GN09DF15.GUY, GN09DF15.TEX, GN09DF17.GUY and GN09DF17.TEX in L09 are missing from NTSC/U, PAL/G and PAL/G. BND07_22.GUY and BND07_22.TEX in L09 are missing from PAL/UK, NTSC/U, NTSC/J and PAL/G.
- ARMGRD12.GUY, ARMGRD12.TEX, BNDJCK12.GUY, BNDJCK12.TEX GOON.GUY and GOON.TEX in L10 are missing from NTSC/U, PAL/G and PAL/F.
- BONDJACK.GUY, BONDJACK.TEX, GOON.GUY and GOON.TEX in L11 are missing from PAL/G.
- GN12F11.GUY, GN12D11.TEX, Q_22.GUY and Q_22.TEX in L12 are missing from NTSC/U, PAL/G and PAL/F.

There are unused models in a few mission folders.

My source of help said that the model for Paris in mission 8 looks like the one in mission 3, but is not an exact copy. They are all different.

A file in the game disc gives a cheat code and its explanation. It can be found in the directory: [DISC DRIVE]:\PARAM\PARAM12.txt. The text given is: "//use tri x3, cir cheat to get to Row 700 once in car".

Level files list all objectives of the game. There are objectives in 2 places between the existing ones that can be seen that have nothing to do with any of the game's missions:

"ELIMINATE ALL TERRORISTS", "DESTROY BIO WEAPONS", "RECON AREA", in addition "PLANT HOMING DEVICE", "PHOTOGRAPH MISSILE BAY" and "FIND THE DEVONSHIRE".

These are also translated to German:

"ALLE TERRORISTEN VERNICHTEN", "BIOWAFFEN ZERSTÖREN", "GEBIET AUFKLÄREN", in addition "STÖRSENDER VERWENDEN", "RAKETENBUCHT FOTOGRAFIEREN" and "DIE DEVONSHIRE FINDEN".

These are also translated to French:

"TUER TOUS LES TERRORISTES", "DETRUIRE LES BIO-ARMEMENTS", "EXPLORER LES LIEUX" in addition "POSER LA RADIOBALISE", "FILMER LA SOUTE A MISSILES" and "LOCALISER LE DEVONSHIRE".

SHELL.EXE has traces of Multiplayer by having character names, level names and

other mentions of it close to each other.

Mission names can be seen like this: "stealth boat, ha long bay", "market district, saigon", "cmgn tower, saigon", "ski ridge, hokkaido", "convoy, swiss alps", "hotel atlantic, hamburg", "pressing engagement", "carver media, hamburg", "arms bazaar, russian border" and "outpost, russian border".

Multiplayer strings are somewhat: "stamper", "carver", "wailin", "bond", "WAREHOUSE", "STONEHEWN", "JUNGLE", "MP 1", "OPTIONS", "KILLS", "MINUTES", "AREA", "START MATCH", "P1" and "P2".

Memory card data has interesting strings: "BESLES-01324" "TNDIES" "Tomorrow Never Dies" in PAL/UK, "BASLUS-00975" "TNDIES" "Tomorrow Never Dies" in NTSC/U, "BISLPS-02604" "TNDIES" "Tomorrow Never Dies" in NTSC/J, "BESLES-02376" "TNDIES" "Tomorrow Never Dies" in PAL/G and "BESLES-02375" "TNDIES" "Tomorrow Never Dies" in PAL/F.

In the TITLE SEQUENCE / GAME'S CREDITS video there's the song information that shows us "TOMORROW NEVER DIES", "SURRENDER" and "TOMORROW NEVER DIES II". That "TOMORROW NEVER DIES II" has lyrics. While "TOMORROW NEVER DIES" is heard in the OPENING / CREDITS and "SURRENDER" is heard in the ending video (ENDSTE.str), "TOMORROW NEVER DIES II" is nowhere to be heard normally, meaning that this information is simply a mistake or a leftover, though the song is still in the game's data somewhere, only some certain action used in STEALTH BOAT level lets you to hear the song (more about that later in this document).

All cutscenes but one that are taken from the movie are shortened by some amount, this is most noticeable in ENDHOT where the car chase is used. ENDPRI is uncut content-wise.

It seems like unused dialog is dubbed too in other EU versions.

PK7 is internally known as SILENCED PK7. ACTION is internally known as HAND. SMG45 is internally known as MAC10. GASBOMBS is internally known as SMOKE GRENADE. 7.62 MM is internally known as MACHINE GUN.

Deleted weapon is loaded to RAM during mission 2.

Gameplay oddities

Not a gameplay oddity per se, but worth talking about. There's the opening credit sequence from the movie, but with the game credits instead. Now here's the annoying part, the opening credit sequence is in a 4:3 Pan & Scan format (remember those days when movies were done that treatment), while the rest of the movie footage is in 4:3 2.35:1 format, which is a reversal of sort when compared to the days of home video (VHS tapes).

I somehow made a save file which, when loaded, is glitched as you start every mission with "007 x 0" when starting new game or use codes to advance to a mission which you haven't unlocked. This happened with US version. Probably has something to do with a few pirated Russian ROMs I found one day, and as they are US version with changed alphabet and files with sound altered with dubbing, they are compatible with save states when using emulator and if you happen to have a US version save file, you can load it. Also works the other way.

UPDATE: I somehow managed to do this with a legit Japanese copy, on an actual PS1.

Menus have a value for your selection of an option. It is from 0 to however many options there are. Difficulty selection is different. It has 1 (AGENT) and 2 (007).

Enemies sometimes drop MED KITS when you're low on health. A select 2 enemies always drop one in mission 7.

When you turn on Invincibility & Walk through everything code (Select x2, Circle x2, Triangle x4) in level 6 while in a vehicle, DRIVING PHYSICS GINV goes from 0 to 1. When a code Select x2, Circle x2, R2, R1, L2, L1 is entered, DRIVING PHYSICS GCHEAT goes from 0 to 1. When a code Select x2, Circle x2, Triangle, Square x2 is entered, GOPT2 goes from 0 to 1. When a code Select x2, Circle x2, Square, Triangle, Square is entered, GAMELOOP PROFILE DRAWSYNC updates.

You are instructed sometimes to destroy something or hinted that barrels, crates and stuff sometimes have stuff in them. Because of this, in some levels you can't get 100% accuracy without codes. Shooting anything other than guards lowers your accuracy. Unlike some other games (i.e. 007: NightFire on PS2), you can't use explosives to ascend it. However, in some levels you can get guards to shoot things for you if you are skillful enough.

In level 5 (Hotel Atlantic) go to second floor, no matter how, then go straight to Paris and shoot her and she'll follow you for some reason (slowly). Get to the elevator with her and push the button.

PS1 behaviour: After that everything glitches and you are able to do nothing. Screen likes to flash.

PS2, PS3 and Emulator behaviour: Graphics glitch and that is scary, and shooting or encountering an enemy freezes the game, also some locations freeze the game too. Use Objects move with you code (Select x2, Circle x2, Select x2, Triangle x2) and you can explore the place, but still some places hang the game.

Depending on your currently equipped weapon, what is glitched is different.

DPCELLDRAW 0 behaviour on PS2, PS3 and Emulator: Freezes with a black screen after flashing colors for a bit.

Also in level 5, there is closed elevator that is "out of order". If that's the case, why in both places, there is the elevator interior?

Item collecting sound, enemy's gunfire sound and item collecting sound is different in level 6.

Any shooting done on the driving part of level 6 has no impact on the accuracy of the player, destroyed cars count to kills though.

Why them enemies while skiing hit them trees they sound like Bond?

In level 9, there is a civilian acting as a guard. Either there was actually supposed to be a guard or then there is a civilian with wrong set of things. Killing that civilian counts towards the MISSION FAILED condition.

Enemies can make an explosion that causes a civilian to die without a resulting explosion causing game over. So can you.

For some reason some levels allow you to walk to the end and you see MISSION COMPLETE screen, in some levels you'll have to complete some or all objectives to see MISSION COMPLETE screen.

STEALTH KILLS in Mission Completed Status screen means: all enemies killed using only one bullet and / or using the stealth kill move.

Some cheat codes affect in some levels and not in others. There are cheat codes that seems to do nothing, some are useless (Minimum Health cheat, for example), main menu has one useless code or purpose unknown (Select x2, Circle x2, L2 x2,

R2 x2) and one code works only in levels where you are outside (Select x2 Circle x2 Triangle Circle Triangle Square) and it lets you edit something.

The floors (if any) are placed next to each other, the graphics are glitched if you go there, the other than standard enemy characters are different, example in level 3: after meeting with Paris, go back to see another you. Other way around in level 5: go through the wall to another floor, Dr. Kaufman is now an enemy with a yellow jacket, and Paris is the Bartender. This has something to do with what the game has loaded in its VRAM. When the game changes graphic data in VRAM, everything changes in level.

Scary stuff: If, in level 8 you go to the second floor without using the elevator and use the elevator there, you access the 3rd floor and the enemies become glitched, they change color when you approach them and they have a face in their arms... (While walking through blackness backwards in level 3 and suddenly appearing close up of Carver's face showing up can be scary too. I get scared easily while playing this game.)

While playing level 9, if you go to the nothingness at certain place before the helicopter fight, there are rockets in the nothingness. You can pick them up and continue to the fight. This pickup can be seen if you change DPCELLDRAW mode.

Where the opening cutscene happens in level 10 can be found in the level's area. The area where you get GL 40 from Stamper is the place. Go through the wall after the stacked boxes and strafe left (L2 = default) and you should be there. The cutscene is scripted to happen there and you appear to the location where you start, also the ending happens there. There is a door that lead you to the ladders you climb up (as the cutscene needs the door to open) and in the opposite direction there is a working door that takes you to blackness and the question is, why is that door working if you're not supposed to access that place?

In some levels by skipping parts of the level with codes, some characters might change. For ex. in level 10 you can get Carver to look like Stamper or Wai Lin.

If you enable All weapons, 2 50 round clips, 50 med kits code (Select x2 Circle x2 L1 x2 R1 x2) in level 3 while having only Action in the WEAPONS section, you get all the weapons, ammo and your character will act like he's shooting, the sound is there, but no bullets are used.

On some levels if you skip the loading part using Walk through walls code (Select x2 Circle x2 Triangle x4) you can make glitched graphics appear. They change to the correct ones in the brief load. If you use Objects move with you code (Select x2 Circle X2 Select x2 Triangle x2) graphics stay the same. As level 6 loads it is summer all the way, but after the tunnel it gets scripted to winter. The whole level.

Go to Options - Music and press L1. Music stops. Press L1 again. Music comes back. This also triggers console to output "pause music" and "resume". Go to Options - Movies and press Start. Sound plays, nothing happens. Beta features? It is present in Japanese version also.

Japanese version is a bit chattier with console output. Each time you go to the Options screen in the main menu the following is triggered:

```
"init HandleOptionsScreen  
start HandleOptionsScreen"
```

One time at mission 10, a destroyed box before the final boss disappeared, which made the console output "Sleep casing/chunk 10 for tmd 41".

Fail a previously completed mission and console outputs "failed a prev completed level".

In the options, Music section there's 16, 17, 18 & 19, yet there's 24 files in the game's data (1 .str file contains 8).

Why in all indoor levels there's 2 tiles at different places in the black area? Another can be seen at coordinates X= 0 & Z= 0 at all times.

Interesting fact is that level 9 is considered as indoors even though you are supposed to be outside blasting enemies and turrets and bunch of other stuff.

According to the Level 1 (and other's) picture that shows graphics, there was a "RELOAD" text at some point, probably related to a reload sequence. Then a weapon called "SKIPOLE" that now is just an icon, weapon named "ROCKET" (perhaps the early name for RL 66?). According to a Level 2 (and other's) picture that there was a text "Pause" in some point.

When in level that takes place outside, when cheat camera is used, going far enough shows Bond and possibly some enemies again and again. Turning the camera 180 degrees usually makes the game crash. Also the game gets confused and starts to play other tracks when the current track ends.

When all is turned invisible (Walls: Select x2 Circle x2 Select x2 Circle x2, objects: Select x2 Circle x2 Select x2 Square x2, other details: Select x2 Circle x2 Select x2 R1 x2) and a cutscene is triggered, sometimes the game crashes but SFX will continue indefinitely. Example: enable codes for turning everything possible invisible and trigger the cutscene where the dish gets destroyed.

When paused at the right time before cutscene comes up where character walks somewhere, and Freeze Objects code is used (Select x2, Circle x2, Select x2, Triangle x2), the cutscene either continues indefinitely or freezes after a short while.

With cheats, you can stealth kill Dr. Kaufman in level 5. As a result, you can't complete the level without Mission Complete code (Select x2, Circle x2, Select, Circle).

If you start the fight with Kaufman and then use the elevator, you can't deal any damage to Kaufman and the mission becomes impossible to complete without codes.

Doing something makes the game alter the level. For ex. after beginning the mission 10 and skipping the 1st objective, after getting to the escape part, doing the 1st objective will alter the level so that it is as if you have just completed that objective.

While enabling only Invincibility cheat (Select x2, Circle x2, Triangle, Select) and you walk backwards into that zapping thingy and let your health drop so you lose a life you'll appear to position 0,0 which is an object, floor tile 0 in indoor levels.

PS1 behaviour: Game crash.

PS2, PS3 and Emulator behaviour: You can continue playing.

In levels 3 & 8, doing weapon code (Select x2, Circle x2, L1 x2, R1 x2) gives you ACTION, that does nothing. Apparently, it appears because in those missions you are stripped from your weapons. In mission 8, this is not as clear as you get PP7, which overwrites ACTION.

When killed (doesn't really matter how), during the death animation enable Maximum health code (Select x2, Circle x2, Up x2, Select) and you don't lose a life.

While fighting Dr Kaufman, if hit in the head at all times, you can miss completely 3 times and still get Accuracy 100% stat.

In level 3 in the room where you get the elevator keycard and later an extra life, there is a guard that won't react to anything unless you open the door leading to the room.

If you turn Walk through everything code (Select x2, Circle x2, Triangle x4) on while Bond is in GHOST MODE, he will stay looking like that unless you do certain actions.

Level 9 instructs you to "Destroy barricades". For some reason after destroying just one, game checks this as completed. You can use this to get through the level faster, encountering less enemies. This pays off in 007 difficulty.

Level 4: if you open the door and leave alive the enemies, which stand still and go through the door, they won't shoot you for some reason.

For some reason you can pause the game during the intro part where Bond goes down the stairs in level 4 and also in level 8 before the letterbox is opened.

If you go to the other side of the door that opens with your Fingerprint Scanner and try to open it from other side, it refuses to open after that.

If you go far out of bounds when Paris is following you, at some point she freezes and if you shoot her she won't die.

When in your vehicle in level 6, if you manage to enter the Disable Cutscenes & Messages code (Select x2, Circle x2, Triangle x3, Circle), it won't behave that way in this level, for some reason it transfers you, along with the other cars apparently, to the end of the level, just near the EXTRA LIFE. Because of this you might see cars driving in the air.

Why Run faster code (Select x2, Circle x2, Square x2, Circle x2) gives you a speed boost in outdoor levels only when Invincibility & Walk through everything (Select x2, Circle x2, Triangle x4) is on?

When you use Cheat Camera code (Select x2, Circle x2, R2 x2) while driving or skiing, any MED KITS or MISSILES move away and come back and move away until you disable the cheat.

If you use codes to walk on the sections where you ski and/or drive, before or after it, you can pick up all the scattered items, like MISSILES and MED KITS.

One of the missile pick-ups is invisible in mission 6. It's the one before the tunnel.

If you walk along the road in mission 6, you'll eventually encounter a lone enemy in the middle of the road, who's not there if you proceed to the location with a vehicle.

This has happened only 2 times over all 15 years of me playing the game. In level 10 sometimes enemies are invisible and only gun is being visible. You still get hurt by it. The game may or may not freeze when you go through the mission. It is unknown what causes this.

If an enemy somehow opens the door which usually triggers an enemy to go for an alarm in mission 3, he won't react to it. Only if you open it, he goes for the alarm.

If you activate the Disable trigger areas code (Select x2, Circle x2, Triangle x3, Circle) in mission 4 while the door you open with your Fingerprint Scanner is locked, approaching the door tells you "IT'S LOCKED" instead of "ELECTRONICALLY LOCKED".

The chopper in mission 1 drops indefinitely 5 enemies one at a time if you don't advance, and the third one always drops the SECURITY CARD you need to collect. There's apparently many of those.

That door in mission 8 which brings the text "IT'S LOCKED" in a cutscene is not actually locked, if you use disable trigger areas code (Select x2, Circle x2, Triangle x3, Circle) you can open it and go through it.

Running out of Sniper Rifle or Assault Rifle bullets in mission 1 while in the ski area on foot, the weapon sometimes refuses to change, so it can be Assault Rifle shooting PK7 or Sniper bullets or Sniper Rifle shooting Assault Rifle and PK7 bullets.

Using Cheat Engine, when forcing the selection to 10 or 11 in Select Mission screen (missions themselves are from 0 to 9) the game shows a cutscene, ENDPRI if 10, ENDPRI if 11 and ENDPRI if 12. After the cutscene you get Devonshire loading screen if 10, Multiplayer loading screen if 11 and nothing if 12.

NOTE: This produces different screen in Japanese version as the unused loading screens are taken out of the disc contents.

Using Cheat Engine you can force the MUSIC value to something else than the game restricts you to (16, 17, 18 & 19). It seems this is coded to play the MUSIC6.str with 00 being the stream 1, 01 being stream 2, etc until 07, which is stream 8. Then it plays MUSIC7.str with 08 being stream 1 of that file, etc until 23 which is stream 8 of MUSIC8.str. After that it seems to play the dialog files starting from DIALOG18.str with 24 being stream 1 until the end of DIALOG21.str. This is the list showing what you get with each value:

- 00: Confrontation
- 01: Letter to Paris
- 02: Detonate
- 03: Decoder
- 04: Outpost
- 05: A New Beginning
- 06: Pressing Engagement
- 07: Infrared
- 08: Convoy
- 09: PPK
- 10: Arms Bazaar
- 11: Market
- 12: Carver Media
- 13: Hotel Atlantic
- 14: Media Tower
- 16: James Bond Theme (Part 3) (Mission Failed)
- 17: James Bond Theme (Part 2) (Mission Completed screen)
- 18: Alarm
- 19: James Bond Theme (Part 1) (Mission 1 ending)
- 24: Mission 3 line
- 25: Mission 10 line
- 26: Mission 2 line
- 27: Mission 7 line

28: Mission 6 line
29: Mission 10 line
30: Mission 8 line
31: Mission 10 line
32: Mission 5 line
33: Mission 10 line
34: Mission 10 line
35: Mission 5 line
36: Mission 2 line
37: Mission 5 line
38: Unused line
39: Unused line
40: Unused line
41: Unused line
42: Unused line
43: Unused line
44: Mission 10 line
45: Unused line
46: Mission 9 line
47: Mission 9 line
48: Mission 9 line
49: Mission 9 line
50: Mission 1 line
51: Unused line
52: Mission 10 line
53-55: Mission 10 line

What's interesting is that dialog files play only once, but music files loop until you end it. Also you can't change the line until it's played through, pausing the audio doesn't apply.

Using Cheat Engine you can also force the Main Menu to play any music or dialog if you want. Change the MUSIC value to any value between 00 - 55 (from the start of MUSIC6.str to the end of DIALOG21.str, some options won't play anything) and wait in the Main Menu for a demo to appear. Skip that if you want and the Main Menu should play the track you selected. This can cause some laughter with dialogs playing repeatedly.

If one somehow locks mission 1 and completes mission 10, it actually unlocks mission 1.

Using Gameshark is possible to see an option screen during a mission. These are "PRESS [X] TO RESTART" and "PRESS [TRIANGLE] TO EXIT". When the Gameshark code used to access this screen is disabled after the screen appears, the top function restarts and the bottom function goes back to menu. When the code is never disabled, top function repeats the mission loading cycle and bottom function crashes the game and makes the console output "SHALL B AN ERROR!". In Japanese version, letting the code active makes both buttons restart, also after waiting, the mission is restarted, other versions crash when waited long enough. Also Japanese version won't show the text correctly, might be the RAM rearrangements. This might be an early idea for a selection after getting a mission failure. This idea would've been good to have as it would prevent a single loading segment.

In mission 3, when ACTION is selected no sound generates when Bond moves.

In mission 5, through an interesting combination of stealth killing the boss (maybe killing him normally causes this as well, haven't tested), activating Run faster code (Select x2, Circle x2, Square x2, Circle x2) and Hide additional details code (Select x2, Circle x2, Select x2, R1 x2), and shooting while moving generates bullet holes in the air. They can be seen when disabling Hide

additional details code. (Shooting while turning in place seems to be effective.)

If somehow an enemy gets in the range of Isagura's gasbombs, they also get affected by them. This can be seen by ignoring everything with cheats, activating the boss and running outside. When enemies get near and Isagura throws his gasbombs, they go through the wall and land outside. If an enemy is at the range, he dies.

If an enemy gets hit by the rockets of the RL 66 the boss in mission 9 has, they get killed.

As the players may know, after activating Invincibility (and) Walk through walls cheat, Invincibility deactivates after cutscenes. There are a few exceptions to this rule, they are:

Mission 1 - Dish destroyed (You stay invincible)

Mission 1 - Through gate (Takes both effects)

Mission 6 - When the BMW hits walls, it takes damage no matter what up to a certain point

Mission 7 - Arriving to the camp (Takes off Walk through walls)

Mission 7 - Boss intro (You stay invincible)

Mission 7 - Boss defeat (You stay invincible)

Mission 10 - Boss 1 intro (You stay invincible)

Disabling HUD disables cutscene letterboxing (imagine a movie in about 1.85:1, which gets open matted to 1.33:1 so you see more stuff in top and bottom, that kind of stuff) but few cutscenes lock the game, and some glitches may happen:

Missions with elevators - All elevators

Mission 2 - You see the jet take off start point instead of fade out when turning

Mission 5 - Bartender scene

Mission 5 - Paris scene

Mission 8 - Carver is seen doing stuff

Mission 8 - Ending scene has interesting sight

Mission 9 - You can't see the code you need to enter - good luck guessing it, it's possible

Mission 10 - Cutscene before fighting Carver

The point system is one interesting thing, as you get about 4000 points "automatically". I found out that it's always 4190 in NTSC/U. In PAL/UK and NTSC/J versions the number changes between missions and difficulties. NTSC/U version makes it seem like a PAR time for all missions is 6:59 (this gives no extra points neither takes away points if you hit that time).

PAL/UK list:

Mission 1: Agent 4140, 007 4130.

Mission 2: Agent & 007 4130.

Mission 3: Agent & 007 4150.

Mission 4: Agent 4140, 007 4160.

Mission 5: Agent & 007 4140.

Mission 6: Agent & 007 4140.

Mission 7: Agent & 007 4150.

Mission 8: Agent & 007 4140.

Mission 9: Agent & 007 4140.

Mission 10: Agent 4110, 007 4120.

PAL/G list:

Mission 1: Agent 4140, 007 4130.

Mission 2: Agent & 007 4130.

Mission 3: Agent & 007 4150.

Mission 4: Agent & 007 4150.

Mission 5: Agent 4130, 007 4140.

Mission 6: Agent & 007 4140.
Mission 7: Agent & 007 4150.
Mission 8: Agent 4150, 007 4140.
Mission 9: Agent & 007 4140.
Mission 10: Agent & 007 4120.

PAL/F list:

Mission 1: Agent 4140, 007 4130.
Mission 2: Agent 4130, 007 4140.
Mission 3: Agent 4150, 007 4140.
Mission 4: Agent 4150, 007 4160.
Mission 5: Agent 4140, 007 4130.
Mission 6: Agent & 007 4140.
Mission 7: Agent 4160, 007 4150.
Mission 8: Agent 4140, 007 4150.
Mission 9: Agent 4140, 007 4150.
Mission 10: Agent 4110, 007 4120.

NTSC/J list (incomplete):

Mission 1: Agent 4190.
Mission 2: Agent 4190.
Mission 3: Agent 4190.
Mission 4: Agent 4190.
Mission 5: Agent 4190.
Mission 6: Agent 4190.
Mission 7: Agent 4710.
Mission 8: Agent 4290.
Mission 9: Agent 5180.
Mission 10: Agent 6240.

4: Genuine glitches

These are genuine glitches that may happen on console or on your choice of emulator.

Mission 1: Enemy may sometimes spawn inside the vehicle in the EXTRA LIFE area.
Mission 2: You can take a photo of the chopper through the objects you need to destroy.
Mission 3: Bond can make a sound twice when being knocked out before the brief loading.
Mission 3: An enemy may sometimes appear to a wrong place.
Mission 4: The red crouched enemy in the upper level next to the extra life sometimes appears at ground level, usually after killing the blue crouched enemy.
Mission 10: Enemies may spawn without their models and you see a floating gun. (Freezes the game.)
Mission 10: After entering the yellow walled area, the 2nd guard which is behind a barrel may not appear. If you turn around and stealth kill him, the game freezes.
Missions 1 - 10: Sometimes when stealth killing, your gun fires a bullet.
Missions 5, 7, 9, 10: Bosses may break their regular moving patterns and enter areas where you can't go.

5: Mission naming differences

Missions have been named differently between MAIN MENU, LOADING SCREEN and

MISSION START.

MAIN MENU	LOADING SCREEN	MISSION START
Outpost, Russian Border	Military Outpost	Military Outpost
Arms Bazaar, Russian Border	Arms Bazaar	Arms Bazaar
Carver Media, Hamburg	Carver Media, Hamburg	Carver Media Party
Pressing Engagement	Pressing Engagement	Pressing Engagement
Hotel Atlantic, Hamburg	Hotel Atlantic	Hotel Atlantic
Convoy, Swiss Alps	Convoy Terrorist	Convoy
Ski Ridge, Hokkaido	Ski Ridge	Terrorist Camp
CMGN Tower, Saigon	Carver Media, Saigon	Carver Media Tower
Market District, Saigon	Market District, Saigon	Marketplace
Stealth Boat, Ha Long Bay	Stealth Boat	Stealth Boat

Don't know how it would have been with Multiplayer and Devonshire, if they would have been implemented into the game itself.

6: Stuff with cutscenes and audio

In level 10, after defeating Carver, the cutscene comes up. Hold the item select button (Triangle = default) and keep holding it. After the cutscene ends, the last sounds should come when selecting a weapon/item. After a few seconds, a opening speech of the current level appears, unused line appears ("Self destruct sequence initiated. T-Minus four minutes and counting") showing that the time limit to disable the missile and escaping was 4 minutes at some point, after that you hear "Ha Long Bay". Then the unused Tomorrow Never Dies song appears (Tomorrow Never Dies (alternate)). A short while after that the song from skiing parts and time limit sections appears. After that "Music - 17" appears. After that, nothing comes up.

NOTE: This does not seem to work every time in the German version. French one works with this.

In level 3, before meeting Paris, use Cheat Camera code (Select x2, Circle x2, R2 x2), and then press the interact button (Circle = default) and the cutscene plays but the you can control the view. After the end, freeze everything to hear bartenders speech from level 5, unused line appears ("Go ahead, Mr. Bond. Save your little friend. Carver's already won. The launch is imminent.") proving that the last mission was different, after that you hear "Finally back at the lab." and then 2 tracks of boss music comes on for some reason.

In level 6, you can change Q's garage by walking to the end of the level and coming back. Also in level 6, in the PAUSE -> OPTIONS -> SFX TEST -> 50 there is unused line from Q: "007, you're going the wrong way." which doesn't even sound like Q at all. The "007" sounds somewhat like "Dabil-ou-sevan".

In level 10 go to the place where you complete the first objective. Activate Cheat Camera (Select x2, Circle x2, R2 x2), and press Circle. The cutscene plays. Then freeze everything (Select x2, Circle x2, Select x2, Triangle x2) and after that you hear an unused line "Affirmative. Missile away." meaning that level 2 might have been different. After that you hear "Keep the target painted." and music from the somewhat middle of level 10 comes on.

In level 10 kill Stamper so Wai Lin appears with a script that happens and enable Cheat Camera code (Select x2, Circle x2, R2 x2) and Objects move with you code (Select x2, Circle x2, Select x2, Triangle x2) and press circle button. Disable Objects move with you code. Wait for the dialog to start. Enable Objects move with you code. Wait for the dialog to finish and wait a

short while. Disable the Objects move with you code. Wait a short while. (NOTE: If the music starts that happen after the cutscenes, something went wrong.) Then enable Objects move with you code. If done right, you will hear an unused line "Self destruct sequence initiated. T-Minus two minutes and counting." and after that "Yes! That's it." and after that "Let's go." and after that the music from MBRIEF's and level 6 appears for some reason. After that music from level 8 appears.

7: Debug displays (UNDER CONSTRUCTION)

Using a cheat code, the player can see some debugging information. The available pages change depending on the selected mission.

Outdoor missions have 6 pages. 1st has things to do with framerate, 2nd about objects, 3rd about particles, 4th about what's drawn, 5th about camera and 6th about player.

Indoor missions have 5 pages, 1st has things to do with framerate and player position, 2nd about objects, 3rd about what's drawn, 4th about particles and 5th about camera.

Driving mission has otherwise the same things as outdoor missions, but once you get in the car, the 4th page gets replaced with car debug information.

Driving section exclusive:

CAR DYNAMICS FR XX
GINV=X, GCHEAT=X
AB=X TB X NUMT=X
YAW=X, YCMD=X
GPSI=XXX GTHETA=X
TORD=X TDELTA=X RYDELTA=X
FRONT TILE TRAC = XXXX XXXX
REAR TILE TRAC = XXXX XXXX
CAR SPEC TRAC = XXXX XXXX XXXX XXXX
PLAYER ROW, COL = XX, XX
TIRE ROW, COL = XX, XX XX, XX XX, XX XX, XX
THRUS= X AVG TRAC=XXXX
CBR X=X Z=X
TSTEPS=X X X
TMP AY = X SLOPE F=X
ASTEPS = X X X
DFORCE MAG= X X X X
DELTA MAG= X X X X
PERC TO=X, TURN CAP=XXXX
GRAV = X
SPEED = X RPM = XXX(X) GAS=X LASTGAS=X

GINV and GCHEAT are changed by enabling cheats. YAW, FRONT TILE TRAC, REAR TILE TRAC, PLAYER ROW, COL, SPEED, RPM GAS and LASTGAS change depending on what happens with the game.

Value change:

RLEFT X Y
LUP GAIN = X RUP DAMP = X

RLEFT, LUP GAIN and RUP DAMP are all adjustable.

Cheat camera:

INTERPOLATE = X

CHEAT CAMERA

X TARGET = X POS = X GWX = X

Y TARGET = X POS = X GWY = X

Z TARGET = X POS = X GWZ = X

RX = X

RY = X

RZ = X

GPSI = X

PROJECTION = X

SNIPER MOVING = X

SNIPER ENDING = X

SNIPER ZOOM = X

SNIPER SHIFT = X

CUT SCENE = X

EYEWIPE = X

GVIEWSTATE = X

CAM SMOP = X

CAM ROW = X COL = X

These values change depending what you do with camera controls or what happens with the game.

8: EXTRA ITEM GLITCH

This section is about item duplication. We take a look at how it works.

Glitch

In levels 1, 2, 6 & 7 you can make more items appear by going out of bounds while everything is frozen (Select x2, Circle x2, Select x2, Triangle x2). By doing this, you can get 10 extra items in level 1, 15 extra items in level 2, 11 extra items in level 6 & 18 extra items in level 7. (Most gathered during the making of the document.) If you want to duplicate a certain item, let's say, Extra Life items, collect all AMMO boxes, armors, ammo clips and med kits. You get more duplicates when there are not other items taking space from them.

Duplicatable items

What you can duplicate are the following:

- Ammo clips
- Dropped weapons
- Med Kits
- Light Armors
- Heavy Armors
- Cases of Ammo
- Extra Lives

NOTE: Duplicated items don't disappear with time, only if you leave them or turn the camera away from them for too long.

Maximum Extra Lives Walkthrough

If using AGENT, you can get as much as 007 x 63, if 007, then it is one life less, 007 x 62.

(Current extra life amounts: Level 1: 007x3, Level 2: 007x13, Level 3: 007x28, Level 4: 007x29, Level 5: 007x30, Level 6: 007x31, Level 7: 007x42, Level 8: 007x60, Level 9: 007x61, Level 10: 007x62, End: 007x63.)

Strategies for getting many 007 icons:

Level 1: While going to the wooden crate that contains EXTRA LIFE, kill all enemies and collect everything on the way there. Then when you are next to the crate, freeze everything and go back to the starting point. When there, unfreeze and destroy that crate. Now get your back against the wall so you look where you would in the beginning. Enable walk through everything code and walk backwards and you'll notice that more icons appear. Collect them all. You should have 13 lives in this point if you are playing on Agent difficulty and plan to get as much as possible. Now either input Mission Complete code or complete the level normally without losing any lives.

Level 2: Since stuff like this requires cheats don't bother with objectives. Destroy everything, collect everything, kill everything. Now, face so that the rear of the jet is in your right. Freeze everything and enable walk through everything code and walk forward. When repeated enough, unfreeze and collect them all. You should have 28 lives in this point if you are playing on Agent difficulty and plan to get as much as possible. Now either input Mission Complete code or complete the level normally without losing any lives.

Levels 3 - 5: Find that extra life and don't die. Might as well enable walk through everything, find the life, enable MISSION COMPLETE code.

Level 6: Just walk to the end of the level where the life is. Might want to fasten the process with run faster code. Enable walk through everything code and freeze everything, and strafe right. Repeat 10 times. Unfreeze and collect them all. You should have 42 lives in this point if you are playing on Agent difficulty and plan to get as much as possible. Now either input Mission Complete code or complete the level normally without losing any lives.

Level 7: Ski down to the end (this might be tricky, freeze everything so you won't die. When done, kill everyone, collect all the stuff, destroy everything you can. Then face so that your back is facing the hut and face the blue thingy in front of the extra life. Then enable walk through everything code, and walk through the wall in the front. When repeated enough times, unfreeze and collect them all. You should have 60 lives in this point if you are playing on Agent difficulty and plan to get as much as possible. Now either input Mission Complete code or complete the level normally without losing any lives.

Levels 8 - 10: Find that extra life and don't die. Might as well enable walk through everything, find the life, enable MISSION COMPLETE code.

AFTER LEVEL 10: You should have 63 lives in this point if you are playing on Agent difficulty and plan to get as much as possible.

Fictional Extra Life duplication Q&A:

Q: Can you do this where you want?

A: Only in level 1 you can do this by changing the location to the beginning I think. Do this near the extra life itself, except in level 1, where it benefits to be somewhere else.

Q: Can you get infinite lives?

A: No, you can't.

Q: Why not?

A: You can't take all the duplicates and then duplicate the original for some reason. Nothing happens.

Q: Can you take those lives later?

A: No, you can't. Keep them in camera or they disappear.

Q: What is the highest number of lives in total?

A: Read the whole thing, will you? It is revealed earlier in this document to be 63 or 62, depending on your difficulty.

Q: Does this work in all levels?

A: No. Only those levels that are outside give you more lives. This has also revealed before.

Q: How do you find out about this stuff?

A: I like to break games. In this case, I have been playing around with codes a lot. All the stuff documented are accidents or experimenting with codes.

Speaking of EXTRA LIFE thingies...

There is a code which is described as infinite lives which gives 8001E0DA the value of 0003 which forces the life counter to stay at 3. If we change that to another value, let's say 003F which is the 63 lives, after disabling the code you can build more lives in the collection.

For some reason if you turn the value to 8000 or higher the life counter won't show a value and Mission Completed screen shows them as minus and a value. Image example below has "-2" on it. When showing a minus number, it also gives you the maximum amount of points, which is 2147483647.

If you manage to get more than 99 lives, the counter stops at 99, but the lives still increase, as is shown on the other image. You can force your lives to 32767 at max with the lives code with a value of 7FFF. If the value is set higher or you pick up an extra life, it goes to minus numbers.

9: Unused stuff

This section covers some unused content that can be found on the disc but is unused in the game itself.

Unused audio:

Some unused lines can be found on the disc. They are as follows:

"Square, circle, triangle, x." -Rather weird dialog found. Purpose unknown, probably dialog intended to the end of Level 9.

"Self destruct sequence initiated. T-Minus two minutes and counting." -This is probably an early version of the last level's countdown.

"Go ahead, Mr. Bond. Save your little friend. Carver's already won. The launch is imminent." -Probably level 10 was going to be a lot different.

"Self destruct sequence initiated. T-Minus four minutes and counting." -This is probably another early version of the last level's countdown.

"Affirmative. Missile away." -This is probably intended in Arms Bazaar level.

"Wai Lin! Over here!" -No idea where this would go.

"Target is designated. Confirm." -Unused line that probably fits in Military Outpost level.

"Checkmate." -No idea where this would go.

Unused and interesting text / developer text:

There is some unused and other interesting text in the files, with profanities in error messages.

Mission 1:

"SKIPOLE" (Un-seen weapon name)

"BERRY"

Mission 2:

"OUT OF BOMBS" (When you run out of things you are never told you're out of ammunition, but... Bombs? What bombs exactly?)

"GOT ASSAULT RIFLE" (You start with this weapon.)

"GOT SNIPER RIFLE" (You start with this weapon.)

"SKI CAMERA IN NON SKI LEVEL"

Mission 3:

"partying child1" (Name for an object I think.)

Mission 4:

"GOT HEAVY ARMOR" (This mission contains only Light Armor.)

"GOT ASSAULT RIFLE" (You start with this weapon.)

Mission 5:

"OUT OF BOMBS" (This is seen in mission 2 file but it makes more sense here, but you are never informed this way.)

Mission 6:

"it's locked"

Mission 7:

"SHITOSHI EXITDOOR" (I found this mildly amusing.)

Mission 3, Mission 4:

"no sesame"

Mission 3, Mission 4, Mission 8, Mission 9, Mission 10:

"OUT OF ORDER" (There is nothing out of order in these missions.)

Mission 3, Mission 5, Mission 8, Mission 9:

"USING KEY..." (There is nothing to use key in these missions. Is seen in some missions through a cheat code.)

Mission 5, Mission 9:

"UNLOCKED DOOR" (There is no door that informs that in these missions.)
All missions:
"PHONE FAIL!"
"SHALL B. MY SON!"
"PRESS [TO RESTART" ("[" is CROSS button) (String 1 of the screen you never see.)
"PRESS ^ TO EXIT" ("^" is TRIANGLE button) (String 2 of the screen you never see.)
"Dummy print in Wait."
"YO, BAD WEAPON TYPE"
"OUT OF BULLETS" (You can run out of bullets but this is never shown.)
"TURN AROUND JAMES"
"GOT HEALTH FULL" (You can restore health but when full this is never shown.)
"Don McDermot" (This seems to be a name of one of the developers of the game in misspelled form. There is graphic artist named Don McDermott in the credits.)

Other interesting text:

"sys.c,v 1.140 1998/01/12 07:52:27"
"intr.c,v 1.75 1997/02/07 09:00:36"
"bios.c,v 1.86 1997/03/28 07:42:42"

Unused models

NTSC/U / PAL/UK / NTSC/J:

Mission 6 has a goon model that's never seen.
Mission 8 has a Paris model that's never seen. (Completely unused.)
Mission 9 has two Bond models and a goon model which are never seen. (Other Bond model completely unused.)
Mission 10 has a goon model that's never seen. (Completely unused.)

NTSC/U / PAL/UK / NTSC/J / PAL/F:

Mission 1 has a goon model that's never seen.
Mission 4 has a Bond model and a goon model which are never seen. (Goon completely unused.)

NTSC/U / PAL/UK / NTSC/J / PAL/G:

Mission 6 has a goon model that's never seen.

NTSC/U / PAL/UK / NTSC/J / PAL/G / PAL/F:

Mission 3 has a goon model that's never seen. (Completely unused.)
Mission 8 has a Paris model that's never seen. (Completely unused.)
Mission 10 has a goon model that's never seen. (Completely unused.)

PAL/UK:

Mission 7 has a goon model that's never seen. (Completely unused.)
Mission 9 has a Bond model that's never seen.

PAL/UK / NTSC/J / PAL/F:

Mission 6 has a goon model and a Q model which are never seen. (Q model completely unused.)

PAL/G:

Mission 9 has a Bond model that's never seen.

PAL/F:

Mission 9 has 3 Bond models and a goon model which are never seen. (One Bond model completely unused.)

10: Folder/Level/MBRIEF

L01 = L07 - Ski Ridge = MBRIEF06
L02 = L08 - Carver Media Group Network Tower = MBRIEF08
L03 = L03 - Carver Media Group Network Party = MBRIEF03
L04 = Doesn't exist - If one believes the data in the disc this is multiplayer as multiplayer is in folder L04 and the images that are used as loading screens for levels use the folder numbers in their names.
L05 = L01 - Military Outpost = MBRIEF01
L06 = Doesn't exist - Dropped Devonshire mission. (Scuba diving in Tomorrow Never Dies: The Mission Continues transferred to Devonshire stage perhaps?)
L07 = L05 - Hotel Atlantic = MBRIEF04
L08 = L10 - Stealth Boat = MBRIEF10
L09 = L09 - Market District = MBRIEF09
L10 = L02 - Arms Bazaar = MBRIEF02
L11 = L04 - Pressing Engagement = MBRIEF11
L12 = L06 - Convoy = MBRIEF05

This is saying that we start with level 5, then proceed to level 10, then level 3, then level 11, then level 7, then level 12, then finally to level 1, then level 2, then level 9, and finally level 8 and game complete. We never go to levels 4 and 6.

In Japanese version, MBRIEFs are seen as they should be, from 1 to 10. As I don't know how to see inside .bin and .cue files and I don't have the Japanese disc, I can't say anything about the order of those folders there. Interesting thing to note is that level 4's MBRIEF is named MBRIEF11 as the level folder is L11. Also interesting is that MBRIEFs numbered 4-6 are in missions 5-7.

MBRIEFs go from 1 to 3, jump to 11, then from 4 to 6, jump over 7 and because of that go from 8 to 10.

11: Complete list of all Cheat Codes found so far

Game cheats

These codes can be done during anytime in menus, or in pause screen. In Japanese version, pause screen codes are impossible to perform, it seems. The menu codes can be enabled, using some tricky button pushing. In any codes that need Up, Down, Left and Right, only D-PAD counts.

IN MENUS

Select Select Circle Circle L1 L1 Circle L1 L1 = Access all missions*
Select Select Circle Circle L1 L1 L1 L1 L1 L1 L1 = Unlock all movies
Select Select Circle Circle L2 L2 R2 R2 = Shell position**

DURING MISSIONS

Select Select Circle Circle Triangle Triangle Triangle Triangle = Invincibility & Walk through everything***
Select Select Circle Circle Triangle Select = Invincibility****
Select Select Circle Circle Select Select Circle Circle = All walls are

invisible
Select Select Circle Circle Select Select Square Square = All objects are invisible
Select Select Circle Circle Select Select R1 R1 = All additional details are invisible
Select Select Circle Circle Select Circle = Mission Complete
Select Select Circle Circle R1 R1 R1 = Show trigger areas
Select Select Circle Circle L1 L1 L1 = Toggle highlighted object*****
Select Select Circle Circle Square Square Circle Circle = #1 Run faster*****
Select Select Circle Circle Square Square Circle Circle = #2 Ski stunt camera
Select Select Circle Circle R2 R2 = Cheat camera*****
Select Select Circle Circle L2 R2 = Debug information*****
Select Select Circle Circle R2 L2 = Remove debug information instantly
Select Select Circle Circle Up Up Select = Maximum health
Select Select Circle Circle Down Down Select = Minimum health
Select Select Circle Circle Left Right Select = Invisible HUD
Select Select Circle Circle Triangle Triangle Triangle Circle = 1# Disable trigger areas*****
Select Select Circle Circle Triangle Triangle Triangle Circle = 2# Teleport next to the extra life in mission 6*****
Select Select Circle Circle Square Square Square Circle = 1# Open locked doors, even ones that you shouldn't be able to open
Select Select Circle Circle Square Square Square Circle = 2# NUM SD
Select Select Circle Circle L1 L1 R1 R1 = All weapons, 2 50 round clips, 50 med kits
Select Select Circle Circle Triangle Circle Triangle Square = #1 Edit values that mess up the moving camera*****
Select Select Circle Circle Triangle Circle Triangle Square = #2 DRAW TIME cheat
Select Select Circle Circle Triangle Triangle Square Square = Show level borders*****
Select Select Circle Circle Select Select Triangle Triangle = Objects and enemies move with you
Select Select Circle Circle Select Select L1 L1 = Some things move with you*****
Select Select Circle Circle Triangle Square Triangle Square = Adds some kind of light*****
Select Select Circle Circle Triangle Circle Circle = Highlight object you shoot
Select Select Circle Circle Down Triangle Down Triangle Down Triangle Down Triangle = Clear debug info screen display
Select Select Circle Circle Select Select R2 Select = Change sky (if there's many)
Select Select Circle Circle R2 R1 L2 L1 = DRIVING PHYSICS GCHEAT = 1
Select Select Circle Circle Triangle Square Square = GOPT2 = 1 - Graphics Optimization
Select Select Circle Circle Square Triangle Square = GAMELOOP PROFILE DRAWSYNC
Press Circle when viewing WORKBASE and FRAME RATE debug info page = DPCELLDRAW change
Select Select Circle Circle Select Select Select Select = Console output

CODES THAT SEEM TO DO NOTHING OR SOMETHING THAT CANNOT BE SPOTTED EASILY:

Select Select Circle Circle Select Select L2 L2
Select Select Circle Circle Select Triangle Select Triangle
Select Select Circle Circle Select L1 Select R1
Select Select Circle Circle Select Select Down

If anyone finds out what these codes do, share that information, thank you. I can't seem to figure them out and I have played this game a lot.

Additional information:

* = Needs to be done again after mission, also you start with default lives for

the selected difficulty, which is 3 for AGENT and 2 for 007
**= Some controls: D-PAD to move around, Cross widens down, Circle widens right, Square shrinks left, Triangle shrinks up, L1 makes things move faster, SELECT makes things move bit by bit
*** = Invincibility turns off after almost every cutscene, ability to go through everything stays, annoying
**** = Turns off after almost every cutscene, annoying
***** = Only after R1 R1 R1 is activated
***** = With Walk through walls code more effective
***** = Some controls: D-PAD to look around, Cross moves down, Triangle moves up, Square freezes and unfreezes, L1 moves backwards, R1 moves forward, L2 strafes left, R2 strafes right, SELECT toggles INTERPOLATE between 0 and 1
***** = Show more and ultimately remove it by doing the code multiple times
***** = Except in Convoy (driving)
***** = There is a game file on the disc that tells you this
***** = Some controls: Square changes type (CYCLE: POS X - POS Y - POS Z - ROT X - ROT Y - ROT Z), D-PAD Up and Down change LUP GAIN, Cross and Triangle change RUP DAMP
***** = Only in outdoor levels
***** = This has something to do with the thing below
***** = Use Infrared scope to get the effect to work in mission 6

There may be something undiscovered, as the files in the game hint that there may be something else. Direct quotes from PARAM08.txt:

```
"//hack cheat to do disarm nis w/o key"
```

```
"//hack cheat to trigger wailin"
```

```
"//hack cheat to allow ending nis"
```

SHELL.EXE has this information to say about "SHELL POS CODE":

```
"shell pos cheat %d x,y = DPAD h = triangle, X w = square, circle hold  
select for no auto-repeat hold L1 for fast movement R1 to print values cheat  
rect: x=%d y=%d w=%d h=%d sprite x=%d sprite y=%d"
```

All mission files have this to say:

```
"Edit Background R = %d G = %d B = %d EDIT TERRAIN BRIGHTNESS MIN = %d MAX  
= %d EDIT FOGGING PARAMETERS CLEAR = %d MID = %d MAX = %d"
```

If one uses an emulator with console output enabled, one can see that when you activate "Shell position" code, the console outputs the following:

```
"shell pos cheat 1
```

```
x,y = DPAD
```

```
h = triangle, X
```

```
w = square, circle
```

```
hold select for no auto-repeat
```

```
hold L1 for fast movement
```

```
R1 to print values"
```

And when you print the values, console outputs similar to the following:

```
" cheat rect: x=0 y=0 w=40 h=40 sprite x=-320 sprite y=-  
120"
```

And finally, when you disable the code, the console outputs the following:

```
"shell pos cheat 0"
```

When you enable "All weapons, 2 50 round clips, 50 med kits" the console outputs "max weapons".

When you enable "Show level borders" the console outputs " draw contour".

When you enable "Graphics Optimization" the console outputs "gOptimize2 = 1" and when you disable it the console outputs "gOptimize2 = 0". This also outputs "wireframe sopnum = X" where X is 0, 1 or 2 when certain factors are met and Highlight object you shoot is active.

When you enable "Console output" cheat depending on the level the console outputs "InstSmop #X type=10: none left" where X is changing value or it outputs "spit: t=X,r=Y,gl=Z,i=A" where X, Y, Z & A are changing values.

Things according to my help source:

Things about "//hack cheat to trigger wailin", which I see as a thing to some devs to work, as to hack a cheat which does something. Here's what my help source says: "The "//hack cheat to trigger wailin" seems to be a specific area of the final level. I changed the X/Z coordinates on the start of the level (NIS room door) to those in the "//hack cheat to trigger wailin". The level started outside of Wai Lin's cell, although she was not in there. As the PARAM08 file later not, "//stamper (normally must die for wailin to be in jail)". Using the ethereal cheat to go back two rooms, I found Wai Lin in place of Stamper in the boss fight room. So it seems that characters are loaded by various trigger areas throughout the level. I could try to find a hack for the coordinates, which might have a simialr effect to the hack/cheat mentioned."

Things about GOPT2 = 1, which is a code of sorts. My help came up with the following: "I compared memory dumps before and after doing the GOPT2 code on the first level. The main difference was that the file name \L05\GN05AF11.GUY (obviously one of the enemies) was replaced by gOptimize2 = 1. I had a look further into the level, but couldn't see any other changes to the enemies. The TIM file associated with this enemy was still loaded, though, so it may be a graphical optimisation as the name suggests, where the game does not keep loading the same model file. Just before NULL and the individual character file names, there were two instances of 1 being changed to 2."

Gameshark codes

EU version:

Lives stay at one value between 0 - 32767 or -32768 - -1, depending on choice of value

8001E0DA ????*

???? = A value between 0000 - FFFF

* = Disable to lose and/or gain lives

US version:

Lives stay at one value between 0 - 32767 or -32768 - -1, depending on choice of value

8001E096 ????*

???? = A value between 0000 - FFFF

* = Disable to lose and/or gain lives

JAP version:

Lives stay at one value between 0 - 32767 or -32768 - -1, depending on choice of value

8001E07A ????*

???? = A value between 0000 - FFFF

* = Disable to lose and/or gain lives

GER & FRE version:

Lives stay at one value between 0 - 32767 or -32768 - -1, depending on choice of value

3001E0DA ????*

???? = A value between 0000 - FFFF

* = Disable to lose and/or gain lives

US version only:

SKI POLE appears in weapon inventory (Mission 1):

800EAA34 002C

GER version:

SKI POLE appears in weapon inventory (Mission 1):

300EAEFC 002C

EU version:

See a selection during mission:

8001E0D8 0002

US version:

See a selection during mission:

8001E094 0002

JAP version:

See a selection during mission:

8001E078 0002

GER & FRE version:

See a selection during mission:

3001E0D8 0002

EU version:

Select mission:

8001E284 0101

8001E286 0101

8001E288 0101

8001E28A 0101

8001E28C 0101

(To leave Mission 1 locked, change 8001E284 to 0100.)

US version:

Select mission:

8001E240 0101

8001E242 0101

8001E244 0101

8001E246 0101

8001E248 0101

(To leave Mission 1 locked, change 8001E240 to 0100.)

JAP version:

Select mission:

8001E224 0101

8001E226 0101

8001E228 0101

8001E22A 0101

8001E22C 0101

(To leave Mission 1 locked, change 8001E224 to 0100.)

GER & FRE version:

Select mission:

3001E284 0001

3001E285 0001

3001E286 0001

3001E287 0001

3001E288 0001

3001E289 0001

3001E28A 0001

3001E28B 0001

3001E28C 0001

3001E28D 0001

(To leave Mission 1 locked, change 3001E284 to 0000.)

EU version:

Interesting screw:

8001E0EC 00FF

(Changing value differs the way things are seen.)

US version:

Interesting screw:

8001E0A8 00FF

(Changing value differs the way things are seen.)

JAP version:

Interesting screw:

8001E08C 00FF

(Changing value differs the way things are seen.)

Cheat Engine codes

EU version:

Control MUSIC and MOV by modifying the value in this address:

00AC4E28

Control SOUND by modifying the value in this address:

00AC4E2C

US version:

Control MUSIC and MOV by modifying the value in this address:

00AC4D34

Control SOUND by modifying the value in this address:

00AC4D38

JAP version:

Control MUSIC and MOV by modifying the value in this address:

00AC47EC

Control SOUND by modifying the value in this address:

00AC47F0

GER version:

Control MUSIC and MOV by modifying the value in this address:

00AC4F7C

Control SOUND by modifying the value in this address:

00AC4F80

FRE version:

Control MUSIC and MOV by modifying the value in this address:

00AC4F28

Control SOUND by modifying the value in this address:

00AC4F2C

Other stuff with cheats

Prima's Official Strategy Guide contains cheats in the very end of the guide.

The codes shown are "Maximum health", "Minimum health", "Invincibility & Walk through everything", "Mission Complete", "Invincibility", "Invisible HUD", "All weapons, 2 50 round clips, 50 med kits", "Access all missions" and "Unlock all movies".

German Prima's Official Strategy Guide contains cheats in the very end of the guide. These differ from the English language guide. The codes shown are "HEILUNG" ("HEALING"), "TODESGRENZE" ("DEATH LIMIT"), "ALLE WAFFEN" ("ALL WEAPONS"), "MISSION BEENDET" ("MISSION COMPLETE"), "ÄTHERISCH" ("ETHEREAL"), "UNVERWUNDBERKEIT" ("INVULNERABILITY"), "GESCHWINDIGKEIT" ("SPEED"), "ANZEIGE" ("DISPLAY"), "VERRÜCKTE KAMERA" ("CRAZY CAMERA", CHEAT CAMERA is in question here), "SCHWARZER HIMMEL" ("BLACK SKY", though the actual function is "change sky"), "ALLE MISSIONEN" ("ALL MISSIONS") and "ALLE FILMSEQUENZEN" ("ALL FILM SEQUENCES").

ANZEIGE is listed as a non-functional code ("RIGHT, RIGHT, R1, R1").

PlayZone Magazin starting from issue 19 or earlier has cheats for this game in the archive of codes presented. The codes shown are "Access all missions", "Unlock all movies", "Invincibility", "All weapons, 2 50 round clips, 50 med kits", "Invincibility & Walk through everything", "Mission Complete", "All walls are invisible", "Debug information" and "Remove debug information instantly".

This information contains some mistakes. "Invincibility" is titled as "50 Med-Packs". "All weapons, 2 50 round clips, 50 med kits" is titled as "Alle Waffen, volle Munition". "Invincibility & Walk through everything" is titled as "Unsichtbarkeit". "All walls are invisible" is titled as "Durch Wände sehen".

Also "Debug information" and "Remove debug information instantly" codes have wrong information. The codes for them are "Select x2, Circle x2, L2, R2" and "Select x2, Circle x2, R2, L2", the section claims them to be "Select x2, Circle x2, L2, R2, L2" and "Select x2, Circle x2, R2, L2, R2", which is a common mistake seeing in websites that offer cheats.

* = "50 Med-Packs" = "50 med kits"

** = "Alle Waffen, volle Munition" = "All weapons, full ammunition"

*** = "Unsichtbarkeit" = "Invisibility"

**** = "Durch Wände sehen" = "See through walls"

PlayStation Underground Volume 4 Issue 2 has 5 cheat codes shown on Disc 2 after entering a code on the menu. The code is "R2 L2 L2 R2". The shown codes are "All weapons, 2 50 round clips, 50 med kits", "Objects and enemies move with you", "Access all missions", "Invincibility & Walk through everything" and "Run faster".

12: Unlockables

MISSION 1: Unlocked at the start
MISSION 2: Complete mission 1
MISSION 3: Complete mission 2
MISSION 4: Complete mission 3
MISSION 5: Complete mission 4
MISSION 6: Complete mission 5
MISSION 7: Complete mission 6
MISSION 8: Complete mission 7
MISSION 9: Complete mission 8
MISSION 10: Complete mission 9
MOVIE: MGMLOGO: Unlocked at the start
MOVIE: BLACKOPS: Unlocked at the start

MOVIE: TTSLOGO: Unlocked at the start
MOVIE: TNDTRAIL: Unlocked at the start
MOVIE: TNDCREd1: Complete mission 2
MOVIE: MBRIEF01: Unlocked at the start
MOVIE: MBRIEF02: Complete mission 1
MOVIE: MBRIEF03: Complete mission 2
MOVIE: MBRIEF11: Complete mission 3
MOVIE: MBRIEF04: Complete mission 4
MOVIE: MBRIEF05: Complete mission 5
MOVIE: MBRIEF06: Complete mission 6
MOVIE: MBRIEF08: Complete mission 7
MOVIE: MBRIEF09: Complete mission 8
MOVIE: MBRIEF10: Complete mission 9
MOVIE: ENDPRI: Complete mission 4
MOVIE: ENDHOT: Complete mission 5
MOVIE: ENDMAR: Complete mission 9
MOVIE: ENDSTE: Complete mission 10 on 007 difficulty

13: Game Credit differences

When comparing CREDITS between the credit sequence of the game (TNDCREd1.str) to the manual, there are differences. One of them being that music credits are missing from the manual. Second is that Electronic Arts Distribution credits are missing from the European manuals. Thus differences 9 & 10 are not in European regions.

Difference 1:

While the credit video says the following:

"Game Programmers"

Manual says this:

"Programmers".

Difference 2:

While the credit video says the following:

"Game Designers

Will Botti

Daryl Kimoto"

Manual says this:

"Game Design: Will Botti, Daryl Kimoto, Michael Guttentag, Flint Dille".

Difference 3:

While the credit video says the following:

"Level Designers"

Manual says this:

"Level Design".

Difference 4:

While the credit video says the following:

"Video/Audio Editing"

Manual says this:

"Audio/Video Editing".

Difference 5:

While the credit video says the following about the names of Additional Art section:

"Michael Field" & "Narry Kahng Cinelli"

Manual says this in the same section:

"Mike Field" & "Narry Khang".

Difference 6:

While the credit video says the following in Special Thanks section:

"Phil Harrison
Tina Kowalewski
Maria Hernandez"

Manual says this in the same section:

"Phil Harrison, Tina Kowalewski".

Difference 7:

While the credit video says:

"MGM Game Designers
Michael Guttentag
Flint Dille"

Manual says nothing in that section, seems like Game Programmers and MGM Game Programmers are under Programmers in the manual.

Difference 8:

While the credit video says:

"Quality Assurance Team
Pax Adair
Alex Becerra
Clay Bosick
David Paul Guzman
Nathan Miller
Derek Parsons
Michael Patino
Carlo Serrano"

Manual drops out "Clay Bosick" and "Derek Parsons".

Difference 9:

While the credit video says:

"Electronic Arts Test Team
Andy O'Brien
Steven Valentine
Rob Harrell
Patrick McKinnie
Dan Roisman"

Manual drops out "Dan Roisman".

Difference 10:

At the end of Special Thanks section, there's repeated names of "Phil Harrison" and "Tina Kowalewski", which are not at the manual at that spot.

14: Things that are different in the instruction manual, pictures, videos, the works

Manual:

As mentioned before, there is one picture that shows different Mission Select screen, each row has 4 levels, total of 12. Last two image slots are grey. SMG 45 has 40 round clips instead of 30 round clips mentioned in the manual. Could be a simple mistake, but it is in the translations too. (The information in the manual usually is up to date when printed, but there might be small changes made to the game after printing.)

The MISSION COMPLETED status screen showed up the name of the level in the manual as "MILITARY OUTPOST" when the final one shows "OUTPOST, RUSSIAN

BORDER".

The picture of Mission Select shows a different picture in levels 3 & 4. MISSION COMPLETED has interesting looking score (TOTAL SCORE: 34524). It was different in early phases, as in the final game you can get scores that only end with 0. If we use the point system used in the final game, we end up with 11060 points. Then, when added that mysterious 4000 points you always seem to have, we get about 15000 points.

Mission selection:

Mission 2 seems to have the same version on the mission selection screen that is also on the loading screen, with a different angle, which shows a big object on the right, next to the tower.

Mission 4 shows the office and shows something white next to the glass table.

Mission 5 has different looking wall color on the bar area, also is brighter.

It is worth noticing that the trailer of this game is almost 100% beta footage: Life meter was different and it was on the up-right corner and the font was different. Mission start text was on the left. Arms Bazaar originally had a time limit bigger than 2 minutes after opening the gate. Level 2 had a different truck design. Also different start point. Med kits had a different appearance. Clips looked pretty much like the ones in The World Is Not Enough. All collectible items rotated. Convoy stage had a time limit that would increase after every destroyed vehicle, also different messages like "STAGE 3 COMPLETE". Item icons were different or the trailer shows unused items. At least one of these items is in VRAM in every level. Med kits and ammo packs looked different. All the information having blue box and yellow text was in up-left corner. The cutscene dialog was text (and speech?). Bond is seen flying the jet in level 2.

The small towers in level 1 were different. Satoshi Isagura boss area was different. Enemies and guns sounded different, also different item pickup sound.

According to some images:

The medkit icon was inverted. Those Jeeps in level 6 looked different, also different looking enemies. Different looking enemies and very beginning had different item placement in level 1. Area where 1st chopper takes off had a barrel and a wooden box. Different items and stationary weaponry in level 2, also enemy design looks different. Different layout of mission 2 is apparent. Bond seemed to have a weapon which was cut. Jet was in different position or you could control it. Apparently, icons for GL-40, SKIPOLE, 8.62 MM and ACTION looked different. In level 10, door design was different. Bond turned around during the cutscene where he contacts M. Main menu said "Single Player" at the top right and looked different, lacked a Continue option and under the small image there was text "SINGLE PLAYER". Select Mission had text on the right and featured different screen with 12 missions. Mission name was on bigger font and without any boxes. The HUD text color was yellow? There apparently was a tree next to the door you enter that leads to tunnel leading to Isagura boss fight in level 7. Truck with a missile on it appeared in different location in level 2. There also apparently were black trucks and (explosive?) barrels. Camera icon looked a bit different. Crosshair was different. Item placement was different on level 7 in the walking section before the gate. After the 1st guard tower, there was apparently a wooden box to accompany a barrel. Sniper's crosshair was a lot different and truck drove in mission 1? Building with 1st guard with sniper was angled differently. Assault Rifle was called AK. Also, the ammo counter was somewhat more in the right at some point. RELOAD was once a gadget. Mission 5 had a door on the left side when coming down the staircase which leads to the room with Paris. Mission 7 had tent-like objects that had boxes in them. Cutscene with text box containing (X) symbol. Mission description text in the start was aligned left and was white. Ammo display had //, probably to indicate that no bullets was in reserve. The party scene was once different, Carver could be seen beside Paris. Infrared showed enemies

normally. HUD would get glitchy sometimes during skiing. Apparently, some very early images show us levels that resemble very closely levels 7, 1 & 6. If one believes them images, the life thingy was at the top centre of the screen. Also some images resembling what...? Early level 5 with different design. Ammo counter was once yellow with "alarm clock" font. Life bar was a gunbarrel. Assault Rifle seemed to have different crosshair with free aim. You had a rocket gadget with ski sections. Many images show Bond with a weapon that was cut. Carver's party was in a different looking place, and had a lobby. Mission 2 once had something that seems like a triangle shaped door with a switch. (Last one can be found on a pirate Russian back cover.)

According to early gameplay:

Also seen in loading screen for mission 2, object next to the control tower, which did hold armor behind it. First enemy in mission 3 was further, next to the crates in the area where two enemies play poker.

According to PRE-E3 interview:

Bond was supposed to have a key copier and a cell phone. Wai Lin was supposed to have different weapons? OK, that RL-66 we got was a bit different. The game was supposed to have both, text boxes and voices.

According to E3 and other pre-release footage:

Some sort of a bar in the HUD? Also Bond with glasses and different mission 1. Bond could shoot out of his vehicle with a weapon? Same with enemies. Different camera angles for many scenes. Different briefing interface. Barrels explode differently. Enemies dodged you differently. One brief scene had a faster Bond?

According to Official Website:

Image section shows "GOT X AK ROUNDS".

Storyboards for Arms Bazaar show that Opening text used to be in a text box, with text in this mission being "TERRORIST ARMS BAZAAR - HIMALAYAN MTNS". Apparently "INFILTRATE SECURED AREA" was going to be an objective 1 for that mission. At times the camera was planned to do things while the game tells you what to do, like "YOUR NEXT OBJECTIVE IS TO PHOTOGRAPH PRIMARY MILITARY ARMS". "Jet" is called "MIG" and warhead is called "MISSILE". Sequence with plane taking off was planned.

Storyboards for Carver Media Party show that the mission is referred as "Media Tower". Opening text used to be "CARVER MEDIA TOWER, 2100 HOURS" while showing technical machinery with a guard using moving camera. Bond was planned to use a phone in the mission.

Storyboards for Stealth Boat shot that the mission is referred as "Stealth". Final room with Carver had more objects in it.

Opening video (TNDTRAIL.str)

Level 1: The structure that has a sniper is flipped. Bond using something, probably a walkie-talkie.

Level 6: Bond blowing up an unknown object using BMW 750iL:s weapon.

Level 9: 1. While fighting the helicopter, it flies in the middle and there is enemies. 2. Shows a version, which is darker than the final one. 3. Three enemies behind covers, a civilian and a box. The box is in a different place. 4. During the fight with the helicopter, there are enemies at the same time. 5. Darker than the final product.

Level 10: Darker than the final product.

Ending video (ENDSTE.str)

Level 1: Scope of SNIPER RIFLE is different.

Level 2: Enemy and the object placement are different.

Level 3: 1. After breaking the mirror, the table contains AMMO box instead of PP7. 2. Darker than the final.

Level 5: 1. Different angle in Kaufman cutscene, also an enemy running around.

2. Darker than the final.

Level 6: 1. The main car is not the last one to destroy. 2. You can roll out of the car. 3. Different object placement (unused car can be seen in the right). 4. In the side of Q's garage are some barrels.

Level 7: Contains yellow thing at the area before the boss.

Level 8: 1. Bond and Wai Lin running from Carver's building together and the sky is bright. 2. Darker than the final.

Level 9: Darker than the final.

Level 10: Darker than the final.

15: Official U.K. PlayStation Magazine Demo Disc 56 / 94 Save File

Generals

Official U.K. PlayStation Magazine Demo Disc 56 and 94 have Tomorrow Never Dies save file in their Downloads -section. It gives away no description, but after loading it, we see that all missions are unlocked. For some reason it crashed on ePSXe 1.9.0 if after booting the game and loading the save file and either going to Options or not going to Options. If Options was visited, the emulator would throw an error message at the start of mission 1. If Options was not visited, the emulator would throw an error message at the menu after quitting the mission selecting CONTINUE.

Releases

Official U.K. PlayStation Magazine Demo Disc 56 Identifiers:

Insert/Disc:

Code (?): "711719777625"

Disc:

Matrix/Runout "A0100309422-0101 15 B3"

Mastering SID Code "IFPI 944T"

Mould SID Code "IFPI L555"

Game serial: "SCED-01830"

OUKPSMDD56: It would seem that this same disc is being distributed as Euro Demo 56, Oficjalny Polski PlayStation Magazyn Disc 56, Edición Oficial Española PlayStation Magazine Disco 41 and Official Australian PlayStation Magazine Disc 33.

OUKPSMDD94: It would seem that this same disc is being distributed as Euro Demo (future) 94 and Edición Oficial Española PlayStation Magazine Disco 76.

The save itself

The file can be found on the directory "SCED_01830/POCKET/SAVES/TNDIES.DAT" and it "downloads" to your Memory Card.

The save file has the name of "Tomorrow Never Dies" on the menu and on the header when it's selected.

The game was played through on Agent difficulty. This was evident because of 2 things. 1: ENDSTE missing from the MOV selection of Options. 2: 007 x 3 at the 1st mission.

The player had following lives at the beginning of each mission:

Mission 1: 007 x 3
Mission 2: 007 x 1
Mission 3: 007 x 2
Mission 4: 007 x 1
Mission 5: 007 x 0
Mission 6: 007 x 1
Mission 7: 007 x 0
Mission 8: 007 x 1
Mission 9: 007 x 1
Mission 10: 007 x 0

When calculated, number of lives lost is at least 6 when arriving to mission 10, could be as high as 12.

The player had mostly default settings, only change was that GHOST MODE was turned OFF.

16: Le CD De PlayStation Magazine 43 Save File

Generals

Le CD De PlayStation Magazine 43 has a save file for Demain Ne Meurt Jamais in its Downloads -section. It gives away a faulty description "acces a tous les niveaux (translation: access to all the levels). After loading it, we see that nine missions are unlocked. The same crashing happened with this one for some reason.

The save itself

The file can be found on the directory "SCED_02647/POCKET/SAVES/TMD.DAT" and it "downloads" to your Memory Card.

The save file has a name of "DNMJ" on the menu and "Demain Ne Meurt Jamais" on the header when it's selected.

The game was played in 007 difficulty. This was evident because of 007 x 2 at the 1st mission.

The player had following lives at the beginning of each available mission:

Mission 1: 2
Mission 2: 2
Mission 3: 3
Mission 4: 4
Mission 5: 5
Mission 6: 6
Mission 7: 5
Mission 8: 5
Mission 9: 6

When calculated, number of lives lost is at least 1 when arriving to mission 9, could be as high as 4.

Mission 10 is locked.

The player had mostly default settings, only change was that GHOST MODE was turned OFF.

17: PlayStation Fun Magazin 02/2000

PlayStation Fun Magazin issue 02/2000 has a video about Tomorrow Never Dies on it. It is the intro of the game (MGMLOGO, BLACKOPS, TTSLOGO and TNDTRAIL) seemingly in one continuous FMV, instead of four FMV's - but it's not handled like in the final game.

18: PlayStation Zone Magazin

Volumes 9 (08/1999), 10 (09/1999) & 11 (10/1999) have images from the early stage of this game in WORK IN PROGRESS section. Stuff shown: Bond diving, driving segment, shooting with early life bar and HUD, early mission 2, early mission 1, more early mission 1, even more early mission 1 with different crosshair, skiing with an unused gadget, more early mission 2, early mission 7, jet taking off in mission 2 with different layout of the area, more early mission 2, more early mission 1 (ski section), more early mission 7 (ski section), more early mission 2 and early medical bag in action in mission 7. Volume 13 (12/1999) has images in Demnächst erthältlich section. Stuff shown not mentioned already: Early mission 1 opening area. Volume 15 (02/2000) has images in HIT-TIPP section. Stuff shown not mentioned already: More early mission 1 with ghost mode in action. Some images are shown in multiple discs. Volumes 12 (11/1999) and 14 (01/2000) probably have something, but I haven't gotten my hands to them.

19: Strategy Guide differences

We take a look at a few Strategy Guides for the game. Prima's Official Strategy Guide, which also comes with a poster, but me used copy didn't have that. It was located between pages 48 and 49. We also take a look at the Toy's 'R' Us version, which has exclusive things on it, but again, it didn't come with the damn poster. Finally we have an unofficial Solution from Paragon Publishing.

Differences - Prima's Official Strategy Guide

The guide has following disclaimer: "Prima Publishing has made every effort to determine that the information contained in this book is accurate." though despite that there are some errors. Though those detailed maps include also lots of errors, there are enemy placement errors, and that MEDKIT is shown as LIGHT ARMOR. Few things in information and images tell the reader that they used near final copy.

Screenshot of level 1 makes it seem like there is 2 wooden boxes at the beginning instead of just 1.

In level 2 there is something seen exploding next to other of those big trucks. Also in level 2 there is 2 fuel tanks seen near the obstacle where the enemy holding cockpit key is hiding.

In level 3, it is mentioned that if alarm is raised in process of getting the key to the elevator, there might be more guards. That's not the case in final version. (Final = Released version)

In level 5 things get interesting. After defeating Dr. Kaufman we are supposed to head upstairs but there is a 2nd stairway? Going through the door in the kitchen reveals nothing more than a medkit (the mission map also says this) but the information on the guide says here is a small, curved staircase.

In level 9 the guide suggests to take out guards if you see them during the helicopter fight.

Objectives have a few issues:

Mission 2 lists "ESCAPE IN FIGHTER JET" as an objective. This is something you do, but not an objective.

Mission 8 has "DESTROY WEAPONS CRATES" which could be a typo, since the objective is "DESTROY WEAPON CRATES".

Mission 9 lists "ACQUIRE RL66 ROCKET LAUNCHER" as an objective, though in-game the objective is "ACQUIRE RL66".

Mission 10 is missing the objective "ESCAPE IN TIME".

Cheat section of the guide tells you that:

You can input a code to get MAXIMUM WEAPONS, which is described as you get all weapon of current mission, not all weapons of the game. While the name is misleading the guide won't tell that you also get 50 MEDKITS and one 50 round clip and 50 rounds in reserve which are used with normal sized clips.

ACCESS ALL MISSIONS does what it says, but it only works while unlocked the CONTINUE option? Actually, it works at any time, an option selectable or not. Also you need to hold L1 while selecting a mission? What for? Maybe in some earlier version, but all you need to do is input the code, select a mission with D-pad, then either START or CROSS button.

SEE ALL MOVIES lets you do that but the guide says that you normally get this by completing the game on 007 difficulty. This can be seen in many ways as the game tells you that "YOU CAN NOW WATCH ALL MOVIES FROM THE OPTIONS SCREEN" in both AGENT and 007 difficulties, though you can watch any unlocked movie from OPTIONS at any time. Who knows what the editor had in his mind.

Prima's Official Strategy Guide - Normal version versus Toys 'R' Us version

Front cover says "[TOYS 'R' US LOGO] Exclusive Weapon Card Inside!" instead of "Detailed Mission Maps!".

Back cover has different barcodes and stuff.

Inside pages are all the same (yes, even the ISBN seen at inside side of the cover page). Between the back cover and the last pages, there's a weapon card. It contains more details about weapons, gadgets and items.

Prima's Official Strategy Guide - Regional Differences

German version has different Electronic Arts logo on the cover, drops "Detailed Mission Maps!" statement and says "Komplett in Farbe" ("Complete in color"). Also arrangement of the image is different. No author mentioned on the cover. The spine says "KOMPLETT IN FARBE" instead of "COMPLETE MISSION WALKTHROUGHS!", also the text goes up from bottom instead of going down from up. Back cover has

different gameplay images, and different text layout in the part where is said "...sind SIE bereit für diese MISSION?" ("...are YOU ready for this MISSION?") instead of "Will you live to see tomorrow?". Some back cover points are different: "Detailed mission maps of every level" is now "Detaillierte Karten" ("Detailed maps"), "Comprehensive weapons and gadgets list" is now "Beschreibung der Waffen und des 007-Spezial-Equipments" ("Descriptions of weapons and 007-Special-Equipments"), "Stealthy spy strategies" is now "Ausführliche Tips und Tricks" ("Detailed tips and tricks"), "Complete walkthroughs of every level" is now "Umfassende Wegbeschreibungen durch alle Missionen" ("Comprehensive directions through all missions"), "All hostile forces and adversaries uncovered" and "Top secret mission objectives revealed" won't exist, they are replaced by "Fundorte aller Extra-leben, Medipacks und Panzerungen" ("Locations of all extra-lives, Med kits and armor") and "Komplette Cheat-Liste" ("Complete cheat list"). Website addresses "www.tndgames.com" and "www.jamesbond.com" are removed.

The inside pages are COMPLETELY DIFFERENT, as this is not a translation. The idea is the same, things are shown, explained and there's walkthroughs and different cheat codes! Though the list is far from complete. Though it taught me a new cheat code!

Image errors:

Mission 4: Image shows player getting ammunition with a text "ERHALTEN X MUNITION" but final game says "X MUNITION ERHALTEN".

Mission 6: Image showing the main menu mission selection with the current mission shows mission 5.

Mission 6: Image shows mission name at the mission start, spelled "TERROTISTEN-KONVOI", this was fixed as "TERRORISTEN-KONVOI".

Mission 6: Image shows player getting a rocket with a text "ERHALTEN 1 RAKETE" but final game says "1 RAKETE ENHALTEN".

Mission 10: Image shows a text "ÜERTRAGUNG ABGESCHLOSSEN" but this seems to be a typo, final game says "ÜBERTRAGUNG ABGESCHLOSSEN".

Weapon information section says "Diese Waffe werden Sie in allen Missionen bei sich tragen." ("You will carry this weapon in all missions.") about PK7. Incorrect as you have PK9 in mission 10.

Mission errors:

Mission 2: "SCUD FOTOGRAFIEREN" is "SCUD-Rakete fotografieren!" and "Mit Düsenjet entkommen!" is added.

Mission 3: "STROM UNTERBRECHEN" is "Energieversorgung unterbrechen!".

Mission 4: "GUPTAS AKTENTASCHE SUCHEN" is "Guptas Aktentasche finden!" and "AUS GEBÄUDE ENTFLIEHEN" is "Aus Gebäude fliehen!".

Mission 5: "FAHRSTUHL AKTIVIEREN" is "Aufzug aktivieren!" and "AUS HOTEL ENTKOMMEN" is "Aus dem Hotel fliehen!".

Mission 6: "VERABREDUNG MIT Q" is "Treffen mit Q!".

Mission 7: "AUF SKIERN IN CAMP EINDRINGEN" is "Auf Skiern ins Camp eindringen!" and "ISAGURA VERNICHTEN" is "Isagura eliminieren!".

Mission 8: "ZWEI STOCKWERKE ABWÄRTS" is "Zwei Stockwerke abwärts fahren!" and "AUS GEBÄUDE ENTKOMMEN" is "Aus dem Gebäude entkommen!".

Mission 9: "RL 66 BESORGEN" is "AL 66 BESORGEN" (could be a typo) and "SO WENIG ZIVILE OPFER WIE MÖGLICH" is "Möglichst wenige Zivilisten töten!"

Mission 10: "WAI LIN RETTEN" is "Wai Lin befreien!" and "RECHTZEITIG ENTKOMMEN" is missing.

Mission 9 constantly refers "RL-66" as "AL-66", which is odd considering the correct spelling in the weapon overview section.

Mission 9 has a hint that says that if you wait at the doorway leading to the boss with RL-66, 2 or 3 enemies come to you and another hint that says that

there's enemies in the area you fight with the helicopter.

Mission 10 has the map for mission 8.

Different cheat list is present in the end.

Differences - Tomorrow Never Dies - Complete Mapped Solution

The book is apparently titled "Tomorrow Never Dies" but also contains solutions to Medal of Honor and Spyro 2. What's amusing is that the first 2 pages are empty, next two have the usual book jargon, Tomorrow Never Dies takes the next 75 pages, Medal of Honor taking the next 76 pages and finally, Spyro 2 taking the last 48 pages.

The book has a following amusing disclaimer: "While every effort had been made to ensure that information contained in Tomorrow Never Dies is accurate, Paragon Publishing Ltd makes no warranty, either expressed or implied, as to its quality, performance, merchantability or fitness for any purpose. It is the responsibility solely of the purchaser to determine the suitability of this book for whatever purpose. Due to the dynamic nature of leisure software, Paragon Publishing Ltd cannot guarantee that game cheats, hints & tips or playing solutions will work on all versions of a game." Then we see another amusing disclaimer: "Tomorrow Never Dies is published by Paragon Publishing Ltd, an independent publishing company. This book is not published, authorized by, endorsed or associated in any way with Electronic Arts, SCEE, or any associate or affiliate company. This book is not and should not be confused with any publication that is printed and distributed by Electronic Arts, SCEE, or any associate of affiliate company. PlayStation® and its characters are trademarks of Sony." The scary back cover has a thing saying "Not to be sold separately".

I want to say this at this point, them maps and images are somewhat difficult to read, as everything is B&W, and them maps use different shades of grey, making them a pain. Also some items sometimes are claimed to be different and sometimes outside the playable area. (What.)

First off with the Weapons we have our first mistake. PK7 is called both "PISTOL" and "PPK". It's said to have a "15 round clip" which is not true, even in images one can see the right value, 16. SMG 45 is called ".45 FULL AUTO". What is in-game referred to as "STK. MINE" is called "MINE LAUNCHER". GL 40 is called "GRENADE LAUNCHER". RL 66 is called "BAZOOKA".

Mission errors:

Mission 5: Boss takes 100 hits. No way. Each hit usually takes at least 2 units away. Also Paris dies after only one hit? No, she takes three hits.

Mission 7: Boss takes 100 hits. Right. Not an error per se, but the guide recommends Auto 9MM for the boss. That's the WORST weapon to use against him.

Mission 8: The room with the 2 weapon crates has them MEDKITS on the left side. In fact, they're on the right side. Also after you get the DATA DISK, a secret door opens. What.

Mission 9: Those LIGHT ARMORS are on the left side. Again, they're on the right side. Again they mention that the boss takes 100 hits to kill. Nope. They mention a headshot takes 10 damage. It actually takes 25 damage. During this mission is a TOP TIP that says "GO INTO SNIPER MODE USING THE R1 BUTTON, THEN PRESS L TO ZERO IN ON ANY ENEMIES." but what does it mean? With those chaingun things, they tell you that you can look at them with CIRCLE button. You can't. Also during the helicopter boss fight they tell you to press R1 to crouch. L1 does it.

Mission 10: Blasting boxes takes Stamper on the blast. Nope.

20: Regional differences

In this section we cover regional differences.

Between Scandinavian Black Label and Platinum versions

As you may or may not know, games get released and if they sell enough, they get Platinum versions (Greatest Hits for you US people) which are ugly as hell. I originally got hold of the Platinum copy of this game, later managed to track the original release. Now, these are not UK copies, except for the disc, which is the same. As I live in Scandinavia, there's some extra stuff in the box. Some differences between these releases follow. Disc content size is not it, it's the same.

Obviously some black areas are now grey and the disc label is changed.

Back side of the front cover advertises the Analog Dual Shock™ Controller (analog stick is bad with this game) on the original, but not in the Platinum copy.

Cover features one of the old Electronic Arts logos on the left and Metro Goldwyn Mayer Interactive logo on the right, Platinum copy changes the location of these to the right, but changes the Electronic Arts logo to EA Games logo, also to the cover label the ELSA 15+ logo is added and position of "™" in the logo is different.

Back cover has internet addresses, legal text and the Electronic Arts logo at the bottom, Platinum copy removes the legal text and adds info about manual languages and changes the Electronic Arts logo to EA Games logo. Also on the right side of different ELSA thingy. On the right side is different legal text.

The back side has the text in order of Danish, Finnish, Norwegian and Swedish (no English for some reason), the Platinum copy changes the order to Swedish, Finnish, Norwegian and Danish. Finnish and Norwegian have a different alignment between versions, and the Danish was re-translated for a certain reason.

Original Danish:

"Flere spil i et! 3D-skydning, kørsel og skiløb.

Klassiske Bond ting og våben - Lasere I manchetknapperne, Infrarøde Kameraer, og meget mere!

Følg historien med filmsekvenser fra filmen."

Platinum Danish:

"Flere spil i et! Skydning, kørsel og skiløb I tredjepersons action.

Klassiske Bond våben og udstyr - Lasere I manchetknapperne, Infrarøde Kameraer, og meget mere!

Følg historien med filmsekvenser fra filmen."

Manual is otherwise the same, but the original has a barcode on the back cover.

The spine says "TOMORROW NEVER DIES™" on the original and "TOMORROW NEVER DIES" on the Platinum copy.

The cover and manual cover saying PAL in the Platinum version is missing the black outline of the box. Also the manual cover PAL is not bolded.

EU (Scandinavian) Black Label Version:

Cover:

Code (Barcode?): "5030930021184"

Electronic Arts ID: "MTX06101556IF"

Back:

Electronic Arts ID: "MTX06101556IB"

Barcode: "5 030945 021186"

Manual:

Electronic Arts ID: "MTN06101556M"

Code (Barcode?): "5030945021186"

Disc:

Electronic Arts ID: "MTE06101556D"

Matrix/Runout: "A0100299525-0101 15 01"

Mastering SID Code: "IFPI 942R"

Mould SID Code: "IFPI L555"

Game serial: "SLES-01324"

EU (Scandinavian) Platinum Version:

Cover:

Electronic Arts ID: "MTX06003333IF"

Back:

Electronic Arts ID: "MTN06003333IB"

Barcode: "5 030945 024798"

Manual:

Electronic Arts ID: "MTN06003333M"

Code (Barcode?): "5030945024798"

Disc:

Electronic Arts ID: "MTX06003333D"

Matrix/Runout: "A0100299525-0101 15 E5"

Mastering SID Code: "IFPI 944R"

Mould SID Code: "IFPI L555"

Game serial: "SLES-01324/P"

This version stops the music when the game is being saved (at least after a mission, on PS1).

Some local translation oddities (English to Finnish):

One instance of "disc" (British spelling) has been translated to "diskette" (levyke). Good job on translating the word.

One instance of "strafe" has been translated to "fire" (tulittaa).

"The Sniper Rifle is a precision- shooting device" has been translated to "The Sniper Rifle is worthy of its name" (Sniper Rifle on nimensä veroinen).

"Similar to the standard Sniper Rifle" has been translated to "This weapon corresponds to the normal Sniper Rifle" (Tämä ase vastaa tavallista Sniper Rifleä).

Some credit positions are oddly translated. "Motion Capture Director" as "Film Director" (Elokuvan ohjaaja), "Motion Capture Stunt Coordinator" as "Movie Stunt-Actors director" (Elokuvan stunt-näyttelijöiden ohjaaja), "Motion Capture Stunts" as "Movie Stunt Actors" (Elokuvan stunt-näyttelijät), "Motion Capture Services" as "Movie Services" (Elokuvapalvelut) and "Customer Quality Control" as "Customer feedback handling" (Asiakaspalautteiden käsittely). Makes sense,

right?

This certain gem is included in the manual: "Warning: To Owners Of Projection Televisions" has been translated to "Warning to wide-screen television owners!" (Varoitus laajakuvatelevisioiden omistajille!) as usual.

Some instances of "Q's Tip" have been translated to "Q's instruction" (Q:n Ohje), some are translated to "Q's Tip" (Q:n vihje).

Manual oddities:

Some bolding is lost on "BASIC CONTROLS".

All the translations lose the grid seen in BASIC CONTROL SUMMARY.

UK version

When compared to the Scandinavian version, the UK has the same stuff, but shorter manual and back cover has more descriptions. Don't own this exact version though.

Between North American Black Label, Greatest Hits and Collectors' Edition versions

Black Label version:

Back:

Electronic Arts ID: "974920"

Barcode: "0 14633 09749 8"

Manual:

Electronic Arts ID: "974905"

Disc:

Electronic Arts ID: "974907"

PSRM: "PSRM-014800"

Matrix/Runout: "PSRM-014800 2 A00"

Mastering SID Code: "IFPI 5028"

Mould SID Code: "IFPI L330"

Game serial: "SLUS-00975"

Greatest Hits Version:

Back:

Electronic Arts ID: "974940"

Barcode: "0 14633 09749 8"

Manual:

Electronic Arts ID: "974915"

Disc:

Electronic Arts ID: "974917"

PSRM: "PSRM-014800"

Matrix/Runout: "PSRM-014800 G4 18 03"

Mastering SID Code: "IFPI 7210"

Mould SID Code: "IFPI L424"

Game serial: "SLUS-00975GH"

Collectors' Edition Version:

Back:

Electronic Arts ID: "1253940"

Manual:

Electronic Arts ID: "1253945"

Disc:

Electronic Arts ID: "1253947"

PSRM: "PSRM-014804"

Matrix/Runout: "PSRM-014800 H4 1B 09"

Mastering SID Code: "IFPI 720L"

Mould SID Code: "IFPI ????"

Game serial: "SLUS-00975CE"

EA Action Pack:

Serial: "SLUS-07003CE"

Barcode: "0 14633 12539 9"

In comparison to PAL releases:

Obviously the cover is the more or less the same, logos have different place and that black bar saying "PlayStation" is at the side instead of bottom. The rating system and thus, the logo too is different.

The disc has different layout and different label characteristics, the background is the same.

Back cover is like the UK version, but with the usual US layouts.

Manual has more or less the same text and images, there's some formatting differences and some words are changed to their synonyms and some sentences are different. It also has L3 and R3 buttons mentioned on the controller layout. Back cover advertises "The James Bond 007 Collection on VHS and Special Edition DVD" like the Japanese version. Credits section has a section called "ELECTRONIC ARTS DISTRIBUTION" instead of "Electronic Arts Europe" with different names.

Manual has a registration card and a PROOF OF PURCHASE.

The game has no known differences in-game when compared to PAL UK version.

Greatest Hits: Color on the left side of the cover is green and a different ELECTRONIC ARTS logo can be seen. Back cover has different ELECTRONIC ARTS logo and a different formatting of the legalese. The disc is gray. Data on the disc is the same.

Collectors' Edition: Color on the left side of the cover is white and at the top, there's "COLLECTORS' EDITION" text. Back cover has stuff shuffled around a bit and one image seen is different. Manual is different with the few last places and has a different PROOF OF PURCHASE. The disc is white. Data on the disc is the same.

Greatest Hits variant differences:

The green and grey colors differ between each. First revision is green and light grey, second revision is lighter green and darker grey and third revision is way brighter green.

Japanese version

Identifiers:

Back:

Original price: ¥5800

Barcode: "4 938833 005137"

Disc:

Matrix/Runout: "SLPS-02604 1"

Mastering SID Code: "IFPI 4530"

Mould SID Code: "IFPI L274"

Game serial: "SLPS-02604"

Japanese version has a bunch of differences made to it. None of German & French version differences apply.

Oh look, a colorful and a fancy manual.

Disc obviously looks different.

Under the disc is an image seen through the clear case. Woah.

Different back cover stuffs.

Advertiser of "The James Bond 007 Collection on VHS and Special Edition DVD" in on the manual back cover from the American version.

Spine has the name in Japanese on one side and English on the other side.

"PRESS START" is translated as "PLEASE PRESS START BUTTON".

Different design of the button icons in main menu.

Menu controls have changed. Circle button accepts, X button goes back.

Pause screen features Circle and Cross buttons instead of Triangle and Cross.

To start a new game over existing one, you need to press Circle instead of Square.

Unlike NTSC/U and PAL versions, NTSC/J version supports only one memory card.

Blue boxes have white text instead of yellow.

Timer font is different.

You can turn Vibration ON or OFF in main menu. BGM/SFX test option is now joined together.

Movie files are not seen by their disc names.

Controls can be seen in the Options menu when you pause, but you can't see all the controls.

What was .txt files everywhere are now .DAT files.

You can't see unused loading screens.

The RESTART - EXIT menu shows incorrectly and both controls + waiting restart, and it won't crash the game.

Mission 8 happens "0530 HOURS" in PAL/UK, NTSC/U, PAL/G & PAL/F. Here it is changed to "19:00".

Debug output is natively a bit chattier. (Using no cheats.)

Legal info screen is different and has added updated copyright years and added section about James Bond theme.

English version legal text:

"TOMORROW NEVER DIES INTERACTIVE GAME (C) 1999 DANJAQ LLC AND UNITED ARTISTS CORPORATION. JAMES BOND, 007 JAMES BOND GUN AND IRIS LOGOS AND ALL OTHER JAMES BOND RELATED PROPERTIES (C) 1962-1999 DANJAQ, LLC AND UNITED ARTISTS CORPORATION. JAMES BOND, 007, JAMES BOND GUN AND IRIS LOGOS AND ALL OTHER JAMES BOND RELATED TRADEMARKS TM DANJAQ, LLC. BLACK OPS GAME ENGINE (C) 1999 BLACK OPS ENTERTAINMENT, LLC. SOURCE CODE FOR CHARACTER ENGINE (C) 1998 KILLER GAME. KILLER GAME CHARACTER ENGINE LICENSED FROM KILLER GAME. THE TRADE NAME "BMW," THE KIDNEY SHAPED GRILLES, AND THE BMW ROUNDEL LOGO ARE REGISTERED TRADEMARKS OWNED BY BAYERISCHE MOTOREN WERKE AG. (C) 1999 BMW AG MUNICH GERMANY.

Japanese version legal text:

"TOMORROW NEVER DIES INTERACTIVE GAME (C) 2000 DANJAQ LLC AND UNITED ARTISTS CORPORATION. JAMES BOND, 007 JAMES BOND GUN AND IRIS LOGOS AND ALL OTHER JAMES BOND RELATED PROPERTIES (C) 1962-2000 DANJAQ, LLC AND UNITED ARTISTS CORPORATION. JAMES BOND, 007, JAMES BOND GUN AND IRIS LOGOS AND ALL OTHER JAMES BOND RELATED TRADEMARKS TM DANJAQ, LLC. BLACK OPS GAME ENGINE (C) 2000 BLACK OPS ENTERTAINMENT, LLC. SOURCE CODE FOR CHARACTER ENGINE (C) 1998 KILLER GAME. KILLER GAME CHARACTER ENGINE LICENSED FROM KILLER GAME. THE TRADE NAME "BMW," THE KIDNEY SHAPED GRILLES, AND BMW ROUNDEL LOGO ARE REGISTERED TRADEMARKS OWNED BY BAYERISCHE MOTOREN WERKE AG. (C) 2000 BMW AG MUNICH GERMANY.

"JAMES BOND THEME" (FROM "DR.NO") BY MONTY NORMAN (C) 1962 RENEWED 1990 EMI UNART CATALOG INC. RIGHTS ASSIGNED TO EMI CATALOGUE PARTNERSHIP ALL RIGHTS CONTROLLED AND ADMINISTERED BY EMI UNART CATALOG INC, (BMI) ALL RIGHTS RESERVED. INTERNATIONAL COPYRIGHT SECURED. USED BY PERMISSION.

Unused graphical content not translated.

Images from the manual are taken when the modification for Japan wasn't done yet, as we can see that:

Main menu font seems to be thinner. Mission Select screen contains the European/American icon for Square button instead of Japanese one. Pause screen is seen having Triangle and X icons, final one has Circle and X. Score screen header is centered instead of being in the left.

German Black Label

Identifiers:

Cover:

Code (Barcode?): "5030932021182"
Electronic Arts ID: "MTG06101556IF"

Back:

Electronic Arts ID: "MTG06101556IB"
Barcode: "5 030932 021182"

Manual:

Electronic Arts ID: "MTG06101556M"
Code (Barcode?): "5030932021182"

Disc:

Electronic Arts ID: "MTG06101556D"
Matrix/Runout. "A0100299985-0101 15 B3"
Mastering SID Code: "IFPI 946S"
Mould SID Code: "IFPI L555"
Game serial: "SLES-02376"

Regarding the packaging, it's as the UK packaging, just in German.

The spine says "Der MORGEN stirbt nie".

Manual has menu images replaced.

Manual has a table without a bunch of lines separating the information. Also all the "see page X" -notes are taken out. There are some translations changing things, and some options doesn't match the in-game.

What doesn't match is the following: What's "Perspektive ändern" on the manual is "SCHÜTZE ÄNDERN" in-game. Regarding Kamera options, what are "VERFOLGUNG" and "FREIE" in the manual are "FEST" and "FREI" in-game. What is "MISSION NEU STARTEN" on the manual is "MISSION NEUSTARTEN" in-game. What is "Sturmgewehr" is sometimes referred as "ANGRIFF" in-game. What is "Gasbomb" on the manual is "GIFTGAS" in-game. What is "Laser-Erkennungsgerät" on the manual is "LASERZIEL" in-game. What is "Medipack" on the manual is "MEDIKIT" in-game.

Some changes are actually all the more interesting when one considers the disc date being the same as PAL/UK and NTSC/U discs.

German version has one major difference. None of Japanese version differences apply.

Main Menu has bigger boxes for text.

Coding has changed, as different Gameshark codes work with the same values as other versions provided one detail is changed, or won't work and provide different results or require a bit of adding.

Differences in mission naming:

"MILITARY OUTPOST" is translated as "MILITÄRISCHER STÜTZPUNKT".

"ARMS BAZAAR" is translated as "WAFFENMARKT".

"CARVER MEDIA PARTY" is translated as "CARVER MEDIENGRUPPE".

"PRESSING ENGAGEMENT" is translated as "DRINGENDE VERABREDUNG".

"SKI RIDGE" is translated as "SKIPISTE".

"CARVER MEDIA TOWER" is translated as "CARVER MEDIENZENTRUM".

"MARKET DISTRICT" is translated as "MARKTPLATZ", misspelled in the mission opening as "MARKTPALTZ".

Differences in objectives:

Mission 2:

"PHOTOGRAPH CHOPPER" is translated as "HUBSCHRAUBER FOTOGRAFIEREN".

"PHOTOGRAPH MORTARS" is translated as "MINENWERFER FOTOGRAFIEREN" (with a typo).

Mission 3:

"RENDEZVOUS WITH PARIS" is translated as "TREFFEN MIT PARIS".

"CUT THE POWER" is translated as "STROM UNTERBRECHEN".

"CUT THE POWER" is translated in in-game display as "ENERGIEVERSORGG. UNTERBR.".

"ESCAPE" is translated as "FLIEHEN".

Mission 4:

"RETRIEVE HIDDEN ENCODER" is translated as "KODIERGERÄT SUCHEN".

"MINIMIZE CIVILIAN CASUALTIES" is translated as "ZIVILE OPFER BEGRENZEN".

"ESCAPE FROM BUILDING" is translated as "AUS GEBÄUDE ENTFLIEHEN".

Mission 5:

"TALK TO BARTENDER" is translated as "MIT BARKEEPER SPRECHEN".
"ACTIVATE SERVICE ELEVATOR" is translated as "FAHRSTUHL AKTIVIEREN".
"MEET WITH PARIS" is translated as "PARIS TREFFEN".
"ESCAPE THE HOTEL" is translated as "AUS HOTEL ENTKOMMEN".

Mission 6:

"RENDEZVOUS MIT Q" is translated as "VERABREDUNG MIT Q".

Mission 7:

"OBTAIN SECURITY PASS" is translated as "SICHERHEITSPASS BESORGEN".
"ELIMINATE ISAGURA" is translated as "ISAGURA VERNICHTEN".

Mission 8:

"ACTIVATE ROOF ELEVATOR" is translated as "FAHRSTUHL AKTIVIEREN".
"GO DOWN TWO FLOORS" is translated as "ZWEI STOCKWERKE ABWÄRTS".
"RETRIEVE DATA DISK" is translated as "DATENTRÄGER HOLEN".

Mission 9:

"DECODE DATA DISK" is translated as "DATENTRÄGER DEKODIEREN".
"MINIMIZE CIVILIAN CASUALTIES" is translated as "SO WENIG ZIVILE OPFER WIE MÖGLICH".

Mission 10:

"CONTACT M VIA COMM LINK" is translated as "FUNKVERBINDG. AUFNEHMEN".

Mission 5 happens "1900 HOURS" in PAL/UK, NTSC/U, NTSC/J & PAL/F. Here it is changed to "16:00 UHR".

In this version Bond holds a weapon in the starting cutscene of mission 10.

Unused graphical content not translated. Unused loading screens removed.

This version stops the music when the game is being saved (at least after a mission, on PS1).

Manual has differences with credits - the header says "TEAM", "Manual Layout & Design" is missing a name along with added German specific things.

French Black Label

Identifiers:

Cover:

Code (Barcode?): "5030931021183"
Electronic Arts ID: "MTF06101556IF"

Back:

Electronic Arts ID: "MTF06101556IB"
Barcode: "5 030931 021183"

Manual:

Electronic Arts ID: "MTF06101556M"
Code (Barcode?): "5030931021183"

Disc:

Electronic Arts ID: "MTF06101556D"
Matrix/Runout: "A0100300033-0101 15 A2"
Mastering SID Code: "IFPI 94F1"
Mould SID Code: "IFPI L555"
Game serial: "SLES-02375"

Regarding the packaging, it's as the UK packaging, just in French.

The spine says "DEMAIN NE MEURT JAMAIS".

Manual has menu images replaced.

Manual has a table without a bunch of lines separating the information. Also all the "see page X" -notes are taken out. There are some translations changing things, and some options doesn't match the in-game.

What doesn't match is the following: What's "X" on the manual is "Y" in-game.

Some changes are actually all the more interesting when one considers the disc date being earlier than PAL/UK, PAL/G and NTSC/U discs.

French version has one major difference. None of Japanese version differences apply.

Main Menu has bigger boxes for text.

Coding has changed, as different Gameshark codes work with the same values as other versions provided one detail is changed, or won't work and provide different results or require a bit of adding.

Differences in mission naming:

PLACEHOLDER

Differences in objectives:

PLACEHOLDER

In this version Bond holds a weapon in the starting cutscene of mission 10.

Unused graphical content not translated. Unused loading screens removed.

This version stops the music when the game is being saved (at least after a mission, on PS1).

The text positioning in SAVE GAME and LOAD GAME menus is different.

The DATA DISK is translated to CD each time it's mentioned. Even though one can clearly see in mission 8 that it's a DISKETTE.

Manual has differences with credits - the header says "L'EQUIPE DE DEMAIN NE MEURT JAMAIS" which means TOMORROW NEVER DIES TEAM, "Manual Layout & Design" is missing a name and "Customer Quality Control" has a name added along with added French specific things.

Spanish "version"

Regarding the packaging, I'd believe it's as the UK packaging in all revisions, just in Spanish. Don't know for sure as I don't own it.

The disc is the same as the UK version though.

UK 2 Games version

Identifiers:

Cover:

Electronic Arts ID: "MTE06103926IF"

Back:

Electronic Arts ID: "MTE06103926IF"

Barcode: "5 030930 032586"

Manual:

Electronic Arts ID: "MTE06103926M"

Disc:

Electronic Arts ID: "MTE06103926D1"

Matrix/Runout: "A0100299525-0101 15 G1"

Mastering SID Code: "IFPI 945S"

Mould SID Code: "IFPI L555"

Game serial: "SLES-01324-T"

SIDE NOTE: If the Tomorrow Never Dies disc from the 2 Games set has a Matrix/Runout of "A0100343956-0101" the disc is "faulty", and contains Medal of Honor Underground instead.

The only differences here are the cover, back cover, manual and the disc label. The disc content itself is the same as the original Black Label and the Platinum version.

21: PS1, PS2, PS3 and Emulation issues

PAL/UK / PAL/G:

PS2 SCPH-50004 / SCPH-75004 only: Disc Speed Fast causes music to speed up.

PS2 SCPH-50004 / SCPH-75004 only: With "fat" PS2, cutscenes sometimes skip.

PAL/UK:

PS2 SCPH-50004 / SCPH-75004 only so far: Music "off", sound effects cut off sometimes.

PAL/UK:

PS3 CECH-2504B:

- Certain elements have color banding issues.

- Mission 3 doesn't display the "LOADING..." for a brief moment and starts playing wrong audio.

PAL/UK / PAL/G / PAL/F - PS1 SCPH-5502 / PS1 SCPH-7002 / PS1 SCPH-9002 / PS2 SCPH-50004 / PS2 SCPH-75004 / PS3 CECH-2504B / ANY VERSION ON EMULATOR (ePSXe):

Mission 5: Cutscene with Kaufman changes camera angles a bit too fast, though all audio plays through.

Mission 7: Cutscene with Isagura goes too fast and audio goes at normal speed so the "Sayonara!" can't be heard. (A bit less is heard with PS3.)

PAL/UK / PAL/G / PAL/F - PS1 SCPH-5502 / PS1 SCPH-7002 / PS1 SCPH-9002 / PS2 SCPH-50004 / PS2 SCPH-75004 / ANY VERSION ON EMULATOR (ePSXe):

Mission 6: Cutscene with Q changes camera angles a bit too fast, though all audio plays through.

PAL/UK - PS1 SCPH-5502 / PS2 SCPH-75004 / PS3 CECH-2504B / ANY VERSION ON EMULATOR (ePSXe):

Mission 10: 1st cutscene with Carver goes too fast and audio goes at normal speed so the "Kill him!" can't be heard. (A bit less is heard with PS3.)

PAL/G - PS1 SCPH-5502 / PS1 SCPH-7002 / PS1 SCPH-9002 / PS2 SCPH-50004 / PS2 SCPH-75004 / EMULATOR (ePSXe):

The end game screen has an extra character seen which is not present on PS1 and PS2. (Does not always on console)

NTSC/J:

PS1 SCPH-9002: Cutscenes either have a bad timing with dubbing or something goes way out of sync at times, everything plays completely though.

NTSC/U has worked as intended with both PAL SCPH-7002 and SCPH-9002 and NTSC SCPH-1001 consoles.

If anyone knows if any glitches listed here happen on other models, please let me know. (PAL game(s) on PAL models, NTSC/U game on NTSC/U models and NTSC/J game on NTSC/J models. With PS1 and/or PS2 consoles.)

22: Review copies

English version

Review copy of the UK version exists, for marketing purposes. It's a black label disc, containing the game's English name (Tomorrow Never Dies) and Spanish name (El mañana nunca muere) (no actual Spanish version exists). Contains an MGM logo and Electronic Arts logo. The disc itself contains the full game.

Identifiers:

Disc:
Code: "4021185"
Electronic Arts ID: "MTE0610155600"
Matrix/Runout: "A0100299525-0101 15 D4"
Mastering SID Code: "IFPI 943N"
Mould SID Code: "IFPI L555"
Game serial: "SLES-01324"

French version

Review copy of the French version exists, for marketing purposes. It's a black label disc, containing the game's French name (Demain ne meurt jamais). Contains an MGM logo and Electronic Arts logo. The disc itself contains the full game. An image of it can be seen online, but it's small and compressed to make out the finer details.

Identifiers:

Disc:
Code: "???"
Electronic Arts ID: "MTF0610155600" (seemingly)
Matrix/Runout: "???"
Mastering SID Code: "???"
Mould SID Code: "???"
Game serial: "SLES-02375"

23: Press kit

About & stuff

A press kit exists that likely was sent to press to get some stuff out. The disc is made for Windows 95 and Windows 98, which were intended to be used to look at the content on the disc. But nowadays, you could use modern Windows OS...

The disc is dated November 1st, 1999.
The size is 69197824 bytes.
Disc name is "TND".

Identifiers:

Electronic Arts ID (Back): "MTE08801556W"
Electronic Arts ID (Disc): "MEF08801556PK"
Matrix/Runout: "FM-TMDN 9110224"
Mould SID Code: "IFPI L055"

Overview

The cover is your basic Tomorrow Never Dies cover, without the bottom part being obscured.

The back cover has some imagery and text labeling the thing as "DIGITAL PRESS KIT" and telling about "FEATURES" that are "Screenshots", "Movie Files", "Screensaver", "Wallpaper" and "Additional extras".

The spine has a generic "TOMORROW NEVER DIES™" on it.

The disc itself is like in the final game, having bigger "COMPACT disc" logo, different color in the 007 icon behind "Tomorrow Never Dies" logo, indicators for the disc being a "Windows 95/98 CD-ROM" and a "PC compatible Media Kit", having a text "Not for resale" and different order with some logos, and also a typo is present, "Distributed".

Contents

ROOT

The ROOT has the following folders: "Downloads", "Media", "Press", "Screensaver", "Wallpapers" and "xtras". There's also various other files. The disc is supposed to be looked through it's own program .exe.

Downloads -folder

WinZip unextractors, "Movies.exe" and "SShots.exe". These extract the respective contents into "C:\WINDOWS\Desktop" at default making folders "TND Movies" and "TND Screenshots".

Media -folder

Contains 3 movie files, "bazaar.mpg", "driving.mpg" and "pressing.mpg". They all are at 160x128 resolution, have 30 fps, have Mono 64 kbp/s sound with a sample rate of 32000 Hz.

Press -folder

Contains a single "TNDDPress.doc" file. It contains some typos and misinformation. The content of the file can't be implemented just like it appears on a word text file editor, so it's edited to fit here:

"Press Release [IMAGE - TOMORROW NEVER DIES LOGO]

The chance has arrived for PlayStation owners world-wide to step into the shoes of Her Majesty's Secret Service's finest agent, James Bond.

Tomorrow Never Dies from Electronic Arts and MGM interactive lets players take the role of 007 to thwart the global domination plans of evil media mogul Elliot Carver in one of the most eagerly awaited third person action/adventure console titles released this year.

Tomorrow Never Dies brings all new game modes to the bond experience including indoor and outdoor on foot levels, skiing, driving and the chance to play as Chinese secret agent Wai Lin.

In total there are 10 single player missions set in a variety of locations based on the film including Afghanistan, Hamsburg and Saigon.

True to the Bond movie legacy, Tomorrow Never Dies will feature over a dozen fully interactive gadgets and weapons. Gadgets will include such Q-inspired masterpieces as a pair of exploding cuff-link detonators, laser designators, microscopic tracking devices, satellite uplink cameras and a new versatile cell-phone device.

Key features in Tomorrow Never Dies include:

- Three Different game modes - third person perspective indoor and outdoor on-foot sections, skiing and driving
- Ten missions including Military Outpost, Arms Bazaar, Carver media Centre, Hotel Atlantic and Ski Ridge
- New Plot twists that expand the story and the film
- Wide variety of action moves: 360 degree tuck and roll, dive and fire attacks and stealth wall sneaking
- Special weapons effects: infrared goggles, zooming first person sniper rifle and working cameras
- Intelligent enemy Artificial Intelligence that react to audible and visual cues
- In game cinematic transitions, using real time 3-D and footage from the film
- Dual shock controller support

"

Screensaver -folder

Contains a "setup_32.exe" file that installs the screensaver.

Wallpapers -folder

Contains two wallpapers seen on the official site in two sizes.

xtras -folder

Contains a "DirectOS.x32" file.

Disc's own content viewer

When you start the intended viewer program from "Start.exe", you get a small

full screen window that's bordered and you're greeted with a disclaimer that's just some legalese. If you "Disagree", the program simply quits. If you "Agree", you are greeted with the game's trailer playing in a window. Then you are instructed to "Shoot target to continue". Then you see the main menu. On the far right there's some information, "latitude" and "longitude" being your cursor position, "time" being your system clock and "clicks" the amount of time clicked inside the program. You also see a gun graphic. The bullets in the clip of that gun are your menu options. The first option is "Press Release", second option is "Screen Shots", third option is "Screen Saver", fourth option is "Movie Files", fifth option is "Wallpaper" and the sixth option is "Quit". When you select an option, the gun shoots a bullet. Each menu has a "main menu" and "quit" option. When you quit, the gun shoots at you and a short clip plays. Then you see the credits.

Press Release -option

Gives you a text screen with multiple pages and has a link to a word document described earlier. Last page seems to have an issue as all the text does not show.

Screen Shots -option

Gives you an image selection with a possibility to enlarge it to the screen and has an option to download all the images to ones PC.

Screen Saver -option

Gives you an option to install the screensaver.

Movie Files -option

Gives you an option to movie files and download the movies to ones PC.

Wallpaper -option

Gives an option to install them two wallpapers in two different resolutions.

Quit -option

Shows a small clip and then gives you software credits.

Screensaver

This needs to be installed. The installer starts with a splash, then it goes to the first phase. Welcome screen. Clicking "Next" gives you a License Agreement. It's quite unusual. Clicking "Next" gets the program to ask you the install directory. This is "C:\Program Files\Tomorrow Never Dies" at default. Clicking "Next" tells you that the setup has had enough and wants to install the thing. Clicking "Next" begins the install. Files are installed to "C:\WINDOWS\" and "C:\Program Files\Tomorrow Never Dies". Then a pop-up for "C:\Documents and Settings\All Users\[START THINGY IN YOUR LANGUAGE]\[PROGRAMS IN YOUR LANGUAGE]\Tomorrow Never Dies Screensaver" comes up having an option for "readme". And finally, setup tells you that all is well and done and asks you to click "Close". Curiously, at this point a "Remove Tomorrow Never Dies Screensaver" appears next to "readme". The readme itself contains SYSTEM REQUIREMENTS, INSTALLATION INSTRUCTIONS (how to install after the installation process is already done - what), and a bit about MUSIC that the screensaver has (you wouldn't know without this that there is such a feature). Then a developer credit (Media Revolution). Finally some legal and a PRIVACY POLICY.

Then you need to set the screensaver through your settings. Select "Tomorrow Never Dies" and you're all set. Clicking "Settings" for the screensaver gives you a splash. You can either wait or click "Overview" to see it. This is where it either works or not. If all is fine, it plays. Otherwise it says it can't

run.

Now, the thing starts with a gunbarrel and it opens to a red background where you can see the name of the game and PS1 Bond comes to do things at intervals. If you have read the readme, you know that pressing "CTRL" and "S" to toggle music. The way this works is that when toggled on, it stays that way even if the screensaver is taken off your screen. The song is "Letter to Paris", which is unused by the game and is heard in the game soundtrack CD and on the full soundtrack (is this unofficial or something) of the movie. The version on the screensaver is missing an instrument and is low quality track, and thus it feels different to listen to.

24. French Press Radio Kit CD

About & stuff

A CD containing audio was made for French radio advertising. It's like any other redbook audio CD (commonly used with music), no file data at all. The name is Demain Ne Meurt Jamais - Kit Radio. This CD is a CD-R, also a closed one. Disc made by Taiyo Yuden.

Matrix/Runout: "74 PM7489"

Mould: "HD9NR1077374"

Tracks: 8 (75MB used)

NOTE: The disc I managed to get was a bit bent, my desktop ran it fine enough to play it and to make a backup, while my laptop didn't work with it at all. There also seems to be damaged sectors that can be read thanks to error correction, but nothing is unreadable. It could be due to it being a bit bent or due to its age. The data is backed up as a BIN/CUE and WAV audio files.

Overview

Cover has a seemingly modified bottom part, containing a logo for Electronic Arts and MGM Interactive, also having words "KIT RADIO" in the middle. PlayStation logo is in the top left. Spine has the French logo of TND along with words "KIT RADIO". Disc has a background of the "DualShock tie" advertiser image. Electronic Arts and MGM Interactive logos on the left side, and a CDDA logo on the right. Also a text "Playstation et le logo Playstation son't des marques depose de Sony Computer Entertainment Inc." (Playstation and the Playstation logo are trademarks of Sony Computer Entertainment Inc.) on the outer ring side. Back cover explains the tracklist, while having some legal info and contact info of the company behind the disc, Colicoba. Also with a text "CD Interdit à la vente" (CD forbidden to sell).

Contents

Tracklist:

1. SPOT RADIO 1 - 0:33 (Radio Spot 1)
2. SPOT RADIO 2 - 0:32 (Radio Spot 2)

3. BANDE ANNONCE AUDIO - 2:27 (Audio Trailer)
 4. INTERVIEW D'EMMANUEL JACOMI, LA VOIX FRANCAISE DE JAMES BOND - La difference entre le doublage d'un film et celui d'un jeu video. - 0:42 (INTERVIEW WITH EMMANUEL JACOMI, THE FRENCH VOICE OF JAMES BOND - The difference between dubbing a movie and dubbing a video game.)
 5. INTERVIEW D'EMMANUEL JACOMI, LA VOIX FRANCAISE DE JAMES BOND - La qualité des doublages des jeux. - 0:35 (INTERVIEW WITH EMMANUEL JACOMI, THE FRENCH VOICE OF JAMES BOND - The quality of the dubbing of the game.)
 6. INTERVIEW D'EMMANUEL JACOMI, LA VOIX FRANCAISE DE JAMES BOND - Emmanuel JACOMI est-il James BOND... - 0:34 (INTERVIEW WITH EMMANUEL JACOMI, THE FRENCH VOICE OF JAMES BOND - Emmanuel JACOMI is he James BOND....)
 7. INTERVIEW D'EMMANUEL JACOMI, LA VOIX FRANCAISE DE JAMES BOND - Incarner BOND, un plus dans la carrière d'un comédien de doublage? - 0:15 (INTERVIEW WITH EMMANUEL JACOMI, THE FRENCH VOICE OF JAMES BOND - Embodying Bond, a plus in the career of a dubbing actor?)
 8. MUSIQUE - James Bond Theme - 1:45
- Total length: 7:26

A piece of paper comes with the set as well. It's meant to be returned.

Small analysis:

Track 1 - A radio spot. Seems to clip a couple of times.

Track 2 - Another radio spot. Seems to clip a couple of times.

Track 3 - Stuff describing the game. Seems to clip once.

Tracks 4 - 7 - Interview tracks with the French voice of Mr. Bond. 4 questions separated to 4 different tracks.

Track 8 - The original 1962 theme. Probably loudness war'd a bit. I've seen it being louder though.

The paper that came with the set - Questions about promotional usage of the disc.

WANTED: A transcript.

25: NTSC/U Prototype

A prototype for NTSC/U region dated 1999-10-11 has surfaced. It is sourced from a Kodak CD-R. Labeled as "Beta 15". Seems like most of it is finalized at this point, however...

General

Identifiers:

Mould: KODAK CD-R 74 9243 3082 3289

Outer edge: KO459343 (?)

Game ID: SLUS-00975

Region: NTSC

Changes

The following changes are present:

All the folder dates are different.

SLUS_009.75 dated 1999-10-10 12:22 instead of 1999-10-15 12:39.

LEVEL01.EXE dated 1999-10-09 16:11 instead of 1999-10-15 12:10.

LVL01CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.

LEVEL02.EXE dated 1999-10-09 16:11 instead of 1999-10-15 12:12.
LVL02CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL03.EXE dated 1999-10-09 16:12 instead of 1999-10-15 12:14.
LVL03CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL05.EXE dated 1999-10-09 16:12 instead of 1999-10-15 12:16.
LVL05CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL07.EXE dated 1999-10-09 17:15 instead of 1999-10-15 12:18.
LVL07CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL08.EXE dated 1999-10-09 16:13 instead of 1999-10-15 12:20.
LVL08CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL09.EXE dated 1999-10-09 16:13 instead of 1999-10-15 12:23.
LVL09CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL10.EXE dated 1999-10-09 16:13 instead of 1999-10-15 12:35.
LVL10CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL11.EXE dated 1999-10-09 16:14 instead of 1999-10-15 12:26.
LVL11CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
LEVEL12.EXE dated 1999-10-09 16:14 instead of 1999-10-15 12:28.
LVL12CD.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
PARAM08.TXT dated 1999-09-29 18:36 instead of 1999-10-12 20:14 - size is 2165
bytes instead of 2238 bytes.
SHBIN.BIN dated 1999-10-10 12:22 instead of 1999-10-15 12:39.
SHELL.EXE dated 1999-10-10 12:17 instead of 1999-10-15 12:08 - size is 337920
bytes instead of 339968 bytes.

PARAM08.TXT changes:

```//past yellow door

GameWorldX 34000

GameWorldZ 5096

trigger\_area 2"

This bit is only in the prototype.

Prototype:

```//gupta

GameWorldX 8000

GameWorldZ 22096"

Final game:

```//gupta

GameWorldX 10000

GameWorldZ 11096"

SHELL.EXE hosts unknown changes.

=====  
PICTURES SECTION IS MISSING HERE AS IT DOESN'T MAKE SENSE TO BE HERE. THERE'S  
IMAGES OF SOME LOADING SCREENS AND STAFF IMAGE THAT'S HIDDEN ON THE DISC, ALSO  
THERE'S IMAGES ABOUT EXTRA LIFE GLITCH, JAPANESE CONTROL DIFFERENCES, REGIONAL

DIFFERENCES, SOME UNUSED GRAPHICS AND MODELS WITH PROPER PALETTES AND SCANS FROM  
EUROPEAN AND JAPANESE MANUALS, STRATEGY GUIDES AND THE PRESS KIT BUT THESE ARE  
WORTH MENTIONING HERE:  
=====

Loading screen for level 2 which shows us some earlier content of the level.  
In-game, in the location that the picture shows, in front is a vehicle whereas  
in here an object is shown with armor behind it.

Scan from Prima's Official Strategy Guide showing a curved staircase in mission

5, which doesn't exist. In its place is a MEDKIT.

With mission 8 elevator glitch, the game changes model RAM DATA. During that process, something goes wrong. Normally loaded: Carver, Wai Lin, another Carver, Bond, another enemy and another Wai Lin. With the glitch, it is the same, except the 1st 3, which are now Carver and 2 something incomprehensible. In addition, the game tries to apply Carver's graphics to these enemies and for some reason misplaces the graphics. Half the face in wrong side, eyes in hands, fists in legs, jacket buttons on the backside and many more errors. On the left: the model when you are close. On the right: the model when you are somewhat far. 3rd is not seen here which requires you to be even farther.

Original U.K. PlayStation Magazine Demo Disc 56 save file section. Le CD De PlayStation Magazine CD 43 save file section.

PlayStation Underground Volume 4 Issue 2 Disc 2 hidden TND cheat code section.

Two wallpapers that one was able to get from the official website. The website is not online anymore, sadly, but using Wayback Machine these two are obtainable. Available in 800x600 & 1024x768. These are also present on the Digital Press Kit. (On a related note, a screensaver was once available, and the Windows version is not archived on Wayback Machine, so it's lost in time unless someone has it or it's the one seen in the Digital Press Kit. The Macintosh version is available.)

=====  
If you want to see the images used in the original, find the original or go to:  
<https://drive.google.com/folderview?id=0B6zvtf3pqwkOa3phakcxRG5lSkk>

All the scans are found separately, to see them, go to:  
<https://drive.google.com/folderview?id=0B6zvtf3pqwkOTzZGanAxWDFPNHc>  
=====

-----  
26. VRAM  
-----

Other versions have the same groupings mostly, though weapon and gadget names are thrown around the RAM and some left un-translated at times.

Among the VRAM data in Level 1 is some text, which is not seen in-game. "SKI POLE", "RELOAD", "CAMERA", "ROCKET" are these. Also note the presence of the graphics for LARGE MEDKIT, which doesn't exist in this level. Make note that there is what seems to be another type of crosshair I don't recall seeing at all. Also that big 007 thingy won't get overwritten by level graphics and thus is a leftover from main menu. The last item I note here that there is a hand holding what... A clip? Perhaps something to do with "RELOAD". Something with health icon that is unused. Also next to the graphic of EXTRA LIFE, there is a graphic for some kind of gun that I don't recall seeing anywhere. If one uses Gameshark, one can add a SKI POLE into the weapon inventory and see the weapon text.

Text not seen in Level 2. Here is "SMG 45" and the picture for Weapon Selection of SMG which means SMG were meant to appear here? Also "RELOAD" is again present. There also seems to be graphics for a deleted weapon. Text showing "Pause" is here for some reason. Maybe a placeholder for PAUSE MENU? Make note of that hand holding a clip and it is inverted. Also there are 2 versions of crosshair, the other one has four dots added. The access card from Level 1 is



also present here. Also the decoder graphics from Level 4 are present here.

In Level 3, there is still "RELOAD". Cool stuff. Also something that looks like a recorder. Hand holding a clip present. Something health related that was in level 1 is also present here, unused as always. There is graphics for CASE OF AMMO, though it's not used in this level. There's graphics for LIGHT ARMOR, though that item doesn't exist in this level.

Level 4 re-introduces us to "Pause". Also the picture for "ACTION" is back and the text also. Why there is a logo for Mercedes-Benz? There is graphics for HEAVY ARMOR even though that item doesn't exist on this level.

"RELOAD" is back in Level 5. Note that there is graphics for a phone and that decoder...? Hand with clip, check.

Level 6 seems to contain nothing unusual. If we don't count those graphics for LARGE MED KIT, that won't make appearance here. And that graphic for exploding barrel. Also some clock thingy was meant to appear here somewhere? Two crosshairs present again. The pause menu and message font is loaded twice in VRAM, another instance seems to get overwritten a bit. Also, there is graphics for LIGHT ARMOR, though that item doesn't exist on that level. There's also some graphics for an unused truck.

Level 7 has "RELOAD" and "SKI POLE" and picture and text for "SNIPER" though it is not in this level. Say hello to "Pause". Note those two crosshairs and a hand holding a clip and other hand, empty though. It's not ACTION hand that is empty. Some symbols of some other font are present.

Level 8 here. Say hello to big things saying "ACCEPTED" and "DENIED". Also them "STK.MINE" are here with images though the level hasn't any. Also text "ACTION" with its image are here with "Pause" and "RELOAD". Finally, here is them big things shaped like "CROSS", "CIRCLE", "SQUARE" and "TRIANGLE". And what are those squared objects with "SQUARE", "TRIANGLE", "CIRCLE" and "CROSS" -shapes on them? Does a hand holding a clip sound familiar yet? Also there seems to be unused door model.

Level 9 has them 4 shapes, "RELOAD", "ACTION" and its respective image and "Pause". However, I don't recall seeing those normal MED KIT thingies anywhere. Also that clip that is in a hand.

Level 10 has "ACTION" with it's image again, "GL 40" is in there twice, as is "SMG 45" and "PK9", for some reason the German name of Assault Rifle, which is "ANGRIFF" and "Pause". Let's not forget "RELOAD". Those two Carver faces appear to be unused and "SUPPLY ROOM" sign also appears to be unused. There is also one door model that is unused. Also the phone graphic is present here. String "MEDIKIT" can be seen. Yes, that hand with clip is here. Also an early MED KIT graphic can be found.

-----  
27: Paradox Crack  
-----

Paradox has made a ppf crack for the NTSC/U version. I can't get it to work. It's supposed to be a Crack +5 Trainer with a PAL/NTSC selector. Trainer options would be Unlimited Lives, Unlimited Ammos (All weapons), Unlimited Medikits, Unlimited Energy and Unlock All Levels.

-----

## 28: About Russian bootlegs

### General information

As you may or may not know, PS1 market in Russia was almost 100% pirated games (about 4 games actually did get released officially, see the end of the document for proof). What they did was they got NTSC/U release and changed text in graphics (sometimes this resulted in glitches and at times you couldn't complete the game), audio and text to Russian, except for a few occasions where PAL version were used and English changed to Russian, which caused some hilarity if the player did certain actions. Sometimes they got Beta versions and marketed them as the "final game", translated or not. And, in some cases, they changed only text, or left games completely in English.

In this case, we're going to take a look at Tomorrow Never Dies, with different things changed with different groups.

### Disel version

This is the NTSC/U changed to Russian language. If you emulate this version, it is recognized as NTSC/U version and available SAVE STATES are available, plus if you have a game save, you can save and load.

Other notable things include:

- Legal screen - resolution same, original content dragged up resulting in distortion, logo added to the bottom area
- Unused content translated
- Audio in English

### Enterity version

This is the NTSC/U changed to Russian language. This is basically a different game, if you emulate this version, you can't use your save states and Gameshark codes unless you do some renaming, but if you have a game save, you can save and load.

Other notable things include:

- Boot screen changed
- Legal screen changed completely (I can't get it to show up right on ePSXe)
- Unused content translated
- Dialog XA's are sped up
- Internal files have "ENT\_0007.99" instead of "SLUS\_009.75"
- SAVE STATES appear as "SLU\_\_079.86" instead of "SLUS\_009.75", also cheat file needs that name
- "OLULOID" as the name of the disc

### RGR Studio version

This is the NTSC/U changed to Russian language. If you emulate this version, it is recognized as NTSC/U version and available SAVE STATES are available, plus if you have a game save, you can save and load.

Other notable things include:

- Boot screen changed
- Legal screen - logo added to an empty area

- Main Menu graphics for "NEXT" and "BACK" changed to arrow-of-sort thing
- Unused content translated
- Unused stats screen is translated in unusual way
- "SCUS94240" as the name of the disc, is also the code of Syphon Filter, NTSC/U version

-----  
Vector version  
-----

This is the NTSC/U changed to Russian language. If you emulate this version, it is recognized as NTSC/U version and available SAVE STATES are available, plus if you have a game save, you can save and load.

Other notable things include:

- MGMLOGO and BLACKOPS .str files can be found in the data, they won't play at all for some reason
- Unused content translated

-----  
29: Other bootlegs  
-----

It has been brought to my attention that a bootleg of the NTSC/U game exists in Latin America, which has a modified American advert as covers.

-----  
30: Tomorrow Never Dies: The Original Soundtrack From The Video Game  
-----

Soundtrack of the game was also released including a song that's not in the game... Except that it is. can't be heard normally. It can be noted that Track 01, James Bond Theme is heard in the game, but not as album version. Track 17 is hidden in the game disc. I recommend checking Tommy Tallarico's page for more stories about the album (see sources).

-----  
Tracklists  
-----

1. James Bond Theme - 0:57
  2. Confrontation - 3:50
  3. PPK - 2:10
  4. Detonate - 2:36
  5. Media Tower - 2:16
  6. Arms Bazaar - 2:11
  7. Decoder - 2:34
  8. Hotel Atlantic - 2:04
  9. Pressing Engagement - 2:30
  10. Carver Media - 2:14
  11. Outpost - 2:40
  12. Infrared - 3:02
  13. A New Beginning - 2:23
  14. Market - 2:00
  15. Convoy - 2:23
  16. Alarm - 0:29
  17. Letter to Paris - 2:48
- Total length: 38min 56sec

Tracklist, GAME:

1. Confrontation
2. Letter to Paris
3. Detonate
4. Decoder
5. Outpost
6. A New Beginning
7. Pressing Engagement
8. Infrared
9. Convoy
10. PPK
11. Arms Bazaar
12. Market
13. Carver Media
14. Hotel Atlantic
15. Media Tower
16. James Bond Theme (Part 3)
17. James Bond Theme (Part 2)
18. Alarm
19. James Bond Theme (Part 1)

Music & SFX by Tommy Tallarico.

Album Recorded and Mixed at Tommy Tallarico Studios

Mastered by Dave Mitson at Sony Music Studios, Santa Monica

Album Produced by Tommy Tallarico

Executive Producer: Randy Gerston

Soundtrack Coordinator: Amy Rosen

Track 17: Letter to Paris is also in the Tomorrow Never Dies Complete Motion Picture Score album, with the name "Tomorrow Never Dies".

There was a few releases: US release, UK release and US promo release of the soundtrack.

US Version:

Barcode: "6 67603-0126-2 7"

Matrix/Runout: "MEDIA SERVICES OMAHA NE 1S2G2<7052>TNDIVIDEOGAME"

Mastering SID Code: "IFPI L482"

Mould SID Code: "IFPI 8119"

"MADE IN CANADA"

US Promo Version:

Matrix/Runout: "MEDIA SERVICES OMAHA NE 1S2G2<7052>TNDIVIDEOGAME"

Mastering SID Code: "IFPI L482"

Mould SID Code: "IFPI 8115"

US version spine: "Original Soundtrack from the Video Game" on the left and "CHA 0126" on the right.

US Promo version spine: "CHA 0126" on the left and "Original Soundtrack from the Video Game" on the right.

US version cover: On the top, the Tomorrow Never Dies logo. "The Original Soundtrack from the Video Game" on the bottom left and "music by Tommy Tallarico" on the bottom right. Features artwork.

US Promo version cover: Tomorrow Never Dies logo is placed towards center when compared to retail version. "The Original Soundtrack from the Video Game" is higher and is centered and bigger. Text "music by Tommy Tallarico" is under it and is bigger. Text "for promotional use only" is present. Features white

background.

US version back cover: Features some artwork on the right, with Tomorrow Never Dies logo on the top and "The Original Soundtrack from the Video Game" text on the bottom. Features barcode and 4 web-addresses. "Bonus Track, does not appear in Video Game" text.

US Promo version back cover: Bigger black area which holds information, white background on the right instead of artwork, Tomorrow Never Dies logo and "The Original Soundtrack from the Video Game" text on the top, close of each other. Tracks on the listing have lengths listed. Only 2 web-addresses are listed. "For Promotional Use Only" text is present. "Bonus Track does not appear in Video Game" text. Barcode is not present. "MADE IN CANADA" not present.

US version back cover legal text: "Video Game Artwork, Photos, TM & Copyright © 1999 United Artists Corporation, and Danjaq, LLC. James Bond, the 007 Gun Symbol Logo and other Bond related trademarks ™ Danjaq, LLC. 007 Gun Symbol Logo © 1962 Danjaq, LLC and United Artists Corporation. (P) 1999 Metro-Goldwyn-Mayer Music Inc. This Compilation (P) 1999 Chapter III Records, an affiliate of Gold Circle Entertainment, Inc. All Rights Reserved."

US Promo version back cover legal text: "Video Game Artwork, Photos, TM & Copyright © 1999 MGM Interactive, Inc., and Danjaq, LLC. James Bond, the 007 Gun Logo and other Bond related trademarks ™Danjaq, LLC (P)1999 Metro-Goldwyn-Mayer Music, Inc. (P)This Compilation 1999 Chapter III Records, an affiliate of Gold Circle Entertainment, Inc. All Rights Reserved."

US version disc: Features artwork. Has 4 logos on it. On the top is Tomorrow Never Dies logo. On the bottom is "The Original Soundtrack from the Video Game" text with "Music by Tommy Tallarico", "Album Produced by: Tommy Tallarico" and "Executive Producer: Randy Gerston" under it.

US Promo version disc: No artwork. Has 3 logos on it, of which the 3rd one is different. Features no logos. Has plain text: "007 Tomorrow Never Dies" and "The Original Soundtrack to the Video Game" on the top. Text "music by Tommy Tallarico" is bigger. Text "for promotional use only" is present.

US version disc legal text: "Video Game Artwork, Photos, TM & Copyright © 1999 United Artists Corporation, and Danjaq, LLC. James Bond, the 007 Gun Symbol Logo and other Bond related trademarks ™ Danjaq, LLC. 007 Gun Symbol Logo © 1962 Danjaq, LLC and United Artists Corporation. (P) 1999 Metro-Goldwyn-Mayer Music Inc. All Rights Reserved. This Compilation (P) 1999 Chapter III Records, an affiliate of Gold Circle Entertainment, Inc."

US Promo version disc legal text: "Video Game Artwork, Photos, TM & Copyright © 1999 United Artists Corporation, and Danjaq, LLC. James Bond, the 007 Gun Symbol Logo and other Bond related trademarks ™ Danjaq, LLC. (P) 1999 Metro-Goldwyn-Mayer Music Inc. This Compilation (P) 1999 Chapter III Records, an affiliate of Gold Circle Entertainment, Inc. All Rights Reserved."

-----  
Goofs  
-----

Tracklist has an error with the length of Track 4, saying 2:14. Correct length is 2:36.

-----  
Comparison between Game files and Soundtrack CD files  
-----

When the tracks themselves are compared between the soundtrack disc and the game, one can notice interesting things. I looked through the waveforms of the tracks, which I ripped from the game in lossless WAV and from the soundtrack disc in lossless WAV. This was done using Audacity.

2. Confrontation: It may look like it is more dynamic on the soundtrack disc, but it seems like they have limited the peaks to point X, which is exceeded in the game version all the time, and the game version sounds more dynamic.

17. Letter to Paris: Volume has been raised and the waveform goes all the way to the top, indicating the volume is as loud as it can be at those points, whereas the game version has some room at the highest points. Game version is a bit longer in comparison.

4. Detonate: Volume has been raised and the waveform goes all the way to the top, indicating the volume is as loud as it can be at those points, whereas the game version has some room at the highest points.

7. Decoder: It may look like it is more dynamic on the soundtrack disc, but it seems like they have limited the peaks to point X, which is exceeded in the game version all the time, and the game version sounds more dynamic.

11. Outpost: It may look like it is more dynamic on the soundtrack disc, but it seems like they have limited the peaks to point X, which is exceeded in the game version all the time, and the game version sounds more dynamic. In addition, the songs seem to be the same length, instead of soundtrack being longer because of the silence.

13. A New Beginning: Waveforms look almost the same here, though looks like they raised a volume a bit and some other things, as the waveforms won't match completely.

9. Pressing Engagement: It may look like it is more dynamic on the soundtrack disc, but it seems like they have limited the peaks to point X, which is exceeded in the game version a few times, otherwise it is under that limit.

12. Infrared: Volume has been raised and waveform shows that the peaks are limited to point X, which has a bad impact on the sound.\*

15. Convoy: It may look like it is more dynamic on the soundtrack disc, but it seems like they have limited the peaks to point X, which is exceeded in the game version all the time, and the game version sounds more dynamic.

3. PPK: Volume has been raised and the peak has been set to the point where it is almost as loud as it can be. This messes up the loudest parts.

6. Arms Bazaar: Volume has been raised and other tampering has been done to the sound, as there are some differences with the waveforms.

14. Market: It may look like it is more dynamic on the soundtrack disc, but it seems like they have limited the peaks to point X, which is exceeded in the game version a few times and sounds more dynamic. Game version is a small bit longer in comparison.

10. Carver Media: Volume has been raised and waveform shows that the peaks are limited to point X, which the game version exceeds once and it sounds more dynamic.

8. Hotel Atlantic: Volume has been raised and waveform shows that the peaks are limited to point X, which the game version exceeds once and it sounds more dynamic.

5. Media Tower: Volume has been raised and waveform shows that the peaks are limited to point X, which has a bad impact on the sound.

16. Alarm: Volume has been raised and waveform shows that the peaks are limited to point X, which has a bad impact on the sound.

\*\*

\* = Remember listening this one with my Walkman model NWZ-E453 (the device is now dead, sadly) plus Sony's MDR-E818LP headphones and remember thinking about the bad sound quality of one instrument, which [the effect of raising the volume with one instrument causing distortion] is not present on the game version. It sounds clean.

\*\* = This process reminded me of Ghost Sweeper Mikami: Gorgeous Songs, which was released originally in 1995-7-21 (21st of July, 1995) as KICA-252, then in

2005-1-26 (26th of January, 2005) with KICA-686 and had volume raised in every song, even in the one added to the re-release. That was the only tampering and I was confirmed of it using the same way, comparison through Audacity. Before taking that comparison I got the re-release (KICA-686) 1st and I was listening a CD rip from Track 3 which replaced a version I found once and got (the source for that won't exist anymore, sadly) and it sounded like something was wrong with it. After completing my Ghost Sweeper Mikami CD collection with original release of the CD and taking a look to the waveforms confirmed everything. Replacing the file from the CD it originally appeared in sounded like the version I originally found and got (also is the case with original release, KICA-252). That re-release now sits in the shelf mostly for completion of the collection.

-----  
Songs played in the game:  
-----

TNDTRAIL:

2: Confrontation

Main Menu:

13: A New Beginning

Mission 1:

11: Outpost

16: Alarm (if you break certain objects)

3: PPK (skiing section)

Mission 2:

6: Arms Bazaar

4: PPK (the timed section)

Mission 3:

10: Carver Media

16: Alarm (if an enemy makes an alarm)

Mission 4:

9: Pressing Engagement

Mission 5:

8: Hotel Atlantic (before talking to bartender)

4: Detonate (after talking to bartender)

2: Confrontation (during boss fight)

7: Decoder (after boss fight)

Mission 6:

12: Infrared

15: Convoy (in car section)

Mission 7:

3: PPK (on skiing section)

6: Arms Bazaar

2: Confrontation (during boss fight)

7: Decoder (after boss fight)

Mission 8:

5: Media Tower

3: PPK (escape section)

Mission 9:

14: Market (before boss)  
2: Confrontation (during boss fights)  
4: Detonate (after boss)  
9: Pressing Engagement (after destroying the helicopter)

Mission 10:

11: Outpost  
5: Media Tower (after relaying position)  
15: Convoy (during 1st boss fight)  
9: Pressing Engagement (after 1st boss fight)  
11: Outpost (after freeing Wai Lin)  
4: Detonate (after reaching the missile area)  
6: Arms Bazaar (cutscene with Carver)  
4: Detonate  
2: Confrontation (during boss fight)  
17: Letter to Paris (after the cutscene you can glitch it)  
4: Detonate (after boss fight)  
3: PPK (after stopping the missile launch)

-----  
31: Trivia  
-----

The Project name for Tomorrow Never Dies was "Bond".

The 1st archived iteration of the games' original website seems to refer to the originally planned game.

Manual (UK) for Tomorrow Never Dies has 3 pictures of the game on it. Manual (UK) for The World Is Not Enough has 2 pictures of the game on it. Manual (UK) for 007 Racing has 1 picture of the game on it.

Tomorrow Never Dies doesn't save your HI-SCOREs.

Save files for The World Is Not Enough show the German name in German version, French name in French version and Spanish name in Spanish version, but in Tomorrow Never Dies, German, French and Japanese versions all show the English name.

One Russian pirate copy of Tomorrow Never Dies has MGMLOGO and BLACKOPS .str files, but they won't play for some reason.

The German dub of Tomorrow Never Dies the game is recorded in Hamburg.

Tomorrow Never Dies VideoGame Soundtrack gives 4 sites in the back of the case, from these [www.bondmusic.com](http://www.bondmusic.com) is not valid, [www.chapteriii.com](http://www.chapteriii.com) is also not valid and it lead me to a site which tries to feed you some bullshit, [www.tndgame.com](http://www.tndgame.com) is also not valid anymore and [www.jamesbond.com](http://www.jamesbond.com) is only one that works out of all 4.

There is also a glitch named Extra Item Glitch with Crash Bandicoot 2 and Crash Bandicoot 3, it's just different and executed differently.

(The following is intended to be with TND, TWINE, 007R, AUF and partly with NF.)  
These games with the exception of NightFire with some extent were created with 4:3 TV's in mind, so don't stretch the image to fill a 16:9 TV as it will look stretched but also appears incorrectly. (As a side note, don't stretch any 4:3 content for the same reason. You should always use the correct aspect ratio and in case of 4:3 on 16:9 system, don't use pillarboxing, use instead 4:3 settings



and set your TV to 4:3, that way you don't lose resolution. New tech sure sucks what comes to 16:9, to me, 4:3 it should be still anywhere. There is too much hassle as things are now. Oh and 4:3 can be "HD" (what a dumb term for a certain amount of PIXELS) too. Oh and did you know? SD is 4:3 even if you watch "widescreen" (dumb term again for something) content.

Author hasn't received any error reports, any errors found were found by the author himself through various different events.

-----  
TRIVIA SECTION: HOW ASPECT RATIOS WORK  
-----

NOTE: This part is here because when the author did some research about various things, it threw him off quite much and it annoyed him as people were stretching content out of its proportions. So he wrote this small piece.

As you may know, there are many aspect ratios. Now, we focus on 4:3 and 16:9, also known as 1.33:1 and 1.78:1. Note: I don't hate WIDESCREEN itself, I just hate the wrong aspect ratio usage.

=====  
NOTE: It's obvious that no images are here, so imagine them or look this up.  
=====

As shown on the left here, the game image is seen as it was intended, 4:3 in 4:3 display. (Author has 4:3 CRT he uses in all his TV needs.) On the center is seen how the game image can be seen wrong and is often seen in various online gaming videos (DAMN YOU), which is the 4:3 image stretched to 16:9 screen. (I find it rather amusing that to see SD in WIDESCREEN in the first place, you need to stretch the 4:3 image that holds the WIDESCREEN content. That's right, WIDESCREEN in SD is TECHNICALLY 4:3 IMAGE! THOUGH IN CASE OF DVD'S AND TV BROADCASTS, IT IS ACTUALLY 5:4 or 3:2. (5:4 = 720x576 - PAL 3:2 = 720x480 - NTSC.)) On the right is seen how it can be seen right in 16:9 display, pillarboxed in the center so that the image retains its original 4:3 aspect ratio. LEARN THIS, WIDESCREEN USERS. I saw once a video in 4:3 as it should have been and someone complained in the comments and said to the uploader in the comments that he should use the 16:9 stretch tag for no reason.

It works with any kind of material. In this case, it is a scene seen TECHNICALLY in 4:3, INSIDE THIS 4:3 frame is 2.35:1 image. On the left is seen how it should be, in 4:3, because it is 4:3 TECHNICALLY. On the center is seen how it shows wrong, stretched to 16:9 screen. On the right is seen how it can be seen right in 16:9 display, pillarboxed in the center so that the image retains its original 4:3 aspect ratio.

-----  
TRIVIA SECTION: STUFF THAT HAPPENED DURING THE MAKING  
-----

- 1/2: This file once got deleted accidentally by me. Recovery program (cannot remember) saved it. (Original .doc which is adapted to this.)
- 2/2: Office Assistant (in a form of the infamous Clippy) once thought I was writing a letter and wanted to help. (Original .doc which is adapted to this.)
- 3/3: One USB port decided to screw me over one day, making me overwrite some metadata of the file - luckily I got a backup that I was able to use to get it all back. Stuff lost were the revision (1582) and total time edited (70512 minutes), both values are larger now. (Original .doc which is adapted to this.)

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32: Legal stuff  
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#### GAME

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## STRATEGY GUIDES

Tomorrow Never Dies - Prima's Official Strategy Guide:

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Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Der Morgen Stirbt Nie - Prima's Offizielles Lösungsbuch:

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Tomorrow Never Dies - Complete Mapped Solution:

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33: Credits, sources and thanks  
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PLEASE NOTE: Some links may be out of business due to Nintendo screwing with sites offering ROM images, I'll probably update what I can at some point.

Those wonderful dudes who made Tomorrow Never Dies to begin with which started this whole mess of a project file:

<http://www.blackops.com/>

Find information here about different and unused content covering Tomorrow Never Dies:

Original website, archived (not completely):

<https://web.archive.org/web/20090227142906/http://tndgame.com/>

About character swapping, unused screens and level order:

<http://zenade.angelfire.com/007/TND.html>

Screens and backstory about earlier continuation game idea:

<http://www.unseen64.net/2011/10/26/tomorrow-never-dies-playstation-beta/>

Various screenshots about earlier stages:

<http://www.psxextreme.com/ps1-screenshots/49.html>

<http://www.jamesbond.de/007lounge/007-games/der-morgen-stirbt-nie-ps/>

<http://www.ign.com/images/games/007-tomorrow-never-dies-ps-2310>

<http://psxdatacenter.com/images/hires/U/0-9/SLUS-00975/SLUS-00975-A-2.html>

<https://www.gamespot.com/007-tomorrow-never-dies/images/>

PRE-E3 Interview in here:

<http://www.ign.com/articles/1999/05/12/pre-e3-tomorrow-never-dies-interview>

Pre-release footage:

<https://www.youtube.com/watch?v=a-48X6mzHqI>

Press release things:

<http://tallarico.com/index.php?s=tomorrowneverdies>

Gameshark codes, mostly to EU version, got the life code here:

<http://www.gamewinners.com/gameshark.php?game=blptomorrowneverdies.htm>

Gameshark codes, for US version, got the life code here:

<http://bsfree.org/?s=1&d=8&g=9111>

Gameshark codes, JAP version, got the life code here:

<http://bsfree.org/?s=34&d=6&g=14827>

Gameshark codes, GER version, got the life code here:

<http://bsfree.org/?s=1&d=8&g=9054>

Some demo disc research was done using this site:

<http://crimson-ceremony.net/demopals/>

Some of the information in this document has been incorporated into the article in The Cutting Room Floor:

[https://tcrf.net/007:\\_Tomorrow\\_Never\\_Dies](https://tcrf.net/007:_Tomorrow_Never_Dies)

Other sources:

- The game's manual

- Prima's Official Strategy Guide, by Joe Grant Bell, 1999 (ISBN 0-7615-2144-5) (Bought as New)

<http://www.amazon.com/gp/product/0761521445>

- Prima's Official Strategy Guide - Exclusive Toys 'R' Us version, by Joe Grant Bell, 1999 (ISBN 0-7615-2385-5) (Bought as Used)

<https://www.amazon.com/gp/product/0761523855/>

- Prima's Official Strategy Guide (German), by Carsten Höh, 1999, 1. Auflage (ISBN 3-933841-37-2) (Bought as Used)

<https://www.amazon.de/gp/product/B00004TNU2/>

- Tomorrow Never Dies - Complete Mapped Solution, 1999 (ISBN ???)

- Various trailers, adverts and gameplay footage that can be found almost all online or VHS tapes and/or DVD.

- Me

Tomorrow Never Dies - The Original Soundtrack from the Video Game:

<http://www.discogs.com/Tommy-Tallarico-Tomorrow-Never-Dies-The-Original-Soundtrack-From-The-Video-Game/master/664926>

European version:

<http://www.discogs.com/Tommy-Tallarico-Tomorrow-Never-Dies-The-Original-Soundtrack-From-The-Video-Game/release/7105490>

Tommy Tallarico's site listing this album:

<http://tallarico.com/index.php?s=albums>

Tomorrow Never Dies Complete Motion Picture Score:

<http://www.discogs.com/David-Arnold-Tomorrow-Never-Dies-Complete-Motion-Picture-Score/release/2193938>

Programs and other stuff used to make this possible:

- ePSXe

<http://www.epsxe.com/>

- PVV

<http://www.romhacking.net/utilities/675/>

- PSmplay

<http://www.zophar.net/utilities/psxutil/psmplay.html>

- jPSXdec

<https://kenai.com/projects/jpsxdec/pages/Home>

- TextureFinder 1.3.2

[https://ikskoks.pl/XENTAX/graphics\\_tools/GRAPHICS\\_TOOLS.rar](https://ikskoks.pl/XENTAX/graphics_tools/GRAPHICS_TOOLS.rar)

(For getting me hands on .tex files)

- PCSX Reloaded

[https://www.emuparadise.me/Sony\\_Playstation\\_Emulators/Windows/PCSX/18](https://www.emuparadise.me/Sony_Playstation_Emulators/Windows/PCSX/18)

(This was for PS1 console output)

- Windows Media Player (version 11.0.5721.5280) - © 2006 Microsoft Corporation.

(This was used to copy The Original Soundtrack from the Video Game and listening music while compiling this document together.)

<http://windows.microsoft.com/fi-fi/windows/windows-media-player>

- Microsoft® Office XP Professional (Office 10, 2002)

- Microsoft® Word 2002 (version 10.2627.2625) - © 1983 - 2001 Microsoft Corporation.

(This was used to make original version of this document together.)

<https://support2.microsoft.com/gp/office-xp>

- Microsoft © Notepad - © 2007 Microsoft Corporation.

(This was used to make the version that is seen online on GameFAQs.)

- Windows XP Professional Service Pack 3 (version 5.1.2600) - © 1985 - 2001

Microsoft Corporation.

(As long as this works for whatever suits me, I'm not changing my OS. And if it works, why change it. [RESISTS... RANTING...] Rant now exists.)

<http://windows.microsoft.com/en-us/windows/end-support-help>

- PlayStation® game console (SCPH-7002) (modded, in full use)
- PlayStation® game console (SCPH-5502)
- PlayStation® 2 game console (SCPH-75004 SLIM MODEL) (in full use)
- PlayStation® 2 game console (SCPH-50004)
- PlayStation™ DualShock 2 Controller (SCPH-10010)
- PlayStation® Controller (SCPH-1080)
- Memory Card for Sony PlayStation™ (SCPH-1020)
- Memory Card for Sony PlayStation™ 2 (SCPH-10020)
- PlayStation® 3 game console (CECH-2504B SLIM MODEL) (for testing)
- PlayStation™ 3 DualShock 3 Controller (CECHZC2U)
- Virtual PS1 Memory Card (PS3)

(Consoles for playing at different locations, memory cards for storing data, controllers used to do this stuff in-game.)

<http://www.playstation.com>

- Daewoo 20C9NT 20" CRT (4:3)  
(Used for seeing gameplay and stuff.)
- Audacity

<http://audacityteam.org/>

- Fujitsu Lifebook A530 (with OS "downgraded" to Windows XP from Windows 7 SP1)  
(I started the project with this machine, but it contained...)

<http://www.fujitsu.com/>

- Drivers, Manuals & Utilities LIFEBOOK 2010.11 DVD for Fujitsu Lifebook A530 (DVD5)  
(Which contained one certain program...)
- Nero 9 Essentials (OEM)  
(Which had a component...)
- Nero InfoTool 6  
(For checking discs for the project.)

- Original website of Tomorrow Never Dies - The Mission Continues, archived (not completely)

<https://web.archive.org/web/19981205015247/http://www.tndgame.com/>

- Original disc of Tomorrow Never Dies EU version, Scandinavian version (SLES-01324)
- Original disc of Tomorrow Never Dies EU version, Scandinavian version, PLATINUM re-release (SLES-01324/P)
- Manual of Tomorrow Never Dies EU version, Scandinavian version (INCLUDES ENGLISH + NORDIC TRANSLATIONS)
- Manual of Tomorrow Never Dies EU version, Scandinavian version, PLATINUM (INCLUDES ENGLISH + NORDIC TRANSLATIONS)
- Original disc of Tomorrow Never Dies EU version, Promo version (SLES-01324)
- Original discs of Tomorrow Never Dies, Ultimate Edition DVD's (2 discs)
- Original disc of Tomorrow Never Dies Digital Press Kit
- Original disc of Demain Ne Meurt Jamais - Kit Radio
- Original disc of Tomorrow Never Dies US version (SLUS-00975)
- Manual of Tomorrow Never Dies US version
- Original disc of Tomorrow Never Dies US version, Greatest Hits (SLUS-00975GH) (Variant 1)
- Manual of Tomorrow Never Dies US version, Greatest Hits (Variant 1)
- Original disc of Tomorrow Never Dies JAP version (SLPS-02604)
- Manual of Tomorrow Never Dies JAP version
- Original disc of Der Morgen Stirbt Nie GER version (SLES-02376)
- Manual of Der Morgen Stirbt Nie GER version
- Original disc of Official U.K. PlayStation Magazine Demo Disc 56 (SCED-01830)
- Original disc of Demain Ne Meurt Jamais FRE version (SLES-02375)
- Manual of Demain Ne Meurt Jamais FRE version

- ROM of Official U.K. PlayStation Magazine Demo Disc 94 (SCED-04056)  
<http://psxplanet.ru/forum/showthread.php?t=23691>
- ROM of Le CD De PlayStation Magazine Demo Disc 43 (SCED-02647)  
<http://psxplanet.ru/forum/showthread.php?t=21603>
- ROM of PlayStation Fun Magazin 02/2000  
[http://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Play\\_Fun\\_02-00\\_\(G\)/52643](http://www.emuparadise.me/Sony_Playstation_ISOs/Play_Fun_02-00_(G)/52643)
- ROM of PlayZone Magazin Disc 19 (06/00)
- ROM of PlayStation Zone Magazin Disc 9  
[https://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Playstation\\_Zone\\_CD\\_Vol.\\_9\\_\(G\)/52657](https://www.emuparadise.me/Sony_Playstation_ISOs/Playstation_Zone_CD_Vol._9_(G)/52657)
- ROM of PlayStation Zone Magazin Disc 10  
[https://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Playstation\\_Zone\\_CD\\_Vol.\\_10\\_\(G\)/52648](https://www.emuparadise.me/Sony_Playstation_ISOs/Playstation_Zone_CD_Vol._10_(G)/52648)
- ROM of PlayStation Zone Magazin Disc 11  
[https://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Playstation\\_Zone\\_CD\\_Vol.\\_11\\_\(G\)/52649](https://www.emuparadise.me/Sony_Playstation_ISOs/Playstation_Zone_CD_Vol._11_(G)/52649)
- ROM of PlayStation Zone Magazin Disc 13  
[https://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Playstation\\_Zone\\_CD\\_Vol.\\_13\\_\(G\)/52650](https://www.emuparadise.me/Sony_Playstation_ISOs/Playstation_Zone_CD_Vol._13_(G)/52650)
- ROM of PlayStation Zone Magazin Disc 15  
[https://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Playstation\\_Zone\\_CD\\_Vol.\\_15\\_\(G\)/52651](https://www.emuparadise.me/Sony_Playstation_ISOs/Playstation_Zone_CD_Vol._15_(G)/52651)
- [http://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Play\\_Zone\\_Vol.\\_19\\_\(G\)/52658](http://www.emuparadise.me/Sony_Playstation_ISOs/Play_Zone_Vol._19_(G)/52658)
- ROM of PlayZone Magazin Disc 21 (08/00)  
[http://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Play\\_Zone\\_Vol.\\_21\\_\(G\)/52659](http://www.emuparadise.me/Sony_Playstation_ISOs/Play_Zone_Vol._21_(G)/52659)
- ROM of PlayZone Magazin Disc 23 (10/00)  
[http://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Play\\_Zone\\_Vol.\\_23\\_\(G\)/52660](http://www.emuparadise.me/Sony_Playstation_ISOs/Play_Zone_Vol._23_(G)/52660)
- ROM of PlayZone Magazin Disc 24 (11/00)  
[http://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Play\\_Zone\\_Vol.\\_24\\_\(G\)/52661](http://www.emuparadise.me/Sony_Playstation_ISOs/Play_Zone_Vol._24_(G)/52661)
- ROM of PlayZone Magazin Disc 25 (12/00)  
[http://www.emuparadise.me/Sony\\_Playstation\\_ISOs/Play\\_Zone\\_Vol.\\_25\\_\(G\)/52662](http://www.emuparadise.me/Sony_Playstation_ISOs/Play_Zone_Vol._25_(G)/52662)
- ROM of PlayStation Underground Volume 4 Issue 2 Disc 2 (SCUS-94613)  
[http://www.emuparadise.me/Sony\\_Playstation\\_-\\_Demos\\_ISOs/PlayStation\\_Underground\\_4-2\\_\[Disc2of2\]\\_\[U\]\\_\[SCUS-94613\]/138886](http://www.emuparadise.me/Sony_Playstation_-_Demos_ISOs/PlayStation_Underground_4-2_[Disc2of2]_[U]_[SCUS-94613]/138886)
- ROM of PlayStation Underground Volume 4 Issue 3 Disc 1 (SCUS-94620)  
[http://www.emuparadise.me/Sony\\_Playstation\\_-\\_Demos\\_ISOs/PlayStation\\_Underground\\_4-3\\_\[Disc1of2\]\\_\[U\]\\_\[SCUS-94620\]/138887](http://www.emuparadise.me/Sony_Playstation_-_Demos_ISOs/PlayStation_Underground_4-3_[Disc1of2]_[U]_[SCUS-94620]/138887)
- Paradox ppf patch for Tomorrow Never Dies (NTSC/U)  
<https://dl.consolecopyworld.com/?id=psx&file=pdx-tndt!zip>
- Bunch of ROMs of Russian translations (TND)  
<http://psxplanet.ru/>
- ROM of Tomorrow Never Dies Prototype for PS1, US version (SLUS-00975)  
[https://hiddenpalace.org/007:\\_Tomorrow\\_Never\\_Dies\\_\(Oct\\_10,\\_1999\\_prototype\)](https://hiddenpalace.org/007:_Tomorrow_Never_Dies_(Oct_10,_1999_prototype))
- Original discs of Tomorrow Never Dies - The World Is Not Enough - 2 GAMES (SLES-01324-T / SLES-03134-T)
- Manual of Tomorrow Never Dies - The World Is Not Enough - 2 GAMES EU version
- Original disc of Tomorrow Never Dies - The Original Soundtrack from the Video Game, US (CHA 0126)  
<http://www.discogs.com/Tommy-Tallarico-Tomorrow-Never-Dies-The-Original-Soundtrack-From-The-Video-Game/release/2194187>
- Original disc of Tomorrow Never Dies - The Original Soundtrack from the Video Game, US Promo  
<http://www.discogs.com/Tommy-Tallarico-Tomorrow-Never-Dies-The-Original-Soundtrack-From-The-Video-Game/release/5054578>
- Original discs of EA Action Pack (SLUS-07003CE) containing Tomorrow Never Dies (SLUS-00975CE)
- Manual of Tomorrow Never Dies US version, Collectors' Edition
- Wayback Machine (archiving the official website of Tomorrow Never Dies video game)  
<https://archive.org/web/>



- Discogs (researched some stuff using that)  
<https://www.discogs.com/>  
- Amazon (got some items that way)  
<https://www.amazon.com/>  
- eBay (got some items that way)  
<https://www.ebay.com/>  
- Google to do some searching, but WHY the .com version REDIRECTS ME to .fi version, unlike all the other versions, like <https://www.google.co.jp>, which let's me stay and use it like I would be a Japanese person? Goddamn you. (I'm surprised that <https://www.youtube.com/> won't take me to <https://www.youtube.fi/> which actually exists.)  
<https://www.google.com>  
- And at last, the software I don't remember any longer which once saved this file when I once accidentally deleted it during its early days. Though recently using Recuva for another thing gave me flashbacks using it earlier for something, so it might have been that. (Referring to the original .doc file)  
- This thread is about the official Russian localizations with PS1 games, have a read.  
<https://assemblergames.com/threads/ps1-officially-localized-games-on-russian.56514/>  
- Tomorrow Never Dies misprint information from:  
<https://iamerror.gamehacking.org/?page=database&catID=9&sysID=38>  
- Tomorrow Never Dies variant information:  
<http://game-rave.com/?p=6819>

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ITEMS THE AUTHOR WOULD LIKE TO HAVE FOR EXPANDING THIS DOCUMENT:  
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If one has some item(s) listed here, and would like to donate it to this document, these are accepted, as long as it's complete. Credit will be given. In such case, contact me.

- Tomorrow Never Dies (UK) (Black Label)
  - Tomorrow Never Dies (UK) (Platinum)
  - Tomorrow Never Dies (US) (Greatest Hits) (Variant 2)
  - Tomorrow Never Dies (US) (Greatest Hits) (Variant 3)
  - Demain Ne Meurt Jamais (FRE) (Promo)
  - Official U.K. PlayStation Magazine Demo Disc 94 (preferably with case)
  - Le CD de PlayStation Magazine Disc 43 (French) (preferably with case)
  - Tomorrow Never Dies (PAL with any other language in the back cover than English and Scandinavian)
  - Tomorrow Never Dies UK 2 Games "faulty" disc containing Medal of Honor Underground
  - Der Morgen Stirbt Nie (Platinum)
  - Demain Ne Meurt Jamais (Platinum)
  - El Mañana Nunca Muere (Black Label)
  - El Mañana Nunca Muere (Platinum)
  - Der Morgen Stirbt Nie / Die Welt Ist Nicht Genug - 2 SPIELE
  - Demain Ne Meurt Jamais / Le Monde Ne Suffit Pas - 2 JEUX
  - El Mañana Nunca Muere / El Mundo Nunca Es Suficiente - 2 JUEGOS
- 
- PlayStation Zone Magazin Volume 12 (has this been dumped)
  - PlayStation Zone Magazin Volume 14 (has this been dumped)

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Thanks  
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Thanks goes to:  
MGM Interactive & Black Ops for making, EA for distributing, Media Revolution

for creating some stuff around marketing, myself for digging up cheats and unused stuff seen here unless otherwise noted.

Edward Kirk for making Tech Demo (site) that inspired the documentation of found stuff related to weird matters and for some help with cheats and finding some unused content.

Nicolás Suszczyk for asking me if I have access to .TEX files, which got me searching again and finding a tool to get to those and for a couple of other things.

Mr. Isao Hamasaki for having the Japanese Tomorrow Never Dies on sale.

Dmitrirex for supplying the Promo version of Tomorrow Never Dies - The Original Video Game Soundtrack.

You know who you are if you are somehow reading this!

And also in a way, me dad who got me a PlayStation and them games, of which this was one.

Edward Kirk: <http://zenade.angelfire.com/demo1.html>

Nicolás Suszczyk: [https://twitter.com/ns\\_writings](https://twitter.com/ns_writings)

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This document can be found also in:

<https://sites.google.com/site/psxdriverplayerssite/My-stuff/Project>  
with all the additional investigated games.

Musics listened when compiling this stuff together:

- The Italian Job - Original Soundtrack (MCD 60074/112488-2) (1969) (2000 CD)
- LUPIN III '71 ME TRACKS, VPCD-81271, 1999-02-21 (1971)
- Guido & Maurizio De Angelis - ...All The Way, Boys! soundtrack (1972) (128 kbps WMA)
- Haneda Kentaro - Meitantei Holmes Full Original Soundtrack (1974) (TMS-302 (2008 CD)) (320 kbps MP3)
- Powerhouse - 5+4 (1975)
- Yuji Ohno - Original Soundtrack from Lupin III (1978-01) (YP-7071-AX)
- You & The Explosion Band - The Great Chase (1978-05) (DSK-5005) (Selected pieces only) (320 kbps MP3)
- Yuji Ohno - Original Soundtrack "Lupin the 3rd" (1978-12) (YP-7072-AX)
- Quantum Jump - Mixing (1979) (Selected pieces only)
- Yuji Ohno - Lupin III Original Soundtrack 3 (1979-12) (YP-7073-AX)
- East - Huség (1981) (HCD 17679) (1994 CD)
- East - Játékok (1982) (HCD 17733) (1994 CD)
- East - Rések A Falon (1983) (Selected pieces only) (128kbps WMA)
- East - Rések a Falon (1983) (START SLPM 17815) (vinyl record)
- East - Rések A Falon (1983) (HCD 17815) (1996 CD) (Selected pieces only) (Self-made uncompressed CD-rips)
- East - III. (1984) (Selected pieces only)
- Franco Micalizzi - Go For It soundtrack (1983) (128 kbps WMA)
- Franco Micalizzi - Double Trouble soundtrack (1984) (128 kbps WMA)
- Yuji Ohno - Lupin III Legend of the Gold of Babylon Original Soundtrack Music Collection (1985) (33C35-7555)
- East - East 86 (1986) (Selected pieces only) (128 kbps WMA)
- Mauro Paoluzzi - Renegade soundtrack (1987) (128 kbps WMA)

- Super Mario World (1991) (WPCL-233~4) (Selected pieces only) (320 kbps MP3)
- The Firm - Original Motion Picture Soundtrack (1993) (MGD-2007) (Self-made uncompressed CD-rips)
- The Firm - Music from the Motion Picture (1993) (2015, Limited Edition of 3000 Units, 2CD) (LLLCD 1328) (Self-made uncompressed CD-rips)
- Soundtracks from Ghost Sweeper Mikami (1993-1995), catalog numbers KIDA-56, KIDA-60, KICA-155, KICA-167, KIDA-73, KIDA-74, KIDA-75, KIDA-76, KIDA-77, KIDA-85, KICA-211, KICA-239, KICA-252, KICA-262 & KICA-280. (Self-made uncompressed CD-rips)
- Soundtracks from Compiler (1992-1994), catalog numbers KICA-88, KICA-112, KIDA-61, KICA-174, KIDA-71 & KICA-193 (Self-made uncompressed CD-rips)
- Megumi Hayashibara / SPHERE: KICS-430 (Self-made uncompressed CD-rips)
- Masami Okui / Gyuu: KICS-482 (Self-made uncompressed CD-rips)
- Ghost Sweeper Mikami: Joreishi wa Nice Body (1993) (SNES) (Music)
- Donald Duck in Maui Mallard (Sega Genesis, Super Nintendo Entertainment System, PC) (1995) (Music)
- GoldenEye - Original Motion Picture Soundtrack from the United Artists film (1995) (7243 8 41048 2 5 CDVUS 100) (Self-made uncompressed CD-rips)
- Die Hard Trilogy (PS1) (1996) (Music)
- Tomorrow Never Dies - Music from the Motion Picture (1997) (540 830 2) (Self-made uncompressed CD-rips)
- Tomorrow Never Dies (Complete Motion Picture Score) (1997) (BMS002/002) (Self-made uncompressed CD-rips)
- Gran Turismo Original Game Soundtrack, SRCL-4269, 1998-05-21 (Self-made uncompressed CD-rips)
- Spyro The Dragon (Retail and Prototype) (1998) (Music)
- Tommy Tallarico - Tomorrow Never Dies The Original Soundtrack From The Video Game (1999) (CHA 0126) (Self-made uncompressed CD-rips)
- Double Life - Music for Playstation (1999, Finnish Edition) (COL 496499 2) (Selected pieces only) (Self-made uncompressed CD-rips)
- Driver, BEST OF INFOGRAMMES action re-release, Complete version (PC) (2000) (Music) (Self-made uncompressed CD-rips)
- The World Is Not Enough (PS1) (2000) (Music)
- Driver 2 (PS1) (2000) (Music)
- Ile Kallio & Pekka Wiitikka - MTV3 GSM Yöshow Chat music (2000)
- Gran Turismo 2 Original Game Soundtrack, VRCH-5003, 2001-02-07 (FLAC)
- Music inspired by the game Driver 2 (Selected pieces only)
- Rally Trophy (PC) (2001) (Music)
- James Bond 007 NightFire (PS2) (2002) (Music)
- LUPIN THE THIRD Stolen Lupin ORIGINAL SOUNDTRACK (2004) (VPCG-84810) (FLAC)
- ...And some other Italian, Hungarian, Japanese and other songs and tracks too much to mention due to not just from one album and other sources, but many of them, mostly a single one from one. Plus some Kmart / Kresge music and MIDI files...

THE END

[INSERT CREDITS HERE]