Tomorrow Never Dies Secrets FAQ

by Nabeel1

Updated to v4.0 on Jan 25, 2000

Tomorrow Never Dies (File best viewed in Microsoft Word)

Cheat Codes

Written by Nabeel Akhtar

ICQ no: 58449562

E-mail: nakh@super.net.pk

Started this walkthrough on: Wednesday, 5th January, 2000 Latest update:

Monday, 24th January, 2000 Copyright © Nabeel Akhtar

Contents:

- 1: Important Notice.
- 2: Versions.
- 3: Credits.
- 4: Requests by the Author.
- 5: Cheat Codes.
- 6: Gameshark Codes.
- 7: About the Codes and Walkthrough (MUST READ!)
- 8: Disclaimer.

1: Importance Notice: -

NO PERMISSION is granted to reprint this summary for a for-profit magazine etc. YOU CAN NOT take any part of my walkthrough without my permission. If your job is to write articles in magazines or anything you can't just sit down and COPY my work. I am writing this importance notice short, but that doesn't mean that you take it easily UNDERSTAND? In other sweet words don't plagiarize other people's work.

2: Versions: -

1st Version on 5th of January 2000. I added all the cheats and the Gameshark codes I could find. More updates will come as I find more.

2nd Version on 16th January 2000. Fixed the "Gameshark" column. Thanks to nobody ?. Found some new codes.

3rd Version on 19th January 2000. Oh my god! The walkthrough looks terrible in this format. I suggest you view this in Microsoft Word.

4th Version on 25th January 2000. THAT'S IT! I give up. I don't know why this is happening; I don't know why the gameshark codes get so messy. It looks absolutely fine here (my own file). I'm deleting all the codes and THAT'S FINAL.

3: Credits: -

To Dave of www.Cheatcc.com. He was the one who gave me permission to all those cheats and Gameshark codes.

To Dan of www.fookes.clara.net . He gave me the codes ranging from No. $21\ \text{onwards}$ till $24\ \text{.}$

4: Requests by the Author: -

Hey guys I have got more requests this time. I hope you all pitch in and do your bit ?. Here is what I want. People who will give it to me will be credited ofcourse.

- 1. I want to know what does cheat code no.5 and no.6 mean.
- 2. I also want to know what does codes no.19 and 20 do. That's all I want to know. I hope you would help me.

5: Cheat Codes: -

I have tested all the cheat codes and all of them worked except two of them. I will also write them too because it is a possibility that I did something wrong. There are 2 cheat codes whose functions are still unknown. I'll also write about them too. Hey guys credits are to be given HURRAYY! And another thing, when I write (2) it means you have to press that button 2 times e.g. select (2) means press select twice. Ok?

No. 1: Unlock All Missions: -

At the main menu, press Select (2), Circle (2), L1 (2), Circle and L1 (2). If you entered the code correctly then you will here a sound.

No. 2: View All FMV Sequences: -

At the main menu, press Select (2), Circle (2), and L1 (7) to unlock all FMV sequences in the options. If you entered the code correctly then you will here a sound.

No. 3: Invincibility: -

Pause the game press Select (2), Circle (2), Triangle and Select. If you entered the code correctly, the game will automatically return from the pause screen to normal gameplay. Enter this code again to disable.

No. 4: All weapons, fifty medkits: -

Pause the game and press Select (2), Circle (2), L1 (2), and R1 (2) for all weapons for the current mission with full ammunition and fifty medkits. If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 5: Maximum health: -

Pause the game and press Select (2), Circle (2), Up (2) and Down. If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 6: Minimum health: -

Pause the game and press Select (2), Circle (2), Down (2) and Up. If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 7: Ethereal mode: -

Pause the game and press Select (2), Circle (2) and Triangle (4) to move through any objects. If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable.

No. 8: Cheat Camera: -

Pause the game and press Select (2), Circle (2) and R2 (2) to enable the Cheat Camera. If you entered the code correctly, the game will automatically return from the pause screen to normal game play. The Cheat Camera allows you to move around the entire level. Press R1 to move forward, L1 to move backward, L2 to move left, R2 to move right, Triangle to move up and X to move down. Enter this code again to disable.

No. 9: Run faster: -

Pause the game and press Select (2), Circle (2), Square (2) and

Circle (2). If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable.

No. 10: Freeze all objects: -

Pause the game and press Select (2), Circle (2), Select (2) and Triangle (2) to freeze all objects in the game, including enemies to allow you to literally run to the end of the level. If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable. Note: Everything frozen moves along with you as you progress.

No. 11: Exit door any time: -

Pause the game and press Select (2), Circle (2), Square, Triangle and Square to exit a door even if the primary objective is complete. If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable.

No. 12: Successfully complete current mission: -

Pause the game and press Select (2), Circle (2), Select, Circle. If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 13: Remove all objects: -

Pause the game and press Select (2), Circle (2), Select (2) and Square (2). If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable.

No. 14: Remove all surface textures: -

Pause the game and press Select (2), Circle (2), Select (2) and Circle (2). If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable.

No. 15: Remove fire: -

Pause the game and press Select (2), Circle (2), Select (2) and R1 (2). If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Enter this code again to disable.

No. 16: Remove on-screen displays: -

Pause the game and press Select (2), Circle (2), Left, Right and Select. If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 17: View boundaries: -

Pause the game and press Select (2), Circle (2), Triangle (2) and Square (2). If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Landing strip-like lights that are different colors will indicate the boundaries that Bond can move within. This can be useful when he is on skis, and can also show the way on other levels. Enter this code again to disable.

No. 18: View debug information: -

Pause the game and press Select (2), Circle (2), L2 and R2 to display various numbers and positions. If you entered the code correctly, the game will automatically return from the pause screen to normal game play. Press Select (2), Circle (2), R2 and L2 to disable this code.

No. 19: Unknown: -

Pause the game and press Select (2), Circle (2) and R1 (3). If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 20: Unknown: -

Pause the game and press Select (2), Circle (2), Triangle (3) and Square. If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

No. 21: Another Bond: -

 $\label{eq:when in the Carver Media Center, after escaping from the cell return to$

where you met Paris. You should see another James Bond standing in the place of where Paris was standing.

No. 22: Super BMW: -

 $\label{eq:analytical} \mbox{After getting into the BMW, pause the game and enable the "Ethereal mode"}$

and "All weapons" codes. This will allow you to avoid rocks in the road as well as receive 50 rockets.

No. 23: Easy Military Outpost mission: -

Begin the game on the Military Outpost mission and enable the "Ethereal mode" code. When you need to evacuate in the jet, you will not be able to get in the cockpit. Leave the jet there and go to the exit door. Walk through the door. The game not allows you to put on the skis. Run down the hill for about five minutes — no one will be chasing you. The mission will be completed once you reach the bottom of the hill. Note: This trick is also useful when taking pictures of the helicopter.

No. 24: Remove on-screen displays: -

Pause the game and press Select, Select, Circle, Circle, Left, Right and Select. The game will automatically resume.

7: About the Codes and FAQ: -

All of these codes are NOT MINE neither I stole them or borrowed them. I took all of them and yes all of them from www.cheatcc.com. This is Dave's website, which is a very good one. He had given me permission of using all the codes from his website in my FAQ if I wanted to, before I had even started writing this cheat code FAQ. So I think that I did nothing wrong. Now I have got some codes from www.fookes.clara.net that is another great site.

8: Disclaimer: -

Tomorrow Never Dies Interactive Game © 1999 Danjaq, LLC and United Arts Corporation. James Bond, 007, James Bond Gun and IRIS logos and all other James Bond related properties © 1962-1999. Danjaq, LLC and United Arts Corporation. James Bond, 007, James Bond Gun and IRIS logos and all other James Bond related trademarks TM Danjaq, LLC. Black Ops game engine © 1999 Black Ops entertainment, LLC. Source Code for character engine © 1998 Killer Game. Killer Game character engine licensed from Killer Game. The name "BMW", the kidney shaped grilles, and the BMW Roundel logo are all registered trademarks owned by Bayerische Motoren Werke Ag. © 1999 BMW Ag Munich Germany.