

The World Is Not Enough PSX Walkthrough

by SMcCracken

Updated to v2.0 on Dec 15, 2001

This walkthrough was originally written for The World Is Not Enough on the PSX, but the walkthrough is still applicable to the PS2 version of the game.

The World Is
Not Enough
(Playstation Version)

Strategy Guide and Walkthrough
version 1.0 (August 12, 2001)
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[001] Introduction/Version Change Info

Welcome to another one of my FAQ's, and this time it will be for a game that needs one. Though TWINE only has 11 stages, some of them can be pretty tough if you're not prepared.

As you've probably guessed (or knew) TWINE is pretty much based off the James Bond film of the same name. Your goal is to stop a terrorist from wreaking havoc on the oil pipelines of the world.

V1.0- This is the beginning of the "guide", and there are probably things I might have missed. Obviously "CHEATS" were not listed, because I'm not sure how you activate them. That's about all!

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[002] The Controls

I'm not going to provide a dramatic layout of the controls, I'm just going to mention the important parts.

D-Pad/Left Analog Stick - Move Bond forwards and backwards, and left to right.

Cross - Fire Weapon/Use Item. Accept option in menu screen.

Circle - Talk/Reload/Open Doors

Square - Switch weapons and items. Adds or removes items from your inventory in the menu screen.

Triangle - Does the same thing as the Square button.

R1 and R2- Straffe left and right respectively.

L1 - Crouch/Stealth Walk

L2 - Aim

Start - Pause/Access Menu Screen

Select - Answer MI6 calls when indicated.

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[003] Helpful Tips

- In 007 mode, you'll have to do the reloading yourself! Use guns that can be reloaded quicker.
- It never hurts to straffe. And it actually can help you move around easier!
- In places that are heavily secured, use the Stealth Walk feature.
- Pick up armor any way you can, especially in 007 difficulty.
- To take out enemies without making too much noise, try punching.
- Satchel Charges are more useful than you think! Use them to clear destructable blockages for a quick escape.
- The Auto Assist is extremely useful. To turn this on, go into Options, and turn on auto assist. It's even there on the 007 difficulty.
- Be prepared. At the beginning of the stage, go into your inventory and toggle the items you plan to use or not to avoid fumbling.
- Enemies can only see you from such a distance. Use this to your advantage.
- In secure areas, it's not wise to flash around a firearm. To avoid accidentally pull one out, go into the inventory and turn it off (you may need to do this in Masqrade).
- Hostage situations need to be resolved immediatley, but the hostages can take a few hits before dying.
- Finally, it's better to run than to stop and fight.

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[004] Stage Walkthroughs

Note: Stages and objectives are the same on both difficulties. In 007 mode, there's just more enemies.

[01] Courier

You don't have to talk to the secretary or the guard, but pull out your VLF DISRUPTOR and activate it before you walk through the metal detector. After you walk through, you don't

need it anymore. Walk up to the guy at the door. He'll tell you you can't go through. Walk over to the alarm system to the left and turn it off by pressing CIRCLE. Walk away and then go back to the door. The guy will go over to the alarm, while you run to the door. Make your way to the middle elevator and go up. Be aware, there are 4 cameras around the hallway. They get louder the closer you are to them. Take out the cameras by staying against the wall, and quickly side-stepping (holding L2 and then R2) to shoot the camera. It takes two or three hits to blow it up. Do the same for the second and third cameras. On the fourth, go in the opposite path of the third camera, and slightly nudge around until you can see a small part of the camera. Go through the door. Watch out! There's one more camera, but you can shoot it from by the door. Remember, that if the camera spots you, you won't fail the mission, but you'll have to deal with heavily armed guards. Just keep going until you reach another elevator. This is the final floor. Look out for the guards patrolling the halls. If you just go to the left from the elevator and make a right, there should be a door on the corner. Keep an eye out for the guards! Open the door, and then press CIRCLE on the picture frame. It will open a secret path. Take out the guard quickly or use a FLASH BANG and then deliver a couple of head shots. Take the armor, and then use your FINGER PRINT SCANNER on the thermos. Run out, and go to the end of the hall with a lock by it. Use your FINGER PRINT SCANNER, and you'll meet Lachese. After the scene, run up to the BRIEFCASE, and then go to the window with the red lines and use the BRIEFCASE to smash the window.

MISSION COMPLETE!

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[02] King's Ransom

This is pretty easy, since you're pretty much going in one particular line without sidetracking. Once the stage begins, grab the HEAVY ARMOR and then pause the game to add the SATCHEL CHARGE to your inventory. You'll need it later. Ok, move on, you can grab the FRINSEI SHOTGUN if you want, but it's a pain to reload. Anyway, make your way to the storeroom. Don't worry about the snipers, but try to clear the enemies on ground to make things easier. Ok, once you're in the storeroom, you'll see the girl. Don't kill her, but make your way near to the right of where she was standing to pick up the LIGHT ARMOR. Be on your toes, because a swarm of about 5 or 6 henchmen will be making their way to kill you. Go down the stairs and pick up the HEAVY ARMOR if you need it. Make your way down the end near the other wall. Instead of going around the barrels, equip your SATCHEL CHARGE and blow up the barrel, then make your way to the door. With the SATCHEL CHARGES still in hand, make your way towards the three barrels and blow one up. Move away quickly to avoid being hit by the guy on the roof shooting grenades. Go back and pick up two LIGHT ARMORS. Make sure to equip yourself with a gun now, then make your way to the bar. You can safely switch your weapons by going into your inventory in the pause screen. In the bar, go on the right side and kill the man with the gun, then quickly go past the tables to the door. You're almost done. Kill the guy that's standing there, he's ready to fire. If you have a machine gun, now's the time to use it. Kill the 3 or 4 guys and make your way up the ramp. You'll automatically switch to your GRAPPLING HOOK WATCH. Wait for the balloon to get high enough to see the target and then deploy the hook. It may take a couple of tries to latch on.

MISSION COMPLETE!

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[03] Cold Reception

Protect King and destroy the parahawks, that's a lofty goal. Oh, by the way, you won't get to use the jacket. The stage is relatively short, but is difficult since moving around is hard. Ok, when you begin, make your way to the SNIPER RIFLE. You'll need in later, then quickly make a hard right down a creavse to a pipe. After you leave the pipe, be on guard, since someone will quickly appear from behind the crate. Make a left and take care of

another guy behind a crate. Be sure to pick up the MEYER machine guns. Make your way down the slope and pick up three ammo clips and then plug one more guy behind the crate. Go through the pipe. Now, once you're out, hold DOWN on the D-PAD to stop moving. Pull out the SNIPER RIFLE and kill the two or three villains on the pipe. Be careful, two more will run toward you. Now, move slowly until you reach Elektra. She'll run and hide. After the scene, hold DOWN again and don't leave into the open. You're safe here from the explosions. Just stand there and wait for the parahawks to come over and shoot you. There will be two of them (not 6 like in the movie). Keep an eye out for enemies on ground. Blow up both parahawks. Short, huh?

MISSION COMPLETE!

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[04] Russian Roulette

If you don't know how to play Blackjack, then you're going to have a tough time with this stage. Ok, make your way to a woman in yellow sitting at the bar near Zukovsky's office. Press CIRCLE to talk to her. This will lure the jealous guard out of the way. Use your CREDIT CARD LOCKPICK to unlock the door. Talk to Zukovsky, and you'll receive a \$25,000 voucher. He wants you to make \$100,000 in order to get some information. Go to the guard in front of the door near the bar and give him the CREDIT VOUCHER. Go to the table and press CIRCLE to sit. Now, you can be careful and bet a little at a time, or you can bet \$25,000 the first play and win, then bet \$50,000 on the second play and win (if you do that, you will earn a very high score for the stage). I'm not going to go into detail on how to play Blackjack, MI6 will tell you (like Bond really needs to be told how to play Blackjack). Once you've made \$100,000, go back to Zukovsky and talk some more.

MISSION COMPLETE!

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[05] Night Watch

After a night of hot relations, there's only one thing to do: snoop around the house! There's a few things that need to be done here, like plant bugs and take pictures. Ok, in Elektra's room, make your way into a room without a door. Plant a TELEPHONE BUG in the phone. Go out of the room and make a left. Ok, to successfully take care of these guards without compromising the mission, you must punch them into submission. The first one is near an alarm, after you beat him up, one or two will come and see what's going on. Sock him out too. Make your way towards a door (I believe the only other door in the gray hallway). Make a right and punch-out the guard, and then punch out the other one that follows. Go into one room and use your MICRO CAMERA to snap a shot of the computer monitor. Go into the other room and plant another TELEPHONE BUG. Find in elevator around the halls, but across from that elevator is another phone that needs to be bugged. Go in the elevator. There's only one guard that needs a good beating, but in one room has a phone that needs to be bugged (the kitchen). Make your way to the end of the hall, and unlock the door with the CREDIT CARD LOCKPICK. Take a photo of the letter. Now, go back to the downstairs room with the brown doors (it's a really open area). Unlock the doors and take out the guards in each one. One room requires a photo, and another needs a phone bug. There's also a room with some armor. Be sure to pick this up before you plant the last phone bug. Davidov will be in the open area, talk to him, and then he'll run. Follow him! You can now shoot people. Make your way to the garage where Davidov is waiting. This is the hardest part of the mission is eliminatiing Davidov. He'll require many hits, and the other guards are shooting at you as well (plus, they just come out of nowhere). The best thing to do is to circle around the brick area near the car, until he moves into the middle of the room. Tapping the fire button may help, since you're not wasting your ammo. By the way, there's another HEAVY AROMR in the garage. Don't take it until you need it! After Davidov is down, take his ID card.

MISSION COMPLETE!

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[06] Masqurade

Ok, the first half of the stage requires the temptation to shoot someone. When you start, just go straight ahead to a guard in front of the door. Show him ARKOV'S BADGE. He'll unlock the door. Open it and go in the lab and pick up the SECURITY CARD. Leave the room. Now, go in the other pathway you saw in the beginning (in other words, make a left and go down the hall). There's a room to the right which has a HEAVY ARMOR as well as an INGALIS gun with some clips. Go into your inventory and turn the INGALIS off and the NIGHT VISION GLASSES on. Put on the glasses and head over to the power box. Switch it off and crouch until you see two armed guards. Sneak past them using the stealth walk, then slide your card at the lock. Quickly make your way to the door. Go ahead and take off the glasses. In fact, you don't need them anymore. Pull out ARKOV'S BADGE again and go to the guard down the hall. Pick up the RADIATION BADGE in the lab, then go to the door right next to the lab (if you leave the lab, the door will be to your left). Make your way down the hall and show the guard your RADIATION BADGE. Go in the room and unlock the door. Leave the hall and go straight ahead to the door near the two guys standing there. Dr. Jones will ask what is going on, then the fun begins. You have to be careful here, since Dr. Jones can die without reason (my guess is that she gets crushed by a door). Kill the guards until Jones can unlock the door. There's also another HEAVY ARMOR nearby. Go in the door she opens, and quickly make your way to Renard. Don't stop or Dr. Jones will be killed and the mission is over. Halfway through, you'll need to blow up a barrel to clear the blockage. Meet up with Renard and turn around. The door will open, but you only have 5 seconds to grapple the bar. The watch will switch on its own. Grab the pole and you're done.

MISSION COMPLETE!

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[07] Flashpoint

You have to be careful on this mission, since it requires the rescuing of hostages. Make your way to the door marked "Channel 1". Remember to stealth-walk near the hostage areas. Without being caught, make your way to a door (to your right) which has HEAVY ARMOR, an IAC DEFENDER (a powerful and useful gun), and some GAS GRENADES. Leave and using your silenced pistol, take out the guard walking around. If it says "Terrorists Alerted" quickly make your way into the room. Blind the terrorists using a FLASH BANG, then use your IAC DEFENDER to take them out. One shot and they're down. Clear any other enemy that comes through. The game will tell you if the area's secured. Pull the switch and go to the door with "Channel 2" it. Use the same procedure as in Channel 1, but the door and enemies may be closer. There's also another room with a FRINSEI SHOTGUN and some ammunition (probably another gun too). You may want to go easy on the IAC DEFENDER. It's takes time to reload and is limited on ammo. After you've cleared Channel 2 and pulled the switch, go to Channel 3 and do the same. There's another room with some IAC ammo and a couple of LIGHT ARMORS. Make your way into the control room and go into the door on the right of where you started (it might have a letter A above it). Take care of the three guards and then go into the tunnel. Put on your NIGHT VISION GLASSES. There will be more IAC ammo and a HEAVY ARMOR. If you don't have AUTO AIM on, now's a good time to use it. Take care of the terrorists that run to you, but don't stop! They regenerate. Make your way to the end and go through the door. Bond will ask what Dr. Jones is doing there, then you have to stop the enemies from killing her. Grab the vests as needed and take care of the enemies on ground. Go to the center, and kill the enemies on the upper half. They are only on a partial section, and you should be able to get any that appear as soon as Jones is done, press CIRCLE by the machine (if you're already in the center, you are already by it).

MISSION COMPLETE!

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[08] City of Walkways

Stay in the room and take out the nearby enemies, then go down and take care of the rest. Don't leave until you've killed everyone, or else they'll get Dr. Jones or Zukovsky. Make your way to your car and equip the CAMCORDER ROCKET LAUNCHER. Fire when the camera locks on. It should take two or three hits to eliminate the chopper. If you need more rockets, go to the trunk. The second helicopter is more lethal, since it has the swinging saw blades. If you get hit by those, it's all over. Again, two or three lock-on hits. You'll have to run from the third, and you do this by going to the yellow sign, then running across the pipeline. Go into the door and take care of the enemies. Upstairs has some LIGHT ARMOR and more importantly, a WRENCH. There's also a barrel in a corner that has a HEAVY ARMOR worth picking up. Go through the door, and make a right down the stairs into a shed. On the wall, there's a FLARE GUN. Take it. Now go back up, and quickly run across the pier. The helicopter is firing fiercely, so don't dawdle around. There will be another room. Run to the end and in a corner to avoid being shot by the helicopter. Take care of any enemy that has followed you. Use the WRENCH to open the gas main, then look out the window and fire where it's marked with the FLARE GUN. If you miss, there's a box on the floor where you can get another flare. Blow up the helicopter.

MISSION COMPLETE!

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[09] Turncoat

Bullion was a traitor all along, the thought! Ok, take care of those who are shooting at you. AUTO AIM helps. Take care of the sniper immediately. Stand near the corner and take care of who comes by. Then move along and take care of the other sniper. Go down until you see an alley, and behind the first dumpster is a HEAVY ARMOR. Go back and go through the doors. Be careful, there are enemies behind the pillars. Eliminate them, then go on the train. It pretty much goes in a line, but don't shoot the civilians. Also, watch out for enemies that hide behind small walls near the doors. Some crates hold some armor, so make note of that. Soon you'll be at the other end of the train. Once you're out, Bullion tells you that there's a device which is set to contaminate the air in 90 seconds (which, by the way, was NOT in the movie). Use your PEN EXPLOSIVE to open the door. Stand back, it's a big bang. Make your way through the halls. There's a HEAVY ARMOR around there, but don't take it unless you need it. Make your way to the device. The best and fastest way to expose the core is by opening it with a SATCHEL CHARGE. Once the core is exposed, use the CELL PHONE STUNNER to short circuit it. Now, make your way to where Bullion was running. You won't get too far, since he has Dr. Jones.

MISSION COMPLETE!

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[10] Fallen Angel

Ok, this may get a bit tough. Go down the left side, and go in the first door to pick up the HEAVY ARMOR. Make sure no guard sees you, or you lose a lot of health. Move to the right hallway, and go in the third door to get your stuff back. Stealth walk helps, and you can go in other doors for ammo, or to hide. Take care of the enemies, and get plenty of KAZAKOVICH ammo. You'll use this gun a lot. Go through the door, then go upstairs to the first door you see, but watch out for a guard that runs down the stairs. Take care of the guy who has his back turned (it's not always this easy!) and work your way down the hall with two doors that have keycard locks. There's an open room, but be careful! Bullion is in there. There's an easy way to defeat him because he has a certain pattern. If you hide on the left side of the opening looking into the right corner of the room, you can get a few head shots when he pops out from behind the crates. Be alert, he does fire a lot, but he

never leaves the specific area. After you kill him, grab BULLIONS KEY and a HEAVY ARMOR. Go back to the stairway and make your way up to the next door. Another guard will run down. Unlock the door with the key. Look through the halls for a HEAVY ARMOR, some KAZAKOVICH CLIPS and more importantly, M. There are some guards here, but you should know that. Once you meet up with M, she'll give you M'S KEYCARD. Go back down to the hallway where you saw the keycard locks. The first room has a PEN EXPLOSIVE while the other has an INGALIS machine gun. Go back to M and use the PEN EXPLOSIVE on the lock. She needs to unlock the final room, but two guards are about to come downstairs. Stand in the stairway next to M and take care of them. She'll unlock the final door upstairs. Make your way up there, and there will be a bit long of a clip. Here's the hard part, killing Gabor. MI6 tells you to use the explosives he throws, which is a timed PIPE BOMB. This is hard, since there's not only guards that come out, but Gabor has a pretty good aim. Hide in one of the rooms that open, which have a HEAVY ARMOR in each. You can try to get him with head shots from a distance, and I think it does work. Also, you have a GRENADE LAUNCHER. After you do kill Gabor, pick up GABOR'S KEYCARD and go into the room with the keycard lock. Elektra has M hostage, so quickly nail her with one bullet.

MISSION COMPLETE!

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[11] Meltdown

It's the final mission, and it's not going to be easy. Make your way to the unlocked hatch (you're faced with two paths, I believe you go right). Funny, no one's here... yet. Go into the first two rooms and pick up ammo and armor. Go to the end of the hall and kill the guard. There's also an IAC DEFENDER here. Now a whole swarm of terrorists come over, and some are heavily armored and equipped with shotguns. Eliminate them all, but go into the one room you missed and get the HATCH KEY (in other words, go in all three rooms). Pick up some LIGHT ARMORS and the FRINSEI AUTOMATICS. Unlock the hatch and equip the shotgun. Kill who's in here and pick up their ammo. There's also a HEAVY ARMOR in here too. Go to the hatch on the floor and press CIRCLE. Press the switch to move the torpedoes (since the door is locked) and shoot the ventilation grate. You can crawl through by holding L1. As soon as you're out, you'll find Dr. Jones in a locked chamber. After the scene, you'll have to chase after Renard. Be careful down the hallway, since the steam not only makes it hard to see, but can deplete your health. There are a few guards behind some pipes, so watch out. Also, Renard is shooting at you. Chase him down to another hall way, and fire as soon as you see him to prevent getting hit. You'll need to equip your RADIATION DETECTOR, but you can just leave it on. Lure some of the guards in radiation suits by firing at them. It would be a good time to use the IAC DEFENDER. Remember, as soon as the radiation number hits 100, you lose health FAST, and it doesn't matter if you have a armor on or not. The radiation room is a bit of a maze, so take care of a few enemies, then run out to recover. Grab the HEAVY ARMOR, then exit. Renard is just around the corner. In the last room, he's locked himself in. You need to fully destroy all panels on the center device to unlock the door. This is tough, since there are guards on ground and above. But guess what? Shoot the crates to get a HEAVY ARMOR. I think there's two in here. As soon as you unlock the door, hit the switch and the rod will impale Renard. Grab the PRISONER KEY and exit from where you came. Run back to Dr. Jones cell. Get her out, then crawl through the ventilation chamber. Press CIRCLE where it's marked.

MISSION ACCOMPLISHED!

GOOD JOB AGENT 007!

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[005] Credits

Ah, finally the end. It took me three days to write this, and it's all from memory. If anything seems wrong or if you have a question, e-mail me. Thanks for reading! And JAMES BOND WILL RETURN!

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FAQ written completley by Shaun McCracken.

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