

James Bond 007 in...Agent Under Fire Guide

by Nightsilver

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This walkthrough was originally written for James Bond 007 in...Agent Under Fire on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Author's Email: JadedAsp@aol.com Mail me with anything truly USEFUL! No spam! Any info you have that I don't is VERY welcome! Thank you all!

The "'Sakura's guide to everything" 007: Agent Under Fire' Guide

Contents:

1. Level Bonuses

This contains information on what you receive when you successfully complete a mission with a Gold/Platinum medal. I'll also try to describe what each of these powerups do, if they require an explanation.

2. Level Walkthroughs

As the title says, these are walkthroughs tell how to complete each level simply and efficiently. Some give detailed instructions for completion, while others (specifically Rail Shooter and Driving missions) simply give hints and things to watch for. This section also gives information on how to do each Bond Move and the location of all 007 Tokens!

1. Level Bonuses:

All scores listed are in thousands. IE 50k means 50,000 points, and 120k means 120,000 points. Platinum Medals require you to obtain the same score as for a gold medal, as well as all 007 Tokens in that level. Here's a sample entry:

Trouble In Paradise	Gold: 50k	Golden P2K
	Platinum: 4	MP Map: Rocket Manor

The name of this mission is Trouble in Paradise. To get a gold requires 50,000 points. The reward for gold is a golden P2K. A platinum Medal requires 50,000 points as well as collection all 4 bond tokens in this level. The rewards for Platinum is the multiplayer map Rocket Manor.

Understand? Good. I won't explain again = P

Trouble In Paradise

Gold: 50k

Golden P2K

Platinum: 4

MP Map: Rocket Manor

Precious Cargo

Gold: 50k
Golden CH-6

Platinum: 6
MP Game Mode: Golden Gun

Dangerous Pursuit
Gold: 70k
Unlimited Car Missiles

Platinum: 5
MP Model: Stealth Bond
Bad Diplomacy
Gold: 70k
Golden Accuracy

Platinum: 4
MP Powerup: Gravity Boots

Cold Reception
Gold: 90k
Golden Clip

Platinum: 7
MP Model: Guard

Night Of The Lackal
Gold: 90k
Golden Grenades

Platinum: 4
MP Weapon: Viper Pistol

Streets Of Bucharest
Gold: 100k
Car: Lotus Esprit

Platinum: 6
MP Model: Alpine Guard

Fire & Water
Gold: 100k
Rapid Fire Mode

Platinum: 8
MP Weapon: Calypso Machine Gun

Forbidden Depths

Gold: 110k
Golden Armor

Platinum: 4
MP Modifier: Full Arsenal

Poseidon
Gold: 120k
Golden Bullets

Platinum: 5
MP Model: Cyclops Oil Guard

Mediterranean Crisis
Gold: 130k
Regenerating Armor

Platinum: 9
MP Model: Poseidon Guard

Evil Summit
Gold: 130k
Unlimited Ammo

Platinum: 6
MP Model: Carrier Guard

Powerup Explanations:

Gold P2k: A P2K! Replaces Bond's default weapon. It's Gold in color, but does NOT work like a golden gun! It does a little bit more damage than a normal P2K and has a bit longer range, but that's it!

Golden CH-6: A CH-6 Rocket Launcher! It's gold in color, does a bit more damage than a normal CH-6, has a bit longer range, and has UNLIMITED backup ammo. You still have to reload after 6 shots, but you will NOT run out of ammo-ever!

MP Game Mode-Golden Gun: A new Multiplayer game mode! The same as Combat training, but there is a golden gun (kills in one hit) somewhere on each level.

Unlimited Car Missiles: Like it sounds-unlimited missiles for all of Bond's cars. Note that these are the missiles that home in on a target, NOT the ones that go straight across the ground (these are called Rockets)

Golden Accuracy: Makes any weapon you have that can autoaim do so better, ESPECIALLY the Golden P2K/Golden Gun

Gravity Boots: Picking these enables Low Gravity on YOUR CHARACTER ONLY! They're great for getting to places you shouldn't be in a normal MP game!

Golden Clip: Doubles the clip size of the Golden P2k to 12 bullets instead of 6

Car - Lotus Esprit: This is the car bond used as a submersible. It only works

(as far as I know) in the Streets of Bucharest mission. It is faster than the other cars, and it handles just as well!

Rapid Fire Mode: Allows you to hold down the fire button (R by default) to fire all weapons at an increased rate (even pistols!)

Golden Armor: Turns your armor meter (in the lower left of the screen) gold in color. Golden armor can take more hits than your normal armor, though it may not seem like it when you go up against more powerful enemies near the end of the game.

Golden Bullets: They're more powerful than normal bullets! And they're Gold!

Regenerating Armor: Like having a Healing MP powerup, your armor will constantly refill itself! Go hide for 30 seconds, and you'll be as good as new! Watch out, though, as this auto-healing armor will EASILY allow you to get a 99% in the "damage" category.

Unlimited Ammo: Nice concept, but only works for the P2K and Golden P2K (as far as I know). If this worked on other weapons, it would be worth getting. As it is, don't kill yourself over getting this cheat.

Hidden Golden Gun Powerup!

You probably noticed that four of the above powerups are written in gold. When you collect all four of these, your Golden P2K will become Scaramanga's Golden Gun! Like the gun from the MP Game mode, this gun kills everything it hits in one shot. The only exception to this is Bloch, who cannot be 'killed' at all.

2. Level Walkthroughs

Quick Notes:

* **Walk-Through Shooters:** These are standard, first-person shooter levels. You control your movement, walking through the level. (duh)

* **Rail Shooter:** You control the guns on a moving vehicle. The vehicle's movement is automatic, so you cannot control where you go. Your job is to fend off the enemies. (Use the B button to do a quick 180-degree turn - VERY helpful in some instances)

* **Driving Shooter:** You control a car as well as it's on-board weaponry. Where the car goes is your choice. Note that your weapons are all forward-firing, so you must face something to kill it. Weapons of choice are Missiles (if you have them) and Machine Guns (B-button).

Trouble In Paradise (Walk-through Shooter)

Walkthrough:

From the starting point, you have a choice to make. You can use your Q-Decryptor to go in the front door, or you can Q-Claw yourself onto the roof. The Roof works better, since it allows you to acquire a missile launcher. Move to the center of the Helipad you begin on. Switch to your Q-Claw and aim at the vent just under the satellite dish on the roof. Fire and let yourself be pulled up. Move across the roof and drop into the vent. Switch to your fist. Drop through the vent into the room with the single guard. Creep up SLOWLY behind him and hit him. Pick up the keycard he dropped on his desk. In front of where he was is a door - use your Q-Decryptor. Proceed to the other side of the newly-opened room and use the keycard on the door terminal. Raid the armory, making sure to get the MRL-22 and the grenades. Go back into the room where you got the keycard and proceed into the garden overlook area. Use the elevator to go down. Ready your pistol. Fire at the guard at the base of the elevator. Use your Q-Laser on the lock on the gate. Proceed across the bridge. Carefully

move around the corner and try to kill the guard. This is easy if you have silenced your P2K. Move into full view of the corridor. There will be a cutscene displaying an explosive barrel on the back of a forklift. Shoot this to quickly eliminate many of the guards. Go to where the forklift was and pick up the guards' K57s. Continue down the corridor. Look out for the hiding guard. When you kill him, four more guards will come. There is some body armor stashed behind some crates near the corner they will come around. Take it if you need it, then go to where the guards came from. You'll be warped into a greenhouse with 5-7 guards in it. Kill them - be careful of the grenade-thrower and the guy with the shotgun. Go into the pink room at the end of the greenhouse. There is a baddie to your left - kill him. There is body armor behind him if you need it. Turn around - grab the vials on the shelf and hit the button - go through the door. Head across the catwalks, killing the sniper. Go down the stairs, use the lift to descend to the sub level. Shoot all the enemies on this level, run onto the submarine, and use your Q-Laser on Nightshade's handcuff thingies.

Level Tips:

- * When on the sub level, aim for exploding barrels to take out hiding enemies. Just make sure you're not near the barrels yourself!
- * If you can, get into the armory! The MRL-22 is great for taking out enemies in the greenhouse area, as are the hand grenades!

Bond Moves:

1. Open 1st decryption door before going to the roof
2. Q-claw to the roof at the start of the level
3. Open decryption door near 1st bad guy
4. Open armory door
5. Open padlocked gate with laser
6. Shoot canister on back of forklift truck
7. Shoot rope holding up crate in the air straight after move 6

007 Tokens:

1. Along walkway of entrance roof (start of level)
2. Jump onto crates near 2nd bad guy, near padlocked gate
3. Left hand side of cultivation area where lights are out
4. Before Gantry with sniper, left of the stairs at the start of section

Precious Cargo (Rail Shooter)

Level Tips:

- * When fighting helicopters, try to kill the gunner before trying to destroy the chopper. When you kill the gunner, you have a few seconds before the helicopter turns to face you and uses its guns/rockets.
- * Use your CH-6! This is GREAT for destroying vehicles, but remember: it moves much slower than a bullet, so you have to lead your target to hit it.
- * Go for the explosives! At many places in this mission where there is a group of enemies, there will be explosive barrels near them. Shoot the barrels to quickly take out the baddies!

Bond Moves:

1. Shoot man out of 1st chopper
- 2, 3, 4, 5, & 6. Shoot out the wheels of 4 enemy cars as well as an enemy van
7. At the 3 way blockade, shoot barrels to the right to kill the men
8. At the petrol pump blockade shoot the guy from the chopper...
9. ...Then shoot the pump in the background garage
10. (In Building) Shoot barrels in between the 2 men on the left in the final building

11. (In Building) Shoot the 2 rocket launcher men on the gantry
12. (In Building) Shoot barrels near forklift truck on the right in the last room
13. (In Building) Drop container on generator

007 Tokens:

1. Shoot roadblock of 2 cars before you turn left into the alley
2. After 3 way blockade, shoot down chopper (the one that goes across the park)
3. Shoot down lone gunman on the right after driving through the park, before a right turn
4. Shoot man above entrance to final building
5. (In Building) Shoot large pillar type structure in middle of stop with men on catwalks with rocket launcher
6. (In Building) Shoot last 3 fans to the right after shooting the 2 rocket launcher guys on the gantry

Dangerous Pursuit (Driving Shooter)

Level Tips:

- * Look for squiggly, light-blue lines on your radar. These are shortcuts and usually have no enemies in them. They are also common places to find armor!
- * Missiles! Save your missiles for helicopters. They are the only weapon you have capable of taking choppers down. It takes 2 missiles to kill a chopper, so when you get a lock, punch the fire button twice.
- * Q-Smoke: Use Q-Smoke on trailing enemy cars. If they're close enough and directly behind you, they will spin out and take a few seconds to renew their chase.
- * Q-Pulse: Pick up as many of these as you can. When trying to use them on the target van, only use them if you KNOW you can stay close to the van for a few seconds. Remember - when you hit the A button, the Pulse takes 1-2 seconds to charge up before it releases. Also, the pulse moves slowly and dissipates quickly. The range is about 1.5 car-lengths.
- * Q-Boost: Use this only if you need to catch up to the van quickly. Be ready to hit the brakes, because it's VERY easy to overshoot the van.
- * Ignore the cars! When you're chasing the van, ignore the enemy cars. Allow yourself to get shot-up while you zero in to take the van out. If you're really hurting for health, Smoke the cars so you lose them.
- * Don't touch the van! If you shoot the van at ALL before you pulse it, you could fail the mission. It is, however, safe to ram the van.

Bond Moves:

1. Shoot a rocket at barrels just left of first car blockade
2. Shoot lone barrel down on the far right of the warehouse dock to kill the men
3. Destroy the petrol pump along the left roads to kill the man
4. Use Q-smoke on a bad guy car
5. Q-pulse the van 1st attempt, without van getting damaged

007 Tokens:

1. Turn around at start of mission - token is at end of alley
2. Shoot lone crate after first blockade - token inside
3. Keep to your left and keep going until you reach large blue building with overhang. Find the passage through the middle - the token is inside
4. Carry on left still and just after the blue building you will see pump station you blew up earlier on the right hand side, token is behind it
5. Keep left still and eventually you will see a token on the left, after a phone box

Bad Diplomacy

Walkthrough:

One of the simplest missions in the game, you can kill almost every enemy in one hit. The problem - you are VERY short on ammo, so don't miss. From the beginning, wait a moment. Shoot the guard who walks into view. Go up the stairs and through the door. Go through the hallway, past the elevator. Shoot the guard. Go past him into the filing room. Turn left in this room, and get the darts from off the desk. Go back and use the elevator you passed to get to the second floor. Turn left out of the elevator and shoot the guards. If you're going for tokens, there's on the other side of the round room from where you are. If not, turn around and go past the elevator into the kitchen. Be careful in this room. Touching anything like a pot, pan, wine bottle, etc will make noise and attract some guards in. The best way to not make noise is to go down the right side of the center thingy, then duck-jump through it after you come to two closely-placed boxes. Continue down the left side and through the doors. Kill the guards. You can either jump over the lasers or disable them. Turn right when you get the windows at the end of the hall. One of the windows is open, and there is a guard outside. Kill him, then continue down the hall. Disable the second laser. At the locked door, turn on your glasses and look around. A large panel of wall is false. Go up to it and hit the A button. This will slide away and reveal a hidden room with armor and some darts. Go back out the hall to the open window and go through the window. Use the ladder or Q-Claw to get onto the balcony. Now go through the open window into the computer room. Go into the room with the statue and through the door on the right to get the keycard. Once the cutscene finishes, go to the room opposite the computer room. Use the door that does not require an access card to get some darts, then turn around. Open the door with the keycard thingy on it. As soon as this cutscene finishes, quickly kill the Griffin Clone. You can either shoot him with 2 darts, or come up and punch him to death. Get the thing he dropped, then go back to the computer room. Use the computer. Listen to the recording for a little insight into what this game is all about. Go back to the room where Griffin was. Go through the second keycard door, down through the vase room, and use the elevator. Go back to the room your started in (go left out of the elevator) and out the door at the other end of the room. Kill the last guard, and run into the street.

Level Tips:

- * Don't Miss! You don't have enough darts to be a bad shot, so make sure you don't fire until you have a good bead on the enemy!
- * Grab Darts! Like I said before, your dart supply is VERY limited. If you don't pick up any darts, you'll run out well before the end of the mission, even if every shot you take hits.
- * Use your hands! If you can, punch enemies to death rather than shoot them. Not only will you get double points for this, but you'll receive the extra bonus of not running out of darts!

Bond Moves:

- 1, 2, & 7. Use the glasses to find the trip lasers' wall boxes. Press A to open these. Use the Q-Laser to fry exposed wires and disable the trip lasers.
3. Open secret door (use glasses) in left wall near locked door (after trip lasers 1 & 2)
4. Use Q-claw to get to 2nd floor (not ladder)

5. Open 1st door to the right on the 2nd floor where Malprave is and the keycard
6. Kill Griffin clone using your bare hands

007 Tokens:

1. In the file room at the end of ground floor, near darts
2. On top of balcony 1st floor - turn left out of lift near flags
3. In the room you get into by completing Bond Move 3
4. Behind glass showcases full of urns, after Griffin

Cold Reception

Bond Moves:

1. Get keycard from the door behind in the main room
(you can leave this until after no.2)
2. Laser padlocked grate through the right hand door of the main room
3. Use keycard on data port switch to disable alarms
(port in wall in mainframe room opposite way in)
4. Photograph rig model in mainframe room
(far side of room near exit)
5. Q-claw up into 2nd high duct
(after lift, look above door for 1st, 2nd is just after)
6. Kill a bad guy by shooting a steam valve off
(red circular handle)
7. Get security door program
8. Use Security door program

007 Tokens:

1. Through left hand door of main room
2. In circular room enter 2nd set of ducts through grate
3. Start of mainframe room just right of stairs
4. Q-claw up into 2nd high duct...(see Bond Move 5)
5. ...and carry on all the way and shoot the barrel out the other side, drop down
6. After blast doors, jump from the second small level of the stairs to the water container nearby (this is a bit tricky, use the post of the railings)
7. Behind a water container near ladders on the ground floor

Level Hints:

* The three buttons in the 1st room on by each computer open the respective doors. When looking at the computers the left one is a dead end but has the 007 token in, the central one (behind) has the keycard and exit, yet you do not need to open this one. The right one is the only one you really need to venture into 1st time round.

* Open the doors at the beginning, one at a time ignoring the middle one, using the buttons on the desks. The quieter you do this part of the level (no alarms) using fists or silencer the easier, Especially when working your way round the rooms.

Night Of The Jackal

Level Hints:

* Shoot the scenery behind the Jackal to get her to move faster, When its used up just shoot her as fast as you can, dont hide too long as she will grenade you, keep moving and she wont be a problem. After doing enough damage she will end up above the vat with a crane arm behind her push the button to the right of the room (ground floor) near the crates to push her into the vat!

* Hostages: look out for the many hostages in this level. If any of them die, you lose the mission!

* Battle Chopper: the battle helicopter at the end of the mission can take a LOT of punishment. If you have it, use your SSR Sniper Rifle. Aim carefully and snipe the pilot through the cockpit. If you don't have this, use the 4 machine guns mounted on the roof. This method takes longer, so snipe if you possible can. After the chopper begins to spin in circles, get away from the door! The chopper will fall next to the door and kill you if you're standing there.

Bond Moves:

1. Jump into balcony of 2nd sniper near safehouse
2. Enter Bonds safehouse
3. Q-claw to embassy
4. Save hostages
5. Open secret door (British Flag)
6. Save Damescu
7. Knock Jackal into vat
8. Sniper chopper pilot

007 Tokens:

1. In shop window, use car to jump in, on the right past the embassy from the start
2. 2nd Sniper balcony jump from Q-claw location
3. In room to right of 2nd lone hostage
4. Embassy roof near chopper, behind crates straight ahead

Streets Of Bucharest

Level Hints:

* Having problems with the Q-boost ? Make sure you activate it before the ramp/stairs and don't hit anything which could slow you down. Aim for the center of the ramp and you should sail right over the river, cueing the cut scene. This isn't hard - double boosting is not needed. As soon as you pick up the boost change your weapon to it so you're ready for the jump.

* When in the tank, stick to shells for vehicles and the minigun for men. This keeps your accuracy and efficiency up. Just change your weapon like you do in 1st person. To take out the final train on the bridge above the tanks, change your weapon to tank shells and shoot the red canister car of the train.

Bond Moves:

1. Shoot both choppers down at train station
2. Jump broken bridge
3. Use oil slick on 1 bad car
4. After getting chip hit sign and travel on 2 wheels in between cars
5. Complete jump stunt
6. (Tank) In open yard shoot barrels to the left
7. (Tank) Shoot down 1st chopper
8. (Tank) Shoot down 2nd chopper over bridge

9. (Tank - night vision) near end there is a stationary car and 2 men, shoot barrels to the left, they are hard to see though

007 Tokens:

1. Where the road splits in two, inbetween roads near bridge
2. At the train station - go all the way right along the tracks
3. Take the shortcut to the left after jumping the broken bridge
4. After getting chip go fast to get the token in midair
5. (Tank) Shoot both red vans after 2nd chopper
6. (Tank) Next shoot both red choppers

Fire & Water

Level Hints:

- * Keep away from using machine guns if you can and as soon as you can snipe, do it. You can also ignore the chopper at the end and just make a run for it.
- * When getting across crane crates - lower crane 2 and run onto it, then raise it and lower crane 3 and run onto that, then raise 3 and jump over barrier. To skip a chunk of the level to get your time down go straight through the right grate after the padlocked gate then up and around the gantry, just run and press the button at the end to open the door to the pump room. Ignore any men that are not directly in front of you.
- * You don't ever need to shoot Bloch - just try and get close to him and he will run away.
- * When you have activated the pumps in the orange room inside the rig, (by pressing the button in the control room) you will see them going up and down like a see-saw, jet up to middle of one of the two and make your way to the end (either side) then as your end is lower jump onto the larger part on the tip, turn around and at the top shoot the barrels / forklift truck / spare men through the hole in the ceiling. At its highest you can jump over the railings to get to the top level. Keep an eye out for crane program uses (green glow) to make snipers fall from their perches.
- * As in previous missions, ignore the choppers unless you can snipe the pilot. Otherwise, simply ignore the gunfire and run for cover!

Bond Moves:

1. Get crane program with remote
2. Use crane program on crane 1, 1st meeting of Bloch
3. Unlock door from crane room
4. After 1st padlocked gate (2nd meeting of Bloch) open the grate to your left
5. There is also one on the right
6. Going through the left duct operate crane 2...
7. ...and crane 3
8. Sniper pilot from 1st chopper
9. Once in the pump room use Q-claw to get to the right hand gantry
10. Use Q-claw to get across to 2nd snipers platform near hook line
11. Use crane program to drop platform on other side of rig (Phyphors)
12. Sniper pilot from 2nd chopper
13. Climb last part of level using Q-claw instead of Q-jet

007 Tokens:

1. Shoot 1st barrel in front of you when you leave the padlocked crane room
2. Follow the left grate duct, its on a crate in the next room
3. After getting across crane crates the token is at the base of crane 2
4. From there go to the far left corner of the rig, underneath the door Bloch

- escapes from
5. Inside pump room, ground level far right side - behind ladder on crates
 6. As you exit the top of the pump room the token is behind barrels on your right
 7. Also on ahead and to the left, underneath far snipers platform - crouch to get it
 8. At the top of the lift near helicopter ambush, shoot barrels to the right, token is behind crates

Forbidden Depths

Level Hints:

- * To get the CH-6 at the 1st stop shoot the blue screen facing you and the one behind - it will drop near the armor. At the 2nd stop shoot the 2 blue screens in front. This is great for destroying vehicles.
- * Make sure you destroy the fans/switches early to get your bonus and avoid taking damage
- * In the large circular room, shoot the three men surrounding it, then shoot Bloch until he retreats - the three men reappear with missile launchers, kill them and pinch their weapons. Make sure you change your weapon to the remote missile launcher (RCH-1, not the CH-6). Just to let you know you can control the missiles after firing them by moving the control stick.
- * In the final room, you are aiming for the three parts of the fan above you that support it to the roof, they have a red glow (lights) to them
- * You need to shoot your missile towards the fan but get inbetween to hit the structure supports, (like red beacons) when you destroy the first one you will be treated to a cut scene confirming your hitting the right spots. Just hurry to make sure the heat doesn't kill you.
- * If you think you are going to miss with the remote missiles you can detonate them in mid-flight by pressing fire again

Bond Moves:

1. At 1st stop, shoot the two men to your left in the control part, a panel opens
shoot the red light / switch
2. At 2nd stop shoot barrels on right side to kill men
3. Destroy all 3 fans
4. Shoot both steam switches

007 Tokens:

1. Before 2nd entry into glass tunnel (water outside) shoot 2 men on level above in a red room
2. After 2nd stop there are another 2 men above to shoot in a red room
3. Shoot all mines Bloch puts down
4. I have been told that if you kill all gun turrets you get this - I have wiped out everything on the level and still no token, I am led to believe another variable is needed. I have used the CH6 to destroy all transport vehicles and caused as much damage to Bloch as possible to finally get it - the token will appear before the 1st fan. Just keep trying

Poseidon

Level Hints:

- * Rush into the autogun room and round into the control room to activate the autoguns before they do, to get the bonus. People still having a problem with

this - so as soon as you enter the room run down the stairs and to the left, follow the corridor round to the right to get into the control room (with a single man in) and shoot him before he presses the button near the window. Then press it yourself - this activates the trip lasers on the floor. The two guards outside will then walk over these and get shot by the autoguns. The button is on a timer so it will deactivate itself after a set period so you can venture outside.

Bond Moves:

1. Cut Padlocked grate at start
2. Get Chemical Regulator Program
3. Get System Pressure Program
4. Get Temperature Control Program
5. Activate autogun button to kill bad guys
6. Use Chemical Regulator Program
7. Use System Pressure Program
8. Use Temperature Control Program
9. Activate Sub bridge in pen

007 Tokens:

1. Open fan grate at start of level (not air duct)
2. When you enter program room, look to your right
3. In the reactor room with autoguns, it is just round the back of the stairs
4. At the beginning of the sub pen, open door to the right where armor is
5. On the left side of sub pen when you reach far end - go round left corner behind barrels / or under stairs through grate

Mediterranean Crisis

Level Hints:

* Take the back route to skip most of the initial level and to make it easier. Make full use of air ducts. This is done by going into the brig instead of the briefing room. Cut the lock to open the cells, then cut the lock on the air vent. Crawl through to find the access to the back route. This also allows you to get the Harrier program. You can use this program to make the Harrier Jump-Jets fire their engines for a moment, killing any guards behind them!

Bond Moves:

1. Unlock grate in 2nd cell
2. Use Q-claw to get above flight deck (back route)
3. Get harrier program
4. Stay along back route and open padlocked gate
5. Use Q-claw again along back route to get further along
6. Use harrier program
7. Use Q-claw to get into control room
8. Snipe chopper pilot
9. Get rocket program
10. Instead of shooting bad guys to save Zoe, drop down the hole near the crates, cut padlocked grate and press button (then shoot barrels)
11. Activate rocket program
12. Sniper end chopper pilot (dont have much time)

007 Tokens:

1. In front of you as you start
2. In the brig - 1st cell
3. In the duct from brig all the way down to briefing room
4. In the grate to the right, near 1st bio-suit bad guy - the way to back route

5. Near last Q-claw location, back route
6. Up 1st set of stairs, near 2nd harrier across from sniper
7. At bottom of stairway, where grenades are thrown down
8. Below hole, behind crates near Zoe
9. Behind barrels near Zoe

Evil Summit

Level Hints:

- * Make sure you shoot the man underneath the middle gantry from the side, get him through the window when at the bottom of one of the towers.
- * Ignore as many men (the ones coming out the door at the beginning) as you can at the start of the level, just head straight for the floor hatch in the middle gantry and get down fast. You can complete this whole level just using the sniper rifle, this makes it easier and you can get scores of just under 300,000.
- * In the Silos shoot once to get their attention if you don't want to climb over then take them out with the sniper rifle
- * Also to kill Bloch only takes 3-4 good head shots. Just wait for him to reload or aim where he is going to land shoot then get ready to move! You know he's done when he shoots the structure overhead just Q-jet onto it at its lowest (carefully onto the square shape) then walk up it on the straight part of the structure to get bit more height. You then should be able to turn 180 degrees and Q-claw to the top level above the pipe slide. When you emerge you will automatically pick up a rocket launcher from Malprave's room. Be careful as the floor is falling to pieces, just shoot Bloch with the rocket launcher and you're done!

Bond Moves:

1. Open padlocked chest in control room to right (level start)
2. Get Hatch Program from left tower
3. Use hook line to get from left tower to right
4. Use hook line to get from right tower to control room
5. Use Hatch Program on hatch in middle gantry
6. Laser cut the ceiling support in the middle of the gantry surrounded room
7. Rescue French Prime Minister (Silo 1)
8. Rescue German Chancellor (Silo 2)
9. Rescue UK Prime Minister (Silo 3)
10. Rescue US President (Silo 4)

007 Tokens:

1. Behind left tower at the top
2. Behind right tower at the top
3. Top of gantry room middle (near ceiling support)
4. Bottom of Silo 1
5. Right hand path when you enter Silo 2
6. At bottom of Silo 4