

James Bond 007 in...Agent Under Fire FAQ/Walkthrough

by Kodos86

Updated to v2.6 on Jan 13, 2003

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.

Agent Under Fire FAQ/Walkthrough
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Version 2.6
01/13/03
Platform: Gamecube

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1. UPDATES

Version 2.6 (1/13/03)

Added a FAQ concerning some of the more common, dumb questions I receive. Hopefully this will cut down on the stupid questions I get. Actually it probably won't, but at least I tried.

Version 2.5 (5/24/02)

I added some tips for the arenas in multiplayer.

Version 2.0 (5/20/02)

As I promised, I finally got off my ass and bought the game, and updated the walkthrough. I've got a lot of new stuff, so I'll just put it into a list:

- Completed the walkthrough section
- Gotten a bunch of reader tips, pointing out many of the Bond moves, an easier way to destroy the helicopter and Carla in Night of the Jackal.
- Added an easier way to beat Cold Reception, and added some more info on the weapons.
- Added a small multiplayer section.
- Added a characters section.
- Added a section on the single player enemies.
- Found the rest of the Bond Moves and 007 Moves.

So at this point, the guide is pretty much complete (except for some walkthroughs that I plan to expand).

Version 1.0 (4/16/02)

Everythings new, since this is the first version. I know this guide is incomplete, though I won't be able to update it more until I can buy the game in a few weeks (I just returned it to the rental). Once I buy the game, I'll try to add the rest of the stages, as well as flesh out some of the sections.

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2. I N T R O D U C T I O N
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Controls

Basic Controls

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- Control Stick = Move
- C Stick Left/Right = Strafe
- X = Crouch
- A = Reload, Open, Talk, Activate, etc.
- Y = Jump
- T-Pad Left/Right= Select Gadget
- B = Use Gadget
- R = Fire
- C Stick Up/Down = Aim up/down
- T-Pad Up/Down = Select Weapon
- Z Button = Secondary fire
- L(hold)+ control stick = manual aim
- Zoom = Hold L and press C Stick up/down

Driving Controls

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Control Stick Left/Right = Steering

R = Gas

L = Brake

X = E-Brake

Z = Change View

C stick Down = Look back

B = Machine Guns

Y = Choose weapon

A = Fire Weapon

Rail-Shooter Controls

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Control Stick = Aim Weapon

A = Reload

R = Fire

C Stick Up/Down = Aim up/down

T-Pad Up/Down + Select Weapon

B = 180 degree spin

Z Button = Secondary fire

L(hold)+ control stick = manual aim

Zoom = Hold L and press C Stick up/down

Tips

1. Don't use full auto unless in very close quarters; full auto is far more inaccurate than using short bursts, and you'll use less ammo.
2. Using explosives in close quarters is fatal.
3. Go for the headshot. Headshots will (usually) kill instantly. Or, you can just go for the chest with auto aim.
4. Use the environment to your advantage- if there's crates around, use them for cover. DON'T use oil drums for cover.
5. Use oil drums to blow up lots of guards- those orange cylinders; shoot them to make big explosions and kill nearby guards.
6. Snipers. Some guards have laser aimers on their guns and do a lot of damage if they shoot you. However, the laser gives away their position; just shoot at where the laser is coming from.

Difficulty Levels

The stages are divided in 3 difficulty levels: Operative (easy), Agent (Medium), and 00 Agent (Hard). The objectives stay the same; the main differences are that the enemies are stronger, more accurate, and do more damage. You also get less ammo in higher difficulties.

3. WEAPONS

Pistols

Wolfram P2k

Clip Size: 6

Alternate Fire: Silenced

Real Name: Walther P99

This is your standard weapon, and you usually start out with it. It is relatively weak, but has a fast rate of fire. The P2K kills with about 3 shots.

Windsor Viper

Clip Size: 6

Real Name: Colt Annaconda

The Viper shoots .44 magnum bullets which have excellent stopping power, but it is offset by heavy recoil. The Viper kills with about 1 shot.

IAC Defender

Clip Size: 10

Real Name: Desert Eagle

This also fires .44 magnum bullets, but at a faster rate of fire. It's accurate isn't as good though. The Defender kills with about 2 shots.

Dartgun

Clip Size: 3

Real Name: Air Gun

The Dartgun fires darts which will not kill the target, and is used against innocent guards. It kills instantly.

Golden Gun

Clip Size: 12

Alternate Fire: Silenced

This is basically a gold plated P2K which has slightly greater stopping power. In multiplayer it kills instantly, looks like the Defender, and has a 1 round clip. One can also get cheats that increase the clip size, make it more accurate, etc.

Submachine Guns

Koffler & Stock KS7

Clip Size: 30

Real Name: H&K MP5-A3

The KS7 is relatively weak and inaccurate, and is nigh worthless at long range. The KS7 uses a few shots to kill at close range, and more at long range.

Ingalls Type 20

Clip Size: 30

Real Name: Ingram MAC-10 SMG

This is also inaccurate, but has more stopping power than the KS7.

Calypso P-750

Clip Size: 50

Real Name: Calico Liberty 1000

The Calypso has a large clip and does lots of damage, but has truly horrendous accuracy. The Calypso kills with a few shots.

Munitions Belgique PS100

Clip Size: 60

Real Name: FN-P90

The PS100 also has a large clip and great stopping power. It seems to be more accurate than the other submachine guns, though not by much.

Assault Rifles

KA-57

Clip Size: 30

Real Name: AK-47

The KA-57 is far more accurate than the submachine guns and has good stopping power (kills with about 1 burst). As long as you use controlled bursts, it is very accurate.

Windsor FSU-4

Clip Size: 40 (alternate: 1)

Alternate Fire: Grenade Launcher

Real Name: Colt M16/M203

One of the best weapons in the game, this has great stopping power and accuracy. It also comes with a grenade launcher.

Meyer-Westlicher UGW

Clip Size: 40

Real Name: Steyr AUG

This has good stopping power, but despite having a scope, it has abominable accuracy in multiplayer. It has fairly good accuracy in single player.

Koffler & Stock D17

Clip Size: 50

Real Name: H&K G11

This is definitely the best weapon in the game. It has excellent accuracy (even on auto), a scope, and great stopping power (about a few shots).

Other

Punch

This is for when you are all out of ammo, and requires you go into close quarters. A punch to the back guarantees a knock-out.

Frinsei Special 12

Clip Size: 8

Alternate Fire: Auto (multiplayer only)

Real Name: Franchi SPAS-12

The Frinsei has great stopping power, but a low range and slow reloads. The Frinsei is also available in rail-shooting stages. The Frinsei, at close range, kills anyone (except Super-Thugs) with 1 shot.

SWZ SSR4000

Clip Size: 5

Real Name: SIG SSG 3000

This sniper rifle has a large scope, and a single shot will kill instantly (even if you shoot someone in the foot). Because of the slow rate of fire, it should not be used in close quarters. It also be used to destroy choppers by killing the pilot.

Grenades

Pull the pin, throw it, and let it blow up multiple guards. You can hold R to make the throw go farther, but be careful it doesn't blow up in your face.

MRL-22

Clip Size: 1

Alternate Fire: Guided Rockets (multiplayer only)

This fires explosives rockets that will kill anyone around the blast.

.50 Caliber Gun

This is in a fixed position, and can be used against helicopters and other vehicles. To use it, press A. The .50 cal fires a huge amount of destructive (if slightly inaccurate) ammunition sure to put the fear of God into any enemy- shortly before the bullets colide with the enemy's skull and chest. :P

Grenade Launcher (multiplayer only)

Clip Size: 10

Alternate Fire: Cluster Grenade

This fires explosive grenade shells, and is good for clearing out snipers.

Mines (multiplayer only)

There are 3 kinds of mines you can use. Trip Mines let out laser beams that cause damage if you walk into them. Proximity Mines blow up if stepped on. Remote Mines are placed, and the detonated with the Q-Remote.

Photon Cannon (multiplayer only)

Alternate Fire: 5 energy balls

This powerful weapon shoots out energy balls that home in on targets and do huge amounts of damage. This is probably the deadliest weapon in the game, but also the cheapest.

CH-6 (rail-shooting only)

Clip Size: 6

This rocket launcher fires deadly missiles at targets. There is also a Gold CH-6, which does more damage and has unlimited ammo.

RCH-1 (rail-shooting only)

Clip Size: 6

The RCH-1 fires user guided missiles. Press the R button to detonate them before they hit a target.

KA-57S (rail-shooting only)

Clip Size: 100

Real Name: AK-47

Except for the clip size and better accuracy, this is exactly the same as the KA-57.

Tank

Primary Fire: Chain Gun

Alternate Fire: Tank gun

The tank is used in the Streets of Bucharest stage, and works as a rail-shooter. The chain gun shoots out deadly bullets at full auto, and uses a scope. The tank gun shoots out explosive tank shells.

Car Weapons

These weapons are only available when driving one of the cars.

Machine Guns: You have unlimited ammo for these, though they are inaccurate.

Rockets: These are best used against helicopter, though they also work against cars.

Missiles: Similar to the Rockets, these lock onto targets and then home in on them.

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4. G A D G E T S
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Regular Gadgets

Q-Decryptor: Use to crack encrypted codes and open some locked doors.

Q-Claw: This can be used to latch onto special circles with metal gratings.

Q-Laser: This is used to burn through locks; it doesn't work on flesh though.

Q-Camera: As the name should suggest, you use it to take pictures.

Q-Remote: Used to download transmitter programs and open their corresponding programs (use on the green spiral things).

Q-Card: Used to open some doors.

Q-Jet: After charging it up, it will shoot you up in the air when used.

Car Gadgets

Q-Pulse: This shoots out a short range EMP that disables nearby cars.

Q-Vision: These are basically night vision goggles.

Q-Slick: It shoots out oil that causes cars behind you to swerve and crash.

Q-Smoke: Shoots a smokescreen used to disorient your enemies.

Q-Booster: This gives you an extra boost of speed (as in going fast, not the drug, for any incredibly stupid readers).

5. ENEMIES

The purpose of this section is to give an overview of the main types of enemies, and how to kill them.

Regular Solo Mission Enemies

Guards

They come in several different designs, and use different weapons. However, they are basically the same. They have minimal strength and don't put up much of a fight.

Super-Thugs

These guards are black-clad and have ammo belts over their shoulders. They have much stronger health than regular guards and will take multiple shots from any gun unless shot in the head. They usually use Frinseis, though some use the UGW or PS100.

Grenadiers

Put simply, these guards hide by crates and chuck grenades at you, making them major pains in the ass. If you run up to one of them, he will pull out a pistol.

Snipers

Snipers use a SSR 4000 with a laser sight, and generally remain in one spot. If they shoot you they do large amounts of damage. They will pull out pistols if you get close to them.

Bosses

The bosses have large health, and often require specialized strategies. See the walkthroughs for more information.

Helicopters

Helicopters fly around and shoot chain guns and rockets at you. You can kill them by shooting the pilot with the SSR, or shooting the helicopter repeatedly with the .50 cal or explosives.

Rail Shooting Enemies

Guards

They usually use automatics and are easily killed with regular guns.

Limos & Armored Cars

Guards pop out of these and shoot at you. Either shoot the limo till it explodes or shoot a tire. To kill armored cars, shoot the tires or use a rocket.

Helicopters

They fire rockets and machine guns at you. Kill them with the CH-6 or the tank.

Drone Guns

These are in the Forbidden Depths stage, and will fire at you on full auto. Shoot them until they blow up.

Driving Stages

All enemies in the driving stages require a few rockets or 2 missiles to destroy.
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6. W A L K T H R O U G H

Mission 1: Trouble In Paradise

Objectives

- - Infiltrate Research Facility
- Find courier case containing vials
- Rescue CIA Agent Zoe Nightshade

Weapons Available

Wolfram P2K
KS7
Frinsei Special 12
SSR 4000
MRL-22
Grenade

Walkthrough

Select the Q-Claw, and latch onto the thing at the top (watch the cinema if you're confused). Walk across the catwalk, and drop down. You should see a guard with his back to you; drop down and punch him in the back to get a keycard. Decrypt the door, and head across (be sure to walk behind the security cam, so as not to trigger an alarm) to the armory door. Use the keycard, walk in, and grab the MRL-22 and grenades (you'll want to save these). Head back and

take the elevator down. Upon getting there, shoot the guard, and use the Laser to burn the lock off the gate to the right. Head forwards, and let the guard see you. He will run to his friends, and hide behind the crate. Fire a shot into the red thing on the forklift, causing it and the guards to be blown up. Head forwards, shoot the other guard by some crates, run over to the body armor, and duck by the crates there. Wait as 4 more guards come out and run straight past you. Head forwards to the elevator and take it down. You'll now emerge ahead of the conservatory, and the guards will kill the lights as soon as you get close. You have 2 choices: run right through (which will get you killed in higher difficulties) or use your explosives to kill the guards. I prefer the later. First fire the MRL-22 at key points in the room (ie: where gunfire is coming from); you will also destroy several of the barriers. Then, chuck grenades at spots where guards are firing from; you should take care of most, if not all of them. Blast any remaining guards in there, run through, kill the 2 guards at the end, grab the body and the suitcase of vials, and activate the elevator.

In the next section, head up the stairs and onto the grated platform, where cuts to a cinema showing Zoe tied to a submarine surrounded by a few great white sharks. After the cinema, you have 5 minutes before the sub launches (plenty of time). You should a guard on the platform; shoot him in the head, causing him to fall into the water and (probably) become fish food. Grab his SSR, and head down the stairs to the left. From here, use your SSR to snipe the guards (try to kill multiple guards by blowing up the red oil drums). Once the SSR is out of ammo, head the rest of the way down, and take out the rest of the guards, using the Frinsei (if you got it; if not, then use the KS7). Work your way around, and run onto the submarine. Use the Laser to cut Zoe's lock (don't worry about killing her with the laser; it doesn't cut through flesh), causing the mission to end.

Mission 2: Precious Cargo

Objectives

- Infiltrate Indenticon facility
- Locate missing vials

Weapons Available

KA-57S
Frinsei Special 12
CH-6

Walkthrough

Zoe is taking care of the driving for this, so you don't need to worry about where to go- you just have to shoot the enemies. At the beginning, use the KA-57S (the Frinsei is almost useless here, because of it's range) to shoot the guard in the helicopter. Then swerve around and perforate the car coming from behind. Move back to the front, and pull up the CH-6. Ahead is a chopper, which despite having rockets, couldn't hit you if it's life depending on it (which it does). A rocket should deal with the annoyance. Ahead will be an armored car. To destroy, either shoot the tires or blow it up (I prefer blowing it up, being the pyro that I am). As the level continues, just deal with the other cars that shoot at you. Eventually, you will get to a point where enemies are shooting at you from 3 sides; fire a rocket at each group of enemies, and the car will continue moving. As it continues, you'll eventually get to a part with several cars and a chopper in front of the building. Shoot them all with rockets to continue. Moving on, you will soon drive through a building, where you will

deal with regular guards (you're still in the car). Blast the guard at the catwalk ahead, and then the guards at the left catwalk; the car continues once they're dead. You'll then go past a section with 2 Rocket Launcher guards ahead, though they don't seem to be able to hit you. Continuing on, you will stop in another room with more guards. Ignore the guards, shoot the red console and then the red thing above the machinery. Fend off the guards for a few seconds, and the mission will end, leading to a cinema where Zoe and her car get blown up by a missile from the Jackal.

Mission 3: Dangerous Pursuit

Objectives

- Locate stolen vials
- Disable armored van

Weapons Available

Machine Guns
Rockets
Missiles

Walkthrough

In this stage, you get to be Bond behind the wheel, which (if you drive anywhere near as bad as I do) is a dangerous thing. When driving in the game, feel free to slam through lightposts, though if you ram a car, ram the side (you'll take less damage). :p At the begining, ram straight through the group of guards at the front, and keep following the arrow on your radar. When enemy cars show up, just blast them into oblivion with rockets or missiles. Eventually, you'll get to the part where the vials are transfered to an armored car. Chase after the armored car, it must not get away. Also, DO NOT destroy the car. Chase after it, following the car around, and as soon as you get close to the car, shoot out a Q-Pulse to stop the car and complete the mission.

Mission 4: Bad Diplomacy

Objectives

- Infiltrate private quarters on top floor
- Gain access to secure room
- Use passcode generator in Griffin's computer

Weapons Available

Dartgun

Walkthrough

One thing to keep in mind for this mission, you must NOT allow the guards to set off an alarm, or you will fail. At the beginning, shoot the guard in the head and go through the doors. Go down the hall, and shoot the other guard. At the end of the hall, grab the extra darts, and head back to the middle of the hall and take up the elevator. After taking up the elevator, head right from there, towards the domed area, and blast the guard. Head back through the hall, and through a set off doors into the kitchen. Head to the left, and jump over

the crates. You will knock something over, making noise and alerting a few guards. Race towards the next set of doors, and blast the 2 guards there. Jump over the trip-laser, and shoot the guard through the window. Jump through the window, and go up the ladder and through the upper window. Head forwards through the doors to the right of the statue- this leads to a cinema where Bond swipes a keycard. Head forwards to 2 more doors. Get some more darts from the left door, and use the keycard on the door to the right, which takes you to Griffin's office. Griffin is sitting dead at his desk, but then another Griffin walks in! Blast him with the dartgun and grab the generator that he drops. Go back to the computer near the window and activate. Then, head back to Griffin's office, and through the door, and down the stairs. Shoot the guard, jump over some trip-lasers, shoot 2 other guards, and take the elevator down. Then head from there through a pair of doors that leads to the beginning. Go through the doors marked 'EXIT' to end the mission.

Mission 5: Cold Reception

Objectives

- Photograph satellite imagery
- Photograph blueprints
- Retrieve data from basement mainframes

Weapons Available

Wolfram P2K
IAC Defender
KS7
Frinsei Special 12
SSR 4000
MRL-22

Walkthrough

According to the briefing, the Griffin that you shot in the last mission was actually a clone, and there appears to be a clone laboratory at Malprave Industries (James Bond: Attack of the Clones *shudder*). Keep in mind that you have 15 minutes to beat most of the stage; it should be plenty of time, but don't dawdle. At the beginning, head backwards and to the desks. Activate the green thing on the desk all the way to the left (when facing to the doors), which will unlock the left doors; head through them. To the left is a vent; burn off the lock with the laser and head into it. At the next opening, burn off the lock, and shoot the guard in the back of the head (he won't see you). Go through the door to the left and kill the guards there. Then, head back to the room and photograph the picture. Head left through the next few doors, killing another guard. Photograph another picture, and head left towards the elevator. Before using it, grab the keycard from the bookshelf. In the next section, shoot the guard, grab the body armor, and head forwards. This leads to a big room with 2 more guards to kill. Then, use the keycard on the red thing to the right to prevent the alarm from going off when you use the data points. You should notice green partitions running throughout the middle of this room. There are 3 data ports which must be accessed with the Q-Decryptor. After activating the first one, Malprave will set off an alarm, and show off her horrendous lack of humor. Quickly activate the other 2 data ports. After accessing the data ports, head forwards go through the next green, and head to the elevator. From the elevator, use the Q-Claw to get into the vent, head forwards and shoot the guard in the head through the grating. Continue forwards, and Q-Claw into the next vent. Shoot the rest of the guards you can

see from there, head forwards shoot the others you can see, and drop down. Kill the other guards, but don't go through the blast doors. Instead, go up the ladder near the doors into the vent, and follow it to the green spiral thing. Kill the guard there, and use Q-Remote on the spiral. Head forwards, and run up the stairs. Kill the sniper (ignore the other guards) and race to the other green spiral; use the decryptor on it. After the elevator lets you off, head forwards to a big blue room. Go forwards and kill the Super-Thugs, either with the Frinsei or with Grenades. Then head to the next room, kill the guard and sniper, and run into the little office. Go up the ladder to the roof, run up to the claw, and press A.

Night of the Jackal

Did anyone else notice that this name is a complete rip-off of the book/movie, Day of the Jackal?

Objectives

- Use Q-Claw to enter R's safehouse.
- Infiltrate embassy.
- Rescue 5 civilian hostages.
- Find secret passage and rescue Damescu.

Weapons Available

Wolfram P2K
KA-57
SSR 4000
Viper
Ingalls
FSU-4
MRL-22
.50 cal (mounted)

Walkthrough

The British embassy is being attacked, but instead of doing the logical thing and sending in a SWAT Team, Bond is getting sent in instead. At the beginning of the stage, a bus goes crashing through the gates to the embassy allowing the terrorists to get in. Head forwards, and kill the 2 guards. Now, head all the way across, by the gates. IGNORE the guards inside the gates; they won't attack you unless you attack them, and it's just a waste of ammo. Head left down the sidestreet near the edge of the gates, and kill the 3 guards there. Then, aim at where the laser aimer is coming from and kill the sniper before he puts a bullet in your forehead. Then use the Q-Claw, and then jump to the balcony where you can grab a SSR 4000 (don't waste it; you need it at the end). Then use the Q-Claw to go across, and jump through the window. Head forwards, and you should see a shower with a woman in it. If you just head forwards you won't see anything, but if you zoom in with the sniper rifle you'll see a lot of detail :P (I wonder how that got past the censors), though I won't go into any more of a detailed description, or I'll piss off CJayC, and then the guide wouldn't get posted. Anyways, head forwards, and it'll turn out that the woman was just a holgram (holographic video game p0rn, how pathetic can someone get?), and the shower is a secret passage. Head through the passage, use the Q-Claw at the end, jump down, and go through the door. Grab the armor by the stairs, and then head up the stairs. You should here a woman scream and start running, followed by a guard; kill the guard. Head down the hall and shoot the other guard. Then head to the glassed in area, shoot the 3 guards, break the glass, and jump through. Head down the hall, where a guard will blow a hole in

the wall; kill him. Head onwards to the kitchen, where you'll need to kill some more guards. Head through the kitchen, down a hall, and into a domed room. Here, M will tell you about the secret passage, and give you the clue "King and Colors". Head over to the British flag, and activate it to reveal the passage. Head through and you'll find Damescu there. Grab the body armor and go up the elevator. Exiting the elevator, shoot the oil drums on the upper grating to kill a guard, and then shoot the oil drums on the ground. This will reveal Viper ammo, and body armor (which you don't need yet). Go through the doors for your boss battle with the Jackal. The Jackal uses a FSU-4, so you'll get mowed down if you try to attack her without taking cover. Run behind the group of crates, and duck down. If she started firing at you, wait for her to stop. Then pop up and get your aimer positioned to where she is. Then duck back down, and pop up when she stops shooting. Now you should follow a pattern of popping up to fire several rounds at her, ducking down, and popping back up. I prefer to use the the KA-57 and Ingalls. As she takes more damage, she will move along the walkway. As soon as she's in front of the crane, race over to the right, and press the green button. This sends her hurtling into the cooling fan, which chops her into pieces. Ouch. Head back to the previous room and grab the body armor. Then go back, head up the ladder, grab the Jackal's FSU-4, and head through the door. Go through the doors to the roof, where you will see a helicopter preparing to liftoff, which you must destroy. By far the easiest way is to use the SSR to pop the pilot in the face, causing the chopper to crash. Otherwise, you can either find the MRL-22 on the roof, or use the .50 caliber mounted gun; I prefer the .50 cal to the MRL. Run up to the mounted gun, and press A to get on it. Then aim up at the chopper (which should be in the air by now). Simply riddle the chopper with the ammo from the .50 caliber gun, and once the ammo belt runs out, race over to one of the other mounted guns and continue perforating the helicopter. Eventually the chopper will start spinning around in circles for a while and then crash into the building and explode, ending the mission.

Streets of Bucharest

Objectives

- Retrieve Q-Locater.
- Locate data chip.
- Deliver data chip to R.

Weapons Available

Machine Guns
Rockets
Missiles
Tank

Walkthrough

Time for another driving stage. For the first part of the stage, follow the arrow on your map, and use your various weapons to deal with the assorted enemies in cars. Eventually you'll be led to a subway. Drive through and fire off a missile to deal with the helicopter. Continuing through the subway, drive around the subway cars, grab the case, and exit the tunnel. Continue following the arrow until you are able to pick up the vial. Continuing, you will get a Q-Booster, which you must use as soon as you reach the stairs; it gives a burst of extra speed, enough to send you over the river. After going over the river, you will ditch the car, and get to use a TANK!! The stages now switches to rail-shooting, as you don't have to drive the tank; you just man the guns. The

chain gun on your tank is incredibly powerful; it kills with a few shots and easily blows up cars. Just blow away the enemies you encounter as the tank goes on, and you will eventually slam through a theater, and end up in an area where your night vision goes on. The night vision makes it incredibly easy to pick out the guards on the ground and on the buildings. Eventually, the night vision will die off. At this point, immediately switch to the tank cannon (alternate fire) as there will be 2 tanks and a train ahead. You cannot destroy the tanks with your guns, and they will destroy you quickly. Aim at the train above, and wait till you see the red, cylindrical car on the train- shoot that, causing it to blow up, along with the train, bridge, and enemy tanks. This ends the mission.

Fire & Water

Objectives

- Infiltrate control room.
- Chase Bloch into pipe room.
- Enter control tower.

Weapons Available

Wolfram P2K
Calypso
FSU-4
SSR 4000
.50 cal

Walkthrough

Walk across the platforms at the beginning (don't fall into the water), and go up the ladder. Go across the platforms and up the other ladders (killing the guards on them), and into the control room. Shoot the guard in the room, and then race over to the window (this causes Bloch to run away). Use the remote on the green spiral and burn off the laser on the lock. Pop out through the door for a few seconds, and race back in as several guards and a chopper appear in the second part. Wait a few seconds for the chopper to leave, and then shoot the guards through the window. Once they're dead, head back out the door and grab the body armor. Go up the stairs to the left. Peek out so you can only see the guard on the upper grate; kill him. Then, pull out the laser and run up to the fence thing. Bloch will give you some damage but just cut off the lock and he will run away. Also cut the lock on the vent and go through. At the end of the vent, you should see 2 guards. Shoot the oil drums to kill them, cut off the lock, and exit the vents. Go through, open the door, and jump across the crates which are hanging in the air. Kill the guards, and run into the office for body armor and a SSR (you have to burn off the lock on the box in there). Run up the stairs, hit the green button, hit the button on the door, and go through. In here, kill the 2 guards by the crates and kill the guard on the stairs. Using the SSR, aim towards where the laser pointer is coming from; you should be able to hit his foot- shoot him there (the SSR even kills instantly when you shoot the person in the foot). Then, go all the way over to the left and snipe the other sniper as well as another guard. Go all the way to the right to get another guard. Then switch to your Calypso and go down the stairs. Kill the other 2 guards, and press the white thing in the middle to refuel the Q-Jet. Being sure not to fall into the red pits, head over to the ladder and into the room. Kill the Super-Thug and the guard. Activate the green thing and go through the door. There are now 2 Super Thugs by the stairs. Take out the SSR and shoot each of them IN THE HEAD. Go down, kill the guard with the grenade,

and go up the ladder on the right. Walk onto the machinery which is moving up and down into the red pit. When on it, let it get to the highest point, and use the Q-Jet to jump onto the next floor. Kill the guards there and head forwards. Kill the snipers, and go up the elevator. From there, run up the ladder, ignoring the helicopter which is now in the air. Kill the snipers, and use the Q-Claw to get up to the next floor. Kill the guard, go up the ladder, and burn off the lock at the top of the ladder; this ends the mission.

Forbidden Depths

Objectives

- Eliminate Nigel Bloch

Weapons Available

KA-57S
Frinsei Special 12
RCH-1

Walkthrough

Following their fall from the end of Fire and Water, Bloch and Bond both hop into what look like bumper cars (seriously, and that's what I'll be calling them throughout the guide). BTW, this stage feels like one of amusement park rides. Aim at the beginning and blast the guard. Keep aiming; soon you should see one of the dreaded drone guns. Whatever you do, be sure to blow these up, or they will riddle with bullets. After the drone gun is a guy on one of those bumper cars. Keep shooting him, and the car (along with the guard) will explode. Afterwards, you pass by 2 guards on a higher platform, and then double drone guns (ouch). After this you'll run into a small ambush. Do away with the guards with the auto aim. Then, a glass thing will open up, revealing another guard and a red TV. Kill the guard and then shoot the TV to proceed. Ahead is another guy in a bumper car, followed by another drone gun. After the drone gun, you'll hear Bloch say, "Just you and Me" (Ugh. That puts some nasty thoughts in my sick, twisted mind). Turn around and another guard will be coming on a bumper car; kill him. After that is another car ahead, and then Bloch in a bumper car with an Uzi (damn, how come you don't get to use an Uzi in the game?). Unfortunately, you can't kill Bloch (yet). Just keep firing bursts into his chest to stop him from blasting you. Eventually, Bloch will go away, leaving you to deal with another drone gun. After that, you get a shotgun. Although the shotgun isn't that great for picking off guards (considering the speed you're going at), it will destroy the drone guns with one shot! Ahead is another drone gun and guard, followed by a bigger ambush. Shoot the oil drums to your right, killing several guards. Then kill the rest of the guards to the right, and the 2 guys in front of the door. Then the door opens up, revealing a guy with a MRL-22 on a bumper car (good thing his accuracy sucks); kill him to move on, as well as grab some body armor. The next section can be a real bitch, especially on 00 Agent. You must now go through several drone guns and guards, one after the other. Use the KA-57S for this part (the shotgun would be too slow), and DON'T MISS THE DRONE GUNS! After this, Bloch comes back on his bumper car. Whip out the shotgun, and start blasting away at his car, as a few times I have made him fly right out of the area, other times he will just fall partly through the floor. If you don't get rid of him, he will start placing mines (which have a red blinker on them), which you should blast away before you get up to them (otherwise they'll blow up in your face). After Bloch leaves, you'll be pitted against another drone gun, and then go into another vent shaft. Shoot the 3 fans in here, and then shoot the 2 red buttons to stop some deadly gas.

Afterwards, you'll arrive for a boss battle with Bloch. After the cinema, kill the 3 guards along the track. Then Bloch comes out of the thing at the top to shoot at you. Just point your gun in Bloch's general direction, let the auto-aim do it's work, and fire away. Then, 3 more guards will come out with MRL-22s; kill them. Then Bloch goes into the circular thing, and opens up the floor. The heat will slowly damage you, so move fast. Get up the RCH-1 and use it to blast away the 3 red things on the ceiling, which will knock Bloch out of the circular thing, and to his death in a big vat of molten steel.

Poseidon

Objectives

- Infiltrate Clone labs.
- Raise lab equipment temperature.
- Increase lab system pressure.
- Disrupt chemical balance in laboratory system.
- Board submarine to escape.

Weapons Available

Wolfram P2K
Windsor Viper
UGW
PS100
SSR

Walkthrough

Use the laser on the lock, and go into the vent shaft. At the end, use the laser on another lock, and kill the patrolling guard. If you decrypt the room to the right, you can get some grenades, though I find it to be unnecessary. Open the door to the left, and kill the 2 guards (one of them uses grenades). Use the elevator to get to the next room, which has a dead great white shark as some kind of display. On either sides of the shark, a Super Thug will come out of a turbo-lift. I recommend positioning yourself so you get the first Thug with a few headshots, then go around and blast the other one to hell. Go through either of the doors, which lead to a section with 3 guards to kill. Through the next door is a room with a bunch of big watery tubes. Kill the 4 guards in there. Then 2-3 more guys will come in with UGWs. These guys can do a lot of damage, especially in higher difficulties, so try to take cover behind one of the tubes, and then pop out and blast them. Once they're dealt with, use the Q-Remote on the 3 green spirals, and go back into the elevator. From there, exit the elevator after it gets to the next door, and go around through 2 more doors. Kill the guard with his back to you, and then press the button to activate the drone gun lasers, which should cause most of the guards in the room to be killed. Once the gun stops shooting, head into the room, and mop up the remaining guards. With them dealt with, go around and use the Q-Remote on the 3 green spirals (usually there's a guard by each one), after which the room starts shaking, and a voice tells you to evacuate the area. Do as the voice says, and use the decryptor to decrypt and open the door, which puts you face to face with a Super-Thug (I shouldn't need to tell you to bust a cap in his face). From there head forwards, and you'll appear in a big room with a submarine. Kill the sniper and the guard to the left, and then head right into a little office, and press the green button to lower the ramp on the sub. Then head to the left, and down the stairs. There are several guards here, but most of them are standing near explosive oil barrels, so most of the poor saps won't last long, and the others can be mowed down with your UGW. Then you end the

level by boarding the submarine, either by walking onto it via the ramp or by using the Q-Claw to get onto it- it doesn't matter which. In the ensuing cinema, Zoe happens to be on the sub (isn't she busy being dead?). She explains to you that the Zoe in the beginning was a clone supposed to infiltrate MI6 and the CIA, and that the rocket that killed it was meant for Bond.

Rrrrrrrrrrrright. After this absurd plot twist, Zoe gets down with Bond, though you don't see much of anything.

Mediterranean Crisis

Objectives

- Go to briefing room for MI6 update
- Disarm helicopter
- Destroy helicopter

Weapons Available

Wolfram P2K
Frinsei Special 12
IAC Defender
SSR 4000
UGW
PS100
.50 cal

Walkthrough

(Note: If Bond got gassed at the end of last stage's cinema, you'll start out in the brig, in which case you have to use the laser to cut the lock, kill the guard, and then proceed from the brig as normal)

Head forwards, grab the Frinsei, and blast the oil drums, causing the guard to go up in flames. Head forwards, kill another guard, and go down the stairs. If you want to, you can go to the room marked "Brig" and get some more ammo, as well as kill another guard. Otherwise, go towards the area marked "Briefing Room", kill the guards, and head forwards up another set of stairs. Head forwards, and kill the guard with his back to you, and use the laser to open the vent and go through it. From the vent is another guard; kill him and use the Q-Claw on the appropriate icon. From there, drop down the ladder and through the door on the right to more guards. Go upstairs and use the Q-Remote on the green spiral to get the Harrier programing (this comes in handy later). Go upstairs, past a Super Thug, and through another door. From here, you should see a guard walking through a red room and past some glass; blast him. Head forwards, and duck down by the keyboards, as a guard will start shooting at you from outside with a .50 cal. This could be very hard, but luckily, you have the Harrier program like I told you to do; pop up and use the remote on the spiral by the plane, causing the jet exhaust to be released and kill the guards shooting at you with the .50 cal. Head upstairs, around, and use the Q-Claw. Kill the guard in front of you, walk into the conference room, and kill the 3 guards that come in. Head through a few doors, and up some doors, where a grenadier will say "hi" by tossing a grenade at you. Rush up the stairs and load some rounds into him, as well as the Super Thug nearby. Up the next flight of stairs, you should see another grenadier; shoot him. Go the rest of the way up, and kill the sniper, who has managed to remain oblivious to the explosions and automatic weapons fire. Into the next room (grenades may help here), kill the 2 guards there, and duck down as a chopper heads by the windows. Turn around, and kill the guard that walks over from the door you came by. You now

have the choice to either destroy the chopper by shooting the pilot with the SSR, or waiting till the chopper leaves. Either way, once it's gone, go forwards and deal with the other few guards in there. At the end of the room, turn around and wait for 3 more guards to come in; kill them and then use the laser on the lock by the ladder. Go up the ladder and kill another guard and then shoot some oil drums to blow a guy with a .50 cal. Cut through another lock, go up the ladder, and kill the 2 guards (don't shoot the hostage). After the hostage stops talking, use the laser on her lock so she can open the door to where Zoe is being held captive. Go through the door, and DON'T USE THE HOOK!! Drop through the hole by it, then walk through the gap in the railing, and finally use the laser to cut through the vent and drop into a little room. Press the green button to get Zoe out of the range of the oil drums. Then step outside and shoot one of the drums, causing a chain explosion that kills the 2 Super Thugs. Go through the door, and down the ladder. Through the doors, and use the remote on the spiral to launch a missile and kill the sniper. Kill the Super Thug, and go up to the .50 cal, where you'll get a message that the clones are trying to escape in a chopper. If you let the chopper escape you'll fail, so don't screw around here. Just load bullets into the chopper until it explodes, and head down the stairs and wait for the level to end.

Evil Summit

Being the last stage, you'd expect this to be fairly hard. Actually, it's incredibly easy once you get past the first part.

Objectives

- Infiltrate Alpine Base
- Rescue 8 World Leaders

Weapons Available

Wolfram P2K
PS100
SSR 4000
D17

Walkthrough

Walk through the door, and blast the guard (sometimes it takes more than 1 headshot to get him). To the right, use the laser to cut through the lock on a box, and get the SSR 4000. Go up to the window, and use the SSR to snipe the 2 snipers on the tower directly across from you (you only have 2 shots so don't miss). Then aim down, and shoot the guard patrolling the glassed in area. Then use the P2K to shoot the other 2 snipers (don't worry, they won't even aim at you). Exit the building, head forwards, and use the lift to go up the left sniper tower. Grab the ammo, and use the Q-Remote on the green spiral, which will make guards start heading to the start point, though you can ignore them for now. Use the hook to go over to the next sniper tower, get the ammo, and hop on the next hook, which goes to the start. Drop down, and quickly kill the guards, as they have D17s, which eat up your health rather fast. Go forwards, use the remote on the spiral to open the hatch, drop down, and go to the door. You emerge in a large room where 4 world leaders are being held hostage. Go around the catwalks to the left, and once fairly close to the thing in the middle, use the laser on the rod going down the middle, dropping the thing, and killing all but one of the guards (now be sure not to fall into the middle part, as it would be fatal). Jump off the catwalk, and shoot the other guard. Go over to the green spiral, use the remote on it, go into Silo 1, and use the remote on the spiral to open the door (by the path to the silo is a sign that

says "safety pays in every way"). Head over by the door; there is a nuke in the room, though shooting it won't make it blow. Fire off some rounds to the left, causing some guards to run over; shoot them to rescue the French Prime Minister. Exit the silo, and use the same spiral thing to get into Silo 2. There, go over to the open door, and snipe the guard to the left. Blow up the oil drums by the other door once the other 2 guards run by it, and then shoot the other guard that walks in to rescue the German chancellor. Exit the silo, and go to Silo 3. Go through the door, and use the Q-Claw to get onto the platform to the right. Time the next Q-Claw thing to get onto the moving platform, jump to the ladder, run over and kill the guards to rescue the UK Prime Minister. Use the Q-Claw to get back to the door, and go to Silo 4. In Silo 4, snipe the guard, head up the stairs, and kill the other guard to rescue the US president. Then you are sealed into the silo; if only there was a door near the bottom of the silo shown mysteriously opening during the cinema- oh wait, there was. Go down the ladder (or jump down if you have good health), and go through the door and into an elevator. When you emerge, Bloch is back, and apparently the Bloch you killed was a clone (I was right when I referred to this as James Bond- Attack of the Clones). And to make things even better, Malprave set the nukes to blow. For the battle with Bloch, you definitely want to use the SSR. Don't dick around with headshots, just shoot him in the chest a bunch of times, and be sure to dodge his rather slow rockets. Eventually he'll go up to the top and blow off a ramp from the ceiling. Refuel your Q-Jet, and use it to get onto the ramp. From there, slowly turn around and use the Q-Claw, and go through the vent, which takes you to the start of the Cold Reception stage. You'll get a MRL-22 as the part of the floor starts collapsing, and you get 15 seconds before the nukes explode. Don't move; shoot Bloch once with the MRL to end the stage. In the cinema, Bond jumps out onto Zoe's Harrier as Malprave tries to run out at the last second and is killed in the nuclear explosion. Wait a minute- shouldn't a nuclear blast have destroyed Bond, the Harrier, and a good chunk of the surrounding area? And what about the World Leaders, were they just left to die or something? Ah, good old plot holes.

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7. G O L D A W A R D S

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In each stage, you can earn points based on how many enemies you killed, damage taken, time taken, accuracy, ammo used, and Bond moves. You also get a bonus for playing the stage in Agent or 00 Agent. You should also attempt to do a fair amount of Bond Moves, as they are (usually) easy ways to get more points. There are 2 main ways to get the cheats. Either rush through the level, get some Bond Moves, and pick up the time reward. Or, you can go slowly, pick off most of the guards, conserve your health and ammo, and try to get headshots. For the first few cheats you should be able to get enough points in Operative, though later cheats you will need to play in Agent or 00 Agent to get enough points in. The information for the cheat table below came from the GameFAQs codes section. After the table, I have provided a list of the 007 moves that I know of.

Award	Level	Score
Golden Gun	Trouble in Paradise	50,000
Golden CH-6	Precious Cargo	50,000
Unlimited Missiles	Dangerous Pursuit	70,000
Golden Accuracy*	Bad Diplomacy	70,000

Golden Clip*	Cold Reception	90,000
Gold Grenades	Night of the Jackal	90,000
Lotus Esprit	Streets of Bucharest	100,000
Rapid Fire*	Fire & Water	100,000
Golden Armor	Forbidden Depths	110,000
Golden Bullets*	Poseidon	120,000
Regenerative Armor	Mediterranean Crisis	130,000
Unlimited Ammo*	Evil Summit	130,000

* = only affects the Golden Gun

Bond Moves

Keep in mind that this is in no way complete (yet). After a level's name, I've given the amount of Bond Moves I've found, out of the ones in the level (so, 3/6 means I've found 3 of the 6 Bond Moves).

Trouble In Paradise (7/7) Recommended Difficulty: Operative

-
1. Use the Q-Claw at the beginning.
 2. Decrypt the front door.
 3. Use the Q- Decryptor to open the second door at.
 4. Open the armory.
 5. Burn off the first lock.
 6. Blow up the red thing on the forklift.
 7. Around the corner, shoot the cable on the forklift to drop a box on a guard.

Precious Cargo (13/13) Recommended Difficulty: Operative

-
1. Shoot every single car in the tire. (counts for several Bond moves)
 2. Shoot the guard in the first chopper.
 3. Shoot the guard in the chopper by the building.
 4. In the Identicon building, shoot the barrels on the left and middle of the three roadblocks.
 5. Kill both of the rocket launcher guards inside the Identicon facility.
 6. Shoot the gas pumps, starting the chopper, cars, and gas station.

Dangerous Pursuit (5/5) Recommended Difficulty: Operative

-
1. Destroy the first 2 cars with the Q-Smoke.
 2. Turn left- theres a gas station; shoot the pumps.
 3. Blow up the stuff by the first road block.
 4. Blow up the oil barrels.
 5. Use the Q-Pulse on the car at the end.

Bad Diplomacy (7/7) Recommended Difficulty: Operative

-
1. Use the laser to shoot the wires to either the left or right of the tripwires (several Bond Moves).

2. Use Q-Claw after the ladder.
3. Open the room with Malprave in it (the one with the cinema where you get the keycard).
4. Get the keycard.
5. Shoot Griffin's double.

Cold Reception (13/13) Recommended Difficulty: Agent

1. Go into the vent at the beginning.
2. Photograph the blueprints.
3. Photograph the satellite imagery.
4. Get the keycard alarm on the shelf near the guy with the Defender.
5. Go into the 2nd vent (room with maps).
6. Picture of the model.
7. Picture of the other model.
8. Get the security program.
9. After the 2nd elevator, use the Q-Claw to get into the 2nd vent.
10. Get the program with the Q-Remote.
11. Open the security door.
12. Open the other door.
13. Use Grenades to kill the Super-Thugs.

Night of the Jackal (8/8) Recommended Difficulty: Agent

1. Get the SSR from the balcony.
2. Use the Q-Claw after the safe house.
3. Rescue the hostages.
4. Go into the bathroom.
5. Find the escape route.
6. Find Damescu.
7. Kill the Jackal by using the crane.
8. Shoot the helicopter pilot in the head with the SSR.

Streets of Bucharest (9/9) Recommended Difficulty: 00 Agent

1. Speed over bridge.
2. Destroy both of the Choppers after you get the Q-Locator.
3. Destroy some of the cars with Q-Slicks.
4. While going down the steps, side the car.
5. Shoot over the gap after the steps.
6. When in the tank, shoot the barrels in the circular room.
7. After the night vision comes on, shoot the barrels by the car to the left.
8. Shoot down chopper with tank.
9. Shoot chopper into bridge.

Fire & Water (13/13) Recommended Difficulty: 00 Agent

1. Use Remote on green thing in control room.
2. Break lock in control room.
3. Go into vent.
4. Use the Q-Remote to knock down the crate after the control room.
5. Go through the left vent, shoot the barrels there, and move the crates to exit the room.
6. Use the SSR to kill the helicopter pilot.
7. Use the Q-Claw in the pump room.
8. After going up the ladder, shoot the Q-Remote at the snipers to make them fall down.
9. Kill the other chopper pilot with the SSR.
10. After the trans cable, drop a crate on some guards by using the Q-Remote
11. Drop the other crate with the Q-Remote.

12. Use the Q-Claw near the very end.
13. Use the laser to break the lock at the very end.

Forbidden Depths (4/4) Recommended Difficulty: Agent

-
1. Shoot the red TV.
 2. Blow up the oil drums to kill several guards in the 2nd ambush.
 3. Shoot all 3 fans in the vent shaft before the battle with Bloch.
 4. Shoot both red buttons after the fans.

Poseidon (9/9) Recommended Difficulty: 00 Agent

-
1. Go into the vent at the beginning.
 - 2-4. Use the remote on the green spirals by the watery tubes (counts as 3 different Bond moves).
 5. Activate the drone gun.
 - 6-7. Use the remote on the green spirals in the drone gun room (2 different Bond moves).
 8. Activate ramp to submarine.
 9. Use the Q-Claw to get onto the submarine.

Mediterranean Crisis (13/13) Recommended Difficulty: 00 Agent

-
1. Use the laser on the brig door (you have to start out in there).
 2. Use the laser on the brig vent.
 3. Get the Harrier program.
 4. Use the Q-Claw after part with second vent.
 5. Second Q-Claw part.
 6. Use laser to open fence door.
 7. Activate jet to kill guard by .50 cal.
 8. Use third Q-Claw.
 9. Use the SSR to kill the helicopter pilot.
 10. Get the missile program.
 11. Use the laser to free the hostage.
 12. Activate the crane to get Zoe out of the blast from the oil cans.
 13. Activate missile.

Evil Summit (10/10) Recommended Difficulty: Operative

-
1. Get the SSR at the beginning.
 2. Lift to the sniper tower.
 3. Use the Q-Remote in the sniper tower (can be done over and over for a total of 99 Bond Moves).
 4. Use laser on middle platform in big room.
 5. Rescue French Prime Minister.
 6. Blow up oil barrel in silo and kill 2 guards.
 7. Rescue German Chancellor.
 8. Rescue UK Prime Minister.
 9. Rescue US President.
 10. Kill Bloch.

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8. P L A T I N U M A W A R D S

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After earning a gold award in a stage, 007 bonuses will appear in the stage. By collecting all the 007 bonuses in a stage and gaining the required score, you will get a Platinum award. You won't have to do as good as when you got the

gold award, because the 007 bonuses will add to your score. The 007 bonuses appear as gold '007's throughout the stage, and are easy to spot once you know where to look. The information for the table came from the codes section of GameFAQs. NOTE: In rail-shooting stages, you must do certain things to make the icons appear.

Award	Level	Score
MP Map- Rocket Manor	Trouble In Paradise	50,000 + 007
MP Game Mode- Golden Gun	Precious Cargo	50,000 + 007
MP Model- Stealth Bond	Dangerous Pursuit	70,000 + 007
MP Powerup- Gravity Boots	Bad Diplomacy	70,000 + 007
MP Model- Guard	Cold Reception	90,000 + 007
MP Weapon- Viper	Night Of the Jackal	90,000 + 007
MP Model- Alpine Guard	Streets of Bucharest	100,000 + 007
MP Weapon- Calypso	Fire & Water	100,000 + 007
MP Modifier- Full Arsenal	Forbidden Depths	110,000 + 007
MP Model- Cyclops Oil Guard	Poseidon	120,000 + 007
MP Model- Poseidon Guard	Mediterranean Crisis	130,000 + 007
MP Model- Carrier Guard	Evil Summit	130,000 + 007

007 Bonuses

NOTE: If I found a 007 icon location at MrEasy's Bond icons guide (located on GameFAQs), it is denoted with an asterik (*).

Trouble in Paradise (4/4) Recommended Difficulty: Operative

-
1. Walk across the catwalk after using the Q-Claw at the beginning.
 2. Near the crates after the first elevator.
 3. To the left of the room where the lights get turned off.
 4. Near the walkway to the sniper.

Precious Cargo (6/6) Recommended Difficulty: Operative

(thanks to JGilchrist)

1. Destroy the 2 limos at the first roadblock.
2. Destroy the helicopter after the first warehouse.
3. Kill the guy a little ways down to the left after the 2nd icon.
4. Kill the 3 enemies in front of the Identicon building.
5. In the Identicon building, use the CH-6 to destroy the large central pillar before killing any guards/.
6. After the 5th icon, blow up the last fan on the wall to your right.

Dangerous Pursuit (5/5) Recommended Difficulty: Operative

1. When you start the level, turn around and go backwards.*
2. After the roadblock, drive through the wooden crate.*
3. Go by the left side of the road, and into the convention center.*
4. In the gas station after the convention center.*
5. Continuing past the gas station, go to the left sidewalk after the scenery changes to trees.*

Bad Diplomacy (4/4) Recommended Difficulty: Operative

1. By first extra darts.
2. Go around the domed room on the second floor.
3. Jump over the second trip laser (by the window), head all the way forwards, and press A near the wall to open a secret room. The bonus is in the room.
4. In the room after Griffin's room.

Cold Reception (7/7) Recommended Difficulty: Operative

1. In the 2nd vent shaft.
2. Past the far right door at the beginning.
3. By the stairs in the mainframe room.*
4. By the oil drums, down from the 2nd vent shaft (after the 2nd elevator).
5. In the 2nd vent shaft (after the 2nd elevator).
6. Into the blue area with the first sniper, down the ladder, and behind the tube.
7. Ontop of one of the tubes in the same room as #5 (jump onto the warning sign, then onto the pipe, and ontop of the tube).

Night of the Jackal (4/4) Recommended Difficulty: Operative

1. In the window to the left of the path to the safehouse.
2. In the balcony where you get the SSR.
3. After the first hostage, down the hall, and into the room to the right.
4. On the roof, behind some crates.

Streets of Bucharest (6/6) Recommended Difficulty: Operative

1. By a group of arches a little bit after the start.
2. By trains where you get the locator card.
3. Go down sidestreet to the left after speeding past the bridge with the gap in it.
4. After the data chip, drive through the middle of the fence at full speed.
5. Destroy the gas truck to destroy 2 armored cars.
6. Destroy both helicopters by the theater.

Fire & Water (8/8) Recommended Difficulty: Operative

1. Behind the oil barrel directly across from the door out of the control room.
2. Ontop of crates in room after first vent shaft.
3. Upper right corner of section after fence.
4. Left edge of section after fence.
5. On crates to the right of the ladder that leads to the room with the Super Thug (in the pump room).
6. By the oil barrels to the right, after the pump room.
7. Head across and to the left after the pump room, and duck down to reach it.
8. Behind the crates on the platform where you get the MRL-22.

Forbidden Depths (4/4) Recommended Difficulty: Operative

1. Kill both of the 2 guards at the upper platform near the beginning.
2. Kill the 2 guards at the second upper platform.*

3. Shoot all of Bloch's mines.*
4. Destroy all the drone guns; it's in the shaft before the fans.

Poseidon (5/5) Recommended Difficulty: Operative

-
1. At other vent at start (the one with body armor).
 2. By oil drums to right of door to lab equipment room.
 3. After drone gun & Super Thug, go up stairs and into the room on the right.
 4. In drone gun room.
 5. Behind oil drums to left of the bottom of the stairs that lead to the floor with the submarine.

Mediterranean Crisis (9/9) Recommended Difficulty: Agent

-
1. At beginning (if you didn't get gassed in the previous level).
 2. In the brig.
 3. In the brig vent.
 4. In the second vent.
 5. By oil drums after first plane.
 6. On platform by second Q-Claw.
 7. Bottom of stairs in grenadier room.
 8. Drop through hole after the room with the hostage.
 9. By the Super Thugs guarding Zoe.

Evil Summit (6/6) Recommended Difficulty: Operative

-
1. On the first sniper tower.
 2. On the second sniper tower.
 3. At the bottom of silo 1.
 4. By door with the oil drum in silo 2.
 5. On top of the middle platform (in the room with the group of 4 world leaders).
 6. At the bottom of silo 4.

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9. M U L T I P L A Y E R

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Multiplayer Games

There are several different game types for multiplayer.

Combat Training: Standard combat, where you fight against the other players, with the option of teams.

Protect the Flag: A game of capture the flag, but with guns and explosives. (No Bots)

Golden Gun: Any shot from the Golden Gun kills instantly. (No Bots)

Anti-Terrorist Training: Try to defuse bombs in the arena, while dealing with your opponents. (No Bots)

Top Agent: One person is selected as the Top Agent; he receives double health. The other players must try to kill the top agent. Whoever kills the Top Agent becomes the next Top Agent.

Characters

The following is a list of the characters you can use. Characters that must be unlocked with cheats have the word "gold" in parenthesis, after the name.

Bond
Super-Thug
Twin
Thug (Gold)
Evil Zoe Clone
Griffin Clone
Bloch
Rig Diver
Malprave
Jackal
Stealth Bond (Gold)
Identicon Guard
Alpine Guard (Gold)
Cyclops Oil Guard (Gold)
Poseidon Guard (Gold)
Carrier Guard (Gold)

Arenas

Dungeon

- This is really small, and is basically just one room, which ensures that the battles will be fairly short.

- There aren't much of any camping spots, though you can use some of the pillars for cover.

Town

- This is similar to the streets at the beginning of Night of the Jackal, though bigger.

- If you have the Q-Claw you use it to get onto one of the balconys and snipe enemies from there.

- Near the middle of the stage is a set of crates you can use to jump to a ladder which takes you a higher platform with 2 crates for cover.

Wine Cellar

- This is similar to the Dungeon stage, though this one is bigger and more fun.

- Near the middle is a circular hole. Nearby is a wheel that lowers a platform into the hole, killing anyone in there. You can then jump onto the platform and wait for it to raise you up. From there, you can jump onto a section with a powerup which makes for a good sniping place.

Red Sector

- The upper platforms give you a slight advantage.

Castle

- Once again, the top floor gives you the advantage.

- If you have Low Gravity and/or the Q-Jet, there are some upper platforms that you can snipe enemies from.

Cooling Station

- This level has a series of paths to a large middle room, where most of the bots gather.

- You can hide behind the stairs or in the vents in the bottom floor

Abbey

- There are wooden beams at the top that you can Q-Jet to to, though they provide no cover.

Arsenal

- This level has 3 floors.

- You can hide behind the stairs or in the vents on the bottom floor.

Harbor

- One of the smaller levels, this makes for shorter battles.

- There are crates by the bottom that can be used for cover.

- The tops of the 2 buildings are perfect camping spots, and they are easy to defend.

Blue Sector

- 3 floors.

- Can take cover behind the stairs.

Escort (no bots)

- In this, the human players take turns having to kill or protect the escort that comes out of the train.

- If you go into the tracks you can be hit by the train (instant death).

- The bottom floor offers very little cover, except inside the buildings.

- Upstairs, you can snipe at the other person or the escort, and take cover if you duck down.

- If the other person is ontop of the roof, one nasty trick is run across to their side and kill their escort, as you'll be relatively safe from the person's shots while on his/her side.

Manor (no bots)

- Has 2 floors.

- If you have the Jet, Grapple, or Low Gravity, you can go to one of the upper

buildings and snipe from there.

10. C H A R A C T E R S

(Contains SPOILERS)

M: The head of MI-6, she somehow manages to know exactly what you're doing, even though you happen to be hundreds of miles away from her location.

R: The successor to Q, he designs most of your gadgets and gets pissed off whenever you damage them.

Zoe Nightshade: A CIA Agent, she aids you in defeating Bloch. Bloch tried to replace her with a clone to infiltrate MI-6 and the CIA, but Carla screwed up and killed the clone.

Adrian Malprave: The head of Malprave Industries, she becomes involved with Bloch and Carla the Jackal. She is killed at the end in an explosion.

Nigel Bloch: CEO of Identicon Industries, he was arrested 21 years ago for securities fraud and falsifying information. After his release, he appeared to have led a clean life, though has begun terrorist activities. His clone is dropped into a vat of molten steel, and the real Bloch is blown up with a rocket.

Carla the Jackal: An assassin for hire, she has started working with Malprave. She is killed when she is blasted into a cooling fan.

Griffin: A British ambassador, he has had some contacts with Identicon. He is tortured to death and then Identicon attempts to replace him with a clone.

The Twins: Nothing is really known about them, except that they are working with Malprave, and might have been killed in the explosion at the end.

11. F A Q

Q: Are there push button codes in the game?

A: No. Stop asking me.

Q: Do you have information about the PS2 or Xbox version?

A: I do not even own a PS2 or Xbox. See the platform at the beginning of the guide? That's right, this guide is for Gamecube, not any other system. So stop asking me about the other versions.

12. C R E D I T S

Nintendo: They made the system you've been playing this game on.

EA: They made the game you've been playing.

CJayC: For making GameFAQs, probably the best video game site ever, as well as posting this guide on his site.

typhlosion5555: He sent in the information on the Gold and Platinum Awards, which appear in the GameFAQs codes and secrets section.

Hen Duck, Max Rapp, and Douglass Penny: They all sent me the tip for one of the Bond Moves in the first stage.

SpritzFan4Life: He sent in the tip about killing Carla with the crane and shooting the chopper pilot with the SSR. He also sent in almost all the other Bond Moves for the levels up to Fire and Water.

JGilchrist: Told me how to get the 007 Icons in Precious Cargo.

MrEasy: I used his 007 Icons guide to find several of the 007 Icons.

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13. L E G A L I N F O

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Do not ask for permission to use this guide, as I will not let you. I've had too many problems with sites not keeping my guides updated, and I don't have time to tell several different sites every time I update.

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14. C O N T A C T I N G M E

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Feel free to contact me at kodos86@adelphia.net. Below is my policy for I will and will not accept.

What I will accept:

Submissions: These are always welcome. If you find something I don't have in my guide, please let me know about it.

Questions: Feel free to ask me questions, but READ THROUGH THE GUIDE FIRST. If I have already answered the question in the guide, I will ignore you. Also, remember that I am not an employee of Nintendo or any other game company. And, DON'T ASK ME QUESTIONS ABOUT HOW TO DO STUFF I HAVEN'T COVERED YET!!

Comments: Believe me, it's nice to know that someone used one of guides or found it helpful. Although I may not reply to them, they are appreciated.

Complaints: Feel free to send these, if there is a valid reason to your complaint. If you think my guides sucks or doesn't have enough information, feel free to tell me, provided you back it up with some reasons. If you just send me something like "hey, your guide ****ing sucks", you will be ignored.

Information about my guides being ripped off: If you ever see one of my guides being used illegally, please contact me immediately. Also, it helps if you have the word "plagiarism" somewhere in the subject of the e-mail.

What I won't accept:

Flames: If you flame me, I will post on GameFAQs where we can all laugh at your stupidity. I will also delete the message.

Attachments: Do not send attachments in any of your e-mails. They will not be opened; I will simply delete the message.

Stupid messages: E-mails with no point to them will be deleted, though you may also be flamed.

Crappy Grammar: If I need to try to understand what you said (ie: excessive 1337 speech, writing with other letter capitalized, etc) I will delete it, and possibly flame you.

Racist Bullshit: If you ever send me racist crap, I will not take it lightly. I will block you from my e-mail, and your message will be deleted.

Chain Letters: No, I don't believe that I will recieve large amounts of money if I forwards a stupid e-mail to several people. Neither do I believe that not sending an e-mail will give me bad luck or cause me to have unsuccessful relationships, or that I will mysteriously die because of it. Honestly, chain letters are cute for about 20 seconds, after which they become plain STUPID. Yes, I will delete them. I will also block your e-mail.

Spam Letters: Not only is it illegal, but I have spam blocking software; don't waste your time.

I reserve the right to reprint any e-mails I recieve, though your e-mail address will remain confidential.

~End of document~