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~HISTORY~

VERSION 1.0--This is the original version of this FAQ/WALKTHRU and was completed on January xx, 2003. No revisions have as yet been made.

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~FOREWORD~

Agent Under Fire is frankly an easy game to beat. Like most FPSs however, it has great replay value in going for low times or also--in this case--high scores. This FAQ is meant as a guide in achieving perfect (300,000) scores in "AUF" on the 00Agent difficulty. It is equally applicable to ALL versions of the game (Nintendo GameCUBE, Sony Playstation2, and Microsoft X-box).

Earning perfect scores is a BIG challenge and it is not recommended that you even attempt it if you aren't already intimately familiar with the game. Honestly, only top-notch players will be able to achieve all 12 perfect scores but, this FAQ can still be an invaluable guide to achieving your personal best score.

All walkthrus were written by one of the authors who achieved a perfect score for that level using the method described in the walkthru.

IF YOU ACHIEVE A "PERFECT" WITH A LOWER STAT THAN IS PRESENTLY CONFIRMED.....
...PLEASE E-MAIL!!!

Comments and/or alternate strategies, hints, etc. are welcome. See "Contact Information" at the end of the FAQ for e-mail addresses.

- To achieve a perfect score...it is understood that you will take as little damage as possible--and in some cases NO DAMAGE at all (most levels will allow a small amount of damage and still award a perfect score for health, but a couple require zero damage ("Dangerous Pursuit" & Bad Diplomacy)).
- You must miss VERY LITTLE--if at all, and fire absolutely as few shots as is possible.
- Okay I know it sounds stupid but, make sure you're never standing near an explodable object...it may look cozy but the amount of times I took flash damage was too many times.
- HEAD SHOTS!say no more.
- Learn the locations of your weapons & gadgets in your inventories WELL (knowing that you just need to go one-click right, instead of the whole way around to the left, can save a good deal of time).
- Always take helicopters with the sniper rifle to the pilot's head...and learn what triggers them to come.
- Make sure that u have a "true" aim on anybody that is far away...usually it is best to charge them (helps with time and accuracy...and if you do it right they don't hit you so you don't lose health).
- Kill as many people as you can by hand--it raises stats up and is also quiet.
- Grenades are very good ... so if you like them, give it a try at a place like the start of the inside sniper area on Fire & Water (just make sure you kill someone with each one). it increases your accuracy and efficiency if you kill 2-3 at once. NOTE: If you are using the MLR22 or grenades...do NOT aim for the head.
- Become extremely proficient at using the c-stick and the analogue stick at the same time for strafing etc...when I first started I always looked up and down as I strafed.
- Remember that your 'Golden Gun' rules! (with all the gold upgrades of course) ...never ever use a machine gun...use the golden gun, the shot gun (only from really close..or it'll spray all over), the sniper rifle, hands, and maybe grenades & rockets for Cold Reception.
- Discovery about grenades that everyone else probably knows about already. Hold down "THROW" to make the grenade go farther and faster--very useful.
- Also concerning grenades, they explode on impact when thrown at certain things such as people, doors, and the stuffed shark in Poseidon...Use this knowledge to your advantage. Also, some areas of the game, a guard will be standing right around the corner. It may be to your advantage to ricochet a grenade off the wall to hit the guy, or get it close enough to kill him (Some of these places are in "Night of the Jackal" and "Mediterranean Crisis", but there are plenty of more where you can use this).
- When attacking with your fists, the enemy's weak point is anywhere on his backside.
- When a guard is shooting at you, and is standing right in the next room waiting for you, you have a few options...

-You can try running in and out really quickly, and if he starts firing, try to wait for him to reload, and then hit him.

-Sometimes if you creep around the door, you can see their arm or something, and they keep standing there (Super thugs however DO move most of the time). This is a good opportunity to shoot them until they die.

-When you're trying to snipe someone, and they know you're there, they tend to run away from your cross hair (they see it as the beam of red light). Then, if possible for them, they will find cover, and depending on your angle, you may be able to shoot their head when they duck. However, there are some "brave" ones who will stand their ground and shoot back.

-Everyone knows this, but just in case...use gas barrels and other flammable objects to your advantage. Many times the enemy will duck behind it, and you can just shoot the barrel, killing him.

-I've noticed that pretty much every helicopter pauses, hovers, and stays still for a short period of time. That is the best time to strike, so find out when it does that, and use it to your advantage.

-In some missions (Cold Reception and Mediterranean Crisis to name a couple) there will be big white tanks, and pipes with valve wheels on them. Shoot the valve wheel to make gas come out, killing anyone near it (You get a BOND MOVE in Cold Reception for doing this)

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~WALKTHRUS~

About the walkthrus...

-If you are attempting to get perfect (or even very high) scores, it is assumed that you know the maps intimately and specific instructions on directions may not always be given.

-When you are told to kill a guard, it is assumed that you will kill him with a headshot---unless otherwise directed.

-At the head of the walkthru, the weapons & gadgets are listed just as they are located in you're inventory (learn their order well).

Level 1: "Trouble in Paradise"
00Agent perfect score walkthru
-by bond007jb

Perfect score requirements

-BOND-MOVES: 7/7

-ENEMIES SUBDUED: 29/29

-AMMO EFFICIENCY: 100% **

-WEAPON ACCURACY: 80%

-DAMAGE TAKEN: 0% **

-MISSION DURATION: UNDER 5:00

-007 BONUS: 4/4

-DIFFICULTY BONUS: 2x subtotal

**unconfirmed as minimum requirement

Available weapons...

-Golden Gun*

-Golden Grenades

-MRL-22*

-SSR-4000*

-K57

-Frinesi

*recommended weapons for earning perfect score.

Available gadgets...

-Decryptor

Walkthru...

Run up to the door and use the q-decryptor on the control pad (BOND MOVE #1), step back and use the q-claw on the mesh on the roof (BOND MOVE #2). Run down the little path while taking out your fists and q-decryptor and pick up the first 007 icon. Crawl through the little hole and punch the guard (make sure you get the key card), then use the q-decryptor on the control pad (BOND MOVE #3). While waiting take out your Golden Gun and put the silencer on it, run to the end of the hall and open the armory door (BOND MOVE #4), when it opens get the MRL-22 then run back through to the elevator.

Target Time 1:05

Shoot the guard then run and jump up on the boxes to get the second 007 icon. Cut the lock on the door with the laser (BOND MOVE #5) and run down the hall, shoot the barrel on the forklift (BOND MOVE #6) and Shoot the rope holding a box over the guards head (BOND MOVE #7). Go to the end of the hall and you will see 4 guards running at you aim at the first one's head and shoot (while he's running), The rest are running towards you after him, you shouldn't have to move your crosshairs to target their heads, shoot the others when their heads cross your crosshairs. Run to the end of the hall.

Target Time 2:00

Take out your MRL-22 and go to the right side (while crouching), When there are 2 guards there fire. There will be a guard shooting at you to the left, aim in his direction, stand and fire. Now there should be another guard where the 2 were standing fire at him. Shoot the guards behind the box with your golden gun Go get the third 007 icon on the left side. Go out towards the door, take out the guy on your left then grab the case and open the door.

Target Time 2:45

Run along the left of the stairs for the fourth 007 icon, go up the stairs and shoot the sniper, take the SSR-4000, go to the other catwalk (opposite the one the sniper was on) and take out as many guards as you can (until they start shooting at you). Run down the stairs and if there are any guards left shoot them from here. Go down the elevator, around the corner and shoot the guard there. Take out the SSR-4000 and shoot the guard hiding (badly) behind the wall Then take out the guard with the grenades then the one after him. Shoot the one that comes around the corner with the golden gun, now there are 2 that come out of the elevator, You can do 2 things:

#1 Throw a grenade at them, this has to be as they come out of the elevator or you'll miss.

#2 Shoot them with the golden gun before they hide.

Target Time 4:35

Now run onto the sub, cut the lock on Zoe's chain and escape.

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Level 2: "Precious Cargo"
00Agent perfect score walkthru
-by Phrolox

Perfect score requirements...

- BOND-MOVES: 13/13
 - ENEMIES SUBDUED: 72/72
 - AMMO EFFICIENCY: 100% **
 - WEAPON ACCURACY: 100% **
 - DAMAGE TAKEN: 0% **
 - MISSION DURATION: UNDER 5:00
 - 007 BONUS: 6/6
 - DIFFICULTY BONUS: 2x subtotal
- **unconfirmed as minimum requirement.

Available weapons...

- KA-57*
 - Shotgun*
 - Guided Missiles*
- *recommended weapons for earning perfect score.

Available gadgets...

- None.

Foreward...

For this level you will need infinite missiles and since it is "on rails" I won't be talking about what direction to move but rather what direction to face (taken that the direction the car is moving is the front). While most of this level can be done using autoaim and rockets, when I say "headshot" I mean for you to use the crosshair and manually aim for the head.

A big part of getting perfect on this level is getting good at taking out the 6 cars tires for 9000 points. Manually aim at the tires with the shotgun and when they are exposed, (side on, never front on) fire. Then quickly switch to rockets for finishing off the car.

Walkthru...

Okay wait for the helicopter to come side on, then shoot the guy for your first bond move and 1000 points. Waste the helicopter, then swing round to the front, and the car will avoid the first few explosions. When the aimer locks on to the helicopter fire and bring it down. Then swing round behind you and switch to the shotgun. Use the crosshairs and wait for the moment when the cars tires are exposed and fire. Switch to the rockets and blow the car away. Swing back round to the front and switch to the KA-57 and shoot up the guys in the back of the truck, then aim at the tires and get your bond move and switch quickly to rockets & blow up the truck. Now swing round (to behind) and change to the shotgun and shoot the tires of an oncoming limo. Switch to rockets and blow up the car and switch back to shotgun and get the tires of the second car and once again blow it with a rocket. Use the rockets to take out both vehicles at the roadblock before the alley and get your first 007 icon--just wait for the autoaim to lock on. Switch to the KA-57 and shoot the guy standing in the

middle of the road. Next comes the section with the red barrels. I fire in the middle while the car is still moving then swing left as it stops and then right to get bond move and 1500 points. Then you'll pick up the armor (that you dont need)and will have changed to rockets--aim at the top corner of the building on the left and fire. As soon as you see the helicopter it will fly straight into the rocket for another 007 icon. Now change to shotgun and get those tires and then rocket the car that is behind you. Another car joins in behind you out of the street on the left and you need to be very quick here with the shotgun to the tires and then the rocket to the car--then very quickly swing to the front and use the rocket on the guy on the right--at the end of the street (use autoaim). This makes you keep going straight to get the 007 icon instead turning right. Yay, it's another road block so drop the gunner out of the helicopter for 2000 points and then shoot the gas station barrels for another 2000 points and switch to rockets to clean up anything that may have survived (usually the car on the very far left). Moving along now, fire a rocket into the middle of the glass buildings lower level and then one at the ground on the left and one on the right of the building to get yet another 007 icon. Now you'll crash through into the building. Shoot the guy on the catwalk ahead with a head shot using the crosshair then swing left and use the barrels to take out the guys there for another 1500 points and quickly switch to rockets and fire at the big concrete thing in the middle (this must be done without having killed everyone) and you will get the second last 007 icon. The last guy should die in the explosion. Switch to the KA-57 and collect the armor you still don't need and headshot the guy directly in front of you. Now switch to rockets and fire at the two guys at the end of the corridor, put a nice rocket in the middle of them for another 1500 points. Quickly, turn left and fire a rocket at the final fan to kill the guy there and get the last 007 icon. Now use the KA-57 and as you stop at the end destroy the red barrel and get 1500 points then swing left and shoot the guy next to the boxes then--moving right--the guy up on the railing should still be alive. Then one further right near the front boxes and one right in front of you (kill them all using the crosshair and head shots). Then shoot the red button and then shoot the red part of the crane-type thing. End of mission...congratulations!

MISSION COMPLETE

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Level 3: "Dangerous Pursuit"
00Agent perfect score walkthru
-by Mr. E

Perfect score requirements (all confirmed as minimums)...

-BOND-MOVES: 5/5
-ENEMIES SUBDUED: 17/17
-AMMO EFFICIENCY: 100%
-WEAPON ACCURACY: 100%
-DAMAGE TAKEN: 0%
-MISSION DURATION: UNDER 2:30
-007 BONUS: 5/5
-DIFFICULTY BONUS: 2x subtotal

Available weapons...

-Rockets*
-Guided Missiles*
-Q-Smoke (pickup) *
-Q-Boost (pickup) *

-Q-pulse*

*recommended weapons for earning perfect score.

Available gadgets...

-None.

Foreward...

Due to the somewhat variable nature of this level (i.e. the direction Van goes), I will not specify the direction of many turns but, will only say "follow the Van". The only difficult thing about earning a perfect score on this level is your "Damage taken" (0%) requirement. The level is very kind about "Weapon accuracy" as well as "Ammo efficiency". For instance, you can miss a number of rocket & missile shots & still have 100% accur. Also, slight scrapes do not seem to affect your damage.

Walkthru...

Start out by holding your reverse switch & gas...and your joystick to the left side. This will quickly reverse your direction. Now go down the lane between the containers (not TOO fast) steering for the 007 icon ahead & trying to keep your car as straight as possible. Use your brake (AND e-brake if necessary) to stop before hitting the crate ahead (picking up the icon of course). Now hit your reverse & gas switches and back out of there at full speed. When you see that you've passed the blue container on the left...jam your joystick to the left (keeping the pedal to the metal) to whip your car around and facing the correct direction of travel (this is not only a fast way to turn around but, is kinda cool-looking & a lot of fun). Now drive on ahead, picking up the Q-smoke as you go. Round the next corner & fire your rockets when you see you're lined up with the barrels to the left of the roadblock ahead (Bond-move). Aim for the striped barricade on the right (in the middle of the cars) to avoid damage from hitting the cars. Proceed on, lining yourself up with the crate ahead & rocket it. Let off the gas for a moment as you're picking up the 007 icon that was inside (to avoid hitting the nearby wall). Drive on into the warehouse & rocket the barrel on the right at ground level (Bond-move)--this is kind of a tough shot as the barrel is pretty small--expect lots of restarts cuz of that barrel. Make a left as you exit the warehouse & drive on down the road avoiding other cars. Always keep left. You will come to a pickup on the left--it's just missiles--forget 'em. Keep going until you get to the oceanside. Turn left into the driveway of the lg. bldg. on the waterfront & drive thru the tunnel in the middle of the bldg. & pickup the 007 icon in there. Proceed on thru and get back onto the same road you were on going in the same direction (there is a pickup in the driveway in front of the bldg. but, it's only a Q-pulse which you don't need). Just a very short distance on down the road from where you reenter it, there is a Gas-Station on the right. I recommend staying on the sidewalk on the left as you leave the big bldg's driveway--and just after you pass a streetlight--turn to the right & fire a rocket at the gas pumps...Bond-move (this way, you'll be far enough from the explosion that you won't get flash-damage). BTW, the guys in the Gas-Station blow themselves up quite often. Drive thru the rear lane of the Gas-Station to pick up 007 icon #4 and then get back onto the road you were on in the same direction. Just past the intersection w/ the Gas-Station, there will be a Q-boost pickup on the medial strip--GET IT. Now drive on down the road a little bit and look for the last 007 icon on the sidewalk on the left (watch out for hitting cars & objects when picking this up). Now, drive on down the road & turn down the 1st street on the right that you come to. Make a left at the end and drive on down the road you're now on as quickly as you can. Eventually, you'll come to the Van & two limo-baddies. Stay back from them far enough so that you don't take damage from machine-gun fire. Take out the 2 limos w/ missiles and follow the Van (if you don't get too close to him, the panel on the rear of the Van should stay closed and you won't take

damage from the gunner in there). Switch to Q-smoke and whichever way the Van goes, follow him. Soon, you will encounter some more limo-baddies...use your Q-smoke on 'em (Bond-move #4). As soon as they're taken care of (and it's not that easy to do w/o taking a couple of hits), switch to Q-boost and engage it--steering for one side or the other of the Van (you don't want to steer for the rear of the van--you'll slam into it when he's disabled by the Q-pulse). While boosting, switch to Q-pulse & hit it in time with approaching the Van (must be the 1st shot to get the needed final Bond-move).

MISSION COMPLETE

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Level 4: "Bad Diplomacy"
00Agent perfect score walkthru
-by Mr. E

Perfect score requirements (all confirmed as minimums)...

-BOND-MOVES: 7/7
-ENEMIES SUBDUED: 11/11
-AMMO EFFICIENCY: 100%
-WEAPON ACCURACY: 100%
-DAMAGE TAKEN: 0%
-MISSION DURATION: UNDER 3:30
-007 BONUS: 4/4
-DIFFICULTY BONUS: 2x subtotal

NOTE: To achieve 100% Ammo efficiency on this level...you must "punch-out" a minimum of 3 (three) guards. The rest of the guards may be taken out with a SINGLE shot of the Dart Gun (a hit ANYWHERE on the enemies body with the dart gun will be counted as 100% weapon accuracy).

Available weapons...

-Dart Gun*
-Fists*
*recommended weapons for earning perfect score.

Available gadgets...

-Laser-Passcode Generator (pickup) -Claw-Keycard (pickup) -Specs.

Walkthru...

Start out by cycling past the opening cut-scene. Immediately aim for the upper left side of the handrail in front of you and as soon as you have a clear shot--shoot the patrolling guard. Quickly change weapons to "fist" and head up the stairs and on thru the double doors. Run all the way around the hallway (past the elevator) and punch-out the guard with his back to you (NOTE: Don't pass him. Sometimes your punch doesn't get him and if you get in front of him..... he'll shoot you. If you stay behind...he'll run to the alarm box and you can run behind him and still easily punch him out). Pick up the 007 icon & the darts from the room ahead. Turn and head back the way you came from to the elevator & enter it. While the elev. is ascending...change weapons back to "Dart gun". Exit the elev. & head to your left (strafe-running of course). As you get to the corner and the guard sees you, straighten yourself out (as you're running) so that you'll be facing straight twds the guard as he runs to the alarm. Then simply shoot him before he hits the alarm button. Now, run

around the circular walkway to pick up the 007 icon located there and head back the way you came from. Run past the elev. and thru the doors at the end of the hall into the kitchen. Run thru the kitchen to the far door (trying not to get hung up on boxes or whatever...if you get hung up for too long in this room, the guard outside the door will be ready for you). NOTE: You can jump over the boxes to keep quiet. Open the door quickly & immediately punch the guard in front of you (with his back twds you). As soon as he is down, switch weapons to dart gun and aim for the far end of the hall. Shoot the guy who'll come patrolling past the corner with one shot & then equip your laser. Open the panel in the wall (if I have to tell you where it is...forget even trying for a perfect score...hehe!)...and laser the wires (BOND MOVE). Change back to dart gun and proceed around the corner. Edge up to the window at the end of the corridor (if you don't edge out too far...the guard can't hit you, but you can hit him). As soon as he's out of the way, turn around, switch back to your laser & open the hidden panel on the wall. Laser the wires (BOND MOVE), go around the corner and up to the secret panel on the left wall & open it (BOND MOVE) (while waiting for it to open, switch to your Q-claw). Pick up the 007 icon & the darts from the room and go back out. Jump thru the window where you had just shot that guard and raise your aim-point as you're doing so. Turn around & quickly grapple the target on the eave above (BOND MOVE). Switch back to dart gun at the top and reload as you're running to the open window at the end of the balcony. Jump thru, pass thru the room you're in to the next room, and open the door on the right. After the cut-scene with the girl behind the screen, turn to your left and run to the closet door ahead and to the left. Pick up the darts off the shelf, leave the closet, and go to the door with the security lock. Open the door & go thru. Cycle thru the cut-scene and BE READY!

Just stay where you are, but FIRE AS FAST AS YOU CAN at the black guy (he takes 4 shots to subdue-- head shots seem to slow him down the most). After you're 1st 3 shots & your gun reloads...you might want to side-step for a moment to avoid any hits from the bad guy. This method may take you quite a few tries. but it DOES work. After subduing him, make sure to pick up the case and head back out the door you entered this room from. Go up to the computer ahead and press your "ACTION" button to complete that objective. Now head back into the room where you shot the black guy and go to the security door at the far side of the room. Open it, go thru and check for where the patrolling guard is down by the glass display cases (he's easy to get if you just wait near the alarm and let him see you..... when he runs to the alarm, it's an easy dart shot in the back for him). Don't forget to pick up the last 007 icon from behind the display cases, then proceed on ahead. You should see a patrolling guard ahead as you round the corner. Aim carefully (long shot) and fire. Now, switch to your laser, open the panel, and cut the wires with the laser (BOND MOVE). Switch to "Fist" and continue on ahead. Just pass by the elevator and wait there for a moment for the guard ahead to see you. He'll run to the alarm near you (stay by the elev. door until he passes you and he won't shoot at you). When he passes you, follow behind him and punch him before he presses the alarm button--easy! Now go to the elevator and enter it. As you're decending--switch back to dart gun. Exit the elevator and head to the left. Go thru the double-doors and jump straight over the handrail ahead. Face directly twds the double-doors that'll be ahead of you and aim for the center of them (still running). As soon as the bad guy opens the doors...fire and keep on running right on thru his sad ass & then on thru the door.

MISSION COMPLETE

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Level 5: "Cold Reception"
00Agent perfect score walkthru
-by Dekar 247

Perfect score requirements...

- BOND-MOVES: 8/8
- ENEMIES SUBDUED: ?/?
- AMMO EFFICIENCY: 30%
- WEAPON ACCURACY: 80%
- DAMAGE TAKEN: 0%
- MISSION DURATION: UNDER 6:00
- 007 BONUS: 7/7
- DIFFICULTY BONUS: 2x subtotal

Available weapons...

- Golden Gun*
- MRL-22 (pickup) *
- KA-57 (pickup)
- K57 (pickup)
- Frinesi Shotgun (pickup)
- SSR4000 (pickup) *
- Defender (pickup)
- Golden Grenades*
- Fists*

*recommended weapons for earning perfect score.

Available gadgets...

- Laser-Claw-Keycard (pickup) -Camera-Remote-Decryptor.

Foreward...

When I say "throw grenade", hold down "THROW" to make the throw a powerful one--unless I say not to. Also I will have a "Target time--???" throughout it, which is what your mission duration should be at that point (doesn't have to be exact...just in the general vicinity).

Walkthru...

Alright. As you start, turn left and walk up both sets of steps you see while switching to your grenades (the game is putting a silencer on your gun, but switch to grenades anyway). Stop at the desk, turn around, & throw a grenade twds the door on the right side of the room WITHOUT HOLDING "THROW". As it is about to hit the door, press the button on the desk to open it. A guard should run straight into the grenade (either that, or the 2nd guard should hit it). Either way, the grenade should kill both of them. Run thru the door the guards came thru & pick up the 007 icon in the hallway. Run back out & go up the steps to your immediate left--and while doing so--put a silencer on your Golden Gun. At the top of the steps, proceed to the farthest desk & press the button. Go thru the door that opens and, as you do so, switch your weapon to fists & then your gadget to Q-laser. When you reach the end of the hall, cut the lock guarding the vent w/ the laser and then switch to your weapon (the previously selected "fists"). Open the door next to you & run about halfway to the guard w/ his back turned to you. Then move fwd to him crouched--so he doesn't see you're there. When you get close enough, hit him (which should kill him with one blow). NOTE: It is very important that he doesn't shoot at you (even if he misses), because it will disrupt the following chain of events with the guards you must kill... Run back to the vent and crawl inside (BOND-MOVE).

TARGET TIME--30 secs.

Switch your weapon to the Golden Gun (silenced) & then switch back to your Q-laser. Crawl to the end of the vent and cut the lock with the Q-Laser. Switch to your weapon and shoot the guard. Shortly after you shoot the guard, another will come in and stop when he sees the other guard dead. Take this opportunity to shoot him. At this part you can do it two ways:

1. Get out of the vent while switching to your grenades. Strafe to the left a bit so you can see through the doorway into the next room. You will see another doorway in that room leading to a hall. Throw the grenade (holding down "THROW") into the next rooms doorway. It should hit a guard there, killing him (recommended).
2. Get out of the vent, and run into the next room quickly shooting the guard there (Can be a pain).

Now that you have killed the guard, go down the hallway a tiny bit. Throw a grenade down there (holding "THROW"). A guard should say something ("What the?"). If he didnt, then the grenade won't kill him. (Start the mission over) If he did say something, run back to the first room (where you killed the guard by hand) while switching to the camera. Photograph the blue prints, and then go back to the room leading to the hallway. Photograph the Satelite Imagery. Go up to the picture of the girl (one of the twins) and press "ACTION". It will open. Inside is a MRL-22 and ammo for it. Pick up both, then get out of the display while switching to your Q-Laser. Open the vent in this room (the one farthest away from the hallway) using the Q-Laser. Go inside and get the 007 Bonus. Get out of the vent the same way you got in. Run into the hallway, then to the right (if there's a guard, your grenade didn't work...restart the mission) and open the door. On the right is a book case. Run up to it & get the Keycard off of the shelf (Bond-move). Run back out and get in the elevator. On the way down, switch your gadget to the Camera, and your gun to the Golden Gun. TARGET TIME--1:30 (from when the elevator stops)

When the elevator door opens, shoot the guard there. Run out of the doors to the left. Now you have another option depending how fast you can shoot someone's head...

1. When you come through the doors, there will be a few steps to the right. Go down those and continue forward while switching to the MRL-22. Keep going until you can see a hall to the left. You'll see a guard. Shoot him with the MRL-22.
2. When you come through the doors, there will be a few steps to the right. Go down those and continue forward. Keep going until you can see a hall to the left. You'll see a guard. Shoot him with the Golden Gun (you must be very fast to shoot this guy in the head...it can be tough).

Now run back to where the steps are while switching to the MRL-22 (if you have not already), and turn right. Shoot the guy way down there with the MRL-22 (aim for the feet so you won't risk missing him). Run to where he was & go up the steps on your left. Run to the little model & take a photo of it (Bond-move). Run back to where the guy was & you'll see two guys who haven't noticed you yet. Shoot in between them (at the floor) with the MRL-22 to kill them both. Run to where they were & pick up the 007 icon behind the stairs. Now, run back to where you killed the 1st guard in this huge room while switching to your Q-decryptor and, you'll see a computer with a little pad where a KeyCard can be inserted into it. Look at the pad and press your "ACTION" button to disable the mainframe alarms (Bond-move). Now use the decryptor on the 3 Mainframe Dataports. After you've completed this, run to the door & press "ACTION" to open it & then go thru. Go thru the next door & then get onto the elevator & activate it.

TARGET TIME--2:25

When you're going down the elevator, switch gadgets to the Q-claw & weapons to the Golden Gun. When the elev. stops, run to the big doors & open them. You will see a few guards. Wait a second & a guard will come twds you. Shoot him w/o arousing the others and go to where he was--while switching to the MRL-22. Look ahead and you'll see 2 guards about to cross paths. Shoot the guard closest to you w/ the MRL-22 to kill both of them. Now, run behind the crates and look in the door. Kill the guy closest to you w/ the MRL-22, then switch to the Golden Gun. Go up the steps leading to the door so that the sniper looks at you. Either shoot his head (can be a difficult shot) OR shoot his body 3 times.

TARGET TIME--3:00

Now run back to where you killed the 2 guards w/ the MRL-22 & run around the big square in the middle of the room. You'll see a few steps. Go down them & collect the 007 icon & the grenades from atop the crate. Now run back to the door where you 1st entered this huge room from--while switching to your Q-claw. To the left is another small area. Go down the steps & look up. Q-claw up into the vent via the "Q-claw mesh" (Bond-move). Inside, you'll see your 5th 007 icon. Crawl to it while switching to your Q-laser. Get the bonus & cut thru the lock on the vent underneath you. Fall thru it onto the floor & run back to the blast doors where you killed the sniper.

TARGET TIME--3:35

Inside, you'll see the ledge to the left that has a ladder, and below it are 3 gas cans. Try to keep those there and NOT blow them up (or allow anyone else to blow them up). Keep that ledge in mind. Now, quickly run to where the sniper was, pickup his SSR 4000 & switch to it. Go up the steps a bit & hug the wall. Quickly shoot the valve wheel (using the SSR 4000 to help with aim) next to the guy way down there who's shooting at you. That will kill him (Bond-move). Then hit the gas cans to the right to kill the other guy. Now go back to that ledge I explained about earlier, while switching to the MRL-22, & walk fwd (NOT jumping)--keeping the joystick up here ^. You should land on the gas cans (if they aren't there--you'll get hurt). You should see 2 support beams holding up the stairs. As soon as you land on the gas cans, continue fwd quickly & get behind the support beams so you can see directly into the red-tinted room. Quickly blast the guys in there w/ your MRL-22 (you can just hit the floor near all of them...depending on where they were positioned--it normally takes 1-2 shots). After you've dealt with them, turn around quickly while switching to the Golden Gun. Depending on how fast you killed the guys in the red-tinted room, either a guy is already on the stairs in front of you (and about to shoot you), or he's on his way. In any case, as he nears the gas cans next to the bottom of the stairs, either hit the cans or pick him off with a headshot. Now run to where the valve wheel you shot off was. Jump on top of where the valve wheel was & then jump again to get atop of the tank (you may have to press "Jump" repeatedly to get up). Collect the 007 icon & run back to the cans that you landed on when coming down to this floor (a ladder is next to them). Go behind the tank next to them to find the last 007 icon. Get it, then go up the stairs near the red-tinted room while switching to your Q-remote. Go in the 1st doorway you see. Use the Q-remote on the pulsing green light to get the door program (Bond-move) & exit the room. Continue on up the stairs & take a right (to where the sniper was). Proceed on until you reach a door & use the Q-remote on the green pulsing light (Bond-move).

TARGET TIME--4:40

Switch to either your MRL-22 or the SSR 4000 (your choice) while backing down the 1st set of steps behind you. As soon as you see the super-thug coming out, run (back up) to the 1st corner you find and kneel. When the super-thug stops, shoot him w/ the weapon you chose while kneeling (this increases the chance of him missing). Now go to the door the super-thug came out of. Here's where it

gets tricky--you have a choice of 4 weapons to use on the super-thug around the corner & each is hard to pull-off w/o any damage...

1. Take out your MRL-22 & hug the wall that faces the super-thug. Strafe to the right, quickly shoot him, and strafe back to the left FAST (to avoid flash damage). This is tough because it's hard to hit him accurately AND avoid the flash damage.
2. Take out your Grenades & hug the wall that faces the super-thug. Strafe to the right & quickly throw one (holding "THROW") at him & strafe back to the left FAST to avoid flash damage. Like method 1, this is tough because of the difficulty of hitting him AND avoiding the flash damage at the same time.
3. Take out your SSR 4000 & hug the wall that faces the super-thug. Strafe to the right, quickly kneel & shoot him. This is also tough to pull-off. Even though he only has a Frinesi--he can still hit you with relative ease since you are not that far away from him.
4. Take out your Golden Gun & hug the wall that faces the super-thug. Strafe to the right, quickly kneel & shoot him (it may take 2 shots to kill him ...even on the head!). This too can be tough to pull-off for the same reason as in method #3.

After you've dealt with the super-thugs, switch to your Golden Gun, move fwd & shoot the guy ahead w/ his back turned twds you. Switch to the MRL-22 & when the sniper across the way is aiming AWAY from your direction--run out & shoot the MRL-22 in his general direction quickly--taking care to avoid flash damage. Run along the walkway to the room & enter it. Climb up the ladder & press your "ACTION" button at the hook to engage the tram cable (if everything went well, your time should be about 5:20/6:00.

MISSION COMPLETE

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Level 6: "Night of the Jackal"
00Agent perfect score walkthru
-by bond007jb

Perfect score requirements

- BOND-MOVES: 8/8
- ENEMIES SUBDUED: 30/30
- AMMO EFFICIENCY: 30%
- WEAPON ACCURACY: 60%
- DAMAGE TAKEN: 0%
- MISSION DURATION: UNDER 7:00
- 007 BONUS: 4/4
- DIFFICULTY BONUS: 2x subtotal

Available weapons...

- Golden Gun*
- FSU-4 (pickup)
- KA-57 (pickup)
- Frinesi Shotgun (pickup)
- SSR4000 (pickup) *
- Viper (pickup)

-Golden Grenades*

-Fists

*recommended weapons for earning perfect score.

Available gadgets...

-Claw-Specs-Laser.

Walkthru...

Alright you start off at the side of the embassy, take out your golden gun and put the silencer on it. Now walk forward and the bus will come around the corner. Keep walking forward and some guys will run out of a building. Take them out before they get behind the flowerpots. Then take out the guy throwing grenades at you (but don't get too close cuz you will alert the 2 people by the fountain). Throw a grenade--holding "THROW"--in between the guys at the fountain. Now turn twds the front of the bldg. To the right of the bus, you should see 2 guys shooting at the bldg. Throw a grenade in between them--holding "THROW". Now go to the left of the bus and there will be a guy shooting at you and a guy throwing grenades at you from behind the fence. Throw a grenade at the guy shooting at you first, then the guy throwing the grenades. Now run down the little alleyway where the sniper is, stand by the body armor and walk back some 'til you can shoot him in the head. Leave the alleyway and take your 1st left. There will be a car in front of a window, shoot the glass and jump on the car--then into the window to get the first 007 icon. Now get out and run down the side of the embassy, opposite the side you started on, and you will see an archway. There will be a guy running out as you approach--shoot him fast, now, as you enter the archway, 2 guys will come out. Stick to the right wall and take out the guy on the left first--then the guy on the right. Now go to the left wall of the arch and shoot the sniper in the head.

Target Time: 2:00 - 2:30

Get out your Q-Claw and run towards the spot where the sniper was, Q-Claw up to the ledge using the Q-Claw spot. Now get close to the sniper's nest (the balcony) and jump over. Pick up the SSR4000 and the second 007 icon. Q-Claw back to the ledge using the Q-Claw spot in front of you and go into the room (using the door for a BOND MOVE) Then enter the first door on the left. Run thru the passageway behind the shower, use the Q-Claw on the Spot in front of you (on the bldg. opposite your's) and hop down the ledge you land on. Run up the stairs and open the door.

Target Time -- 3:30 - 4:00

Run up the stairs, open the door and be ready to shoot the guy that comes out of the door on the opposite side. Now go up the hall and you will see a guy holding a girl hostage. Kill him and follow the girl into the room to collect the third 007 icon. Go back into the hall and go to the room with the large windows--there are 3 guys in there--so take out the first two really fast and then get behind the table and shoot the last guy. Jump into the room (through the window) and run into the next hallway. There will be an explosion--a window blows up & exposes a guy on the ledge--shoot him. Go towards the kitchen and a guy will start shooting. Go right up to the door and target his head. Open the door and shoot. Now throw a grenade at the others (if you miss the guy on the far side--run and duck behind the counter, take out the SSR4000, and shoot him anywhere). Now run out of the kitchen thru the opposite door you came in from. Go down the hall and stop before the elevator. ...You can do 2 things here:

1. Throw a grenade, without holding "THROW" at the the wall and try to bank it between the guards (this will take 2 out of 3 hopefully).
2. Use your golden gun and shoot the guys when the come out.

Now just go through the BRITISH flag and down that hall to the elevator.

TARGET TIME: 5:30-5:45

When the elevator stops, go to the right-back corner and aim up. Move forward and when the doors open--shoot the barrels on the second floor. Then shoot the barrels on the first floor. Now run into the big room where "The Jackal" is waiting. Make sure you reload your Golden Gun & run behind the crates to the left. Shoot Carla in the head 'til she runs back. Shoot the barrels to make her move over more (when the barrels are exploding--run over to the right and duck behind some barrels). Shoot Carla 'til she moves in front of the machinery. There is a green button to your right--run towards it and hit it (this will kill Carla). Climb the ladder, take out your SSR400, and go out the door. Now before the gunship helicopter gets there--run to the far side behind some boxes to get the last 007 icon, then run back to the door. When the helicopter comes it will shoot at you, so try to avoid the spray of bullets. When it stops on the left side, aim for the helicopter pilot and fire (BOND MOVE). Now go back in through the door to the bottom of the stairs and wait for a big explosion--then run out the door and the level is done!

TARGET TIME: 6:30-7:00

MISSION COMPLETE

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Level 7: "Streets of Bucharest"
00Agent perfect score walkthru
-by Phrolox

Perfect score requirements...

- BOND-MOVES: 9/9
 - ENEMIES SUBDUED: 91/91
 - AMMO EFFICIENCY: 100%**
 - WEAPON ACCURACY: 100%**
 - DAMAGE TAKEN: 0%**
 - MISSION DURATION: UNDER 10:30
 - 007 BONUS: 6/6
 - DIFFICULTY BONUS: 2x subtotal
- **unconfirmed as minimum requirement.

Available weapons...

- CAR
 - Machine gun
 - Rockets
 - Infinite missiles*
 - Q-slick*
 - TANK
 - Cannon*
 - Rail gun*
- *recommended weapons for earning perfect score.

Available gadgets...

-None.

Foreward...

Alright, this whole level is basically an autoaim fest except for three instances where I tell you to use manual crosshair aiming, I also tell you to

use U-turn and handbrake turn a lot, by this I simply mean let go of the accelerator, hold down the drive backwards button and move the control stick in the direction you want to go then when you are facing the right way let go of everything and put your finger back on the acceleration button. Vans usually take three missile shots and two cannon ones and cars take two missile shots and one cannon shot, but sometimes you dont do full damage so be careful of that, and when you are killing guys in the Q-vision section its just a quick blast with the rail gun (if you are having trouble with it due to the autoaim moving on and off the target just slightly push in the direction of the movement [for instance it often is easier if you push slightly on the guys that are above road level] as you fire). You should have plenty of time in this level (it can be done in less than 7:20) so dont worry about spending a little bit of extra time to make sure vans and cars are being destroyed. One of the hardest parts of this level is getting up on two wheels for the bond move so you may wish to practice doing that before actually going for the perfect, I know I did.

Walkthru...

Okay here goes, switch to Infinite missiles while driving & destroy the car in front of you. When you get to the junction with the Q-slicks, turn left. When you are just about to go under the bridge...hang a hand-brake-turn right and there is the first 007 icon in front of you. As soon as you collect it hand-brake-turn left and head down where the baddie car is heading. Destroy that car and follow the winding path up the hill. At the top of the hill just after going under the bridge are two cars waiting. Let go of the acceleration button to give your self a bit of extra time to lock on and destroy them before heading straight down the path in front of you. Now there are two red vans in front of you and you need to let go of the accelerator and destroy them before continuing around to your left. Between the tree and the wall on the right--make a hard hand-brake-turn to the right and follow the path over the bridge getting the unneeded rockets and when you see the next bridge overhead, move to the left of the road and cut through that bridge at an angle to the right so as to easily get the car that is waiting there on the right (behind the bridge), to follow you. Now destroy the car just in front of you and there will be another car further down the road on the right. Continue through the big glass doors and as you run over the armor hand-brake-right and then lock on and destroy the helicopter. Head down to get the second 007 icon. Now hang a U-turn and go up the right hand side of the tracks collecting the Q-locator in the process and locking on to the second helicopter and destroying it for a tidy 2000 points. As you come out of the train area, turn left and there is a red van right in front of you waiting to be destroyed--do so. Continue forward and when you get to the big open area you want to go around to your right. A car will cut in from the left. Let go of the accelerator and missile it. As you go under the bridge let go of the accelerator once more and you will have to fire very quickly to get the two shots off to destroy the helicopter before it flies over head. Then there is a car on the left, go into that street and quickly switch to Q-slick and let one go (a car should have appeared behind you when you turned into the street and will go over it for the BOND MOVE and 2000 points). Switch back to infinite missiles and continue up to the guys with rocket launchers (two on the right, one on the left). Kill them and then hang a U-turn and destroy the car that was directly behind you, now right in front of you (the one that should have gone over the Q-slick). Go back to where the helicopter was and turn left. Continue up the hill and as you're about to go under the second bridge (where the helicopter blows up the bridge in front of you) move to the right of the road and let go of the accelerator and shoot the helicopter. Then (while under the bridge structure) hold the accelerator down and you should have enough distance to get up to speed and make the jump for 2000 points. Now youll see an opening in the building to your left go through and get the third 007 icon in the passage way there (at the top of the stairs

let go of the accelerator until you land so as not to jump over the icon). As you come out of the passage there is a red van that needs destroying and when you see a gate in front of you--turn left. Then head straight up and through the passageway to collect the data chip. As you come out of the passageway there are cars on either side. Head straight past them and then hang a U-turn and destroy both before continuing on your way down the stairs. Next comes the second jump and another 2000 points and the third jump and the fourth 007 icon (this passageway is where it is easiest to get the 2000 point BOND MOVE for getting on 2 wheels after collecting the data chip, I use the unstable landing [you may find it easier as your going around one of the corners but remember you must have the data chip first or it doesnt count]). Continue onto the grass and destroy the helicopter in front of you. Quickly change to the Q-booster you just collected and use it at the bottom of the stairs.

Well you've made it to the second part of the level, which is all on rails, so when I say forward it is the direction you're going and behind is where you came from. Switch to Cannon and shoot the two cars that appear directly in front of you. As you go past them swing around behind to blow up another car that starts to follow you. Now, quickly swing back 'round to the front to get the car that tries to sneak past you on the left. Now switch to Rail gun and fire at the guy in the entrance to the courtyard and then quickly aim at the barrels on the left for 2500 points(BOND MOVE). Switch back to cannon and blow up the two cars that appear directly in front of you. Around this corner is a helicopter that you need to down for another 2500 points(BOND MOVE). As you go around this corner--a car pulls up in front of you. Destroy it and around the next corner is some unneeded armor. Now for a cutscene, just aim at the helicopter and down it for yet another 2500 points (BOND MOVE). You will pass through the area with a tree and turn right; quickly change to Gatling gun, now comes a tanker with 2 red vans. The best way to do this is wait until the tanker is in front of you, one van on the right up ahead, and one directly on your left, fire at the tanker which will blow them all up for another 007 icon. You will proceed around the next corner and need to destroy the two helicopters directly in front of you (you'll probably have to turn a little bit as the car moves away from them, also, manually aiming here is critical to get the second helicopter downed quickly). You should just have smashed through the front window and be collecting the 007 icon while changing back to the cannon for the car directly in front of you and the guy up on the top left, Now change back to Gatling gun for the Q-Vision part of the level. There is a guy in front of you. You will turn left, and there is one on the right and one on the left. Quickly switch to cannon and then a helicopter will come around the corner (you must be very quick on the trigger finger to destroy it or it will deal you damage). Switch back to Gatling Gun and as you turn left there is a guy up high in the middle of the screen--and another--and another as you go around the long right hand corner. Switch to Cannon and destroy the van that drives in front of you and switch back to Gatling gun to take out the two rocket launcher guys on the right--and after, that the guy on the top left. There are another two guys around the corner and then you need to manually aim to the left of the car in front of you to shoot the barrels and get the last BOND MOVE and 2500 points. Then get another guy in the middle of the screen and then switch to cannon for the car that sweeps in from the left. Switch back to gatling gun for the guy on the left with the rocket launcher (after the unneeded armor) and then quickly to cannon for the helicopter in the same street. Cutscene, and then aim at the bright red part of the train with the cannon and fire (the first time it comes into view, or the tanks will deal you damage). NOTE: It is possible to shoot the tanker car before the cutscene--if you have your barrel aimed upwards and to the right--and fire as soon as you start making the turn--you get a special cutscene if you hit it! Well done!--level over and a relatively easy perfect score. :)

MISSION COMPLETE

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Level 8: "Fire & Water"
00Agent perfect score walkthru
by Dekar 247

Perfect score requirements...

- BOND-MOVES: 13/13
- ENEMIES SUBDUED: 58/58
- AMMO EFFICIENCY: 30%
- WEAPON ACCURACY: 50%
- DAMAGE TAKEN: 0%
- MISSION DURATION: Under-10:00
- 007 BONUS: 8/8
- DIFFICULTY BONUS: 2x Subtotal

Available weapons...

- Golden Gun*
 - FSU-4 (pickup) *
 - Calypso (pickup)
 - SSR4000 (pickup)*
 - Defender (pickup)
 - Golden Grenades*
 - MRL-22 (pickup)
 - Fists*
- *recommended weapons for earning perfect score.

Available gadgets...

- Laser-Claw-Jetpack-Remote.

Walkthru...

Jump onto the gas cans next to you. Face the two white tanks and jump onto the yellow railing (from the gas cans) in front of the two white tanks. Now jump onto the valve wheel of the left tank, and jump again. At the peak of your jump, press the "ACTION" button. This is a glitch that will result in you getting more grenades, and an SSR4000. Not bad, eh? Now run towards the huge structure looming ahead, and go up the ladder with your golden gun drawn. Once up the ladder, swing to the right and run towards the guard you see. Shoot him, and then set off the alarm by pressing the "ACTION" button next to the big red button where the guard was (this will trigger a guard to appear on the upper level). Now go up the next ladder and kill the guard there. Then get out your golden grenades and chuck one (holding "THROW") up through the hole that the next ladder leads up to. Make sure to throw it in the direction of the two guards up there. It may take a few tries to get the aiming right, but it should kill both of them. Get out your golden gun and climb the ladder and run to the railing on the far left. Turn around and kill the guard (the one you triggered by pulling the alarm) throwing grenades at you. He ? next to the helicopter, so shoot his body three times if you need to. Shut off the alarm (it should be next to you) if you feel the need to (it doesn't do anything now but make noise).

Go up the ladder, but slow as you reach the top. When you see the guard, shoot him before he notices you. Then Bloch will fire a lot (none of which comes remotely close to hitting you). You should be able to see his head (without

leaving the ladder) through the window. Shoot it three times to make him run. Then get up, and switch to your Q-Remote. Collect the program at the computer (BOND MOVE). Then go out the door to the left, and use the remote on both cranes (one BOND MOVE per crane--two total). Then go back inside and look up out the window. Use the remote on that crane (BOND MOVE) and the crate will fall. Get out your SSR4000 and Q-Laser. Use the laser on the lock that is barring the door (BOND MOVE) Then crouch down and pull out the SSR4000. Shoot the pilot in the helicopter as it rises (while staying crouched). Then switch to your Golden Grenades and go over next to the ladder, and turn towards the windows (still crouched). Hold the "THROW" button down, and stand up. Aim in between the two groups of crates (towards the stairs), and release. It'll take some practice to get it right, but it should kill two or three guards out there. Use your golden gun to pick the remaining guards off (there are orig. four out there), and then head out there...

Target Time: 1:40

Go behind the gas can in front of you for the 007 icon. Then go to where the crate fell earlier and get the two grenades that are there. Make sure to collect the two FSU-4s. Head down the stairs while switching to the FSU-4. Switch to it's alternate fire (a grenade launcher). When you get down there, take cover in between the two pillars, and cut the lock with the Q-Laser. Then switch back to the grenade launcher. Strafe out a bit, and fire a shot at the guard up there. There are two guards, but sometimes one is around the corner, so hope that the flash damage will kill him. You only have two shots. Use the second if necessary (It'll take some practice getting the aim right, as the grenades ricochet off of the wall. Use your golden grenades to do the job if it is easier for you). Get your Laser back out and cut the lock to the vent under the catwalk on the right (BOND MOVE). Then turn around and cut the lock to the other vent, and go inside (BOND MOVE). When you get to the end of it, cut the lock barring your way, and switch to the golden gun. Shoot the gas cans in the corner of the room to take care of the guards. Get the 007 icon on the crates and switch to the Q-Remote. Open the garage door, and holding "FORWARD", walk onto the suspended crate (you'll fall a bit).

****NOTE**** Check to make sure there is no guard up on the catwalk you fired the grenades to. If the other guard survived--quickly shoot him with the golden gun, as he can miraculously hit you from his position (don't worry about accuracy here).

Target Time: 2:45

Use the remote on the green pulses above you to raise your crate. Jump to the next crate and get out your golden gun. Walk past the rope the crate is hanging on if you havent landed past it already. This will trigger a multitude of things to happen. A huge red roof will swing up and reveal two guards above you. Kill the one getting his gun ready. Then quickly switch to your SSR4000 and shoot the helicopter pilot's head as it descends (BOND MOVE). Then switch to your golden grenades and hold "THROW." Wait until the four guards start down the stairs, and then release the "THROW" button so that the grenade flies to about the bottom of the stairs. If your timing is good, it should kill most of them--if not all. Switch to your golden gun and pick off the survivors. Jump off of the crate, and carefully come out from the bottom of the platform. There is still a guard up there with a Defender, so kill him when he comes into view. Proceed to shoot the pyramid of gas cans below the sniper to deal with him. Then get the 007 icon we saw earlier next to the two cranes. Switch to your golden grenades and hold the "THROW" button. Then go into the corner near Bloch and get that 007 icon. As you come from the corner, four guards will be coming from the fence to the left (or they may already be upon you depending on how fast they are). Release the "THROW" button and throw the grenade somewhere in the middle of you and the small building in front of you. Again, timing is crucial. Pick off the survivors with your golden gun.

****NOTE**** If they are already upon you, release the grenade near them, and quickly get your golden gun out to kill them before they get you obviously this part is pretty tricky.

Now head back to the platform near the suspended crates. Go up the ladder and press the "ACTION" button to man the gun. At this point two to four guards (or so) should appear from nowhere and take cover behind various things. As you man the gun, aim near the fence to the right, as many times a guard will run over there, and you will never see him again (weird). If one does, kill him before he runs out of sight. Then concentrate on the crates near you on your left and right sides, as guards appear there a lot. Take out any that do with the gun, and finally blow up the tractor thing near Bloch (it has a gas can on it), as sometimes a guard will hide over there (if you see a body fly upwards, you killed someone over there). In total, you want to kill AT LEAST three guards after you mount the gun. If only two appear, tough luck. Try waiting around to see if anymore show. If not, restart (sorry, but that's the only way). Now run up the stairs towards Bloch. He'll flee in terror. Make sure you have your golden gun out, and then follow him to the door, and enter it to complete the first part of your mission.

Target Time: 4:45

Quickly strafe to the right and kill the guard in front of you. The other two guards should either rush up the stairs and take cover, or they'll be stuck trying to run up the stairs for some reason. If they ran up, take out a golden grenade and chuck it down there (holding the "THROW" button). If they're stuck on the stairs--again--chuck a golden grenade at them, or if you prefer, take them out with the FSU-4 alternate fire (if you still have a shot left) OR take them out with the golden gun. Then get out your SSR4000 and look outward into the room. Kill the guard patrolling on a platform on the opposite side of the room from you. Make sure to grab the ammo of the three guards you first killed. As you approach the top of the stairs, aim towards the snipers with the SSR4000 Find any body part (even the foot) and fire--it will kill them. After disposing of them, go down the stairs, collecting the ammo of the fallen guards. Walk forward to the wall you are facing. Then look to where the snipers were--and throw a grenade (holding "THROW") in that general area. Then run forward until you trigger two guards to appear. Run back and draw your golden gun. The grenade should kill them after they appear, but in case it doesn't--finish them off with the golden gun. Now walk forward and go behind the ladder on the left and get the 007 icon. Then get out your golden grenades and hold the "THROW" button. Go up the other ladder and aim into the doorway. Release the "THROW" button to let it fly. Get out your golden gun and get ready to kill either (or both) of the two guards (one is a super thug) that will surely come running to meet you. After disposing of the survivor(s), go in and collect the ammo. Then continue until you get to the computer consoles. Go out on the catwalk and collect the SSR4000 ammo. Go back and press the green button on the console and then go back to where you originally entered with your SSR4000 drawn. Look out the doorway and find the super thug. Kill him. Then go back to the console room and switch to the FSU-4 alternate fire. Look so that the doorway is on your right--then strafe out and in--when you see where the super thug is. Fix your crosshairs accordingly and strafe out again, shoot a grenade at him and quickly strafe back. Repeat. If you never directly hit him, the combined flash damage of the two shots did. Now pull your SSR4000 out again and kill the guard all the way across the room. (He throws grenades). Fall to the floor (it won't hurt you if you only fall--not jump) and get out your Q-Claw. Claw to the mesh on the ceiling for a BOND MOVE. Change the gadget to the Q-Jet, and the weapon to the golden grenades.

Target Time: 7:00

Jump on the giant thing going up and down, and hold down the "THROW" button.

When you get to the top, aim for the tractor (or that general vicinity) and release. Use the Q-Jet to get off of the up and down thingy. Get out your golden gun and press the gadget button to jet upwards. Then take cover and kill the survivors with your golden gun. Make sure to shoot the gas can on the tractor to kill anyone over there. Get out your SSR4000 and open the door. Look up and kill the guard patrolling. Then quickly dispose of the sniper the same way. Run behind the gascans to your right and get the 007 icon there. Then go out and get the 007 icon under the long thing next to the gas cans. Then get your Q-Claw out and claw to the left huge white pillar (BOND MOVE). Get the SSR4000 ammo, and claw to the other pillar. Then get out your FSU-4 alternate fire and switch your gadget to the Remote. Press the "ACTION" button while facing the hook and line to start down it. While riding it, use the remote on the green pulsating lines to make a crate fall on (hopefully) an unsuspecting grenade thrower (BOND MOVE). Switch to your weapon and quickly dispose of the survivors. One will take cover behind a crate to your right. Then look left and take out the other guard there. Then walk around the elevator a few times to trigger it to come down. Stand back a ways and have either your FSU-4 alternate fire ready or your golden grenades. When the elevator stops, fire at the two guards to kill them. Get on the elevator and proceed upwards while switching to the SSR4000.

Target Time: 8:35

Get out of the room onto the walkway that leads to the ladder. A helicopter will come down and momentarily pause. While he does so, shoot the pilot's head (BOND MOVE). Now switch to the Remote and go back in the room, and get the 007 icon behind the gas cans. Then go back out on the walkway, and follow it until you get to the ladder. Go up the ladder a bit, and use the remote on both platforms holding snipers to kill them. Then switch to the SSR4000 and go to the far side of the room. Turn around and look up. Kill the final guard at the top of the room, and then claw up there (BOND MOVE) use the laser to cut the lock at the top of the ladder. If everything went well, you should probably have a time of 9:10 or less.

MISSION COMPLETE

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Level 9: "Forbidden Depths"
00Agent perfect score walkthru
-by Phrolox

Perfect score requirements...

- BOND-MOVES: 4/4
 - ENEMIES SUBDUED: 59/59
 - AMMO EFFICIENCY: 100%**
 - WEAPON ACCURACY: 100%**
 - DAMAGE TAKEN: 0%**
 - MISSION DURATION: UNDER 7:30
 - 007 BONUS: 4/4
 - DIFFICULTY BONUS: 2x subtotal
- **unconfirmed as minimum requirement.

Available weapons...

- KA-57*
 - Shotgun (pickup) *
 - Rocket Launcher (pickup) *
- *recommended weapons for earning perfect score.

Available gadgets...

-None.

Foreward...

Alright this level is totally on rails and as such I don't have to tell you where to go. If your looking for time the main places you will find it are at the first stopped area with the red button, the second stopped area with the barrel and the final "boss" section also keep in mind that the faster you shoot the guys in the yellow cars (I don't think other guys affect the speed) the faster you will get around. As for accuracy and efficiency. I'm assuming you have at least come close to perfect on every other level because the accuracy and precision needed in this level is far and away the highest in the game. Learn the movement of the car and the objects you desire to shoot and for something that is coming up you should always already be prepared and waiting with the crosshair (when I say crosshair in my walkthrough I mean holding down "CROSSHAIR" to manually aim, autoaim is self explanatory and I say to use it quite often) in the vicinity of where you will need to shoot. The biggest problem is damage. All I can say is you need quick and precise aiming and a quick trigger finger and most of all a bit o' luck. Remember the "FIRE" button can be pushed in at dif-ferent rates of speed to different positions (brush it with your finger to get 1-2 bullets only firing or push it straight in and out for a quick burst fire, never ever hold it down, but you know that by now). Also when your using the shotgun you don't have to aim for the head just one shot will kill the guy and even just one shot for the autoguns (thats why I save it for that particular area). Alright I think thats it except Good Luck.

Walkthru...

Okay, when you start there is a guy on the left. Get as close as you can before he fires and use the crosshair to pop him in the head. Then quickly comes the autogun up high--so aim up and right as you go round the corner and let the cursor drift towards the gun. Use autoaim and fire a quick burst (this autogun basically never hits you so you can even let it fire at you first if you like). Next you come across a yellow tramcar as you go around a corner--use the crosshair and aim at the guy so as to not waste ammo on the car (the car will blowup when the guy dies). Coming round the next corner to your right is the first set of two guys up on a walkway. Aim to your left and up as you are coming round the corner and let the crosshair drift onto the guy's [on the left] head. Pop him one and let go of "CROSSHAIR". Use auto aim and make a quick burst of fire at the guy on the right just before you go under the walkway and you will collect your 007 token. Then--immediately--there are two autoguns straight ahead of you. Use autoaim and a quick burst on the right one then one shot to the left one (it takes damage from the explosion) if you do it correctly they won't even get a chance to fire (very easy to lose health here so make sure you're ready for them). Now you'll split to the right and get the movie. Here you have to hope the guy in the car doesn't hit you (It's the boss dude) and just ignore him. Instead, turn and shoot the guy standing next to him on the left and, the next one (just next to him). Then the one in the doorway, and finally, the guy that is now behind you--near where you came in (that's four). Next shoot the guy on the left--in the area where the red button appears --and then the guy directly to his right. And finally, the two guys standing in front of the pillar right in front of you, and the guy now peeping his head out from behind the pillar right in front of you. Swing back to the right and shoot the guy that is now there and then the red light. For your 3000 points all of this must be done with precise headshots using the crosshair (it can be done without anybody shooting you surprisingly easily, but the last four guys are the only ones that ever seem to get any damage on you, so make sure you're fast enough to get them--especially the guy behind the pillar--before he does more

than just pop his head out from behind the pillar). Next you'll get some armor (which you shouldn't need) and have to shoot a yellow tramcar that has a guy with a rocket launcher. Once again, aim at the guy and be very quick or you will get blown up. He should flinch upon being shot. I like to aim just above the ground as you're going up the hill part and then I have him right in my sights. Round the corner to the right and shoot the autogun using autoaim and a quick burst. When you hear..."Just you and me Mr. Bond"--quickly press the "SPIN AROUND" button to swing around and shoot another yellow tramcar guy with crosshair and headshots and then press "SPINAROUND" again. The path now diverges left. Shoot the guy in front of you (in the yellow tramcar) when he's about to fire his rocket launcher--just enough so that he flinches. When you next go left, he will choose right and go straight into a door--blowing up. Immediately the boss man is on your left (he can't be killed) just shoot him enough with headshots and the crosshair to make sure he doesn't fire the laser at you and he will diverge left while you go right. Now you start climbing and at the top is an autogun. Use the crosshair and push on the control stick--down at the same rate as the movement is making it drift upwards--while firing of course. There is a guy on your right with a rocket launcher at the top of the hill, give him a headshot with the crosshair (you can get very close before he will fire). There is a guy at the end before you start climbing again (also on the right). Drift the crosshair from the left as it straightens up onto his head and fire. Once again at the top of the hill there is an autogun--use the same method as before. Quickly switch to the shotgun and turn to your left. Use the crosshair to aim at the point of where the red barrel will be. Shoot it for 5000 points (BOND MOVE), and then aim at the guy up on the roof, and then to the right of him (directly behind the direction your heading). Then swing back 'round to the front and shoot the guy on the right--then the one on the left. Then 3 quick shots at the yellow car (not the man) when the door opens. Collect the armor (which you still don't need) and shoot the autogun (takes one shot). Then shoot the guy on the right who has a rocket launcher and then the next auto gun. Then shoot the guy on the left and the next autogun, then the guy on the right (straight ahead as you come 'round the corner) and then, another guy on the right--and yet another autogun and one more guy on the left who has a rocket launcher (because you're coming 'round a corner--he's straight in front of you--fire at him right then) Quickly switch back to the KA- 57 and use the same method as before to shoot the guys on the walkway to collect your 007 icon (exactly the same angle of approach on them and everything) . When you hear "Youre a dead man Mr. Bond" you should see bossman right in front of you. Make sure he doesnt fire by plugging him in the head with a bullet every now and then. He'll speed up after three mines (which are easily done with autoaim and a quick burst--keep them out in front of you--fire at them as soon as they are dropped) later plug him in the head to stop him from shooting again. He immediately speeds up and another three mines (just aim slightly to your left and the autoaim clicks on better) later there is an autogun--use autoaim and fire a quick burst at it. There is a 007 icon here when you get all land mines. Boss man diverges left--you diverge right and shoot the fence to knock it down. An 007 icon for getting all the autoguns is here. Then autoaim the three fans for your 6000 points (BOND MOVE) pushing the aimer slightly to your right as you come 'round the corner to lock on easier. Use the crosshair to shoot the fence and the two red buttons on your left to knock out the gas and get 6000 points (BOND MOVE). Shoot the fencing and come thru into the final area. Blast fire the first guy with autoaim and shoot the next two in the head with the crosshair as you move 'round towards them. Cutscene...and then look up. Bossman is on the first short platform. Autoaim is best for this. Fire a blast then adjust the aim, fire again and then adjust. Do it correctly and he should die before the platform blocks your view of him and he should never have fired either. Cutscene...autoaim and blast the guy with the rocket launcher turn--behind you if you have to--(probably too late). Headshot the next two using the crosshair as you come 'round towards 'em. Cutscene. "This is where we say goodbye Mr. Bond". Change to rocket launcher and blow the three red things up.

Well done, you have just gotten the hardest perfect in the game.....hopefully.
;)

MISSION COMPLETE

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Level 10: "Poseidon"
00Agent perfect score walkthru
-by Dekar 247

Perfect score requirements...

- BOND-MOVES: 9/9
- ENEMIES SUBDUED: 36/36
- AMMO EFFICIENCY: 10%
- WEAPON ACCURACY: 60%
- DAMAGE TAKEN: 0%
- MISSION DURATION: UNDER 8:00
- 007 BONUS: 5/5
- DIFFICULTY BONUS: 2x subtotal

Available weapons...

- Fists*
 - Golden Gun*
 - D17 (pickup)
 - PS-100 (pickup)
 - SSR4000 (pickup) *
 - Golden Grenades*
- *recommended weapons for earning perfect score.

Available gadgets...

- Laser-Claw-Keycard (pickup) -Remote-Decrypto

Walkthru...

As the mission starts, turn around while switching to the Q-Laser. Cut the lock on grating on the left and get the 007 icon in the vent. Then cut the lock on the other grating (BOND MOVE), and enter that vent. While crawling in the vent, switch to your Golden Gun and put a silencer on it. Then switch back to the Q-Laser. Cut the lock at the end of the vent and shoot the guard with the Golden Gun. Switch to your Q-Decryptor and open the door in front of you with it. Switch back to your Golden Gun, and as the door opens shoot the guard behind the desk. Collect the two grenades on the left shelf, and exit the room. Now enter the door you didnt go in before, and quickly shoot the guard drawing his gun on the right, and then the guard whos about to throw a grenade on the left. Collect the two grenades the guard dropped, and proceed down the elevator.

Target Time--50 seconds

As you go down the elevator, switch to your Golden Grenades. In the room (with the stuffed shark in the middle) that you enter, run to the door on the right. When the two super thugs appear in their tanks, open the door, and hold down "THROW". Bounce the grenade so that it will hit the guard when his glass tank disappears. Run down the small hallway and open the next door. Bounce a grenade (without holding "THROW") into the room, and face the door you entered from. Switch to your Golden Gun quickly, and crouch. A super thug will run in. Don't

worry about ammo efficiency here; just shoot him until he dies to avoid getting hit. Now switch back to your grenades, and open the door next to you. In the room, you'll see another door that leads to an area boxed in with glass. Throw a grenade in that area (holding "THROW"), and wait for the explosion. It should kill the scientist inside (sometimes it may get caught in-between some things, so aim wisely). Now go back into the room with the shark, and go in the other door on the left. Open the door at the end of the hall, and repeat the process explained above with your grenade. Now enter that room (the two scientists should be dead) while switching to your Golden Gun, and enter the double doors (by "pressing" the green button next to the door) to complete your first objective.

Target Time--2:00

Quickly run forward and look to the right a bit. Shoot the closest guard that is about to disappear from view. Now look back to the left a bit and shoot the guard walking away from you. Further down, a guard will be walking near some gas cans. Shoot the gas cans to kill the guard. Now walk left (still behind the computer consoles) and look forward. A guard should be walking near some other gas cans. As he nears them, shoot the cans to kill the guard. Now turn around and get the 007 icon you see. Turn around again and jump on the computer console (the one farthest to the right), and keep pressing the jump button repeatedly to jump over it. Now to your left is a huge pipe coming up from the floor, and then sinking back into the floor. Turn to face it. To the right of the huge pipe will be a cylinder tank. Take out your grenades, press & hold "THROW". Walk so that the crosshair is in-between the right of the pipe and left of the tank. Now look down almost all the way (but not quite), and run straight backwards. Right before you see some lights on the floor, release the grenade (it may take a few tries to get the timing right). You will have triggered three guards on the other side of the pipe--and your grenade should hit them (or land in their general location. If you did it right, most of the time it will kill all three). In any case, draw your Golden Gun and walk around to that area carefully to make sure they're all dead. If there are survivors, kill them carefully to avoid damage. Now take out your Q-Remote and collect the 3 programs in the room at the cylinder tanks (three Bond Moves). Take out your grenades again, and go to the left wall of the room. In front of you should be 3 gas cans. Throw a grenade at the wall you are facing (holding "THROW") while running at the gas cans. As you near the gas cans, you'll trigger a super thug to come out of the elevator. When you know he's come out--quickly run backwards while strafing to the left until you find yourself protected by an overhanging wall. Your grenade (if timed right) should blow up right next to him when he comes to chase you. So the explosion of the grenade and gas cans should be plenty to kill him. Be careful though, because he sometimes (but rarely if you did it right) runs out on the other side of the shelves. Anyway, switch to your Golden Gun and go down the elevator.

Target Time--3:15

When the elevator door opens wait a few moments (or you'll alert a certain guards' attention), and then run down the stairs in front of you and turn left. Enter the doorway. Run down the hall until you encounter a doorway. Kill the guard inside before he presses the button in front of you (that's your job). After killing him, press the button in front of you that's surrounded by glass (Bond Move). This activates the machine guns and trip lasers. Get the verification code key card on the desk next to the body armor on the desk, and switch to your grenades. Hold "THROW" and face the doorway you entered from. When you see guards there, release "THROW" and take cover using the overhanging wall to the left. Switch to the Golden Gun, and kill anyone who survived. Exit the room, and turn left down the hall. Wait until the blue trip wires disappear to exit. When you exit, there will be a scientist behind some glass (unless the guns killed him). Use your manual aim on him, and he'll sidestep away from the glass. When he does so, shoot him. Then run to where he was. Turn around and

get the 007 icon you see (by the stairs). Go back to where the scientist was again--and wreak havoc on the cloning process with your Q-Remote at the console provided (Bond Move). Further down the room to the right, you'll see another scientist. Use the method described above to kill him, and use your Q-Remote on the console there (Bond Move). Once again further down the room will be yet another scientist. Use the method described above to kill him, and use your Q-Remote a third time on the console there for yet another...Bond Move. Now switch to your Q-Decryptor, and open the door in front of you. Crouch in the corner next to the pad you used the decryptor on. As the door opens, equip your Golden Gun & use the manual aim to look up (while still crouching), and when the super thug walks out with guns blazing--hold "FIRE" to kill him as he comes into view. Sometimes he may not know you're there however, so make sure he does. Now go in the door he came from, and run towards the stairs to trigger a cutscene...

Target Time--5:00

Run up the steps in front of you. When you reach the top, turn left and look through the doorway. Kill the guard you see. Go a bit further and kill the sniper near where the guard was. Go to where the sniper was and collect his SSR4000, and then press the button in front of you (Bond Move). Run back to the room with the stairs, and at the other end of the room is a door. Enter the door and get the 007 icon and two grenades there. Go back in the area where the sniper was, but keep going past the gas cans while switching to the SSR4000. Crouch to the right of the crates you come up to and kill the three guards across the room with the SSR4000. Now continue on your way and go down the steps. Turn right and go under the steps while switching to the Q-Laser. Cut the lock you see, and crawl through the passage. Switch to the SSR4000 (if you have enough ammo left; if not switch to the Golden Gun) and kill the Guard throwing grenades in front of you. Get the 007 icon to your right, and go back through the passage. Switch to your grenades. Stand a bit in front of the stairs and throw a grenade over the row of crates you see. Immediately run up to the crates--while switching to your Golden Gun--to trigger three guards to appear. The grenade should kill one or two--or at least damage them. Kill the survivors with the Golden Gun. Walk past the crates a bit, and throw another grenade further down the room. Run forward while drawing your Golden Gun until you trigger three more guards to appear. Your grenade should kill the closest two guards, and at least harm the guard furthest away (who has grenades). Kill any survivors, and enter the submarine to the left to complete your mission.

If everything went well, your mission time should be at about 7:00.

MISSION COMPLETE

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Level 11: "Mediterranean Crisis"
00Agent perfect score walkthru
-by Dekar 247

Perfect score requirements...
-BOND-MOVES: 13/13
-ENEMIES SUBDUED: 56/56
-AMMO EFFICIENCY: 40%
-WEAPON ACCURACY: 50%
-DAMAGE TAKEN: 0%
-MISSION DURATION: UNDER 11:00
-007 BONUS: 9/(

-DIFFICULTY BONUS: 2x subtotal

Available weapons...

- Golden Gun*
- PS100 (pickup)
- Frinesi Shotgun (pickup)
- UGW (pickup)
- SSR4000 (pickup) *
- Defender (pickup)
- Golden Grenades*
- Fists*

*recommended weapons for earning perfect score.

Available gadgets...

- Laser-Claw-Remote-?

Foreward...

When I say "throw grenade", hold down "THROW" to make the throw a powerful one-unless I say not to. Also I will have a "Target time--???" throughout it, which is what your mission duration should be at that point (doesn't have to be exact...just in the general vicinity).

Before we start, I must say that it is extremely important not to silence your gun until I say so on this mission. Also, its pretty hard to get a perfect score on this level (just to warn you). Anyway...

Walkthru...

As the mission starts, run forward to get the 007 icon. Keep running up the ladder, and take out the guard by hand. Switch to your Golden Gun and open the door. Shoot the guard you see, and run in and down the stairs. Enter the door in front of you, and swing to the left. Kill the guard you see. Switch to your Q-Laser, and open the cell door on the left. Get the 007 icon inside. Go in the next cell, and you'll see a vent door. Open it with the Q-Laser (BOND MOVE). Jump in, and go all the way down, and take a left. Cut the first lock on your right, and switch to the Golden Gun. Shoot the guard in front of you, and shoot the guard at the end of the hall. Cont. on your way down the vent by turning right (You should see a 007 icon at the end of the vent). Crawl towards there, and on your way cut the second lock on your right with the Q-Laser. Switch to the Golden Gun and kill the guard in the room (he'll either be patrolling, or searching for the guy who killed his buddy)!. Quickly duck back in the vent, and get the 007 icon. Carefully crawl towards the opening again, and as you do, look in the left corner of the opening. You should see a super thug's head. Shoot him, and jump out of the vent.

Target Time--1:15

Run in the doorway to the right, then run left, and right again. Open the door you meet, and run in. Look to the left and kill the guard there (NOW you can silence your gun). Run back the way you came. When back in the room where you exited the vents, go through the door on the opposite side of the room. Turn left and get the grenades under the stairs, while switching your gadget to the Q-Remote, and your weapon to your fists. Now go up the stairs, and to the left will be a scientist typing on the computer. Run in and kill him with your fists. Make sure the guard closest to you out the window sees you, and then crouch next to the vent door to your right. Quickly switch to the Golden Gun and look out the door and kill the guard when you see him (don't worry about ammo efficiency here). Look back out the window and kill the two guards patrolling at the other end of the room. If you miss and they take cover, duck in the same place as before, and wait for them to come to you! (make sure the

one furthest away doesn't fire any shots, or it'll alert the scientist you want to kill later). Then shoot them when they come into view.

****NOTE**** An alternate method for these two guards would be to run out and hurl a grenade (holding "THROW") towards them. It should kill both of them, but one may survive that you must finish off with the golden gun.

Now run out and to the left a bit. Kill the scientist in the window (make sure to kill him here--don't miss!!). Then switch to your gadget (which should be the Q-Remote) and collect the program where the scientist was (BOND MOVE). Run further to the right until a jet descends from the ceiling. Shoot the guard that comes down with it, or simply throw a grenade at him (holding "THROW"). Run back to the room you were in and open the vent door with the Q- Laser.
Target Time--2:20

Crawl down the vent and get the 007 icon. Cut the lock with the laser, and get out of the vent. Walk forward a bit, and kill the guard on the opposite side of the room. Strafe to the railing of the ship on the right, while switching to the Q-Claw. Look forward and up--and claw onto the mesh you see (bond move). Quickly switch to the Golden Gun and run inside the door to your left and look out the window. Shoot the guard to the lower right, and then shoot the gas can that's near the guard that's further down the room (it's kind difficult to see, so make sure you know where it is). Either the explosion or the gas that is released out of the tank will kill him--and another guard that you can't see at the moment. Now look to your lower left, and kill the guard there--he's kind of hard to see sometimes though. Now kill the guard that's patrolling on the walkway to the left (he's near the sniper) without missing, as it will alert a scientist that can be annoying (so shoot his body if you need to). Check below the sniper to make sure everything is clear. If there is a guy there, kill him. Now fall through the hole on your left (it won't hurt you). Run forward a bit until you can see a guy on the left who's patrolling. Kill him, then blow up the gas cans in the corner of the room to kill the guard standing there. Walk forward a bit more and look up, and kill the scientist through the window.
Target Time--3:10

Run back to near where you entered the huge room, and then to the fence. Cut the lock on the other side (BOND MOVE), and the door will open (you have to do it at an angle so you can actually see the lock itself). Run to the railing of the ship and go to the left for a bit (assuming you're facing the water) until you see a Q-Claw mesh. Switch to the Q-Claw, and claw onto it (BOND MOVE), and get the 007 icon you land next to. As you run towards the door, pick up the grenades and then enter it. Run down the hall and enter the door on the left. Switch to the Golden Gun and kill the sniper through the window. Run out and get his SSR4000, and keep running. Turn right and down the steps and get the 007 icon. Turn around up the steps and take a right through the door. Go up the stairs while switching to your grenades. When you get up, turn around and ricochet a grenade off the wall you're facing (holding "THROW"), making sure it ends up around the corner. Quickly back up (the tank will let poisonous gas flow out of it) and wait for the explosion and gas to subside. Go around the corner while switching to the Golden Gun, and you should find a dead super thug. Approach the door to complete the first part of your mission.
Target Time--4:00

Run forward through the door and up the steps. Look through the window on your right and kill the guard that patrols there. Walk forward and switch to the Q-Remote. Look out the window and use the remote (bond move) to deal with the guards standing beside the jet outside. Continue your journey up the stairs and to the right. Kill the guard out there. Run in his direction and turn left at the corner. Look up and kill the guard patrolling (either with the Golden gun or SSR4000; it's your choice). Switch your weapon to grenades, and gadget to

the Q-Claw. Claw to the mesh where the guard was (bond move), and quickly switch to your grenades. Hold "THROW" and wait for two guards to run behind the table. Release "THROW" to ricochet the grenade off the wall to hit them (immediately after throwing it, run back some and crouch to avoid flash damage). Go back to the doorway and turn to the left and toss a grenade (WITHOUT holding "THROW") at the doorway inside (this deals with a guard that will run at you from that door), and then back up to the railing while switching to the Golden Gun and crouching. Shoot the guard that comes from the door to the right.

Target Time--4:50

Switch back to your grenades and go through the door that the guard you just killed came out of. Keep going until you see the stairs. Go around and under the stairs for the 007 icon. Quickly look up (your back should be facing the stairs) and throw a grenade (holding "THROW") towards the guy up the next level (throwing grenades). Then quickly run to the body armor near you. Wait for the next grenade to explode, and run out of the room. Turn around & you should be able to see the stairs) and if a super thug starts running down the stairs towards you--RUN! Run back a ways, and then turn around and crouch with your Golden Gun ready. When he comes into view, quickly kill him (don't worry about Eff. or Acc. here--just don't get hit!).

****NOTE**** If the super thug doesn't come chasing you, he's either dead (along with the grenade thrower) or they're both still alive, and your grenade missed. You can try again or kill yourself and retry. Make sure to practice this part, and where you throw the grenade so that it doesn't miss.

After you kill the super thug, go back up the stairs, and kill the other grenade thrower. Then go up a bit further until you can kill the sniper. Now at this point, you must be FAST. Go the rest of the way up the stairs, grab the grenades and open the door. Do not enter, but instead crouch, and take care of the guard that runs right in front of you. Then shoot the guard crouched behind the desk. Now turn around, and make sure you have a good view of the stairs again. A guard will come running up them to you. Kill him while he's running, or quickly shoot him when he gets in front of you (whichever works best). Now pull out a grenade and hold the "THROW" button. Run into the room where you previously killed the other two guards, and go left (the only direction you can go) and release the "THROW" button so that the grenade ricochets off of the glass at the opposite end of the room to behind the desk there. Quickly take cover in a little walkway to the left (where the sniper was). Pick up his ammo, pull out your SSR4000, and wait for the helicopter.

Target Time--6:15

When the helicopter comes, keep it in sight without letting it shoot you. Soon you'll be facing towards the direction you originally came in. You should have some kind of computer terminal as cover. This is the point where it hovers for a few moments, so take the pilot out with a head shot when it does (BOND MOVE). Now pull out your Golden Gun and cautiously go to the part of the room you haven't been to yet. Kill the guard there, or simply toss a grenade towards him (holding "THROW"). Now for the funny part. Look out the windows, and then turn around. Some body armor should be on your right, and the ladder to your left. In front of you, you should have a clear path. Toss a grenade (WITHOUT holding "THROW") in that direction, wait a moment, and then run to the ladder. This triggers two guards to come, but as they appear and say something like "It's Bond!" your grenade will explode, killing them. It may take a few tries to get the timing right. Now pull out your Q-Laser and open the lock above you. Go up the ladder, and step forward a bit. This will trigger another guard to come running to you. Kill him FAST (don't worry about Eff. or Acc.; just don't get shot!!!).

****NOTE**** An alternate method would be to toss a grenade in his path, and then trigger him (thus the grenade explodes as he runs at you--similar to what we just did). The problem with this is that it is easy to get flash damage, but use whichever way works best.

After you kill him, step out further and look in the direction he was running from. A guy will be getting a mounted gun ready (not good for you). Shoot the barrels behind him, and he'll be killed. Now go stand where he was, and look up at the glass. Jump a few times, and you may be able to see a guard's head. If you can, fix your cross hair so that when you jump, it will be aligned with his head. Jump and shoot, and he'll die if your aim is true.

****NOTE**** If you can't see his head, don't bother. When you go up the ladder, just swing to the right FAST and kill him before he gets his gun out.

Now approach the ladder and break the lock above you with the Q-Laser. Back up until you can see another guard up there. Simply take him out, and proceed up the ladder. Switch to the Q-Remote while the hostage babbles and get the missile program in front of you (bond move). Then get out the Q-laser and set her free (BOND MOVE). After she babbles some more, she'll open the door.
Target Time--8:25

Go through the door and approach the rails in front of you, and you'll see Zoe tied up (--*sigh*). Back up a bit so that the big box is to your left (you should be directly against it). Now face the crane hook to the right, and press the "ACTION" button. If you don't grab it, scoot forward a bit until you do (bond move). Now QUICKLY turn and face the direction you're sliding, and press "ACTION" as fast as you can while holding backwards on the control stick. With any luck, you should drop off of the hook and step backward into a small area.

****NOTE**** This is hard to do, and will take practice. Make sure you can do it most of the time before attempting perfect. It s really frustrating getting this far, and then screwing up at this part.

Grab the 007 icon you see, and then drop to the area below. Pull out your Q-Laser and break the lock on the floor. Fall through the hole. When you land press the big green button and Zoe will be saved (BOND MOVE). Look through the doorway but not too much or the super thugs will shoot you) and shoot one of the barrels. It'll set off a chain reaction, killing both super thugs. Run out and get the 007 icon. Go in door near the one you came out of, and go down the ladder (don't fall, or you'll take damage). Set your gun to the SSR4000, and your gadget to the Q-Remote. Open the door and look out enough so that you can use the Q-remote on the console. Do that to fire a missile at the sniper (BOND MOVE), then pull your gun and run out the door and crouch, looking in the direction of the super thug way down there. As he runs towards you, kill him (as long as he's far away, he'll miss) Now run to the mounted gun further ahead, and take out the helicopter with it.
If things went well, you should have a time of 9:50 or less.

MISSION COMPLETE

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Perfect score requirements...

- BOND-MOVES: 10/10
- ENEMIES SUBDUED: 32/32
- AMMO EFFICIENCY: 40%
- WEAPON ACCURACY: 70%
- DAMAGE TAKEN: 0%
- MISSION DURATION: UNDER 10:00
- 007 BONUS: 6/6
- DIFFICULTY BONUS: 2x subtotal

Available weapons...

- Golden Gun*
- D17 (pickup)
- PS100 (pickup)
- SSR4000 (pickup)*
- Golden Grenade
- MRL-22 (pickup)*

*recommended weapons for earning perfect score.

Available gadgets...

- Laser-Claw-Specs (pickup) -Jet-Remote

Walkthru...

When you start, immediately switch to the Golden Gun while running to the hut on your right. Open the door and shoot the guard. Quickly run in while switching to the Q-Laser, and break the lock on the case towards the back of the hut. Get the SSR4000 in the case, and run to the helipad while switching to your Golden Gun and putting a silencer on it. Once on the helipad, equip your SSR4000 and zoom in as far as you can on a snipers head. Leaving the crosshair where it is, switch to the Golden Gun and wait for the snipers head to be in the same position as when you aimed at him (you can easily tell by the laser patterns). When he is in place, shoot and move on to the next sniper. When you have only one left, just take him out with the SSR4000.

Target Time--55 seconds.

Run to the tower on the left. As the elevator comes down, look at the walkway you need the Q-Remote program to get into--you should see a guard patrolling there. Use the SSR4000 to shoot him. Get on the elevator, and start up the tower. While going up, switch your weapon to Golden Grenades, and your gadget to the Q-Remote. Collect the SSR4000 ammo and get the 007 icon. Then use the Q-Remote to get the program you need (BOND MOVE). Quickly run to the tram cable, grab hold of it, press "ACTION" (BOND MOVE) and it will take you to the next tower. When on the next tower, quickly pick up the sniper ammo and grenades. Then run around the left to get the 007 icon, and access the tram cable from the left (BOND MOVE). While riding it to the hut you got the SSR4000 in, switch to your Golden Grenades. As you land on the roof of the hut, crouch. Wait for the three guards to enter the hut, or at least get in the doorway of the hut. Throw a grenade (without holding "THROW") into the hole. As soon as you hear the explosion, go into the hole and out the door of the hut as fast as you can. If another guard comes out of the "Personnel only" door, draw your Golden Gun immediately and shoot him before he damages you.

Target Time--1:55

Here's the hardest part of the level to escape damage. Draw your SSR 4000, and make sure it's magnification is at it's lowest power. Now you look at the hatch leading where you need to go to complete the objective (it should have green pulsing lines for the Q-Remote next to it). Walk over the hatch and turn around towards the "Personnel only" door. Wait for a guard to come out of it, and run behind the crates in front of you (this keeps other guards from coming out; you

must be a certain distance away to trigger them). Use the manual aim on the SSR4000 on the guard. As long as it's on him, he should continue running around --and eventually behind some crates with his head ducked--but in perfect sight for you. When he does this, shoot him, and repeat the process of going behind the hatch and letting a guard out one-at-a-time, until you have killed 8 guards in total (or seven if you killed one when you first exited the hut). However, sometimes they will get right in front of you and duck, and then shoot--you must act quickly when this happens. Also, if you are fast enough, you may want to try to shoot them as they come out to eliminate this threat easily. However, you must be very fast. After you have killed all of the guards needed, use the Q-Remote to open the hatch. Go to the end of the walkway to the door to complete your first objective.

Target Time--3:20

Enter the door slowly, so as not to alert attention--we'll dub this room the "Big Room" for future reference. Pull out your SSR4000 and snipe the guard on your lower left. Now, a guy on your lower right should run across to the left (he was the only one that heard you...go figure :P) searching for the killer. However, he sometimes stays where he is and searches there, so be prepared for either action. After you have dealt with him, a guard should be patrolling near the four world leaders. Snipe him next. And finally, snipe the guard standing still in the center of the room, thus rescuing the four world leaders (BOND MOVE). By the way, be careful not to miss any of the guys, because that will set them all off and you will have a difficult time killing them without taking damage. Anyway, after sniping the final guard, jump off to the floor (it won't hurt you as long as you don't land in the depressed area in the middle of the room). Turn around and refuel your Q-Jet at the station provided. Near you, will be a program you need, so use your Q-Remote to acquire it, and then go into the door next to it. Follow the red line to the next door, and use your Q-Remote on it to open it. Switch your weapon to the Golden Gun, and switch your gadget to the Q-Claw. Go down the hall and take a left. Step through the doorway you see, and hook to the mesh to your right. Pull out your Golden Gun and kill the two guards quickly (BOND MOVE), so as to avoid damage. Switch to the Q-Jet, and fall down to the area below, but jet just before you hit the ground to avoid falling damage. Collect the 007 icon, and then use the Q-Claw to get back up. Exit to the Big Room.

Target Time--5:00

Once in the big room, turn to the right and refuel your Q-Jet at the station. Switch to the Q-Remote and continue forward. Collect the next door program and enter the doorway. Follow the orange line to the door, and open it using the Q-Remote. Switch to the Golden Gun while walking straight down the hall, and into the doorway. Simply shoot each of the three guards in the head, and they won't notice you're there (BOND MOVE). After dealing with the three guards, a door will open to the left. Quickly kill the guard that comes out of it. Exit the room, and go down the hall that leads to the gas cans. Pick up the 007 icon that is there, and exit to the big room. Walk straight forward to the panel, and collect the door program with the Q-Remote. Go into the room next to it, and follow the green line to the door, and open it using the Q-Remote (a bit repetitive, eh? HAHA!). Switch your gadget to the Q-Claw. Go down the hall, and enter the doorway. Look to your left, and you will see a Q-Mesh to claw onto. Instead of clawing to it, however, Simply walk off of the platform you are standing on, onto the platform under the Q-Mesh. This way you avoid taking damage. Now look forward and up a bit, and you will see another Q Mesh. Claw onto it, being careful not to fall (you may have to push forward on the control stick a bit). Kill the guy closest to you, and then the one at the computer, and finally the one that actually knows you're there (BOND MOVE). Claw back to where you entered the room, and exit to the big room.

Target Time--6:35

Look to the left and collect the final door program with the Q-Remote. Go in the door next to it, but instead of following the blue line like we have each time before, were going to go the opposite direction of the blue line. As you do so, you will find a ladder. Climb up it, and walk along the catwalk until you meet some ammo and an icon. Collect the SSR4000 ammo and the 007 icon, and use your Q-Laser to cut the wires in front of you (BOND MOVE), thus creating a rather large hole in the center of the room. Walk back across the catwalk, and go back to the hall with the blue line. Follow it, and open the door with the Q-Remote. Go down the hallway while switching to the Golden Gun until you find a doorway. Enter it and look up. Kill the guy you see. Walk to the right and look up, and kill the other guy (BOND MOVE). Switch to your Q-Jet and fall to the floor below, and jet just before you hit the ground to avoid damage. Collect the 007 icon, and go into the door on this floor. Follow the hall until you meet an elevator. Press "ACTION" to start your ascent.
Target Time--7:50

Immediately run behind Bloch, and as he's finishing saying, "You're a dead man, Mr Bond!" start shooting him in the head repeatedly (holding down "FIRE") with the Golden Gun. As he runs, switch to your SSR4000 (assuming you nailed him in the head once or twice) and wait for him to jet to a higher level. Run under the platform he is on. He will then jet to the next platform going clockwise. Now as he jets to the next platform, watch him. When he's about to land, zoom in on him, and quickly shoot him (preferably in the head). Whether you hit him or missed him, run forward under the platform he is on, making sure to avoid his rocket. He'll then jet to the next platform, and you'll repeat the process. It only takes two head shots to kill him, so keep that in mind. You'll know he is defeated when instead of jetting clockwise like usual, he'll jet up to the 3rd floor, and fire a rocket, bringing the catwalk to a slant. Refill your Q-jet, and jet onto the catwalk. walk up the catwalk all the way--carefully, and turn around. You'll see the Q-Claw mesh. Claw to it and go into the blue tunnel. When you come out, you'll be in the opening room of Cold Reception. Pick up the MRL-22 in front of you (the game should automatically switch to it). Fire it at Bloch who is hovering in front of you to beat the mission.

If every thing went well, You should have a time of 9 minutes or less.

MISSION & GAME COMPLETE

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~PERFECT AGENTS~

The following is a list of people who have achieved perfect 300,000 scores in Agent Under Fire...

- Phrolox (12/12 perfect scores).
- Dekar 247 (8/12 perfect scores).
- Mr. E--(2/12 perfect scores).
- bond007jb--(2/12 perfect scores).
- stonecolddale3--(1/12 perfect scores).

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-Special thanks to Snoozer for his technical assistance in making this FAQ.
-Special thanks to Goldenboy for all of his help in so many ways.

-Extra special thanks to you (the player) for using our FAQ!

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~CONTACT INFORMATION~

Comments on the FAQ are welcome. If you have any comments and/or questions not answered by the FAQ...please feel free to contact us. NOTE: All of those who achieve at least 1 (one) perfect score will--upon request--be included on the list of "Perfect Agents" in this FAQ as a permanent record of the achievement.

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~The End~

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