

James Bond 007: Everything or Nothing FAQ/Walkthrough

by SpacePirate

Updated to v0.3 on Feb 29, 2004

This walkthrough was originally written for James Bond 007: Everything or Nothing on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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James Bond 007: Everything or Nothing
GameCube
FAQ/Walkthrough
Version 0.3
By: SpacePirate
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<http://www.gamefaqs.com/>
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Again, if you steal my guide, alter it or anything else I said above, I will take serious action!

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Version History
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Version 0.3
2-29-04
I've added the first three missions of the Agent and 00 Agent walkthroughs and the first Platinum objective. I've also added to the basics section and one more mission in the Operative walkthrough.

Version 0.2
2-28-04
This is the first version. It had three missions done for the Operative Walkthrough, Unlockables, and most of the basics.

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1. Introduction
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Hello and welcome to my guide to the newest Bond game, Everything or Nothing. Like the previous two installments, this game is not based on one of the Bond films. This game is a great improvement upon some of the previous games. For one thing, the game really feels like a Bond movie. It's got all of the elements of a 007 movie and more. This game is also not a first-person shooter but instead a third-person. Yeah I know, your thinking of your past memories with Tommorow Never Dies for the PlayStation. Boy, did that blow. But this game is much better. I've always been a fan of the 007 movies and games and EA finally brings back the glory to the series.

I know this FAQ is very small and doesn't contain lot's of in depth info but I will get all of the stuff in, don't you worry.

.....
2. Basics
.....

**_*_*_*_*_*_*_*_*_*_*_*_*_*_A. Controls_*_*_*_*_*_*_*_*_*_*_*_*_*_*_*_

These are all of the controls you use in the game.

-Menu Controls-

- D-Pad and Control Stick up and down: Highlight item

D-Pad and Control Stick left and right: Change highlighted item

A: Select highlighted item

B: Go to previous screen

-Game Controls-

Control Stick: Move

D-Pad Up: Next Gadget

D-Pad Down: Next Weapon

D-Pad Left and Right: Inventory/Bond Sense

D-Pad Up and Down: When looking through sniper scope zoom in out

C-Stick: Look/Aim adjust

Start/Pause: Pause game

A: Action

B: Dive

Y: Punch Left

X: Punch Right

R: Fire Weapon

L: Lock on target/next target/sniper scope

Z: Wall cover when near wall/Turn around while rapelling/crouch

-Driving Controls-

Controls stick left and right: Steer left/right

Control Stick up and down: When in helicopter, altitude

Control Stick down: When on motorcycle, wheelie

Controls Stick or C-Stick: When in tank, move cannon

D-Pad up: Change camera

D-Pad left and right: Change weapon

D-Pad down: Toggle HUD map

C-Stick down: Look back

Start/Pause: Pause

A: Fire weapon

B: Activate gadget

B: When controlling the RC car, self destruct

Y: When in a designated area, enter/exit vehicle

Y: When outside of a vehicle, context-sensitive action button

Y: When in a non-rail tank, center turret

X: Handbrake

X: When on a rail mission, 180-degree spin

R: Foward

R+X: When on a motorcycle, burnout

L: Brake/reverse

* * * * * _B. Story_ * * * * *

Nanobots were created to go into areas with high radiation but they can be much more deadlier. One day, these nanobots are stolen by an evil mastermind played by William Dafoe who want everything or nothing. The mastermind threatens to destroy the world with these nanobots. As James Bond, you must take these nanobots back from the mastermind and save the world. Along the way there are twists and turns! I don't want to spoil anything for you, but trust me, this game has an excellent story.

* * * * * _C. Characters_ * * * * *

These are the main characters.

James Bond (007)

James Bond, or 007, is the person you control. James is a suave and cunning man who can get the ladies falling for him in a snap of a finger. Bond has come a long way since his debut in the movie Dr. No which came out in 1963. He was originally played by Sean Connery and later played by many others. Voice: James Bond is voiced the current actor, Pierce Brosnan. He's da man!

Nikolai Diavolo

Nikolai is the main enemy in this game. He is truly bent on destroying everything just with the nanobots. His voice is truly bone-chilling and you can see and hear the evil inside him. He's a cold-blooded murder and he wants everything... or nothing.

Voice: Willem Dafoe voices Nikolai and man, does he do a great job doing it. If you've ever seen the movie Spider-Man that starred Tobey Maguire, and Kirsten Dunst, you've seen Willem Dafoe in an evil way. He played as the Green Goblin in that movie in he was sick man. This really shows in this game.

Q (Originally named R)

Q is the gadget mastermind. He's the leader of the Q Branch and day after day, he creates incredible gadgets that James Bond and all of the other 00 Agents can use on their dangerous missions. These gadgets come in all sorts of shapes and sizes. They vary from incredible cars equipted with weapons to RC Cars with cameras mounted on there tops to a cloaking device. This Q was first seen in the movie, The World Is Not Enough where he was known as R. Voice: John Cleese voices this Q. He's a pretty amazing guy. He's even from the Monty Python shows and movies so you know you he's good.

More characters will come in the next version.

Q: Is this game still in the first-person?

A: Actually no, this one has a third-person perspective.

Q: What are Platinum Medals?

A: Platinum Medals are the highest kind of Medal you can get and it's very difficult to get them.

Q: How do I get the Platinum Medals?

A: You must first get a Gold Medal in a level and then beat the level on 00 Agent. Once you do that, you get a Platinum Objective. Once you finish this objective, you'll get the Medal.

Q: Is this game better than Nightfire?

A: In my opinion, yes.

Q: What about Goldeneye?

A: That is a pretty tough decision. They're both great games but it's to hard to determine.

Q: Is this game worth buying?

A: Yes, this game is great.

You can email me more FAQs at nintendomaster@comcast.net (check the Contact Information section).

-Use walls as cover as much as possible. You don't have much health in this game so you must conserve it. But when you've taken out everyone but the one in back, you can come out from behind the wall and take him out.

-When you don't have much ammo, try to hide behind walls and shoot enemies in the head. To do that, target onto your enemies, and move the dot at the head and take your shot.

-When you're trying to stay quiet, don't use loud guns. Either use a dart gun on your enemy, break his neck, or through something at him like a wrench or something.

-Q Spiders are very useful for seeing what's ahead or for taking out enemies without risking yourself.

More tips will come after I do more of the guide.

3. Operative Walkthrough

This is the Operative walkthrough. If you're playing the game on Agent or 00 Agent, then you're gonna have to go to there Walkthrough sections. There's a difference when you choose the difficulty levels so this isn't much of a walkthrough for the higher difficulty levels.

+-----+
|Mission Overview|
+-----+

Weapons

- -P99
-MP5K
-SIG 552
-SPAS 12
-AT-420

Gadgets

- -Rappel

Bond Moments

2 Bond Moments

1. After destroying the jet, go back into the room where you found the AT-420 and rappel down from there.

2. After you've destroyed the jet and you're on the ground, a man will start reppeling down the roof of the building with the hole in it. Kill the man before he touches the ground to get this one.

Objectives

- -Retrieve nuclear device
-Obtain a rocket launcher
-Destroy the hover jet
-Escape through wall

+-----+
|Mission Walkthrough|
+-----+

After the traditional opening that every James Bond film or game has at the beginning is over, you'll be in the middle of Tajikistan where a man and woman exchange millions of dollars for a bomb. Since you've seen the bomb, you must stop, and what a way to stop by blowing up explosive and turning the whole place into a war zone! Once that's done with you'll begin to control Bond. Like it says on the screen, push "Z" to put your back to the wall. Then, target one of the foes with the L Button and finally push the R Button to shoot and kill the enemies. Kill more enemies like this so you won't be shot and injured. After a little while, the jet plane will begin to leave. During its take off, it'll shoot missiles and destroy some of the structure on the building.

When you're back to controlling James, go through the area that opened up when the jet fired at the building and head for the briefcase. The briefcase is located near the crates. It's actually inside a circle of crates. Dispatch the enemies nearby so you won't get shot while picking up the briefcase. Once most of them are dead, go up to the briefcase and pick it up with A. After that, you must obtain a rocket launcher. After you pick up the nuclear device, a man will be killed by another enemy with a rocket launcher. Head for the door near where the man was killed. Go up the stairs and kill the man with the gun.

Behind him are some more rocket launchers. Grab one, and go into the next room.

In here you must destroy the hover jet. This jet is laughably easy. Target on to it and shoot it three times. Once you do that, the jet will go down and destroy a wall with one of its missiles. After the jet is down, tanks will come out of hiding and try to destroy you. Go back to the door where you entered this hall but don't go through it. You can get a Bond Moment by jumping through the window and using your Rappel hook to ride safely down. Once down, shoot missiles at the tanks. There is also a turret that needs taking care of. And if you want the final Bond Moment, kill the guy rappeling down the roof the hole is in. Once everything is down, go through the hole in the wall that the jet made to end the mission. After that is the other tradition of having woman dancing around while a woman (Mya in this game) sings about the game in the background.

* * * * * B. A Long Way Down * * * * *

+-----+
|Mission Overview|
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Weapons

-
- P99
- Silenced P99
- MP5K
- Dragunov
- Desert Eagle
- SIG 552
- AT-420

Gadgets

-
- Rappel
- Grenade
- Thermovision

Bond Moments

5 Bond Moments

1. When you get on the ground after rapelling down the long building in the beginning, go to your left and rappel up this building. There will be a sniper rifle up there for you to use.
2. After you've gotten the sniper rifle, rappel back down the building and go left and through the tunnel. At the end of the tunnel on the right side is a
3. After you've put the explosive into the vent, rappel off the building and go straight down. You'll soon find a ledge where a large explosion comes from. Land on this ledge and head in. Kill the guys in here and head to the right. You should find a table that you can throw down to get cover from the rappeling men shooting at you. By throwing the table down, you will get another Bond Moment.
4. When you get down to the ledge with the flames blocking your path, go into burned out room. On the ceiling are some weak spots that you can shoot and destroy it. To find the weak spots, use your Bond Sense. Find a guard and draw him under the weak spot and shoot it. The ceiling will fall down onto and

him and kill him, giving you another Bond Moment.

5. When you go through the doors to the fire vent, go left and use the lever to get the final Bond Moment.

Objectives

-
- FIND DOCTOR NADANOVA
- Drop explosive into vent
- Rappel off building ledge
- Shut off flame vents

+-----+
|Mission Walkthrough|
+-----+

At the beginning of the level, you'll be briefed by M and Q. M will tell you about the woman you're trying to save and Q talks about your gadgets. After that's over, you'll be in beautiful Egypt, sneaking into a secure facility. When you enter a room, you set a bomb up and make the time for it, 007. Man, he's so cool! After that, you run off the building and rappel onto the side. After all that excitement, you'll begin to play. Jump down the side off the building, trying your best not to touch any of the fires. When you land onto the floors, go to the left and rappel up the building in front of you. Climb up it and grab the Dragunov to get a Bond Moment. Go back down and go left, down the tunnel.

At the right side of the end of the tunnel is a switch. Turn it on to get yet another Bond Moment. Once that's taken care of, kill all the guards on this floor. Once you've taught these kids a lesson, go over to the pipe that has steam shooting through it. Drop your last bomb in here and your second objective will be complete. Tons of stuff will explode and after that, you can jump off the side of the roof. Continue your descent down the side of the building until you get to a ledge where a huge explosion comes from. Land on there and eliminate all of the opposing forces. Go over to the right and push down the table near the window. You'll get a Bond Moment and you can also use this as cover against the enemies that reppel in front of the window outside.

Once they're down, go back out and continue going down the side of the exploding building. When you get to the next ledge, fire will block your way. Go inside the firey building and eliminate some of the guards. The reason I say some is because you need one guard to get a Bond Moment. Use your Bond Sense to find a target on the ceiling that you can shoot to make the roof come down. Get someone under the roof and drop the roof on them to get the Bond Moment. After everyones dead here, go through the next door inside this room. Once you go through the door and you're outside, go to the left and use the lever. That will give you the final Bond Moment. Eliminate all of the remaining enemies and turn the fire vent on near the side of the building. It's on the pipes behind the structure.

After you've done that, get behind the tall structure. A man will come out through the burned out room with a rocket launcher kill him and then go back through the door into the room. There will be some enemies in here so kill them. Once they're out of it, jump off the ledge and go down the side. Don't touch the pipes beacuse steam can come out of them and hurt you. So stay on the wall. When you get down to the glass floor, the mission will end and you will beat the mission. You'll be surrounded by enemies and you do something cool. You shoot the glass and kill the enemies. That was in Die Another Day.

+-----+
|Mission Overview|
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Weapons

-Machine Gun
-Missile

Gadgets

None

Bond Moments

3 Bond Moments

1. Car:

After you've gone through the tunnel, you'll find a fork in the road. Go left and jump the bridge. After that, go down the dirt path. Motorcyclers will follow you and try to destroy you. Kill them with your missiles and continue. You'll soon get to a jump. A helicopter will rise so quickly shoot a missile at it and destroy it. You'll get a Bond Moment.

Motorcycle:

After you've jumped off the train tracks and onto the dirt path, follow the path until you get to the jump that puts you into the small facility. Then, follow the dirt path like the car and when you get to the helicopter, shoot a few missiles at it and you'll get it.

2. After you've destroyed the helicopter, go straight and through the ruins. Once you're inside, pillars will begin to fall. On the left side is a ramp. Use that to jump the pillars and get another Bond Moment.

3. Once out of the ruins, you'll be chasing a train from a lower level. You will soon get to a ramp on the right side that you can use to get onto the tracks. That is the final Bond Moment.

Objectives

-Find Doctor Nadanova
-Catch up to the train

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|Mission Walkthrough|
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At the beginning there will be missiles and fire going every where. Run down the left path toward the weird looking car. Bond will push a button to reveal your car. Get in and go. Go through the door covered in fire and go down to the next floor. Smash through the door and destroy the large closing door with your missiles. Continue down the road until you get to a large tunnel. Destroy the cars in front of you and head through the tunnel. After you're out, you'll be at a fork. Go to the left and jump the bridge. Then, land in a small facility and head out of it, on to the dirt path. Motorcycleists will follow you so destroy them with your missiles.

You'll soon get to a ramp and a helicopter will rise in front of it. Shoot and destroy it with your missiles and you'll get a Bond Moment and you'll get see

a small but cool movie. Next, head down into the ruins. When you're inside the ruins, a missile will hit and destroy the pillars. To get the next Bond Moment, go to the left and jump the ramp to go over the pillar to get it. Then, head straight. You'll exit the ruins and you'll be following a train that is shooting missiles at you. Keep following it and dodging the missiles and you'll get to a ramp on the right side. Jumping the ramp and onto the tracks will give you the final Bond Moment.

Start following the train. You'll have to kill some enemies on the back of the train before you can get on. So, shoot a few missiles at them and get right behind the train. Stay right behind and you'll soon be able to get under the train. Once you are, your car will fall down the bridge! But you're James Bond, you can't die. That's why you were able to get out before your death. Nice!

Alternate Walkthrough:

At the beginning, instead of going left, go right and you'll find a motorbike. Sweet! Follow down the path and jump the destroyed bridge into the burning facility. Keep going down the path until you get to flames. Right right through them and then break through the glass door and then glass window. Whoa. You'll land on a dirt path. Ride down it until you get to the train tracks. Oh yes, we're already on the train tracks. But, after a little time on the tracks, the train gets mad and blows a hole in it, making you fall back onto the dirt path. Follow down the long strip until you get to a jump that launches you into a tiny facility. Go to the left and ride down the dirt path. Two motorcyclers will follow you so take care of them with your missiles.

Once they're on the ground, continue down the dirt path until you get to a jump. Once you get closer to the jump, a helicopter will rise in front of it. Launch a few missiles at it and you'll get a Bond Moment. Now, head towards the ruins. When you get inside the Egyptian ruins, pillars will fall because somebody shot missiles at them. Jump the ramp on the left side over the pillars to get the next Bond Moment. Then, head straight. You'll exit the ruins and you'll be following a train that is shooting missiles at you. Keep following it and dodging the missiles and you'll get to a ramp on the right side. Jumping the ramp and onto the tracks will give you the final Bond Moment. Follow the train from behind and start getting closer to it.

A turret on the back will begin shooting you so take that out with a few missile shots. Once it's destroyed, get right behind the train. Just stay behind it and you'll soon be able to get under it. Your bike will fall over the bridge but you're too slick to die. You got in from the underside!

* * * * * _D. An Old Friend_ * * * * *

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|Mission Overview|
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- Weapons

-P99
-Silenced P99
-Desert Eagle
-SIG 552
-AT-420

- Gadgets

-Grenade

-Thermovision

Bond Moments

4 Bond Moments

1. Get through the first part of the train without anyone knowing you were there.
2. Get through the second part of the train without anyone knowing you were there.
3. Get through the third part of the train without anyone knowing you were there.
4. Get through the fourth part of the train without anyone knowing you were there.

Objectives

-FIND DOCTOR NADANOVA

-Defeat Jaws

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|Mission Walkthrough|

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This is the first stealth mission and it can get pretty hard at times. The first two cars are easy but the rest can get tough. In the first car, you'll be behind a box. Two men will be looking at the trains specs on comuters and another will be patrolling the place. One man will ask the other man a damage report. After they're done talking about the train and the guard that's patrolling the area has his back toward you, silently kill the two guards on the computers. Use Y or X to do that. Don't shoot! If you entirely must shoot a gun, use your Silenced P99. After they're dead, head over to the crate with the item on top of it at the right side of the train. Sit behind it and grab the item.

The guard will see the bodies and run over to them. Throw the item at the guard and he'll go down. You can now go to the next area. Go through the door and you'll get the first Bond Moment. This next car is big but there are only two guards in here. Go to the right and take out this guard. Grab the wrench on the counter in front of you. When the other guard patrolling the area up front is close enough, throw the wrench at him and go into the next area. You'll again, get another Bond Moment. Now, this part took me a little while to get past undetected but I finally got it. Sit behind the crates so the guard that's patrolling the area you're in doesn't see you. Wait for that guard to come back and then kill him.

Next, sit behind the crates just a little further up. When the next guard comes by and he turns around and heads back, get behind him and kill him. It doesn't sound hard but it was trying to figure out how to do it. Head into the next room, and you'll get another Bond Moment. This is the last stealth part. In the next one, you have to shoot the guards. Get behind the guard on the left side and kill him. Then head toward the guard on the computer. Kill him and then head into the next car. You'll have to use your Thermovision to see the guards in here. Use the pillar thing as cover and kill the enemies. After they're all dead, head into the final car. In this car is *gasp*... Jaws! Oh yeah, the metal muncher is back.

The only way to "kill" Jaws is to punch him into electricity. The electricity appears when Jaws rips the circular pillars up and throws them at you. Stick behind a pillar for cover for when he throws the pillar. When he takes the pillar off, you'll see all of the electricity flowing. Punch Jaws into the electricity and he'll be finished. It's pretty easy. After you do that, you'll leave the cart and end the mission. Ooh, that was slick.

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4. Agent Walkthrough
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This is the Agent walkthrough. If you're playing the game on Operative or 00 Agent, then you're gonna have to go to there Walkthrough sections. There's a difference when you choose the difficulty levels so this isn't much of a walkthoug for the other difficulty levels.

* * * * * A. Ground Zero * * * * *

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|Mission Overview|
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Weapons

- -P99
-MP5K
-SIG 552
-SPAS 12
-AT-420

Gadgets

- -Rappel

Bond Moments

2 Bond Moments

1. After destroying the jet, go back into the room where you found the AT-420 and rappel down from there.
2. After you've destroyed the jet and you're on the ground, a man will start reppeling down the roof of the building with the hole in it. Kill the man before he touches the ground to get this one.

Objectives

- -Retrieve nuclear device
-Obtain a rocket launcher
-Destroy the hover jet
-Escape through wall

+-----+
|Mission Walkthrough|
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This level is almost identical to the Operatives walkthrough except that the jet is harder to destroy.

After the traditional opening that every James Bond film or game has at the

beginning is over, you'll be in the middle of Tajikistan where a man and woman exchange millions of dollars for a bomb. Since you've seen the bomb, you must stop, and what a way to stop by blowing up explosive and turning the whole place into a war zone! Once that's done with you'll begin to control Bond. Like it says on the screen, push "Z" to put your back to the wall. Then, target one of the foes with the L Button and finally push the R Button to shoot and kill the enemies. Kill more enemies like this so you won't be shot and injured. After a little while, the jet plane while begin to leave. During its take off, it'll shoot missiles and destroy some of the structure on the building.

When you're back to controlling James, go through the area that opened up when the jet fired at the building and head for the briefcase. The briefcase is located near the crates. It's actually inside a circle of crates. Dispatch the enemies nearby so you won't get shot while picking up the briefcase. Once most of them are dead, go up to the briefcase and pick it up with A. After that, you must obtain a rocket launcher. After you pick up the nuclear device, a man will be killed by another enemy with a rocket launcher. Head for the door near where the man was killed. Go up the stairs and kill the man with the gun. Behind him are some more rocket launchers. Grab one, and go into the next room.

In here you must destroy the hover jet. This jet is laughably easy. Target on to it and shoot it four times. Once you do that, the jet will go down and destroy a wall with one of its missiles. After the jet is down, tanks will come out of hiding and try to destroy you. Go back to the door where you entered this hall but don't go through it. You can get a Bond Moment by jumping through the window and using your Rappel hook to ride safely down. Once down, shoot missiles at the tanks. There is also a turret that needs taking care of. And if you want the final Bond Moment, kill the guy rappeling down the roof the hole is in. Once everything is down, go through the hole in the wall that the jet made to end the mission. After that is the other tradition of having woman dancing around while a woman (Mya in this game) sings about the game in the background.

* * * * * _B. A Long Way Down_ * * * * *

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|Mission Overview|
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Weapons

- -P99
-Silenced P99
-MP5K
-Dragunov
-Desert Eagle
-SIG 552
-AT-420

Gadgets

- -Rappel
-Grenade
-Thermovision

Bond Moments

- *5 Bond Moments*

1. When you get on the ground after rappelling down the long building in the beginning, go to your left and rappel up this building. There will be a sniper rifle up there for you to use.

2. After you've gotten the sniper rifle, rappel back down the building and go left and through the tunnel. At the end of the tunnel on the right side is a

3. After you've put the explosive into the vent, rappel off the building and go straight down. You'll soon find a ledge where a large explosion comes from. Land on this ledge and head in. Kill the guys in here and head to the right. You should find a table that you can throw down to get cover from the rappelling men shooting at you. By throwing the table down, you will get another Bond Moment.

4. When you get down to the ledge with the flames blocking your path, go into the burned out room. On the ceiling are some weak spots that you can shoot and destroy. To find the weak spots, use your Bond Sense. Find a guard and draw him under the weak spot and shoot it. The ceiling will fall down onto him and kill him, giving you another Bond Moment.

5. When you go through the doors to the fire vent, go left and use the lever to get the final Bond Moment.

Objectives

- FIND DOCTOR NADANOVA
- Drop explosive into vent
- Rappel off building ledge
- Shut off flame vents

+-----+
|Mission Walkthrough|
+-----+

Like the last mission, this one is pretty much the same mission. The only difference is the enemies are a bit tougher.

At the beginning of the level, you'll be briefed by M and Q. M will tell you about the woman you're trying to save and Q talks about your gadgets. After that's over, you'll be in beautiful Egypt, sneaking into a secure facility. When you enter a room, you set a bomb up and make the time for it, 007. Man, he's so cool! After that, you run off the building and rappel onto the side. After all that excitement, you'll begin to play. Jump down the side off the building, trying your best not to touch any of the fires. When you land onto the floors, go to the left and rappel up the building in front of you. Climb up it and grab the Dragunov to get a Bond Moment. Go back down and go left, down the tunnel.

At the right side of the end of the tunnel is a switch. Turn it on to get yet another Bond Moment. Once that's taken care of, kill all the guards on this floor. Once you've taught these kids a lesson, go over to the pipe that has steam shooting through it. Drop your last bomb in here and your second objective will be complete. Tons of stuff will explode and after that, you can jump off the side of the roof. Continue your descent down the side of the building until you get to a ledge where a huge explosion comes from. Land on there and eliminate all of the opposing forces. Go over to the right and push down the table near the window. You'll get a Bond Moment and you can also use this as cover against the enemies that reppel in front of the window outside.

Once they're down, go back out and continue going down the side of the exploding building. When you get to the next ledge, fire will block your way. Go inside the firey building and eliminate some of the guards. The reason I say some is because you need one guard to get a Bond Moment. Use your Bond Sense to find a target on the ceiling that you can shoot to make the roof come down. Get someone under the roof and drop the roof on them to get the Bond Moment. After everyone's dead here, go through the next door inside this room. Once you go through the door and you're outside, go to the left and use the lever. That will give you the final Bond Moment. Eliminate all of the remaining enemies and turn the fire vent on near the side of the building. It's on the pipes behind the structure.

After you've done that, get behind the tall structure. A man will come out through the burned out room with a rocket launcher kill him and then go back through the door into the room. There will be some enemies in here so kill them. Once they're out of it, jump off the ledge and go down the side. Don't touch the pipes because steam can come out of them and hurt you. So stay on the wall. When you get down to the glass floor, the mission will end and you will beat the mission. You'll be surrounded by enemies and you do something cool. You shoot the glass and kill the enemies. That was in Die Another Day.

_ * * * * * _ C. Train Chase _ * * * * * _

+-----+
|Mission Overview|
+-----+

Weapons

-Machine Gun
-Missile

Gadgets

None

Bond Moments

3 Bond Moments

1. After you've gone through the tunnel, you'll find a fork in the road. Go left and jump the bridge. After that, go down the dirt path. Motorcyclers will follow you and try to destroy you. Kill them with your missiles and continue. You'll soon get to a jump. A helicopter will rise so quickly shoot a missile at it and destroy it. You'll get a Bond Moment.

2. After you've destroyed the helicopter, go straight and through the ruins. Once you're inside, pillars will begin to fall. On the left side is a ramp. Use that to jump the pillars and get another Bond Moment.

3. Once out of the ruins, you'll be chasing a train from a lower level. You will soon get to a ramp on the right side that you can use to get onto the tracks. That is the final Bond Moment.

Objectives

-Find Doctor Nadanova
-Catch up to the train

+-----+

|Mission Walkthrough|

+-----+

Well, this makes my job easier. This mission, like the previous two, is exactly the same as the Operative mission.

At the beginning there will be missiles and fire going every where. Run down the left path toward the weird looking car. Bond will push a button to reveal your car. Get in and go. Go through the door covered in fire and go down to the next floor. Smash through the door and destroy the large closing door with your missiles. Continue down the road until you get to a large tunnel. Destroy the cars in front of you and head through the tunnel. After you're out, you'll be at a fork. Go to the left and jump the bridge. Then, land in a small facility and head out of it, on to the dirt path. Motorcycleists will follow you so destroy them with your missiles.

You'll soon get to a ramp and a helicopter will rise in front of it. Shoot and destroy it with your missiles and you'll get a Bond Moment and you'll get see a small but cool movie. Next, head down into the ruins. When you're inside the ruins, a missile will hit and destroy the pillars. To get the next Bond Moment, go to the left and jump the ramp to go over the pillar to get it. Then, head straight. You'll exit the ruins and you'll be following a train that is shooting missiles at you. Keep following it and dodging the missiles and you'll get to a ramp on the right side. Jumping the ramp and onto the tracks will give you the final Bond Moment.

Start following the train. You'll have to kill some enemies on the back of the train before you can get on. So, shoot a few missiles at them and get right behind the train. Stay right behind and you'll soon be able to get under the train. Once you are, your car will fall down the bridge! But you're James Bond, you can't die. That's why you were able to get out before your death. Nice!

Alternate Walkthrough:

At the beginning, instead of going left, go right and you'll find a motorbike. Sweet! Follow down the path and jump the destroyed bridge into the burning facility. Keep going down the path until you get to flames. Right right through them and then break through the glass door and then glass window. Whoa. You'll land on a dirt path. Ride down it until you get to the train tracks. Oh yes, we're already on the train tracks. But, after a little time on the tracks, the train gets mad and blows a hole in it, making you fall back onto the dirt path. Follow down the long strip until you get to a jump that launches you into a tiny facility. Go to the left and ride down the dirt path. Two motorcyclers will follow you so take care of them with your missiles.

Once they're on the ground, continue down the dirt path until you get to a jump. Once you get closer to the jump, a helicopter will rise in front of it. Launch a few missiles at it and you'll get a Bond Moment. Now, head towards the ruins. When you get inside the Egyptian ruins, pillars will fall because somebody shot missiles at them. Jump the ramp on the left side over the pillars to get the next Bond Moment. Then, head straight. You'll exit the ruins and you'll be following a train that is shooting missiles at you. Keep following it and dodging the missiles and you'll get to a ramp on the right side. Jumping the ramp and onto the tracks will give you the final Bond Moment. Follow the train from behind and start getting closer to it.

A turret on the back will begin shooting you so take that out with a few missile shots. Once it's destroyed, get right behind the train. Just stay behind it and you'll soon be able to get under it. Your bike will fall over the bridge but you're too slick to die. You got in from the underside!

5. 00 Agent Walkthrough

This is the 00 Agent walkthrough. If you're playing the game on Operative or Agent, then you're gonna have to go to there Walkthrough sections. There's a difference when you choose the difficulty levels so this isn't much of a walkthougth for the other difficulty levels.

* * * * * _A. Ground Zero_ * * * * *

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|Mission Overview|
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Weapons

- -P99
-MP5K
-SIG 552
-SPAS 12
-AT-420

Gadgets

- -Rappel

Bond Moments

2 Bond Moments

1. After destroying the jet, go back into the room where you found the AT-420 and rappel down from there.
2. After you've destroyed the jet and you're on the ground, a man will start reppeling down the roof of the building with the hole in it. Kill the man before he touches the ground to get this one.

Objectives

- -Retrieve nuclear device
-Obtain a rocket launcher
-Destroy the hover jet
-Escape through wall

+-----+
|Mission Walkthrough|
+-----+

This level is almost identical to the other walkthroughs except that the jet is harder to destroy.

After the traditional opening that every James Bond film or game has at the beginning is over, you'll be in the middle of Tajikistan where a man and woman exchange millions of dollars for a bomb. Since you've seen the bomb, you must stop, and what a way to stop by blowing up explosive and turning the whole place into a war zone! Once that's done with you'll begin to control Bond. Like it says on the screen, push "Z" to put your back to the wall. Then, target one of the foes with the L Button and finally push the R Button to shoot and kill the enemies. Kill more enemies like this so you won't be shot

and injured. After a little while, the jet plane while begin to leave. During its take off, it'll shoot missiles and destroy some of the structure on the building.

When you're back to controlling James, go through the area that opened up when the jet fired at the building and head for the briefcase. The briefcase is located near the crates. It's actually inside a circle of crates. Dispatch the enemies nearby so you won't get shot while picking up the briefcase. Once most of them are dead, go up to the briefcase and pick it up with A. After that, you must obtain a rocket launcher. After you pick up the nuclear device, a man will be killed by another enemy with a rocket launcher. Head for the door near where the man was killed. Go up the stairs and kill the man with the gun. Behind him are some more rocket launchers. Grab one, and go into the next room.

In here you must destroy the hover jet. This jet is laughably easy. Target on to it and shoot it four times. Once you do that, the jet will go down and destroy a wall with one of its missiles. After the jet is down, tanks will come out of hiding and try to destroy you. Go back to the door where you entered this hall but don't go through it. You can get a Bond Moment by jumping through the window and using your Rappel hook to ride safely down. Once down, shoot missiles at the tanks. There is also a turret that needs taking care of. And if you want the final Bond Moment, kill the guy rappelling down the roof the hole is in. Once everything is down, go through the hole in the wall that the jet made to end the mission. After that is the other tradition of having woman dancing around while a woman (Mya in this game) sings about the game in the background.

* * * * * B. A Long Way Down * * * * *

+-----+
|Mission Overview|
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Weapons

-
- P99
- Silenced P99
- MP5K
- Dragunov
- Desert Eagle
- SIG 552
- AT-420

Gadgets

-
- Rappel
- Grenade
- Thermovision

Bond Moments

5 Bond Moments

1. When you get on the ground after rapelling down the long building in the beginning, go to your left and rappel up this building. There will be a sniper rifle up there for you to use.

2. After you've gotten the sniper rifle, rappel back down the building and go left and through the tunnel. At the end of the tunnel on the right side is a

3. After you've put the explosive into the vent, rappel off the building and go straight down. You'll soon find a ledge where a large explosion comes from. Land on this ledge and head in. Kill the guys in here and head to the right. You should find a table that you can throw down to get cover from the rappelling men shooting at you. By throwing the table down, you will get another Bond Moment.

4. When you get down to the ledge with the flames blocking your path, go into burned out room. On the ceiling are some weak spots that you can shoot and destroy it. To find the weak spots, use your Bond Sense. Find a guard and draw him under the weak spot and shoot it. The ceiling will fall down onto and him and kill him, giving you another Bond Moment.

5. When you go through the doors to the fire vent, go left and use the lever to get the final Bond Moment.

Objectives

- FIND DOCTOR NADANOVA
- Drop explosive into vent
- Rappel off building ledge
- Shut off flame vents

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|Mission Walkthrough|

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Like the last mission, this one is pretty much the same mission. The only difference is the enemies are a bit tougher.

At the beginning of the level, you'll be briefed by M and Q. M will tell you about the woman you're trying to save and Q talks about your gadgets. After that's over, you'll be in beautiful Egypt, sneaking into a secure facility. When you enter a room, you set a bomb up and make the time for it, 007. Man, he's so cool! After that, you run off the building and rappel onto the side. After all that excitement, you'll begin to play. Jump down the side off the building, trying your best not to touch any of the fires. When you land onto the floors, go to the left and rappel up the building in front of you. Climb up it and grab the Dragunov to get a Bond Moment. Go back down and go left, down the tunnel.

At the right side of the end of the tunnel is a switch. Turn it on to get yet another Bond Moment. Once that's taken care of, kill all the guards on this floor. Once you've taught these kids a lesson, go over to the pipe that has steam shooting through it. Drop your last bomb in here and your second objective will be complete. Tons of stuff will explode and after that, you can jump off the side of the roof. Continue your descent down the side of the building until you get to a ledge where a huge explosion comes from. Land on there and eliminate all of the opposing forces. Go over to the right and push down the table near the window. You'll get a Bond Moment and you can also use this as cover against the enemies that reppel in front of the window outside.

Once they're down, go back out and continue going down the side of the exploding building. When you get to the next ledge, fire will block your way. Go inside the firey building and eliminate some of the guards. The reason I say some is because you need one guard to get a Bond Moment. Use your Bond Sense to find a target on the ceiling that you can shoot to make the roof come down. Get someone under the roof and drop the roof on them to get the Bond Moment. After everyone's dead here, go through the next door inside this room. Once you

go through the door and you're outside, go to the left and use the lever. That will give you the final Bond Moment. Eliminate all of the remaining enemies and turn the fire vent on near the side of the building. It's on the pipes behind the structure.

After you've done that, get behind the tall structure. A man will come out through the burned out room with a rocket launcher kill him and then go back through the door into the room. There will be some enemies in here so kill them. Once they're out of it, jump off the ledge and go down the side. Don't touch the pipes because steam can come out of them and hurt you. So stay on the wall. When you get down to the glass floor, the mission will end and you will beat the mission. You'll be surrounded by enemies and you do something cool. You shoot the glass and kill the enemies. That was in Die Another Day.

* * * * * _C. Train Chase_ * * * * *

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|Mission Overview|
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Weapons

-Machine Gun
-Missile

Gadgets

None

Bond Moments

3 Bond Moments

1. After you've gone through the tunnel, you'll find a fork in the road. Go left and jump the bridge. After that, go down the dirt path. Motorcyclers will follow you and try to destroy you. Kill them with your missiles and continue. You'll soon get to a jump. A helicopter will rise so quickly shoot a missile at it and destroy it. You'll get a Bond Moment.
2. After you've destroyed the helicopter, go straight and through the ruins. Once you're inside, pillars will begin to fall. On the left side is a ramp. Use that to jump the pillars and get another Bond Moment.
3. Once out of the ruins, you'll be chasing a train from a lower level. You will soon get to a ramp on the right side that you can use to get onto the tracks. That is the final Bond Moment.

Objectives

-Find Doctor Nadanova
-Catch up to the train

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+-----+
|Mission Walkthrough|
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Well, this makes my job easier. This mission, like the previous two, is exactly the same as the Operative and Agent missions.

At the beginning there will be missiles and fire going every where. Run down

the left path toward the weird looking car. Bond will push a button to reveal your car. Get in and go. Go through the door covered in fire and go down to the next floor. Smash through the door and destroy the large closing door with your missiles. Continue down the road until you get to a large tunnel. Destroy the cars in front of you and head through the tunnel. After you're out, you'll be at a fork. Go to the left and jump the bridge. Then, land in a small facility and head out of it, on to the dirt path. Motorcycleists will follow you so destroy them with your missiles.

You'll soon get to a ramp and a helicopter will rise in front of it. Shoot and destroy it with your missiles and you'll get a Bond Moment and you'll get see a small but cool movie. Next, head down into the ruins. When you're inside the ruins, a missile will hit and destroy the pillars. To get the next Bond Moment, go to the left and jump the ramp to go over the pillar to get it. Then, head straight. You'll exit the ruins and you'll be following a train that is shooting missiles at you. Keep following it and dodging the missiles and you'll get to a ramp on the right side. Jumping the ramp and onto the tracks will give you the final Bond Moment.

Start following the train. You'll have to kill some enemies on the back of the train before you can get on. So, shoot a few missiles at them and get right behind the train. Stay right behind and you'll soon be able to get under the train. Once you are, your car will fall down the bridge! But you're James Bond, you can't die. That's why you were able to get out before your death. Nice!

Alternate Walkthrough:

At the beginning, instead of going left, go right and you'll find a motorbike. Sweet! Follow down the path and jump the destroyed bridge into the burning facility. Keep going down the path until you get to flames. Right right through them and then break through the glass door and then glass window. Whoa. You'll land on a dirt path. Ride down it until you get to the train tracks. Oh yes, we're already on the train tracks. But, after a little time on the tracks, the train gets mad and blows a hole in it, making you fall back onto the dirt path. Follow down the long strip until you get to a jump that launches you into a tiny facility. Go to the left and ride down the dirt path. Two motorcyclers will follow you so take care of them with your missiles.

Once they're on the ground, continue down the dirt path until you get to a jump. Once you get closer to the jump, a helicopter will rise in front of it. Launch a few missiles at it and you'll get a Bond Moment. Now, head towards the ruins. When you get inside the Egyptian ruins, pillars will fall because somebody shot missiles at them. Jump the ramp on the left side over the pillars to get the next Bond Moment. Then, head straight. You'll exit the ruins and you'll be following a train that is shooting missiles at you. Keep following it and dodging the missiles and you'll et to a ramp on the right side. Jumping the ramp and onto the tracks will give you the final Bond Moment. Follow the train from behind and start getting closer to it.

A turret on the back will begin shooting you so take that out with a few missile shots. Once it's destroyed, get right behind the train. Just stay behind it and you'll soon be able to get under it. You're bike will fall over the bridge but you're to slick to die. You got in from the underside!

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6. Platinum Medal Walkthrough

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* * * * * _A. Ground Zero_ * * * * *

Objectives

-Take 500 damage or less

The way to do this is in the beginning of the stage, stay behind the pillar until you kill all of the enemies. If there are a few more that you can't get, then leave your cover and kill them. After you've gotten the briefcase, kill the enemy with the rocket launcher and then the guy on the stairs. Go get your rocket launcher and go into the hall. The jet can be destroyed by rolling sideways and shooting. After that's down, shoot the tanks and enemies from the hall way. Then jet back down to the ground and run through the hole. You should be okay.

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7. Unlockables/Cheats

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These are the unlockables and cheats that I know of.

Unlockables:

Cayenne weapon upgrade: 12 Gold medals

Gallery: 27 Gold medals

Helicopter weapon upgrade: 6 Gold medals

Katya: 20 Gold medals

Miss Nagai: 17 Gold medals

Mya: 14 Gold medals

Nanotank weapon upgrade: 24 Gold medals

Production Still 1: 1 Gold medal

Production Still 2: 2 Gold medals

Production Still 3: 3 Gold medals

Production Still 4: 4 Gold medals

Production Still 5: 5 Gold medals

Production Still 6: 7 Gold medals

Production Still 7: 9 Gold medals

Production Still 8: 13 Gold medals

Production Still 9: 16 Gold medals

Production Still 10: 18 Gold medals

Production Still 11: 19 Gold medals

Production Still 12: 22 Gold medals

Production Still 13: 23 Gold medals

Production Still 14: 25 Gold medals

Serena: 8 Gold medals

Tank weapon upgrade: 10 Gold medals

Triumph (motorcycle) weapon upgrade: 21 Gold medals

Underworld: 11 Gold medals

Vanquish weapon upgrade: 15 Gold medals

All Weapons Earn: 17 Platinum Medals

Cloak: Earn 13 Platinum Medals

Double Ammo: Earn 7 Platinum Medals

Double Damage: Earn 9 Platinum Medals

Full Ammo: Earn 11 Platinum Medals

Full Battery: Earn 15 Platinum Medals

Golden Gun: Earn 1 Platinum Medal

Improved Battery: Earn 5 Platinum Medals

Improved Traction: Earn 3 Platinum Medals

Platinum Gun: Earn 27 Platinum Medals

Slow Motion Driving: Earn 25 Platinum Medals

Unlimited Ammo: Earn 23 Platinum Medals

Unlimited Battery: Earn 19 Platinum Medals

EMP Grenade: Complete "The Pontchartrain Bridge"

Frag Grenade: Complete "Ground Zero"

Network Tap: Complete "Diavolo's Plan"

Q-Cloak: Complete "Sand Storm"

Q-Spider: Complete "Sand Storm"

Q-Spider: Dart Complete "Diavolo's Plan"

Q-Spider: Explosive Complete "A Show of Force"

Q-Spider: Nano Complete "Diavolo's Plan"

Rappel: Complete "Ground Zero"

RC Car: Complete "Sand Storm"

Sleeper Dart: Complete "Sand Storm"

Strobe Grenade: Complete "Sand Storm"

Thermovision: Complete "Ground Zero"

Agent 003: 290 multiplayer points

Baron Samedi: 50 multiplayer points

Burn Chamber arena: 370 multiplayer points

Cistern arena, as well as "Arena" mode: 30 multiplayer points

Diayato Moscow: 400 multiplayer points

Egypt Commander: 90 multiplayer points

Egypt Guard: 180 multiplayer points

Hezmet Guard: 110 multiplayer points

Katya Jumpsuit: 320 multiplayer points

Le Rogue: 260 multiplayer points

Miss Nagai: 450 multiplayer points

Moscow Guard: 230 multiplayer points

Mya: 130 multiplayer points

Odd Job: 70 multiplayer points

Serena: 350 multiplayer points

Serena: 430 multiplayer points

South Commander: 210 multiplayer points

Test Lab arena: 160 multiplayer points

Cheats:

X,Y,A,A,X: All Weapons

X,Y,A,Y,B: Cloak

X,X,A,X,Y: Double Ammo

X,Y,Y,B,X: Double Damage

X,X,Y,B,B: Full Ammo

X,Y,Y,A,X: Full Battery

X,Y,A,X,Y: Golden Gun

X,B,B,A,X: Improved Battery

X,A,A,B,Y: Improved Traction

X,B,X,B,Y: Unlimited Battery

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8. Contact Information

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You can email me at Nintendomaster@comcast.net

If you have a question, please make sure that its not in the guide. And try to include the question in the topic. By all means, try to fit it in!

If your going to send me emails with complements, try to include a question or a trick in the game that'll make the guide better.

Send all the hate letters you want. They're hilarious. By the way, can you not send a virus in your email just to make me mad.

I never look at spam or chain letters so don't send me them.

Don't send me emails that make no sense at all.

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9. Credits

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Okay, I'll say this once more. Do not steal this guide and put it on your site without my written permission. If you wish to post this FAQ on your web site, email me at Nintendomaster@comcast.net and I'll either let you or won't let you. If I allow you to put our guide on your site, you must keep track of the updates. If you don't, then I will take our guide off your site. Never change anything in the guide. Never change a mistake, switch something around, nothing! And if I don't allow you to host our guide and you alter the guide by putting your name in the "Sites that are allowed to host my guide" part of the Legal Section, I will take serious action. Now, these are the sites that CAN host our guide:

<http://www.gamefaqs.com/>
<https://www.neoseeker.com/>

Again, if you steal my guide, alter it or anything else I said above, I will take serious action!

.....

10. Credits

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I'd like to thank:

CJayC for making GameFAQs

The guy who made Neoseeker for posting my guide (and asking for it)

EA for finally making a Bond game on the next-gen consoles that can compete with Goldeneye

The people on the EoN message board that ask so many questions

The crew who made Dr. No, the first Bond movie

The people who email me about the motorbike in the Train Chase level.