The World Is Not Enough FAQ/Walkthrough v

by Nemesis11 Updated on Aug 8, 2001

This walkthrough was originally written for The World Is Not Enough on the N64, but the walkthrough is still applicable to the PS2 version of the game.

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The World Is Not Enough
a.k.a. TWINE
( Nintendo 64 Version )
Complete FAQ/Walkthrough
The World Is Not Enough 007 James Bond
Nintendo 64
Last Updated 8/8/01
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Weapons/Gadgets
1.
Weapons
DEUTSCHE M45
An updated version of the Deutsche M9. This heavy-caliber submachine gun
sacrifices a bit in the rate of fire with a tradeoff of more stopping power.
Capacity:
         25
         Medium
Damage:
Range:
         Medium
         .45 ACP
Ammunition:
Second Function: Change to burst fire
FRENESI SPECIAL 12
A shotgun with automatic-fire capabilities. The Frinesi is powerful, but lacks
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accuracy from long-range

Capacity: 8 Rounds
Damage: High
Range: Low
Ammunition: 12 Gauge

Second Function: Change to full automatic fire

GL 40

The GL 40 is a single shot grenade launcher. The grenades will explode after a 5 second delay

Capacity: 1 Round
Damage: Very High
Range: High

Second Function: Change to timed grenades

INGALLS TYPE 20

Ammunition: 40mm

The ingalls Type 20 is a heavy machine pistol with a high rate of fire, complete with a silencer. It is a favorite amongst terrorists and urban criminals

Capacity: 30 Rounds
Damage: Medium
Range: Medium
Ammunition: .45 ACP

Second Function: Change to burst fire

MEYER BULLPUP

The Meyer Bullpup is a compact and highly accurate rifle. Its telescopic sight makes it a great weapon to use from a distance

Capacity: 30 Rounds
Damage: High
Range: High
Ammunition: 5.6 mm

Second Function: Change to full automatic fire

MEYER TMP

The Meyer TMP is a small machine pistol with a high rate of fire. Though its damge is low, it is very reliable from a distance

Capacity: 25 Rounds

Damage: Low
Range: Medium
Ammunition: 9mm

Second Function: Change to burst fire

RAPTOR MAGNUM

The magnum is a large, powerful, semi-automatic pistol. Because of the heavy-caliber rounds, the Magnum holds less rounds than a standard firearm such as the P2K

Capacity: 8 Rounds

Damage: High
Range: Low
Ammunition: .44 Mag

Second Function: Attach/Detach laser sighting

SOVIET KA-57

This heavy assault rifle is the standard issue weapon for the russian military. It has excellent stopping power, but limited accuracy.

Capacity: 30 Rounds
Damage: High
Range: High
Ammunition: 7.62 mm

Second Function: Change to burst fire

SUISSE SSR 4000

Designed for covert missions, this is a superbly accurate sniper rifle with silencer and telescopic sight. However, the bolt action makes it slow to fire and reload.

Capacity: 5 Rounds
Damage: High
Range: Very High
Ammunition: 7.62mm

Second Function: Change to burst fire

WATCH DART

Designed to look like a normal wristwatch, this is actually a concealed dart gun. It is intended for covert infiltration missions, and fires small tranquilizer darts capable of dropping your target on the spot. Intended for situations when non-lethal force must be used, this will be issued to you by the start of appropriate missions.

WATCH STUNNER

Also contained in your wristwatch is a low-powered electric cable weapon. When it hits a person, the stunners current interferes with the body's own natural electrical field. The target is immobilized by muscle contractions, but no permanent damage is suffered. It will incapacitate a target as long as the beam is held on them, and they will need a short time to recover afterwards.

The stunner uses an internal power supply, which is good for 100 shots. This power supply recharges after automatically, at a rate of 2 shots for every 1 second.

WOLFRAM P2K

The P2K is your standard issue firearm. It is lightweight, efficient, and sometimes comes equipped with a silencer

Capacity: 16 Rounds

Damage: Low Range: Low Ammunition: 9mm

Second Function: Attach a silencer

Gadgets

CAMERA

A miniature digital camera with conventional and low-light operating capability. Use the camera to copy secret documents, take surveillance shots, or gather incriminating evidence. You're only as good as your information

COVERT MODEM

A small computer device that can be attached to a target computer and used to relay data back to MI-6 headquarters

CUTTING LASER WATCH

Your wristwatch also posseses a powerful, short-range cutting laser. It can be used to sever wires or cables, or to burn the locks off doors.

DATA SCRAMBLER

A miniature electronic bomb that when placed on a computer or electronic storage device, irreparably scrambles any data within.

FINGER PRINT SCANNER

A handy device used to copy an individuals fingerprints in order to open highsecurity locks.

FLASH BANG GUN

A stun grenade disguised as a semi-automatic pistol, with the detonator hidden in a pair of glasses. These are used to disorient and subdue targets rather than do permanent damage

GRAPPLE HOOK WATCH

A fasionable timepiece containing a miniature grappling hook with a 50-foot high-tensile micro-filament, able to support up to 800 pounds.

KEYPAD DECRYPTOR

A computerized algorithm generator which is capable of decoding any encoded keypad lock system within seconds.

NIGHT VISION GLASSES

These glasses allow the wearer to see clearly in the darkest environments. They have a limited power supply, which automatically recharges when not in use.

PHONE TAP

A tiny transceiver device used for bugging telephones. Will broadcast any received conversations.

SAFE CRACKER

An electronic gadget that automatically ascertains the combination of any safe and unlocks it.

X-RAY GLASSES

These glasses allow the wearer to see through walls or doors, at close-range

Game Overview

Shoot.....Z Button
Strafe.....C Left/Right

Jump...... Up

Manuel Aim......R Button

Move.....Analog Stick

View Up...... D Pad Down

Strafe..... D Pad Left/Right

Select Gun.....Press A to cycle through your available weapons

Backwards Select.........Hold A then press Z to cycle backwards

Second Function......Pressing B then Z will let you select the second function for your gun. (The WOLFRAM P2K can have a

silencer, and some guns can go from auto to single or burst, or some guns have laser sights.)

Body Armor

These are blue vests that are in pretty much every level. They give you extra health. These are very important, and you should pick them up when you see one.

Ammo

4. Walkthrough

Mission 1 Courier

Objectives: A. Collect Equipment from safety deposit box

- B. Avoid Civilian Casualties
- C. Collect Money from Vault
- D. Crack safe, get security swipe card
- E. Escape bank with money
- F. Destroy videotape backup

Warning: If you are on 00 agent, there WILL be police guys that you have to dart, and you can't kill.

Ok, now there is a cheap way to beat this in 10 or 15 seconds on any difficulty, but there is a CORRECT way to beat it. Cheaters, read the next one, but if you actually want to beat it the right way, skip the next paragraph and move on.

Cheaters: Go through the door to your right. Get out your watch stunner. Go through the next door, and stun the woman there. Then get your safety deposit box, and go back into the lobby. Escape through the doors to your left. You must do it in the order that I said it, or it

won't work. It will say mission failed, but you won't.

Gamers: You start out in the lobby, talking to a woman. Turn to your right and go through the door you see through the short hall. Then go through the door on your right. Get the safety box deposit and go back through the lobby. Get out your appointment card. Flash it to the guard to your right as you exit the second door. He will let you through. Then, if you don't watch the cut-scene, you will find yourself in a room, with your wolfram P2K. Wait for the man to get up, and shoot him in the head. (If you wait, he will pull a gun on you and you can get his ammo.) Go through the white door. Do not shoot any of the civilians. Go through the next door, and clear the guards. Turn to your left and go down the hall. Turn right and kill those guards. Go down that hallway and turn right. Kill these guards and get their machine guns. Go through the door to your immediate right, and kill the guards. Use your safe cracker to open the safe. Go out the door you came in and turn right. Go down the hallway and use your new item (security swipe card) on the silver thing with the black line through it. Kill the guards in the security door room, and go up to the VCR by the far wall. Get out your data scrambler. Use it on the VCR. Go out the door and turn left. Keep turning left, killing guards until you come across another security door. Use your security swipe card on the door. Go in and you'll see a thing on the far wall. Get out your keypad decryptor and use it on it. The door will open. Go through and grab the money. Go out the door and down the elevators that I am sure you have seen. Put away your gun, and don't shoot any of the police. Walk out of the doors, money and all!

Mission Complete

Mission 2 King's Ransom

Objectives: A. Protect all Primary MI-6 personnel

- B. Avoid civilian and security guard casualties
- C. Find Sir Robert King
- D. Activate top floor lockdown panel
- E. Activate sprinklers
- F. Activate ground floor lockdown panel
- G. Escort Doctor Warmflesh

You start in M's office. "Bond, we're under attack. Find Sir Robert." Go out of the office into a room with a guard and moneypenny. The guard will give you a mission. Go up to moneypenny, and she will give you a pen grenade?!?! I thought that was from goldeneye! Oh well. Go out the door and turn left. A guard will dive through the window. Kill him and get his gun. Keep out your Wolfram and turn around. Wait for the guys to kill the guards, and then kill any remaining guys. Go half way down the hallway and turn left. Go down the short hallway and turn right. Kill the guys. (There will be guys that come through the windows, and if you don't kill them, they will follow you and kill you a lot. Turn left and kill those guys. Turn left again and kill the guys. There will be a hand scanner door. Go up to the door and press B to the hand scanner. The door will open. Turn right and go up to the red screen. Press B to it to complete an objective. Go out the door and go through the halls turning right until you get a message from moneypenny telling you that they have M. Careful, because around your next corner, there will be a guard in the distance. Kill him. Make sure that you are getting all of the ammo, because you will need it. Go left through the short hall, and there will be three guys. Two on the right and one on the left. Kill them and be careful that you don't kill the two M-I6

personnel. Go into moneypenny's office and get out your gun of choice. I would suggest anything but the shotgun or the raptor magnum. Go into M's office and kill the guard to M's right. Aim for the head, because he won't kill M, just you. Now you have to escort M to a secure center. I would suggest rushing out of the room so that she doesn't follow you, and clearing the way first, because there is guys. But if you want, wait until she is done talking, and then go as slow as you can, because she can run about as fast as you can walk, and take her to the security center where you did the lockdown thing. You will know when you can leave because Bond will say "You'll be safe here." Then leave and go back to moneypenny's office. Then go to the left and down the hallway. Turn right and kill the guys. Go out the door and there will be 3 guys hanging on ropes. Kill them. Go down and shoot the guys. Keep going down the stairs and killing the guys. Once you can see the door on the bottom, jump off of the side. The stairs will blow up, and there will be more guys sliding down the ropes. Stay to kill them if you want, then run out the door. The guard will give you the sprinkler objective. Follow the hallway until you get to the main room place with the giant map. Here there will be another guard who will give you another objective. Kill all of the guys. Keep going down the hallway. Guards will come out. Finish them off. There may be a scientist with them, so be careful. Keep going to the end of this hallway and turn right. Go through the blue door. Kill the guard in the corner. Press the sprinkler button. Be careful because a guard with a shotgun will fall through a hole in the ceiling, so kill him quick. Then there will be a guard directly down the hall from you falling from the ceiling, so kill him. Kill the other guy that pops out from around the corner, and go to the end. Turn left, and go through the hand scanner door. Do the lockdown thing again. Go out the door and turn right. Go halfway down the hall, and turn right again you should be by the big map. Turn right once again, and go down and follow this hall. Kill all of the guards in the way. There will be a hand scanner. Press B to it and go into the vault. At the end, you will see a police guy by an injured guy. Shoot close to him and he will duck down. Quickly run past him so you can't get his mission. (This tip is thanks to Devon Krieger.) Follow the hall to Sir Robert King. Talk to him. Go back to the hall and do the same thing to the cop so you can't get his mission. Scratch mission G! Go out of the vault doors and turn right. Kill the guards. You should have gotten a transmission from Q by now. "007, this is Q. Get to the Q labs at once! The suspect is escaping! She has a boat waiting outside!" Go down this hall and turn left kill all of the guards. Turn right and then turn right again. Follow this hall until you get to the first door. Turn right into it and go towards the hole in the wall. *Mission Complete*

Mission 3 Thames Chase

Objectives: A. Pursue but do not eliminate the female assassin B. Rescue the hostages

You start the mission by your crashed boat. Don't kill the assassin, or you'll fail. Turn right and go towards that wall. Duck down. Then two goons will drive by in a boat, but they will not be able to shoot you. After they have passed, run up the stairs and kill the guy. Get his gun, and make yours silenced. Go just enough up the stairs so that you can shoot the guy in the van in the head. Then shoot the other guy in the head. Then go around the corner and kill the other guy. Then go around the corner, and quickly shoot the barrel by the door. Then kill the guy in the window. Get all of the ammo, and then go in the little

alcove between the building and the wall. You will get the spear master spear gun. I would suggest that you get out your Deutsche SA10 for this next part. (If you have lost a lot of health, you might want to restart.) Go down the stairs slowly and kill the guy on the far left. Then kill the guy in the middle, and then the guy on the right. You have to go fast, or the guys will kill the hostages. You can get the ammo, but you don't have to. Go through the opening on the right and then to the left. There will be 3 scuba guys with spear guns kill them. Now the best way to do this next part is to just run to the door, not killing the guys, but you can do it your way. Then kill the three guys in this hallway. Go through the door and you will be in a place where there are boxes stacked up high. Kill all of the guys, including the one on top, being careful not to kill the hostages. Then get out your watch grapple and use it on the yellow and black things up top. Instead of going onto the place where the door is, turn around once you are on top of the rope, and jump on the boxes. If you make it across, there will be body armor that you WILL need. Get it, and go up the rope and out the door. Kill the guy as Q says " The suspect is getting away, Bond." Go down the ramp and kill the 2 guys. Kill the guy on the boat, and go up the stairs. Kill the 2 guys on the stairs. Kill as many of them as you can, but my advice would be just to run like heck for the stairway. Chances are you will die on this last part, so lots of it is luck, and some of it is how much health you had left after you got the body armor. I had about this much health || when I beat it on 00 agent.

Mission Complete

Mission 4 Underground Uprising

Objectives: A. Rescue the hostages

- B. Defuse the terrorist bomb
- C. Pursue but do not eliminate female assassin
- D. Avoid civilian casualties

You start this mission on a staircase. Go just far enough down that they start to kill you. Then back around the corner. After the hostages are clear, peek around the corner and shoot the computer through the window. This will blow up and kill them both. Then go and kill the guy to the left. Get all of the ammo. Go around to the right, and kill the guard. Get out your Raptor Magnum, and go down the left staircase. Kill the two guys on your side, and the one on the other side. Go down, and get out your machine gun. (Anything but your Raptor Magnum. Wanna know why? Try it.) Turn right and kill the guys. Get the ammo and get out your stun grenades. Around the next corner, there are 2 hostages. Throw a stun grenade and then get out your Wolfram. Go around the corner once it blows, and shoot the downed guards. Get the ammo and get out your machine gun. Go down the stairs and around the corner. Do not shoot the civilians. Shoot the guy that runs by. Then go around the corner and shoot the two guys. Go towards the train and shoot the guy. Go around and kill the two guys. This is a tricky part. Then go to the side and once the train has gone by, go fast to the door. Open it and get out your shotgun. Go out the opening and jump into the train kill the guys on auto. Get out your machine qun. This is another tricky part. Go out the door and kill the guys, from left to right. Go around the corner and wait for a guy to come through the ripped metal. Kill him. Go into the men's bathroom and kill all of the guys. In the last stall, there is a bomb on the toilet. Get out your bomb disposal kit. There will be two bars on the right middle of your screen. One is full blue and one is empty. You aim at the bomb and press B repeatedly. Try to get the blue bar empty, but if the red bar is full, the bomb will blow. If you stop it on 0:07, you will get full health and body armor, which you will probably need by now. Go out of the bathroom and go through the

ripped metal. Shoot the lock on the door. Go up the stairs and kill the guy across. Jump across the thing. Keep going up and killing guys until you get to another locked door. Shoot the lock, and run to the balloon rope. Grab on.

Mission Complete

Mission 5 Cold Reception

Objectives: A. Draw terrorists away from Electra

- B. Destroy fuel dump at tower 1
- C. Destroy fuel dump at tower 2
- D. Get to the bottom of the peak

This level is easy. Just ski down. Kill all of the guys. Tap c-up the whole time. Turn left whenever there is a fork by tapping c-left. This will save time and get you body armor. The fuel dumps are 1/4 of the way through the level, and 3/4 of the way through. Just shoot one of the barrels at each one, and then all you have to do is survive. *Mission Complete*

Mission 6 Night Watch

Objectives: A. Avoid alerting Gabor

- B. Avoid alerting Davidov
- C. Find telephone and plant wiretaps
- D. Photograph documents showing Davidov's a traitor
- E. Avoid all casualties

You start off in your hotel room. There is a phone. Bug it. Go out the door and look down at the wire gate. If there is not a guard there, shoot off the lock. Jump off to the left, and get out your watch stunner. Go through the gate and stun the guard. Punch him to death. Do the same with the guard that is patrolling around the surveillance building, and the same with the guard in the building. Use your data scrambler on the blinking thing to disable the cameras. Then go back. Use your X-Rays to make sure Gabor isn't patrolling around, and then go out and stun and punch the guards. Go through the thing, and use your x-rays again to make sure Gabor isn't patrolling around. Then stun the guard and punch him. Go to the left. Use your x-rays to find out where the guards are. When they aren't looking, dart him. Then quickly go to the right and dart the second guard. Go through this door. Bug the phones and go through the door on the far wall. This will lead to a place with a phone. Tap it. Go out of the door to the right. This will lead to a big field with 2 guards in it. Get rid of them. Go to the camera place and kill the guy. Use your data scrambler to take care of the cameras. Then go out the door and through the opening. Turn left and shoot the lock on the door. Dispose of the guard. Then go into the camera building and knock out the cameras. Go back through the locked fence door, and to the left. Go in the door and through the hall. In an opening to the left, there are two guards. Kill them, and use your safe cracker to open the safe. Photograph the evidence. Go out of the door and into the forest. Use x-ray here, because there are guards. Go into the final surveillance building. Bug the phone on the desk, and take photos of the evidence on the desk, and one on a cabinet. Then go out the door, up to Davidov's car, and press B to the trunk.

Mission Complete

Mission 7 Midnight Departure

Objectives: A. Eliminate Davidov

- B. Pick up Davidov's phone
- C. Get Arkov's ID Badge
- D. Find Item to bribe pilot
- E. Get controller to land plane
- F. Board the plane
- G. Avoid civilian casualties

You start off in the woods. Go forward. Turn on night vision. Take a right at the fork. Shoot the guard in the head. Wait there with your sniper rifle until Davidov comes by. Shoot him in the head. Then shoot the alarm. Kill all of the guards by sniping. There should only be three or four. Get all of the ammo, and snipe the two guys on the ridge. Then get out your soviet. Let your night vision recharge. Go down the path until there is a fork. Turn left on it. Follow it, killing all of the guys until you get to a cabin. Kill the guys and get the ID badge in it. Turn around and go back. Turn left, and go down the path. Kill all of the guards on the bridge, and destroy the alarm. Go across the bridge, and follow the path to the right until you come upon a truck. Kill all of the guys around it. Now, if the alarm is going off, you already killed the guys and this truck won't be here, but if it isn't, you have two options. One, and the safer one, you can jump into the back of the truck, and it will take you all the way to the airport, unharmed. Two, You can keep going. If you keep going, kill all of the guards, and keep going right until you get to the airport. If you take the truck, jump out before the truck stops, but just after it enters the airport. Then go right into a stone wall thing. Kill all of the guards, and in the back of one of the trucks is a sports bag. Jump in and get it. Then go out and turn on night vision. Snipe out all of the guards in the towers. Then go into the flight controller building by the far right of where you are now. Snipe out the two guards. Then go through the door. DO NOT KILL THE CIVILIANS!!!! If the alarm is going off, there will be guards waiting for you, but if it isn't, just go up the stairs, kill the guard, and go up the second stairs. Go up to the flight controller. He will land the plane now. If and only if you are going for the time cheat, you can go out the window and press c-up half way down and you won't die. If not, go down the stairs. Put away your gun, and go up to the plane.

Mission Complete

Mission 8 Masquerade

Objectives: A. Infiltrate facility, do not arouse suspicion

- B. Christmas must survive
- C. Avoid innocent casualties
- D. Escape the blast pit
- E. Retrieve locator card

You start off at a base camp for a nuclear missile. Get out your transport documents. Go up to the guard officer dude in the green, and wait until he is done talking, show him the documents. Turn right and go to Christmas. Do the same with her. Go to the elevator. Once the door opens, go out and open the door ahead. Turn right and follow the hallway to another door. Open it, and get out your watch grapple. You will appear in a blast pit. Go under where the guys are shooting at you, and use your watch grapple. Get out your gun. Climb up it, and shoot the guys in blue, but not green. Then wait for Christmas to open

the door. Once she does, kill all of the guys. Push the thing forward until more guys come, and kill them. Soon you will come to an opening to your right. Kill the guy in there. He has the locator card. Get it. Then go forward until the door closes on it. Then jump on the box, and jump over the rail on the thing. Jump off it. Kill all of the guys and go talk to Renard in the elevator. When he is talking, run about halfway back the way you came. Once you see a time limit of 6 seconds, run forward and jump onto the sliding thing. You have to have at least 3 seconds to spare, or you'll die. Then go around the blast pit and kill the guys in blue. Get all of the ammo, and jump up on the platform on the right side of the hall. Kill the guys in the next room. Go through the right door. Follow the hall, and go to the left side of the giant pillar. Don't kill the green guys, but kill the blue guys. Run to the back of the elevator.

Mission Complete

Mission 9 City of Walkways 1

Objectives: A. Locate Zucovsky

- B. Keep Christmas Jones alive
- C. Do not eliminate your allies
- D. Keep Zucovsky alive
- E. Retrieve computer files

You start out by your car with Christmas. Go down the path and to the right. Go up the ramp. Shoot the lock off of the door. Go in. Go out the door that you didn't come out of. Go down the ramp, and kill the guards. Get all of the ammo. Go around and turn on night vision. Run out with your machine gun. Kill the guys on the bottom, and then go up the ramp and kill the guys on top. Get all of the ammo. Use the switch to open the door. Kill the 3 guys. Cock your gun, and use the switch by the elevator. Kill the guys in the elevator. Get all of the ammo. Go up the elevator and around the corner. Kill the 2 guys. Get the ammo. Jump on the conveyor belt, and zip past the guys. Trust me, you will be giving more health and ammo then you will be getting. Get off of it at the second place, and through the door. Hop on it again. Kill the guy, and DON'T GET OFF TO EARLY! There is a guy with a GL-40 and he will kill you. Use your Meyer TMP to kill him. Keep going around all of the corners killing all of the guys, getting all of the ammo. Use the switch to open the door. Go out. Now would be another good time for night vision. Automatically go right against the wall, and down the ramp. Go right and kill the guy at the end. Then turn left and kill that guy. Now go use the switch in the room that the second guy was in. This will lower the bridge. Go back down and this time go to the left. Kill the guy and go down the ramp. There will be a guy with the RL-22, so make short work of him. Then kill the guy by the boat. Go to where the guy had the rocket launcher. Go up the ramp closest to him. Kill the guys on the bridge. Go into the warehouse. Be careful not to kill Zucovsky's guards. Go up the stairs and kill the guys. Go up the stairs again and kill the guys. Then go to the computer and get out your covert modem. Use it on the computer. Go left and down the ladder. Go strait and left. Kill the guy, and follow the path to a door. *Mission Complete*

Mission 10 City Of Walkways 2

Objectives: A. Return to Zucovsky

- B. Collect equipment from Zucovsky's car
- C. Do not eliminate your allies

D. Destroy the attack helicopter

You start off this level in a large room. Turn around and get the gun, body armor, and a sticky grenade. Go out the door and press the red switch. Go across the bridge and kill the guys. Go through the doors and wait for Zukovski's guards to kill them. Then run for it. There will be a ramp. Go up and kill the guy. Get all of the ammo, and go down the other ramp. Kill the guys that "drop in", and go out the door. Run up the wooden ramp, and kill the guys below. Go through the other door. Run all around killing all of the guards. Shoot the 3 guys standing in front of the doors, and walk out. Go out, and turn right, get the body armor, and come back and take cover, because there will be a helicopter there. Wait until it leaves, and go to the left. There will be 4 or 5 metal bridges here. Go to the one on the far right. Kill the guy and get his ammo. Then turn left and kill the other guy. Go into the warehouse. Kill all of the guys and go out to the boardwalk. The helicopter will chase you down the boardwalk. Go up the ramp, and kill the guys that you can, and run down the ramp in the middle. WHAT? Now I have to fight the helicopter?!?! Crap! Get the equipment out of Zukovski's car, and put it on auto. Get the body armor, and go with your back faced to the bridge. Aim up, and shoot the chopper as it stays in 1 place. It should take 12 direct hits to kill it on 00 agent. Then shoot the missile launcher forward and slightly down on the bridge. This should kill the 2 guards. Get out your machine gun, just in case, and then go across and up the ramp.

Mission Complete

Objectives: A. Pursue Bullion, don't let him get away

- B. Rescue hostages
- C. Christmas must survive
- D. Avoid innocent casualties

You start off in an ally, un-armed, watching the enemy get away. (There is a moral booster for you!) Go down the ally, and turn right. Go up the ladder, and to the end of it. There will be a Wolfram P2K. Get it. Take it out, and go forward, towards the van. Kill the guys that come out, and grab their guns. Kill all of the guys that run out, and then run out so that they can see you. 2 more guards will come. Now shoot the car with your Mustang .44. This should kill them all. Get ALL the ammo, and go around the corner. You will see Bullion here, but don't waist ammo trying to kill him. Go down the street and turn right. Snipe the guys with your Mustang .44, and they should die in 1 shot. Get all of the guns, and reload. Kill the guy who is around the next corner. Then 2 guys should come out. Kill them. Then a civilian should run out of the door, and then a maniac with a shotgun will follow. Kill the guy with the shotgun. Go through the door, and up the stairs. Get out your ingalls Type 20 . Strafe to the opening and kill the guy directly across who is holding the girl hostage. Then turn left and kill the guy in the white, and then the black guy. Switch to your Deutsche SA10 and go to the place where you shot the first guy. Back into this corner, and snipe the guys on top. Get the body armor, and go up the stairs. Kill the guard in white, and go through the door on top. Go up the stairs, and kill the guy. Get his Mustang MAR. Kill the guy that is sniping you from above, and then a guy should come from below. Kill him. Go around on top until there is an opening. Jump across the building. Get out your Mustang MAR. Kill the guy on your side of the building, and then switch to impact. Shoot it across and it should kill both guys. Jump across and get all of the ammo. Go out the door and kill the guy with a shotgun. Go through the door on his right. Kill the guard and turn left.

Kill that guard and kill the guards that are out on the balcony thing. Go out and turn right. Kill the guard, and go up the ladder. Kill the guys to the left, and go across the boards. Kill the 2 guards here, and go to the far right skylight thing. Fall into it. Switch to a machine gun. Strafe through the opening, and kill the guards. Turn left and kill the guards here. Go down the stairs and. Quickly! Kill the guard with the hostage. Go through the door and rescue this hostage. Go through the next door and rescue the hostage to the right. Go through the next door and turn left. Kill the guys, and go through the hole in the wall.

Mission Complete

Mission 12 Fallen Angel

Objectives: A. Open door with scanned fingerprint of Bullion

- B. Rescue M at all costs
- C. Stop Electra from warning Renard
- D. Do not eliminate your allies

You start in a room with dying Zucovsky. Do not get his pistol. Get out your watch stunner. Go up the stairs and stun the guard to get his gun. Go up and to the left. Go through the door and kill all of the guards. Get all of the ammo, and get the green box on the table. Forget the rest of the guards. You will be back. Go out the door you came in, and back down the stairs. Still don't get his pistol. Then he will never die, and at the end, he is still waiting for someone to pick up his pistol. Anyway, Go out the door to your left, and then out the door to your right. There will be a guard to the right, get his ammo. You should have a Mustang MAR. Get it out. Go over to the side, and jump off. Kill the guard there, and snipe out Bullion and his guard. Then turn left and follow the boardwalk until you see a hole. Fall into it. Kill the guys, and go down the ramp. Kill all of those guys, and go out the door. Turn around and run out backwards, because guys will come out of the door. Kill them. Go over to Bullion's body, and get his fingerprint. Go back the way you came, up the ramp, and kill the guys. Go out the door and up the dirt ramp. Go in the door and go to your left. Go through that door and up the stairs. Go through the door and through the door to your left. Go through the door straight across from you. Follow the path, killing all of the guys until you come across a hand scanner thing. Get out your fingerprint scanner. Use it on the lock, and get out your watch grapple. There is a hole in the ceiling, and use your grapple on it. Climb up, and get out your machine gun. Go up the 2 ladders, and kill the guys. Go over to M's cell. Shoot the lock off, and go in... Get out your stunner. Go over and stun him. Grab his pistol. Go out and up the stairs. Kill the 2 guys. KILL the 2 guys. If you don't, they will come in and kill M. Then go in the room. Shoot Electra.

Mission Complete

Mission 13 A Sinking Feeling

Objectives: A. Board Submarine

- B. Locate and rescue Christmas unharmed
- C. Gain access to control room
- D. Avoid submarine crew casualties
- E. Escort Christmas to mine room
- F. Destroy steering controls

This is a toughie to describe, because Christmas is never in the same

place, and half of the quards are patrolling. But here it goes...

You start off in the dark, by a submarine. Go directly to your left, and then left again. Jump into the water, and swim to the back of the submarine. Climb up on it. Climb the ladder, and jump into the hole. Now use the ladder, and climb down, shooting the guy in the head. Get his gun, and turn right and open the door. Christmas might be in here. Use your X-rays to find out. If she is, go in and kill the guard from the door, but quickly close it so she can't follow you. If she does, there is a risk of her being shot. This goes for wherever you find her, even if she is not in here. Go in the opposite direction. Open the door into a hallway. Go to the left. Use X-rays to find out if she is in here. If she isn't, kill the quards anyway. Follow the hall and turn left. There is a patrolling guard here, so kill him. Go through the door. Go right and through the next door. You are in a small room. Straight ahead is the mine room, and to the right is the steering room. If you have Christmas, put her in the mine room. Go into the steering room and kill the guards. There is a door in the wall on the left. Go through it and kill the guards. Shoot the steering controls.

Mission Complete

Mission 14 Meltdown

Objectives: A. Enter the reactor chamber

- B. Eliminate Renard
- C. Protect Christmas
- D. Stop the meltdown

Another toughie. Forgive me if this one has not as much detail as the rest. It is easy to get disoriented here. Oh, and to make it even harder, you have a time limit. Once the red bar on the top of your screen is full, you fail. This level will take time, and I personally think it is a load of crap, but here it goes...

What you want to do basically is follow the green lights. I will try to give a more detailed description. Here it goes...

Drop into the hole in front of you. Go underwater, and through the door. Go up and fill your air. Go down all the way, and go through the hall. Go down even farther at your next chance. Then go to the left, and up again. You should be in the map room. Get some air. Go down and to the right. you should be able to go down even farther. Now you will see a ladder. Go past it. There will be a giant hole in the wall. Go through it and follow the green light. (It should be to the right.) Then go up and get the air through the hole in the side. Go back through and up the place you were going. (Are you lost yet?) Go up, to the left, and you should see air really high up. Go up, but be ready for a fight when you come up. Kill the 2 guys, and get the body armor behind you. Then aim up and on 1 of the sides, there is a hole and a place for your watch grapple. Use it, and kill the guy up there. Be careful of the steam, and there will be a door hanging open. Use your grapple, and go up. Kill the guy if there is one, and there should be a red button. Press it and kill Renard. Climb up your watch grapple and jump on to the place where the guard was. Another guard should come. Kill him. Use your watch grapple, and go up and kill the guard. Go forward and use your watch grapple.

Mission Complete

Author's Note...

Thanks for using my walkthrough. This walkthrough has all of the objectives for 00 agent. Some of them, you might not have to do, if you are just doing it on agent or secret agent. As you might realize, some of the levels are more detailed then others. This is because I tend to remember the levels that I had to do OVER and OVER and OVER and OVER to get the cheat codes for.

4. 007 Award Times

| Courier | Secret agent | Business suit skins | 3:45 |
|----------------------|--------------|-----------------------|--------|
| King's ransom | Agent | Team King Of the hill | 2:20 |
| King's ransom | Secret Agent | Security Skins | 3:45 |
| Thames Chase | 00 Agent | Exotic Weapons | 4:25 |
| Underground Uprising | Agent | Castle | 2:15 |
| Cold Reception | Secret Agent | Sky Rail | 3:15 |
| Cold Reception | 00 Agent | Exotic Skins | 3:25 |
| Night Watch | 00 Agent | Forest | 2:20 |
| Midnight Departure | Agent | Soldier Skins | 3:05 |
| Masquerade | Agent | Air Raid | 3:15 |
| Masquerade | 00 Agent | Scientist Skins | 4:20 |
| City of Walkways | Agent | Civilian Skins | 3:35 |
| City of Walkways | Secret Agent | Covert Skins | 3:45 |
| City of Walkways II | Secret Agent | Wild Fire Mode | 3:40 |
| Turncoat | Secret Agent | Capture the Briefcase | 3:20 |
| Fallen Angel | Secret Agent | Gadget War | 2:45 |
| A Sinking Feeling | 00 Agent | Navy Skins | 2:55 |
| Meltdown | Agent | Contemporary Skins | Finish |
| Meltdown | Secret Agent | Classic Skins | Finish |
| Meltdown | 00 Agent | Golden Gun Scenario | Finish |
| | | | |

5. Multiplayer Strategy

SKINS: Try to pick a skin that will be camouflage to the level you are playing in. Such as if you were playing in the forest, you would want to pick one that is green or black, or if you were playing the Sky Rail, you might want someone wearing white. In the levels like M-I6 or Merchant, you can't really get camouflage.

KILLING: Try to find sniping spots, like in the frostbite level; you should go to the sniping spot, where it is high up. You might want to find good places where you can see far. These are the best. But if you are not playing a level where there is a good sniping spot, then the best places to wait are the bathrooms. Or if you are just plain crazy and you want to have fun, just run around and kill guys.

SCENARIO: Lots of the scenarios are fun, but the ones I like the most are capture the briefcase, uplink, and team king of the hill. These are really fun. Capture the briefcase is the same as capture the flag, but you don't have a flag, you have a briefcase. Uplink is where there are 3 points on the map, and you have to go up to them and touch them. This will make them your color. You get points for controlling them. Team king of the hill is where you have a point on the map where there is a big circle. You get points for being in the circle.

WEAPONS: You can use all of the weapons groups, and they are fun, because hey, this is James Bond! But I think that Close Combat,

Exotic, and Gadget war are the dumbest, and Rapid Fire, Covert, and explosive are the coolest. You go ahead and take your pick.

CHALLENGES: Here are some challenges for you. Put it on these settings.

Health: 10
Radar: Off
Level: Random
Auto aim: Off
Al Bots: 3

Scenario: Capture the flag/Briefcase

Teams: You against Al Bots Weapon Mode: Close Combat

Give That a Try!! HA!

6. Tips and Tricks

This is sorted out by mission. If you want tips and tricks for the night watch, go to the thing that says night watch, etc.

Courier: Use your laser on the alarm to disable it.

You can beat it in 10 or 15 seconds. See above for the details.

Once you start off with your Wolfram, wait for the guy to stand up, and you can get his ammo.

King's Ransom: On the stairs, use your stunner on the guys that rappel from the ceiling. Then you won't have to waste any ammo.

Thames Chase: As soon as you start out, go to the right wall, and duck down. The guys in the boat can't shoot you. Then jump on top of your boat, and shoot the first guy in the head. Once you use your watch grapple, hop across the boxes to the other side and there is body armor.

Underground Uprising: Once you start, go down and peek around the corner. Once the civilians are clear, shoot to the right of the right window, and this will blow up the computer, killing both guys. At the first hostage point, throw a stun grenade, and don't let them see you do it. Then go and shoot them.

Cold Reception: Stay to the left, and tap c-up the whole time.

Night Watch: Use your X-Rays to find out if Gabor is looking or not. Punch the guys to kill them.

Midnight Departure: After the bridge, if the alarm isn't going off, there will be a truck. Kill the guys around it, and hop in the back of the truck. It will take you all the way to the airport, unharmed. Once you tell the controller to land the plane, hop up on his controls and fall out the window. FALL out the window. If you jump, it won't work. Once you are half way down, press c-up. You will survive.

Masquerade: Once Renard starts talking about them being even, start running towards the sliding thing. This saves you from dying. There is body armor by the place where if you go to the left instead of the right.

City Of Walkways 1: There is some hidden body armor under the walkway by where the guy has the RL-22.

City of Walkways 2: To destroy the attack helicopter, go down the ramp and get out the sentinel gun on auto. Go by the bridge, and put your back to it. Look up. This way, it will only shoot guns, not missiles.

Turncoat: Once you get the Mustang MAR, change it to impact, then auto, then when you go back to impact, you will have 2 grenades. Repeat until ammo full. And at the start, there is a hidden Wolfram P2K. Go up the ladder and follow the boardwalk until you get to the end. There is a gun here.

Fallen Angel: In the gas room, shoot the cameras before they see you. Then you can just go up the stairs. Snipe Bullion from above instead of going face to face.

A Sinking Feeling: When you start, jump in the water and swim to the tail. Then you can climb up the ladder and board the sub, saving time and health.

Meltdown: Instead of trying to remember exactly where to go, just follow the green lights.

Multiplayer: In the frostbite level, there is a sniping spot that you can get to by following the black tunnel. When you shoot boxes, they explode. With the black London cop, you can hide in walls and the only way people can kill you is with explosives. If you come to an AL BOT, go up to it and go around in circles. Then they won't kill you.

Tips: When you are reloading, hide behind something. Then the guards won't kill you as much.

7. Mission Failure Guide

Here is where the fun starts...

Briefing: 007, failing is an art, and it can only be done a certain way. NOT! Have fun with this section, and fail your mission. This section contains all of the ways to fail your missions! So pull out your favorite gun, and kill the hostages, or shoot the bomb! Who cares!

Courier:

A. Collect Equipment from safety deposit box

Cannot be failed

B. Avoid Civilian Casualties

Kill a civilian or a cop

C. Collect Money from Vault

Cannot be failed

D. Crack safe, get security swipe card

Cannot be failed

E. Escape bank with money

Cannot be failed

F. Destroy videotape backup

Cannot be failed

King's Ransom:

A. Protect all Primary MI-6 personnel

Kill MI-6 Personnel (M, Robinson, Sir Robert King, etc.)

B. Avoid civilian and security guard casualties

Kill a civilian or a security guard

C. Find Sir Robert King

Cannot be failed

D. Activate top floor lockdown panel

Cannot be failed

E. Activate sprinklers

Cannot be failed

F. Activate ground floor lockdown panel

Cannot be failed

G. Escort Doctor Warmflesh

Kill the doctor, let the guards kill her

Thames Chase:

A. Pursue but do not eliminate the female assassin

Kill her at the beginning, Wait at the end and let her escape

B. Rescue the hostages

Kill the hostages, let the guard kill them

Underground Uprising:

A. Rescue the hostages

Kill the hostages, let the guards kill the hostages

B. Defuse the terrorist bomb

Shoot the bomb, Wait until time runs out, Defuse it to fast and let it blow up

C. Pursue but do not eliminate female assassin

Kill her, let her get away at the end

D. Avoid civilian casualties

Shoot a civilian

Cold Reception:

A. Draw terrorists away from Electra

Cannot Be Failed

B. Destroy fuel dump at tower 1

Don't Shoot it when you go past it

C. Destroy fuel dump at tower 2

Don't shoot it when you go past it

D. Get to the bottom of the peak

Cannot be failed

Night Watch:

A. Avoid alerting Gabor

Let him see you, shoot him

B. Avoid alerting Davidov

Wait outside at the end, let a camera see you

C. Find telephone and plant wiretaps

Cannot be failed

D. Photograph documents showing Davidov's a traitor

Cannot be failed

E. Avoid all casualties

Shoot a guard

Midnight Departure:

A. Eliminate Davidov

Run past him and beat him to the airport, let him board the plane

B. Pick up Davidov's phone

Don't pick it up C. Get Arkov's ID Badge Cannot be failed D. Find Item to bribe pilot Cannot be failed

E. Get controller to land plane

Kill controller

F. Board the plane

Cannot be failed

G. Avoid civilian casualties

Fail objective E

Masquerade:

A. Infiltrate facility, do not arouse suspicion

Pull your gun, stun or laser someone

B. Christmas must survive

Kill her

C. Avoid innocent casualties

Kill a soldier in green

D. Escape the blast pit

Cannot be failed

E. Retrieve locator card

Don't get it

City of Walkways 1:

A. Locate Zucovsky

Cannot be failed

B. Keep Christmas Jones alive

Kill her

C. Do not eliminate your allies

Kill one of Zukovski's body guards

D. Keep Zucovsky alive

Kill him

E. Retrieve computer files

Don't get them

City of Walkways 2:

A. Return to Zucovsky

Cannot be failed

B. Collect equipment from Zucovsky's car

Cannot be failed

C. Do not eliminate your allies

Kill Zukovski's guards

D. Destroy the attack helicopter

Cannot be failed

Turncoat:

A. Pursue Bullion, don't let him get away

Wait a long time, and let him get away

B. Rescue hostages

Kill hostage, let a guard kill a hostage

C. Christmas must survive

Fail Objective A

D. Avoid innocent casualties

Kill a civilian

Fallen Angel

A. Open door with scanned fingerprint of Bullion

Cannot be failed

B. Rescue M at all costs

Kill her, at the end don't shoot the guards and they will kill her C. Stop Electra from warning Renard Don't kill her D. Do not eliminate your allies Kill Zukovski's guard A Sinking Feeling A. Board Submarine Cannot be failed B. Locate and rescue Christmas unharmed Don't get her, kill her, let the guard kill her C. Gain access to control room Cannot be failed D. Avoid submarine crew casualties Kill an innocent E. Escort Christmas to mine room Don't escort her, fail objective B F. Destroy steering controls Cannot be failed Meltdown A. Enter the reactor chamber Die in the water, fail objective B B. Eliminate Renard Don't press the button and let the red bar get full C. Protect Christmas Cannot be failed D. Stop the meltdown Fail objective B 8. Credits *Myself- for writing this walkthrough *You- for reading it *Ian Fleming- for inventing James Bond *Devon Krieger- helping complete the game *Nintendo, EA, and Eurocom- for making such a great game *EdTheMoogle, Split Infinity, and Kodos86- I got the idea for the mission failure guide from their guides similar to it. Thank You! 9. Copyright Info After I completed this document, it was AUTOMATICALLY copyright to me. I do not expect ANYONE to try to take it in any way shape or form. It is mine, and I did type it up, and it did take a lot of time. So please don't steal it. I will allow you to print it for PRIVATE use only. You cannot make a profit off of it. Copyright (c) 2001 Conor Foster