

# The World Is Not Enough Mission Failure FAQ

by Kodos86

Updated to v1.3 on Feb 19, 2002

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.

World Is Not Enough: Mission Failure Guide  
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1. Introduction  
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You may be wondering why I wrote a guide on how to fail all the objectives. Actually, I saw a similar guide on this both Goldeneye, and Perfect Dark. It seemed to me to be an interesting version of the in-depth guides, and you could use it to now how to avoid failing the missions. Anyway, I 致 listed the possible ways to fail each objective. I haven 稚 included getting yourself killed, or not doing that objective, as that should already be obvious. Basically, it 痴 anything that will make the game tell you 致 failed that objective during the gameplay. This guide has been done for 00 Agent mode. It will still apply to agent and secret agent; some of the objectives just won 稚 be there. This is, by the way, for the N64 version.

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2. Mission 1: Courier (00 Agent)  
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A- Collect equipment from safety deposit box.

Cannot be failed.

B- Avoid civilian casualties.

-Kill a civilian or security guard

C- Collect money from safe

Cannot be failed.

D- Crack safe.

Cannot be failed.

E- Destroy Video Backup.

Cannot be failed

F- Escape from bank.

Cannot be failed

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3. Mission 2: King痴 Ransom (00 Agent)  
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A- Protect primary MI6 personnel.

- Shoot M, Robinson, Money Penny, Dr. Warmflash, etc.

B- Avoid guard/civilian casualties.

- Kill a guard or civilian.

C- Find Sir Robert

Cannot be failed

D- Activate third Floor lock-down.

Cannot be failed

E- Rescue M from terrorists.

- Kill M

F- Escort M to security center.

- Kill M

G- Activate first floor lock-down.

Cannot be failed

H- Activate Sprinkler system.

Cannot be failed

I- Escort Dr. Warmflash to injury victims

- Kill Dr. Warmflash

- Let one of the guards kill her.

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4. Mission 3: Thames Chase (00 Agent)  
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A- Pursue, but don't 稚 eliminate female assassin.

- Kill Cigar Girl at the beginning of the stage.

- Waste too much time at the end and let her escape.

B- Rescue hostages

- Kill a hostage.

- Allow a guard to kill a hostage.

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5. Mission 4: Underground Uprising (00 Agent)  
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A- Rescue hostages.

- Kill a hostage.

- Let a guard kill a hostage.

B- Defuse bomb.

- Allow the time limit to run out.

- Shoot the bomb.

- Try to defuse the bomb too fast, and trip the anti-tamper device.

C- Pursue female assassin

- Allow her balloon to get away at the end of the stage.

- Shoot her.
- D- Avoid civilian casualties
  - Shoot a civilian.

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#### 6. Mission 5: Cold Reception (00 Agent)

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- A- Draw terrorists away from Electra.
  - Cannot be failed.
- B- Destroy fuel dump at tower # 1.
  - Don't blow it up as you go past.
- C- Destroy fuel dump at tower # 2.
  - Don't blow it up as you go past.
- D- Get to bottom of peak.
  - Cannot be failed.

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#### 7. Mission 6: Night Watch (00 Agent)

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- A- Avoid alerting Gabor
  - Let Gabor see you.
  - Kill Gabor
- B- Avoid alerting Davidov
  - Let Davidov see you.
  - Kill Davidov.
  - Let a security camera see you.
- C- Avoid any casualties
  - Kill a guard.
- D- Plant phone-taps.
  - Cannot be failed
- E- Photograph documents showing Davidov is a traitor.
  - Cannot be failed
- F- Escape in Davidov's car
  - Cannot be failed

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#### 8. Mission 7: Midnight Departure (00 Agent)

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- A- Eliminate Davidov.
  - Cannot be failed
- B- Pick up Davidov's phone.
  - Cannot be failed.
- C- Get controller to land plane.
  - Kill controller.
- D- Find Dr. Arkov's ID badge.
  - Cannot be failed
- E- Find an item to bribe the guard with.
  - Cannot be failed
- F- Board Plane
  - Fail objective C.
- G- Avoid Civilian Casualties.
  - Kill a civilian.

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#### 9. Mission 8: Masquerade (00 Agent)

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- A- Infiltrate facility
  - Pull out a gun before meeting Renard.
  - Kill anyone before meeting Renard.
- B- Christmas must survive.

- Make sure she doesn't survive.
- C- Avoid Innocent Casualties
  - Cause some innocent casualties (kill a soldier or IDA guy).
- D- Pick up locator card.
  - Cannot be failed.
- E- Escape from blast pit.
  - Cannot be failed.

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#### 10. Mission 9: City of Walkways I (00 Agent)

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- A- Locate Zukovsky
  - Cannot be failed
- B- Keep Christmas alive.
  - Don't keep her alive.
- C- Do not eliminate your allies.
  - Kill one of Zukovsky's guards
- D- Keep Zukovsky alive.
  - Don't keep Zukovsky alive.
- E- Retrieve computer files
  - Cannot be failed

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#### 11. Mission 10: City of Walkways II (00 Agent)

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- A- Return to Zukovsky
  - Cannot be failed
- B- Collect equipment from Zukovsky's car.
  - Cannot be failed
- C- Do not eliminate your allies.
  - Eliminate your allies.
- D- Destroy helicopter.
  - Cannot be failed

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#### 12. Mission 11: Turncoat (00 Agent)

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- A- Pursue Bullion
  - Waste time, and allow Bullion to escape.
- B- Rescue hostages.
  - Kill a hostage.
  - Allow a guard to kill a hostage.
- C- Christmas must survive.
  - Kill her.
- D- Avoid innocent casualties
  - Kill a civilian.

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#### 13. Mission 12: Fallen Angel (00 Agent)

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- A- Open security door with scanned fingerprint
    - Cannot be failed
  - B- Rescue M at all costs.
    - Kill M
  - C- Stop Electra from warning Renard.
    - Allow Electra to warn Renard, by not killing her.
  - D- Do not eliminate your allies.
    - Kill Zukovsky or one of his guards.
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#### 14. Mission 13: A Sinking Feeling (00 Agent)

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A- Board submarine.

Allow one of the guards to raise the alarm before getting aboard.

B- Locate and rescue Christmas.

- Allow alarm to be raised before getting aboard.

- Kill Christmas.

- Allow one of the guards to kill her.

C- Gain access to control room

Cannot be failed

D- Avoid submarine crew casualties.

- Kill one of the crew members.

E- Escort Dr. Jones to mine room.

- Kill Dr. Jones.

F- Destroy guidance controls.

Cannot be failed

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#### 15. Mission 14: Meltdown

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A- Enter reactor chamber.

Cannot be failed

B- Eliminate Renard.

- Waste a lot of time, and allow the reactor to meltdown.

C- Protect Christmas

Kill Christmas at the very end of the stage.

D- Stop the meltdown

- Allow the reactor to meltdown by wasting a lot of time.

E- Escape the flooding sub.

Cannot be failed

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#### 16. Updates

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Version 1.3: Updated my e-mail address.

Version 1.2: Added how to fail Objective C in the Meltdown stage.

Updated legal and contact information.

Version 1.0: initial update

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#### 17. Credits

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Nintendo, EA, and Eurocom: They made the game, so I have to give them some credit.

Evan Reiter: I used his 00 Agent guide to check some of the objectives in 00 Agent.

EdTheMoogles and Split Infinity: I got the idea for this guide from their mission failure guides for Goldeneye and Perfect Dark.

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#### 18. Legal Info/Contacting Me

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Questions: I will try to answer questions you send me to the best of my ability. Please remember that I am not affiliated with Nintendo or any other video game company. Before asking me something, READ THROUGH THE GUIDE to see if your question is already answered. If your question is already answered in the guide, I will ignore it.

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