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Wednesday, February 16th, 2000 (Version 2.2):  
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I fixed the RC-P90 mistake for Caverns (for some reason the auto-correct automatically changed it to RCP-90...but I told it that RC-P90 is acceptable now) :p

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Tuesday, February 15th, 2000 (Version 2.0):  
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I changed just about every section (including the cheat table, it looks much better now). So go and browse around if you want...ESPECIALLY check out the Chemical Facility; I entirely re-wrote that thing, and even included ways to get a world-record-like time of 1:10.

I also added a new section, titled "GoldenEye FUN." I suggest checking it out...

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Friday, April 2nd, 1999 (Version 1.0):  
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Everything is new! I probably won't come back for seconds when it comes to updates.

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2. W A R N I N G  
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I will not present an actual walkthrough for any of the level cheats UNLESS they are incredibly difficult to get or require many different strategies. I will only present hints for certain areas or situations which will give you the upper-hand. If you do not know how to beat the level, I STRONGLY suggest that you do NOT try to get any cheats, because you will need to know the level by heart to get any cheats at all. For information on beating the levels, see my GoldenEye 007 Walkthrough.

Now, with that out of the way, let us proceed...

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3. C H E A T T A B L E  
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For a quick reference...

Stage	Cheat Name	Difficulty	Required Time
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1. Dam	Paintball	Secret Agent	2:40
2. Facility	Invincibility	00 Agent	2:05
3. Runway	DK Mode	Agent	5:00
4. Surface	2x G. Launcher	Secret Agent	3:30
5. Bunker	2x R. Launcher	00 Agent	4:00
6. Silo	Turbo Mode	Agent	3:00
7. Frigate	No Radar (Multi)	Secret Agent	4:30
8. Surface 2	Tiny Bond	00 Agent	4:15
9. Bunker 2	2x T. Knives	Agent	1:30
10. Statue	Fast Animation	Secret Agent	1:15
11. Archive	Invisibility	00 Agent	1:20
12. Street	Enemy Rockets	Agent	1:45
13. Depot	Slow Animation	Secret Agent	1:30
14. Train	Silver PP7	00 Agent	5:25
15. Jungle	2x Hunting K.	Agent	3:45
16. Control	Infinite Ammo	Secret Agent	10:00
17. Caverns	2x RPC-90	00 Agent	9:30
18. Cradle	Golden PP7	Agent	2:15
19. Aztec	2x Moonraker	Secret Agent	9:30
20. Egypt	All Guns	00 Agent	6:00
21. ----	Cougar Magnum	All Levels Agent	----
22. ----	Moonraker Gun	All Levels Secret Agent	----
23. ----	Golden Gun	All Levels 00 Agent	----
24. ----	007 Mode*	All Levels 00 Agent	----

\* Although this is not the true 24th cheat (see section 6 for more information), I put 007 Mode here because it is an earned reward.

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4. L E V E L C H E A T W A L K T H R O U G H S

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So, you want to actually GET the cheats, eh? Well, you've come to the right place! Only read on if you know how to beat the respective level.

The difficulty level is pretty self-explanatory. One star is really simple while five is nearly impossible. The coolness scale is just how cool it is, or if it's fun, on being stupid and five being amazing. The "What you just got" section explains what the cheat you just got does, or allows you to do. I have also included my times along with each stage...just for fun, I suppose.

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## T H E   A R T   O F   S T R A F I N G

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Before staring off, you absolutely, positively HAVE to know how to strafe, and strafe good. Without strafing, getting most of these cheats (Ahem, Invisibility and Invincibility) will be forever impossible.

Strafing is, of course, pressing the C-buttons in such a way that you go either left or right to dodge enemy gun-fire. But, if you press C UP and C RIGHT, you will go diagonally in those directions (north-west on your screen). When going diagonally, you go much faster than if you to just hold a single button to go in that direction. But there's more...by using the analog stick to look at the ground, and pull it slowly in the direction that you are moving, you can go even faster. Strafing in this way is only recommended in open spaces, because you need some room to pull it off.

Practice makes perfect, and the art of strafing is no different!

Final Note:

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I heavily suggest using the control method "1.2 solitaire", also called "Turok" style. It is the best control method there is! <-- This is not an opinion, but an observable fact.

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## D A M

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Cheat:	Paintball
Setting:	Secret Agent
Time:	2:40
Difficulty:	1 star
Coolness:	3 stars

Okay, this isn't very difficult. Don't bother to stop and kill anyone, it just wastes time, just strafe through the entire level, with your

face towards the ground. You will get hit, but not enough to really bother you much. The truck should be a way behind you when you exit the tunnel, so when you get to the security doors, run inside and shut them. Hurry! The guards can open it back up. In the next area, shoot the maniac who is running away, if you don't, he'll trigger the alarm. Speaking of which, blow the alarm up, it's part of your mission objectives. Open the gates and get on the dam itself. Don't bother the guys on top of the towers, they won't mind it when you open the door and destroy the alarm with a few placed PP7 shots (anything else will alert them). Do this to all three towers, then bungee jump off as fast as you can. Strafing is crucial to pinning a record-smashing time (though it's not if you just want the cheat itself).

What is "Paintball"?:

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When you shoot something, instead of a bullet hole, it leaves a splash of rainbow colors. It's pretty cool just to shoot everything with color, especially if you have a fast-firing weapon like an RC-P90 or ZMG!

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C H E M I C A L   F A C I L I T Y

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Cheat:	Invincibility
Setting:	00 Agent
Time:	2:05
Difficulty:	five stars
Coolness:	five stars

Ah, yes, the infamous invulnerability cheat! This is the most difficult cheat to acquire in the eyes of countless gamers, but it's rather easy ("rather") if you ask me. I have seen the many strategies, far and wide, and none of them are any good. However, I have created my own formula, and if you do it correctly, it will lead you to the golden paradise! :)

Strafe through the vent, ignore the head you can see so plainly, and fall into the bathroom. Kill everyone in the bathroom using your PP7 except for the head you could see before dropping out. A single shot to the head is recommended, but several shots to the chest will cause the others to come out which will save some time. Grab at least one KF7 Soviet (three is recommended), then head out of the restroom. Before going down the stairs, stay in the doorframe (but shut the door so the remaining man in the bathroom can't get out). Look down, under the stairs. You can see the corner of a box sticking out...plug FOUR bullets into it. Now, take out your KF7 Soviet and RIP LOOSE! THE MORE BULLETS THE BETTER! Hold down the trigger button and dozens upon dozens of guards will flood into the narrow hallway, battling to get up the stairs. When one of them is about to shoot at you, put one more bullet into the box.



\* \* \*

Inside the lab area, Dr. Doak can be found in one of three places: (1) Inside the laboratory with the four other scientists (2) In the smaller laboratory with only two scientists (3) Out in the open, next to the pillar. However, it is all random, and sometimes he might not even be here at all (in which case you must start over).

If he is there, walk up to him, then run away. Don't stick around! Handfuls of guards will block your passage, and using a mine would kill all of the scientists. Run to the door where you require his gizmo...

\* \* \*

A. Since there are only a few guys left (because you used the mine near the stairway), shoot the two guys at the end, use his de-coder on the door. While waiting, one or two guards will come from behind (if anymore comes, you messed something up), so shoot them. Go inside the bottling room...

B. Throw a mine at the last curve before the electronically-sealed door, wait a few seconds, and...DETONATION TIME BABY! All the threats behind you shall have been extinguished, and hopefully Dr. Doak is still talking. By now he will have handed over the Door De-coder (even if a good 20 feet separate you two). Open the door with it and you are now in the bottling room.

\* \* \*

Quickly find Alec and lead him away from the tanks. Throw a mine between the sets of two bottles and set it off in mid-air (Press A and B buttons at the same time). Even with three mines, you should be able to blow them all up. By the time you're done, your objective involving Alec will be done, so rush to the exit.

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QUESTION: How the heck did you get a time of 1:10? I tried all of your methods, but I only get around 1:35-1:40.

ANSWER: When I said all the other strategies were worthless, I was fibbing a bit. In reality, it is impossible to get a time of 1:10 using the above methods -- but it will certainly help anyone who can't get the cheat actually acquire it. But for those of you who can get the cheat with ease, read on...

First, go to: [http://www.nintendo.com/goldeneye007/facility\\_cheat.html](http://www.nintendo.com/goldeneye007/facility_cheat.html)

Download one of the two movies (they're both the same), and it will show you relatively what to do in order to get a time less than 1:30.

Second go to: <http://goldeneye.ga64.com/records/>

Download the video under the link titled "Video - 1:04SN".

I've combined both videos and came up with the following strategy:

1. Use the mine on the crate as NOA's tester did. strategy of shooting the PP7 is simply too random to rely upon, and wastes too much energy.

The mine on crate trick is much more reliable.

2. In the long corridor with three guards, instead of hiding next to the pillars, simply strafe down as did. Diagonal strafing can cause you to go down this tunnel extremely fast.
3. In the methods I listed higher above, I told you to plant a mine near the top of the staircase, right before the labs (see ASCII map). Do not do this, it wastes time.
4. In all honesty, Dr. Doak MUST be outside of a lab, near the pillar in order to get a time of this caliber. If he's inside a lab, you will take more damage and waste even more time. The chances of Dr. Doak appearing outside a lab are 1/6...clearly not in your favor.
5. If Alec is inside the gas tank area, then you'll need to waste 5-6 seconds to lure him out, and there will be guards behind you. If he is outside, he will already be far away enough, so just throw your mines in and watch the fireworks. If you followed the rest of the walkthrough correctly, Alec will always be far away from the bottles (assuming Dr. Doak was kind enough to appear near the pillar...).

Just remember, getting a time of 1:10 is VERY difficult, and it takes a lot of skill to do it -- <gloating> it is, afterall, ranked as one of the best times in the world.</gloating> :)

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What is "Invincibility"?:

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Invincibility, duh! You can't be harmed or killed in any way, explosion or bullet. Kinda feels cool to walk up to someone who is firing a US AR33 Assault Rifle in your face and say "Muhahah!!"

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R U N W A Y

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Cheat:	DK Mode
Setting:	Agent
Time:	5:00
Difficulty:	no stars
Coolness:	three stars

What, you need help on this level? Just stop now, it will save you a lot of suffering in the end. Just grab the key and run to the plane...

What is "DK mode"?:

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DK = Donkey Kong. Everyone's (including your) head is really big, their bodies are small, and my God, what happened to their arms?! :) Downright hilarious the first time you see them!

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S U R F A C E ( 1 )

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Cheat:	2x G. Launcher
Setting:	Secret Agent
Time:	3:30
Difficulty:	one star
Coolness:	four stars

As long as you know what cabins have what keys, then you should be able to get this cheat on your first try. Don't bother going out of your way to kill people, or to get the Grenade Launcher and its ammo. Just get the two keys, the plans, turn off the dish, and open up the tower, then hop inside! Opening the tower itself is the only thing that really limits your ability to get a really good time, but if you do pick up the grenade launcher, then maybe you could get in a lot faster than usual (by shooting the tower from roughly 10-15 feet away).

What is "2x Grenade Launchers"?:

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You can hold a grenade launcher in each hand. Talk about some explosive mayhem! This is one dangerous toy, yet can lead to hours of fun...

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B U N K E R ( 1 )

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Cheat:	2x R. Launcher
Setting:	00 Agent
Time:	4:00
Difficulty:	two stars
Coolness:	four stars

Go forward and kill the two men, then grab their guns and the box of ammo on the side. Now you should have 30 rounds in your KF7 Soviet...look out the window and destroy the camera. Kill anyone who dares come your way and be sure to grab their weapons, along with any

key cards they may drop. Quickly take out all the cameras before the main computer room, as well as the people. In the main computer room, kill EVERYONE! Well, except Boris. Also destroy the camera across the room. Take a photo of the main screen, then copy the GoldenEye firing key and leave the original behind. Then, get Boris to go to the mainframe room. Once he starts typing in the password (It will look like this: K N O C K E R S <return>), open the two doors to the room so you won't have to open them later, then steal the data in the computer. With your KF7 Soviet in hand, rush towards the exit. If you're lucky, you should be able to kill some of the men in black before they open the glass doors. Out the of the level we go...

The only problems you may face in this level is running out of health, and the fact that Boris is one slow walker...the location you hold him hostage in can greatly affect your time. Isn't he annoying?! :p Just remember: If you want a time of below 2:10, you'll need to create as little as disturbance as possible. To do this, use your PP7 to clear out the computer room (it has the big screen; and let's not forget Boris). This way, you won't attract the four-five guards on the platform, the one with the general. Flash a picture of the screen as Boris is walking to the mainframe room, and copy the key while he is inside the mainframe room. The rest is up to your skill...

What is "2x Rocket Launchers"?:

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Now you can have a rocket launcher in each hand! Naturally, this is physically impossible because your arms would be taken off when you shoot them, but this is a video-game, so it doesn't count :) Now you can go around and make some SERIOUS explosions...talk about mayhem.

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M I S S I L E   S I L O

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Cheat:	Turbo Mode
Setting:	Agent
Time:	3:00
Difficulty:	one star
Coolness:	three stars

Once you get the KF7 Soviet (which should take very little time), simply run down the halls and hold the trigger. Since this is Agent Mode, the auto-aim function will make your gun face the nearest soldier, and it only takes about two bullets to kill one, so you can easily clear out ten or twelve guards within SECONDS! In the fuel rooms, you'll need to find the key card from a scientist to escape. However, more than often, the exit will open because the guards in the next section have heard you, so you can just run right through without collecting anything. In the last Fuel Room, take a picture of the satellite, then book for the exit. Getting this cheat is pretty fun! I just did it, and the total body count is 41...

Now, if you want to get a time of 1:40 or so, you'll need to strafe diagonally CONSTANTLY. You should ignore the majority of guards unless they block your path (and you should be ready for them). Slide around them in the larger halls, and the hail of bullets from behind will "push" you forward, causing you to go faster. In the fuel room with the large rocket in the middle, you will need to get the keycard because the door to the last fuel room (the one with the satellite) won't open for awhile if you don't. Chase after Ouromov, turn right at the intersection, and exit via the elevator!

What is "Turbo Mode"?:

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Now you can run INCREDIBLY fast, almost too fast. If you're in an open space, don't expect to get hit by any guards...kinda makes you want to hurl...

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F R I G A T E

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Cheat:	No Rader (Multi)
Setting:	Secret Agent
Time:	4:30
Difficulty:	two stars
Coolness:	four stars

How do you get a time of 1:50 or below (as shown above, I got a 1:47)? Well, just follow this walkthrough...

You may be tempted to break out the Phantoms and start spewing bullets everywhere, but DO NOT do this...it will only attract more guards, and block your path even more due to its loudness. Instead, use the silenced D5K you start out with. It has the same firing rate, and it IS silenced, afterall...

Run up the ramp so you can get on the ship itself, turn left, and run up the closest metal staircase, and open the door. Rush forward to the hostage-taker and shoot him in the head point-blank. Move away from the hostage to divert gunfire from the other two men, and kill them both. Quickly go to the bomb and defuse it using the bomb defuser (no, really?). As the hostage opens the door to escape, a few guards (including the one with DOUBLE PHANTOMS!) will flood the room. If you just want the cheat, kill them all and take the body armor. If you're going for record-breaking time and already have the cheat, however, you'll want to ignore the body armor (a risky move to be sure, and bumps up the difficulty of the level to three stars at least) and take the door to the left of the body armor room. Shoot the guys in the back so when you move past they won't shoot you. You'll need to go fast now, because the guy with two phantoms is hot on your trail. Bust into the second hostage room and shoot the hostage-taker in the head with a

single shot, then do a 90 degree turn and blast the second hostage-taker to hell. The neat thing is, that the only person who can kill a hostage (besides you, of course) is the hostage-taker -- so you can IGNORE everyone else if you want to, only shooting the ones that block your path.

As you enter the corridor, dash down the stairs with your gun 'a' blazing. Ignore the dozens of guards and go down the second set of stairs, do a 180, ignore the engine room, and into the consecutive rooms that have hostages (you will want to kill the second guy in the first room, however, because he will follow you). You then reach the other side of the engine room and a third set of stairs; ignore the stairs and go through the door (shooting the people blocking it first). Go to the engine room bomb and de-fuse it, then duck down and you can see the last hostage-taker: funny thing is, he can't see you! A piece of lead to the skull should fix him up just fine. Go to the stairs I told you to ignore and quickly run up, as soldiers are literally flooding into the engine room by now.

As you go up the stairs, kill the guard blocking the door, and quickly strafe down the empty hall. Open the garage-door and then toss the tracker-bug on the stolen helicopter. Turn left and fall off the grating, and strafe all the way to the exit (which is the same motor-boat as you started out from). Good luck getting a time of 1:50 or below!

What is "No Radar (Multi)"?:

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This cheat will eliminate the radar in the multiplayer deathmatches. This is great if you have a lot of friends that are really good. Otherwise it's almost useless.

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S U R F A C E ( 2 )  
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Cheat:	Tiny Bond
Setting:	00 Agent
Time:	4:15
Difficulty:	one star
Coolness:	five stars

This is one of those rare situations in which you can just play it like you usually would, except quick. Remember to strafe constantly, and well, that's just about it, actually. See my GoldenEye 007 Walkthrough for information on cameras and junk like that...

What is "Tiny Bond?":

With this, your normal height is that of what you would be ducking. If you duck while in Tiny Bond mode, you become ridiculously short. I gave this a five star rating because of the plethora of glitches and weird things you can do with it (see [www.n64cc.com](http://www.n64cc.com)'s GoldenEye section for more information on that).

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B U N K E R ( 2 )

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Cheat:	2x Throwing Knives
Setting:	Agent
Time:	1:30
Difficulty:	one star
Coolness:	zero stars

Again, it looks easy because it says "Agent", but the time they are asking for is insane! Get out of your cell, slap the guard silly, grab his KF7 Soviet, open Natalya's cell, and exit the prison. Turn left and go down the hall, up the stairs, and to the right. A guy is standing in front of an open door; QUICK! Go past him and through the door, as it will shut within moments, and if it does that you are screwed because you will have to take a much longer detour. Turn left to find a soldier with double Klobbs -- shoot him and collect the keycard he drops (without this, you can't open the exit door). Turn right and go through the double-doors, then grab the tape and head into the main computer room. Just run through the exit now!

What is "2x Throwing Knives?":

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Now you can hold a Throwing Knife in each hand...\*YAWN\* Some people like the knife, others don't. Between you and me, I think it's a waste of graphics. ;)

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S T A T U E P A R K

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Cheat:	Fast Animation
Setting:	Secret Agent
Time:	3:15
Difficulty:	one star
Coolness:	three stars

C'mon everybody, say it with me now: "Strafe!" That's the key to getting through this level quickly. Also, if Janus does not appear when you get near the statue, shoot it. I'm serious! Shoot it, then put your weapons away, and they will come. Also, get close to Alec (Oh no! I just ruined the entire plot! LOL) so when you start running you won't have to run as far. Note that you don't have to sit through Alec's entire speech. The second it says "Mission B: complete" at the bottom of the screen you can start running back to the start of the level. If you find the Flight Recorded quickly then this level is pretty easy. Another note...when you get caught by Mishkin and his goons, don't wait for him to talk, just open the gate and leave.

What is "Fast Animation"?:

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Fast animation is exactly like what it sounds like...all the people go REALLY fast. The first time I shot someone with this, I was rolling around on the floor laughing, with drool and snot coming out of every orifice of my body. This also works for the cinemas and things like that. Try beating the depot with this, but without killing the guards at the end. Neat-o!

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M I L I T A R Y   A R C H I V E S  
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Cheat:	Invisibility
Setting:	00 Agent
Time:	1:20
Difficulty:	four stars
Coolness:	five stars

I believe the general consensus is that, after the invincibility cheat, the invisibility cheat is the hardest to get. Personally, I think this deserves only two stars, but since everyone \*else\* thinks it's so hard, I had to bump it up to four. Then again, getting a time of less than 1:10 IS pretty challenging...

Run around the table and smack the guard on the right. Strangely enough, they won't do anything until you slap them. A single slap will put him down and earn you the key. Exit out the door. Go right, slide in and out of the boxes, and strafe up the stairs. Ignore ALL THE GUARDS YOU SEE! No matter how tempting it may be to bust a few caps into someone's groin, do not fire ONE SINGLE SHOT. After climbing the stairs, strafe across the long corridor, past the guy with Klobbs. Inside the darker "attic" like area, strafe across the floor to the double-doors. It seems like a long trip, but people will shoot you in the back, and when you get hit you will suddenly "spring" forward, so this is faster. In the next room, go to where Natalya is and open the door. Don't go inside!

Just open the door and let her see you, then vault away to avoid the gunfire. Don't worry about her now, she'll be right behind you...sorta.

In front of this door is a set of double-doors with a guard in front. Go around the bookcase to avoid him, then open the doors (Memorize what direction the doors open so you won't waste time getting yourself "unstuck"), run down the stairs, open the nearest door, and open the set of doors across the wall, and into Mishkin's domain. If you were fast enough there will be a guard inside this room, and it also means your chances of attaining the cheat now are very good. DO NOT SHOOT HIM! Like I said before, do not waste any bullets. Besides attracting guards, Mishkin will shoot you. So just slap him silly. Also, if you have fired any bullets before this room, I mean even a single shot, this room will be overflowing with guards and you will not get the cheat, I promise you. If you haven't, though, then it will be very quiet. Anyways, after Mishkin is done talking, quickly open the safe and get the recorder. Bolt out the door you DIDN'T come in, turn left, strafe down the hall, open the door...in this room are several glass windows...break them with some lead and exit the level (this is much faster than running to the library to exit).

As for getting a heated-time of 1:06 (I believe it is physically impossible to get anything less than that no matter how good you are; Hell, getting 1:10 is hard enough!!) you'll need to strafe constantly and make NO mistakes whatsoever, like getting caught by a door or hitting a box when you exit the interrogation room.

What is "Invisibility?":

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Invisibility...that means you can not be seen. Who didn't already know this? The funny thing about this cheat is that you CAN be heard. So, you can bust a cap in someone's butt (Don't you like how they hop a foot off the ground and start to hold it?) the other guards will run about wildly, wondering what the heck is happening. Hilarious! That, or I am amused easily. Or both.

The only thing is, though, that sometimes the guards will still point their guns at you, even if they're not supposed to be able to see you. One time in Aztec, I even had them fire on me!

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S T R E E T S

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Cheat:	Enemy Rockets
Setting:	Agent
Time:	1:45
Difficulty:	no stars
Coolness:	five stars

Hop in Mr. Tank and go blow crap up. Yeah, that pretty much explains the entire level. If you can't get this cheat you must seek medical help immediately! Just keep in mind my pathetic time of 1:32 is probably due to the fact I don't know which path is the fastest; and quite frankly, I don't care. It's not like this level is insanely challenging anyways (though barely evading rockets in 00 Agent in the sloth-like tank can make for lots 'o fun).

What is "Enemy Rockets"?:

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BRING IT ON BABY!!! Every enemy in the entire game now wields a devastating rocket launcher; and they ain't afraid to use it. If the soldier would normally carry, say, double Klobbs or some other weapon, they will now have DOUBLE ROCKETS! With this code on, the game becomes a frantic dash for your life as explosions pop up everywhere, the "screech" sound being blurted out constantly...Ahhh, the genius of Rare never ceases to amaze me. Playing through the entire game with this cheat on will yield plenty of laughs, I'm sure, when guards "accidentally" kill each other, or when one shoots you in the head point-blank, killing him as well (they don't seem to realize each explosion is like 10 feet across, hahahaha!). Of course, you'll only want to play this in Agent mode, because otherwise you would be slaughtered almost instantly.

Here are some levels I strongly suggest playing with this cheat on:

1. Facility \*
2. Bunker (either 1 or 2) \*
3. Silo \* (lay a plastique at the start)
4. Frigate
5. Archives \*
6. Streets
7. Depot
8. Train \*
9. Caverns
10. Aztec

Ones with a star next to them are my personal favorite. >:)

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D E P O T

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Cheat:	Slow Animation
Setting:	Secret Agent
Time:	1:40
Difficulty:	three stars
Coolness:	four stars

This cheat requires full attention and some swift fingers, not to

mention good aim. Ignore all the guards you see, and just run straight to the computer room. Kill all the people inside, acquiring a D5K in the process. Oh no! You don't have the Rocket Launcher (getting it would waste too much time), so you'll have to shoot down the Gun Drone using your regular old gun. The best way to do this is to get behind the large metal crate, go to the left while ducking, and you will just see a tiny sliver of blue metal -- this is it, so open fire! Get the "Safe Key" on the table, then blow away the two mainframes and the television screen (this should finish the objective). Now open the door and run to the train station. Open the safe for the plans, then vault to the train. You'll need to strafe diagonally constantly in order to get the time I did, and you'll need to be able to shoot the gun drone very quickly.

What is "Slow Animation"?:

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Slow Animation, pretty much says it all right there. Very funny! When the guy falls down you can get a fast gun like the RC-P90 and pump his face with so much lead it turns a beet red...not that I'm sick enough to do that...or anything...

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T R A I N

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Cheat:	Silver PP7
Setting:	00 Agent
Time:	5:25
Difficulty:	four stars
Coolness:	one star

It's not the time that's so unforgiving...it's the fact that living while going quickly is very challenging. Let's not even mention Natalya's rescue...

Ok, then. You have to kill five guards in the first car with crates. Strafe against the right wall and kill the guy you see with your pistol. Then, slide to the left, back up a bit, and plaster the other four or so with your PP7 as well, keeping in mind that it takes two shots to the head (even though it's usually one). Collect the D5K's, shoot the brake, and open the door...

Here you WILL get hurt a bit. Open the doors, fire off a few shots, and strafe left or right to avoid the fire. Keep doing this until everyone is dead (This requires good aim). Go inside, collect the ammo, and get next to the metal box. Blow up the crates near you, if someone else blows them up they will damage you badly (use the watch laser to do this; it's much faster). Again, strafe and fire off your shots, maybe even using the crosshairs every few seconds. When everyone is dead, collect their ammo and blow up the brake. For the rest of the level, you shouldn't get shot very much (if at all).

In this tunnel, just lean out a shoot the people as they come. Pretty simple. Also beware of the soldier in the bathroom at the start, nine out of ten times he won't appear until you're near the end of the car. Blow up the brake and head into the next car.

The brake is right there at the start, so blow it up. Killing these people are a bit more difficult, since soldiers can shoot you from behind. When they are all dead, attempt to open the locked door, then back up. It will open, kill the two men inside. Rush forward and kill the two idiots at the end of the car. In the next area, things start to get a bit more random. Just remember this: The second you get double ZMGs, USE THEM! The guys around here can take several slugs to the face and live, so you'll really need to pump them full of lead. Continue destroying brakes. When you get to the room with blue walls, turn around and be sure to kill the guy following you. Next, destroy the final brake. Two guys with double ZMGs will come, kill them.

Now, here comes the Natalya thing. Equip a single (not double) ZMG and go inside the room. Shoot the General, then quickly lean to the right and shoot Xenia. She will say something to the effect of "Alec, wait, I've been hit!" Not only will this delay the timer, but it will give Natalya a 20 second head-start. In other words, you can have all of the mission objectives (Except escaping wit Natalya) done with about 20 seconds left instead of 4.80 seconds...After the floor panel has been uprooted using your watch laser, and Natalya says "Boris, you're such a slug head!" and "Mission complete" appears at the bottom of the screen, rush out, turn right, and STRAFE all the way to the exit. Although several men with ZMGs will be shooting at you, it won't matter because you'll be so far away. You should exit the stage even before the timer on the train's explosives ends...

What is "Silver PP7"?:

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A Silver PP7...it's shiny. It does a bit more damage than a regular PP7, but there's really not much point of having it. This is pretty disappointing, considering getting it was such a hassle.

-----  
J U N G L E  
-----

Cheat:	2x Hunting Knives
Setting:	Agent
Time:	3:45
Difficulty:	one star
Coolness:	one star *

\* And that's a gift!

-----  
Getting this cheat really isn't that difficult, in fact, it's pretty easy. As long as you know where the soldiers are, the armor, and the drone guns, this cheat will be a breeze. You can also use your Remote Mines to...play around...very useful when Xenia is coming across the bridge. Though, if you want to save the most time, just use your auto-aim to spray automatic fire everywhere, and watch as the people fall. To kill Xenia in about three seconds, get at the end of the bridge, use your scope, and blast her in the head continuously. Grab her RCP-90 and Grenade Launcher, and just eradicate anything that moves.

What is "2x Hunting Knives"?:  
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Now you can have a Hunting Knife in each hand. What's that, you ask? Well, it's like a slapper, except it has a bit more range, it makes a sweet "splitch" sound when you hit someone, and it's nice and shiny.

-----  
C O N T R O L  
-----

Cheat:	Infinite ammo
Setting:	Secret Agent
Time:	10:00
Difficulty:	three stars
Coolness:	one star

Honestly, this is NOT that hard, at least for me. Use the same strategy in my GoldenEye 007 Walkthrough, except faster, and it should be pretty easy.

What is "Infinite Ammunition"?:  
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Infinite ammunition. 'Nuff said :)

-----  
C A V E R N S  
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Cheat:	2x RC-P90
Setting:	00 Agent
Time:	9:30
Difficulty:	four stars

Coolness:	two stars

Hmmm...dare I say...read my GoldenEye 007 Walkthrough? :) There's only one myth that I see sometimes. Some people think that taking the secret passageway from the lower-walkway to the room with a Drone Gun and some computers is a "shortcut." Wrong! You'll waste too much time waiting in the secret tunnel for the people in the next room. And if you don't wait, and go running in, your chances of surviving the rain of bullets is slim, to say the least. So take the main entrance, which is on the upper-walkway. Shoot the nearby crates and computers and almost everyone in there will come for you, which means you can kill them very quickly with your US AR33 Assault Rifle. After which, destroy the Drone Gun, go down and kill the guy and get his card, and proceed with the level as usual. Very frustrating near the end, since it takes so long to get near there.

Extra Tip:

-----

When you get to the area outside the room with the radios, shoot the glass to lure out the man with the RC-P90. This way, clearing out the room with the pump controls can be much easier, and you won't lose so much health.

For an insane trip:

-----

Go to <http://goldeneye.ga64.com/movies.htm> and download the movie at the bottom, under 00 Agent, that shows a guy named Martin making an INSANE time of three minutes and change. It's choppy for some reason, but it's a good watch.

What is "2x RC-P90"?:

-----

Now you can hold an RC-P90 (aka the best gun in the entire damn game; 80 rounds per clip, machine gun, no kickback, insanely powerful) in each hand. i.e. Say "bye bye" to the soldiers.

-----

C R A D L E

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Cheat:	Golden PP7
Setting:	Agent
Time:	2:15
Difficulty:	one star
Coolness:	two stars

Just get the two Armor vests if necessary (One behind the very start, and one in the empty shed). Just do everything very quickly. It is, however, possible to get a time of less than 60 seconds. I saw a clip of this somewhere, where Alex accidentally killed himself when he ran into his own grenade explosion. Hehehe...I guess the designers thought that people would have lost enough years off their life-expectancy just getting past this stage on 00 Agent, that the cheat should be easy. I think I agree with them on that...

What is "Golden PP7"?:

-----  
The Golden PP7 is better than the Golden Gun because it has more rounds per clip. It also, naturally, kills with one shot.

WHAT YOU ALSO GOT:

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By beating this level you also receive the Cougar Magnum cheat. The Magnum may be slow, but it is shiny and very powerful :) Not only that, it's cool to see a guy fly back 10 feet from a single bullet.

-----  
A Z T E C  
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Note:

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This level can not be accessed unless you have beaten all the levels on Secret Agent (minimum requirement).

Cheat:	2x Moonrakers
Setting:	Secret Agent
Time:	9:00
Difficulty:	three stars
Coolness:	one star

I hate to say it, but check out my GoldenEye 007 Walkthrough. Remember the little trick about Jaws: Get in the rectangular stair area where you can circle around - he won't be able to shoot you, but you can shoot HIM! Kinda easy since it's on the Secret Agent difficulty.

And when you finally retrieve the smart card, one of two things will happen: (1) When you go to the glass door, five Moonraker elites will burst into the room from the nearby entrance. Mow them down with your double assault rifles (preferably by hiding next to the wall near the mainframe and waiting for them, this way you'll take little damage). (2) When you return to the shuttle area to insert the DAT into the mainframe, several Moonraker elites will flood the room. Again, use your double rifles. Of course, you'll sustain A LOT of damage if this

happens...

What is "2x Moonrakers"?:

-----

Now you can hold a Moonraker Laser in each hand. \*YAWN\*.

WHAT YOU ALSO GOT:

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Upon beating the level on Secret Agent (or anything above), you automatically get the Moonraker cheat. So, it's exactly like having two Moonrakers...except it's only one. How nice. NOT!

-----

E G Y P T I A N

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Note:

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This level can only be accessed by beating every level before this on 00 Agent.

Cheat:	All Weapons
Setting:	00 Agent
Time:	6:00
Difficulty:	no stars
Coolness:	five stars

This is so pathetically easy...You might even get this cheat the first time you beat the level! The sad thing about this is it's the LAST LEVEL OF THE ENTIRE GAME! What nerve. If you ask me, Rare should have swapped Aztec and Egypt, so Aztec would be the final level...'cos Aztec is so much harder than this piece of trash stage (\*ESPECIALLY\* on 00 Agent).

What is "All Weapons"?:

-----

All weapons, baby! This kinda makes all of the "2x" codes useless because you can have every weapon doubled! Double KF7 Soviets...odd :) Every weapon in the entire game, you can even shoot tank shells from your forehead. Also note, there are new weapons you can only get by getting this code: The stunner, which looks like a Gameboy; and the shotgun, which looks pretty sweet and is VERY loud.

WHAT YOU ALSO GOT:

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Also, upon beating the level, you get the Golden Gun. Which is...not so great.

...ALSO:

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By beating every level on 00 Agent, which is damn friggin' difficult, you can open up "007 Mode." In this mode, you can configure the enemy's health, accuracy, how damaging their bullets are, their reaction-time, etc. It doesn't sound great but believe me, this has tons of possibilities (i.e. put enemy health on 1000% and a guy can take Cougar Magnum shots TO THE FACE!). How far can you go on your favorite levels with enemy accuracy/health-damage way up there? I guess it's up to you to find out.

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5. G O L D E N E Y E F U N !

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0. ROCKET CHEAT

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The Enemy Rocket Cheat (herein referred to simply as "rocket cheat") is quite possibly the best cheat in the entire game -- and it's relatively easy to get! With this activated, all the soldiers in the game will now be armed with a beautiful Rocket Launcher.

Here is a small list of odd things that happen when you turn on the Enemy Rocket Cheat.

1. Enemies that would normally hold two guns will hold two Rocket Launchers now.
2. Some of the enemies with heavy body armor (the ones in black, with purple hats, and sunglasses) sometimes have an ZMG or a KF7 Rifle instead of a Rocket. Others, they will have a Rocket. What decides this seems totally random as far as I can tell.
3. If you accidentally (or in some cases, intentionally) set off an alarm, the men that come flooding into the level will not have Rockets.
4. Enemies that stand behind boxes or metallic crates will shoot you even if you're standing directly in front of their face. The end result is usually them being blown away and you escaping with a huge energy loss. This is almost as funny when they throw a hand grenade at you, only to have it ricochet off a wall, bounce across the floor, and explode at their feet, LOL.
5. Sometimes, the enemy will bend down and do the "shooting motion", but nothing will come out of the rocket. This only seems to happen when you are about three feet or less in front of them.
6. The strangest of all, sometimes an enemy will do the "shooting motion", you will hear the screeching sound, and you see the rocket trail come out of their nozzle -- but the rocket explosion doesn't appear! This usually happens when there are dozens of explosions

happening at once, or when there is too much smoke on screen. The N64 has its limits, you know!

Here are some levels I strongly suggest playing with this cheat on:

- 
1. Facility \*
  2. Bunker (either 1 or 2) \*
  3. Silo \* (lay a plastique at the start!)
  4. Frigate
  5. Archives \*
  6. Streets
  7. Depot
  8. Train \*
  9. Caverns
  10. Aztec

Ones with a star next to them are my personal favorite. >:)

- 
1. DAM
- 

Sliding in the Hole:

Once you have the Cougar Magnum, go to the second area, where there are two soldiers in a concrete bunker. Sneak up behind them, and shoot one in the back. The force of the blast will blow him forward, causing him to slide through the tiny hole! If you do this so they live, they will actually fall back through and start shooting at you.

Rockets in the Ground:

Turn on the Rocket cheat and proceed to the underground tunnels. Ideally, go through the first tower instead of the very last one, this way you will have guards on BOTH sides of you, as opposed to only in front of you. This is pretty cool, but mainly because maneuverability is so limited. You may want to pick up some body armor before coming down here, though...

Variations of the above: Use with turbo mode. Use with fast animation (very interesting with fast animation!)

Challenge:

Agent Mode. Complete the objectives you would normally complete in 00 Agent with the following cheats on: Fast Animation, Rockets. That is all.

It's a MAGIC Lock...:

Use invisibility and 2x Rocket Cheat. Go to the gate with the lock on it, and fire a rock at it. After the smoke clears, open the game and a sprite of a broken lock will be floating in mid-air.

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## 2. FACILITY

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King of the Throne:  
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Turn the Rocket Cheat on, 00 Agent. Use a loud weapon, such as the Cougar Magnum, to attract a lot of guards into the bathroom, and use your PP7 to fend them off. See how long you can guard the bathroom before having to switch to a more powerful weapon in order to survive.

Variation of the above: Completing the level with the Rocket Cheat on, Agent mode preferably (there's armor to be found!). In the area where the path splits to the lab or poisonous gas chambers, try using a KF7...LOTS of guards will come. Frantic fun at its BEST!

I Knew This Game Cheated:  
-----

Turn on Invincibility, Infinite Ammo, and All Guns, any difficulty will do. Complete the level as usual, until you get to the very end with Trevlyn. Now, blow up all the tanks so the green gas escapes, the alarm goes off, dozens of soldiers come in, etc. At this point, you will notice an infinite amount of guards that will come in, no matter how many times you kill them. Return to the labs area (shortly before the bottling room, it has a lot of glass). Get into one of the labs and kill all the soldiers you see. The coast should be clear...now, quickly turn to the left or right so the doorway is out of view, and when you look back there will be about 10-15 guards trying to get into the doorway. I knew this game cheated! :p

Variation of the above: No cheats required for this one. In section before the locker room, after getting the keycard and opening the locked door, four soldiers will magically appear behind you, even though you cleared out the area before leaving.

Variation of the above: When you see a scientist running, follow him, and you will eventually see it run into a wall and disappear. Except for the one with the keycard -- he runs into the bathroom, goes into a stall, and waits there. What the...?

Variation of the above: "Playing" with the scientists is a fun activity! Shooting them in 00 Agent will prompt them to pull out a DD44, along with their stash of hand grenades. Hehehe...have fun.

Oooh, Nice Head:  
-----

Try to go through the entire level ONLY making head shots.

Variation of the above: On 007 mode, configure it so you can only get shot once before dying. Now attempt to beat the level! You'll have to be REALLY covert to do this; which only intensifies the spy feeling.

Variation of the above: Go through the level, killing guards so they (1) Do not fire a single bullet (2) Do not alert another guard. E.g. if you

kill a guy, others do not come running. This takes a lot of skill.

GoldenEye is an Eye tat is Golden:

-----  
Shoot Alec with a golden gun/golden PP7, and he will say "So, the golden boy is a traitor! How ironic, James."

The Magic Gas:

-----  
When the path splits to two doors that require the use of a console to open, go through the one in the right hallway. It leads to a high security area filled with computers and scientists. Go under one of the concrete platforms, and you will spy several cyndrical containers. Shoot them, and a green gas will fill the room as a toxic alarm goes off (this is different than the gas bottles where Alec is at, and the alarm is different sounding). If you do this, however, the security doors will become permanently locked, sealing you off from the rest of the level...so only do this for fun.

Variation of the above: Use invincibility, blow up the tanks where Alex is at, and run around in glee, shooting away scientists and guards with a visibility of about 10 feet. Hey, this is like a Turok game ;)

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3. RUNWAY  
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Again, They Cheat:

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Get Invincibility, All Guns, and Infinite Ammo turned on. Behind where you start is a small room containing the Timed Mines -- throw a proximity mine or two inside. When you go into the runway, the game will start to send streams of soldiers at you from designated "warp" spots. In a few seconds, you should hear your proximity mines go off from the soldier appearing in the room.

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4. SURFACE 1  
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A Sniper's Paradise:

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By setting off an alarm, dozens of Siberian guards will flood the level. Get atop a high area -- the satellite dish or one of the sniper platforms -- and have fun shooting people in the head from 200 meters. One shot: one kill, eh?

-----  
5. BUNKER 1  
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Challenge Yourself to the Max:

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In 00 Agent, can you complete the entire mission if you let the first guard of the stage activate the alarm? Every 10 seconds or so, three

agents will come: one with double DD44's, one with a KF7 Soviet, and one with double Klobbs. They all have copious amounts of body armor, can take three shots to the face (strange!), and wear nice sunglasses, as if it mattered. See how far you can test your skills...

007 Mode to the Rescue!:

-----  
Put Enemy Damage on 600% or so, and Enemy Reaction on 40%, or around there. This really pressures you to make head shots, as you can only be shot once or twice and still live. Escaping while the alarm goes off (when accessing the mainframe with Boris) can be quite difficult.

Floating Ammunition:

-----  
Put on all weapons, infinite ammunition, invisibility, invincibility, and head to the control room (it has the big screen). In the middle of the ceiling are two sets of four TV monitors. In one set, plant a remote mine on all four TV's, then detonate them. Now, all your mines, hand grenades, rockets, grenade launcher grenades, and throwing knives will all FLOAT IN MID-AIR. If you shoot an explosive, it will explode, and creating a chain reaction can be fun.

Of other note, this seems to make all the guards in the level die with the weapons in their hand, and the weapon actually fades away with their body. Very odd.

-----  
6. MISSILE SILO  
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A Match Made in Heaven:

-----  
Put on Enemy Rockets, Agent mode. At the start, lay your full compliment of plastique explosives on the wall, causing a time limit of six minutes to spring up. Can you make it to the end before time is up while completing all your objectives? Afterall, a 10 foot wide explosion in a room full of scientists won't help your mission objective screen, if you get my drift, hehehe...

Variation of the above: Some brave players have attempted the above on 00 Agent.

Variation of the above: Only use your PP7 (silenced, with 100 rounds) through the entire level.

Variation of the above: When you get to the end, quickly dash to the start. If you make it in time, blow the plastiques up (you'll only have a few moments to spare ANYWAYS...)

-----  
7. CAVERNS  
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Twin AR33's:

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No cheats required for this. In the room where you contact Jack Wade (it

has lots of gasoline barrels, computer equipment, scientists...), go to the very right side of the room (from the perspective you enter the room). On the right wall is a crate, keep shooting it and two smaller crates will fall out. Out of these, strangely enough, computer monitors tumble out. Shoot these, and your reward is a set of twin AR33's -- Jaws' favorite weapon! :p I still like the RC-P90, though...even if an AR33 has a scope.

They're Kinda Pissed Off...:

-----  
No cheats are required for this one. Go to the very end, any difficulty, to where Alec escapes. Instead of exiting, go back into the level, and hordes of secret agents will flood the level, wielding twin RC-P90's (!) and automatic shotguns. Play nice, now...

-----  
8. CRADLE  
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To Light Speed, and Beyond!:

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After changing that horrible quote from Toy Story, put on Invincibility (optional), Turbo Mode, and Fast Animation. Alec will literally FLY all over the level, and it's actually quite funny to watch him go down a ramp: sometimes his feet are actually lifted from the ground!

Is it a bird? A Plane? No! It's an M16 Operative!:

-----  
Turn on invincibility, fast animation, and the Golden PP7 (so you can kill Alec in one shot), any difficulty. Complete all objectives, and the ending sequence will be downright hilarious. When Bond jumps to the helicopter, he is blown roughly 100 feet from the chopper. Realizing this, the chopper attempts to go get the flying Bond. Hehehe.

=====  
6. THE 24TH CHEAT?  
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There is no 24th cheat, it's just that Rare had the balls to put an extra space where a cheat could go. It's easy to see why some people believe in the "All Bond" code and things like that, but no, there is no 24th cheat, live with it. If you want to be real anal about it, YES, there is a "wire-frame" mode that can be accessed by using a Gameshark, but since you can't get it without that little cheating device, it is NOT considered a "true" code.

Of course, I always considered "007 Mode" the 24th cheat, since it is an earned reward and everything...just because it doesn't appear on the cheat menu doesn't mean anything... :p

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7. C R E D I T S  
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COMPANIES  
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Nintendo: Their machine, so I have to give them some credit.

Rareware: My God, giving credit to the developer?! Who would've thought?

INTERNET SITES  
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Nintendo Power <www.nintendo.com>: The official Nintendo site, it's GoldenEye 007 section is pretty slick.

Rareware <www.rareware.com>: Ah, yes, the best official company site ever created! This place is just downright hilarious. I love them British folk...

Gamefaqs <www.gamefaqs.com>: Besides all of my FAQs being there (Check 'em out, there's about 26 or so), it is the largest collection of FAQs on the Internet.

N64 Code Center <www.n64cc.com>: YOU MUST SEE THEIR GOLDENEYE CHEATS NOW! Seriously, I've never seen so many glitches and strange things before in my life!

=====  
8. I M P O R T A N T L E G A L I N F O R M A T I O N  
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This FAQ can only appear on the following sites:  
-----

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

Webmasters! Do not:

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Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

Webmasters! Please do:

-----

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at [www.gamefaqs.com](http://www.gamefaqs.com) that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

This FAQ cannot be used in magazines, guides, books, etc. or in any other form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form, PERIOD. It may not be given away freely, as a "bonus" or "prize", or given away with the game itself, etc. This FAQ cannot be used for either profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direction violation of U.S. law.

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## 9. CONTACT INFORMATION

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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: [marshmallow@planetn2000.com](mailto:marshmallow@planetn2000.com)

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS:

-----

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it,

or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

#### PRAISE LETTERS:

-----

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

#### HATE LETTERS:

-----

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

#### JOB APPLICATIONS:

-----

Though I can assure you I will be flattered, I will \*not\* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

#### CHAIN LETTERS:

-----

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will \*not\* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for a T rated game with copious amounts of blood and violence, I assume you will not be offended by a little sexual innuendo.

Sincerely,  
marshmallow

~ End of Document ~