

# James Bond: From Russia With Love Walkthrough

by Native Pyro

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**This walkthrough was originally written for James Bond: From Russia With Love on the PSP, but the walkthrough is still applicable to the Xbox version of the game.**

FROM RUSSIA WITH LOVE Walkthrough

By: Mah'Piya Ate

Email: mah\_piya@hotmail.com

**\*\*NOTE:** If you see a guide by me posted by NativePyro or Native Pyro (neoseeker only), that's also me. I just changed my name.

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| 1. Intro | [1.0]

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007 Hits the PSP finally! Although not in the classic first-person style, this third-person bond game is a good one! You take control of Sean Connery's Bond and go through different stages looking for the Lektor, a Soviet decoding device, protecting allies, and just trying to get out alive! There are 8 different stages in this epic journey.

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| 2. Controls | [2.0]

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\* KEY: \*

\* [] = square \*

\* () = circle \*

\* /\ = triangle \*

\*\*\*\*\*

GENERAL CONTROLS:

- Move.....Analog stick
- Action/reload.....X button
- Fire weapon/hand-to-hand combat.....R button
- One-hit disable.....R button + button shown above enemy
- Lock on Target/Center camera.....L button (hold)
- Rotate Camera Left/right.....[] button/() button
- Bond Focus Mode.....[] button (while locked on a target)
- Wall cover/crouch...../\ button
- Dive roll.....Double tap /\ button
- Weapon Select.....Directional buttons
- Pause.....START button

JETPACK CONTROLS:

- Lock on target.....L button (hold)
- Fire.....R button
- Elevate...../\ button
- Descend.....X button
- Strafe left/right.....[] button/() button
- Dodge left/right.....Double tap [] button/() button
- Dodge up/down.....Double tap /\ button/X button
- Move forward/backward and turn left/right.....Analog Stick

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| 3. Walkthrough | [3.0]

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\*\* INTRO - [3.1] \*\*  
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"The year is 1963. Your name is Bond. James Bond. And your mission is to slip inside the dangerous and debonair world of the original 007 played by none

other than Sean Connery. Travel to Istanbul and connect with a beautiful Russian double agent, whose possession of the Lektor, a Soviet decoding device, is the beginning of a devious plot that pits Bond against ruthless foes in the underworld. As 007, romance the women, dispatch enemies, and intercept the decoding device in order to save Western Civilization from certain peril...and in the name of the King and Country, of course." - Instruction Booklet

In each stage, there are 4 things that you can do to get awards for. Disables the amount of kills you get. The time is how long it takes to beat the stage, bond moment is if you do something that bond did, and difficulty is if you beat the stage at the 00 Agent Difficulty. I will post the amount of disables and the time to beat in each stage.

NOTE: This walkthrough will be taking you through on Agent difficulty.

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\*\* LONDON - [3.2] \*\*  
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DISABLES: 35

TIME: 10:00

You start out at a restaurant that just got attacked by the Octopus'. The girl has been kidnapped and it's your job to rescue her. Start off by running up to the ledge thing jutting out of the wall, there's an ally behind there shooting. Take out the first three Octo's, and then run straight ahead to the next ledge thing that's jutting out. Take out the Octo that runs across the screen and runs behind the tables at the farthest end. Run up a little bit and 2 Octo's will come out of the archway exit, kill them. Go in where they came out of and open the door. Shoot all the octos in site. Then run and get the body armor lying by the fountain. Get to where the octos were and turn left, you'll find 2 repelling octo's here for you to take out. Get the ammo here and go to the door between the repelling octos to continue.

Now you're in a room. Go right, left, left, and take out the octo there. Pick up the ammo and go in the door. Help take out the octos in here. You'll find some PP7 ammo on the far side of the room, opposite the door you came in. Go to exit and hang a left, up the stairs there will be an octo walking to your left, kill him. Go out where he came in and take out the octo across the way. Follow the path to him to find another octo shooting at you. Take him out. Keep going around until you see 3 octos come out of the other exit, take them out, and then go up the stairs, where they just came from, and take out the octo at the top. Go into the room and take out the octo hanging in the center. Go a little bit ahead and go to the purple thing on the floor, by the broken railings and press X. Go to the side and press X again, take out the octo hanging there. Jump to the last light, then go to the left and jump back on the 2nd floor. Go right and into the door to the left.

After the cutscene, take out the octo across the room, and proceed down the stairs. Lock onto the lock with the purple thing above it and shoot it to open the door. Go in and press X by the lady. She'll give you the Pass Key. Go back out to the room where the cutscene was and take out the 2 octos by the door. Go out the door and take out the Octos repelling. Then go left and enter the door with the light above it. Go up the stairs and through the door.

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*-----*
| Boss Battle | Octo Helicopter |
|-----*-----*
|
| First, you're going to want to switch to your rockets. |
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| It's the same way to switch weapons normally. Now, fly |  
| straight up, and blow the 2 octos up with the rockets. |  
| Fly around the clock and do that one each side, as there |  
| are 2 octos on each side. When you're done with them, |  
| look for the helicopter. Fly around it in circles shooting |  
| at the helicopter, it shouldn't be too much of a problem, |  
| considering I've seen better shooting from a monkey. I |  
| personally prefer the machine gun instead of the rockets, |  
| Just my personal preference though. |  
| |  
\*-----\*

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\*\* HEDGEMAZE - [3.3] \*\*  
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DISABLES: 50  
TIME: 20:00

Start off by crouching. Go straight and take a right down the stairs, then a left right after the stairs. Now go around the hedge, and stop a little from the end of the hedge on the other side of the stairs. Press /\ to wall hug the hedge. If done correctly, you'll stand up and place your back against the hedge. Press the analog stick to the left until he stops, then quickly take out the octo walking, I'd suggest Bond focusing and sniping his head. Then walk towards the gate and press X to go into the next area.

You'll see a blonde haired agent looking guy run away in the little cutscene. You'll be seeing him quite a bit. Head left and quickly get across the gap, and then wall hug the hedge just before the statue. Then press the analog stick right and bond focus on the octo near the gate, snipe him out quickly. Go into the gap diagonal from you, it's not too far. Go in and go left, right, right, left and grab the pp7 rounds. Then go back a little ways and go straight, to the plant. Crouch down! You'll see another octo on the otherside of the gate. Take him out. Shoot the octo on the other side of the gate before opening the door. Then walk through the gate. Walk through that area and get to the next gate and walk through.

Wall hug the hedge to your left right away, and get to the edge, and try to snipe the octo walking by. If you miss him, that's alright, you'll be spotted eventually. If you missed him, go towards the way he walked out, but crouch down behind the tree. Stay crouch and walk to the left a little so the tree isn't in your way. I'd suggest bond focusing on this guy again to take him out. Walk a little ways ahead and press the L button to lock onto another guy that's standing in that little building thing. Take him out and go left. There will be another octo looking for you, wait for him and take him out by any means necessary. Then go towards the exit gate, behind the building thing. You'll note that it is locked. We need a key. Turn around, walk straight, and then left into the opening. Then take a right, and go to the table next to the tree. That's where the key is, walk to it and you'll automatically pick it up. Keep walking a little bit and pick up the pp7 rounds by the statue. Now head back out BUT STOP! Wall hug that little outing at the end of this stretch. You'll notice an octo that wasn't there before in the opening, take him out. Crouch down and walk behind the plant. You'll see another octo to the right, take him out as well. Walk to the gate and go through.

There's our little friend again. Go right and wall hug the hedge. If you made it there in time, take out the octo walking, if not, then take out the octo by the gate when he gets there. His friend will be coming back shortly, so take him out as well. Go to the opening just behind the hedge you were wall hugging,

and go in and walk around the fountain to find some pp7 rounds and body armor. Then go to the gate and hang a left, as that gate is unopenable. Go straight and stop. If you turn the camera around, you'll notice an Octo crouched down behind a hedge on the other side of the one you were just walking by. Take him out. Then head for the opened gate. Go around the hedges to another gate and go through it.

Go left, right, and straight ahead. Wall hug the tip of the hedge, or just walk around it and take out the octo behind it. Then walk through the gate.

Wall hug the hedge and take out the octo to the left. Go straight from the door, but be careful, there's 3 octos in the hedge opening just waiting to kill you. So what should you do? Well, I just rolled into the opening and went rambo on their butts with my SMG. Why kill them? Well so they don't kill you and to get your disables count up. After they are dead, go back to where you killed the first guy in this area, and walk to the end and take a right. Wall hug the hedge to your left and take out the octo to the left of the gate. Go to where he was and around the hedge to find some SMG rounds. Take them. Walk through the gate.

Take out the octo that's shooting at you. Go around to the gate and exit through it.

FIRE! 2 octos will come and and take you out! So be aware and take them out.

Walk inside the building and take out the octo by wall next to the door. Go to the desk to pick up the key. Go upstairs and take out the octo up there, and pick up the armor and pp7 rounds. Go back outside and to the gate, but don't go through. Look to your left quick and wait, an octo will shortly be walking out. Take him out and go pick up the rounds he drops. Now walk through the gate.

Walk left and get ready. Walk out into the opening, you WILL get spotted by the guy across the way. Take out the octos as they come. I actually ran out of bullets on this part, so if that happens, hide behind the hedge and as they come, quickly run up to them and press R1, then whatever button appears over their heads. Go to the corner opposite from where you started to find some ammo. Then go towards the gate, but go past it, and turn left once you get to an opening. Then grab those rounds, and go to the other side to find some ammo and armor. Then go back to the gate and get ready for a rambo moment.

Go through and head to the other side of the bridge, there's guys all around so just bond focus them and take them out. They have rather bad aim. All the way to the right there are some pp7 rounds, so take them and go up the stairs when you can. There's some body armor on the level right above the ground, take it if you need it. Go up the second flight and finish off that guy if you didn't before. Take an immediate left and pick up some SMG rounds. Walk towards the middle until you see a bunch of guys come out the door. Now here's where the rambo moment is. Kill them all. Don't forget about the body armor below you if you didn't pick it up. There's also some rounds and armor in the middle of the floor. When they are all taken care of, go into the door they all came out.

Well now you know who are friend is...well not who, but who's side he's on. Go straight into the next room and stand by M to receive the briefing. After that, go back into the room you just were and out the other door. Take a right, a left, and into the door.

Walk up to Q and view the cutscene. Then go left and stand in front of the room with the scientist guy in there. Watch him fall, and then turn around and go in front of the room with the guy and a helicopter in it. Now go between the 2 rooms and through the door at the end.

Switch to your laser watch and go to the windows ahead of you. Look right and you'll see a lock thing on the other side, lock onto it and press R1 to fire your laser at it and destroy it. Go through where the door used to be and look to your left and lock onto the dummy and shoot it with your watch. Go to where the dummy was and shoot the other one to your right. Go to where that one was and run straight towards the next 2, destroy them, preferably with a melee disable each, and destroy the dummy diagonal to you (towards the right). Pick up the body armor and pp7 rounds if you chose to use that instead of the watch. Look at the windows and towards the door, get a distance and shoot the barrel, then 3 dummies will come out, destroy them. Go out the next door way and destroy the dummies here. Shoot the lock by the door, and open it. Destroy the 3 dummies here and go up to the glowing red bomb. Press and HOLD X to disarm it.

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** Gypsy Camp - [3.4] **  
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DISABLES: 30  
TIME: 10:00
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Start off by bond focusing and shooting where the gunner's bond focus targets are, usually his shoulders. Then just finish him off. Now it's time to do a little rescuing. There are 4 hostages to rescue:

1. In a little cave hideout behind the house.
2. In the house upstairs.
3. In the barn in front of the house downstairs.
4. In a little enclosure behind the barn.

1. Ok, for this one, go straight and a little to the right once around the cement wall, you should see a little red shed on 4 legs. Go to the right side of it and straight back, you'll find a door. Go through and kill the 2 octos inside. She'll say Thank You, and hostage numero uno is saved.

2. Go back out to that red shed, and you'll see a purple dot above some gasmasks on the shed, press X to pick one up and go to the front door of the building right next to you. You'll see 2 octos come out of the door in front of the steps. Shoot them and then go up the steps. Turn around and go through the door, and kill the 2 octos in there. Hostage number 2 is saved.

3. Go outside onto the ledge where hostage 2 went, and go left, left and down the ledge to the ground. Go straight to the building with the big hole on the top floor, go to the big front doors and press X to rappel up it. Go down the stairs and shoot the 2 octos in here to save hostage 3.

4. Go out the door and go left and into that little enclosure and kill the 3 octos in here. Once that's done, you've saved hostage 4 and are moving on to the hardest part of this level.

Kill any octos that may be alive. Then go left towards a fire and another shed, and then right up the 3 steps into an enclosure, then X by the wall to rappel up it. Then take a left and go grab the sniper and all the ammo you can. Stand by that purple dot that was on the floor and aim, get ready for a swarm of octos.

If you want to use the sniper, more power to you, its a one shot kill, but me personally, i prefer the Magnum. If you want to use the sniper, there will be guys coming from all directions, and don't forget about the guy up on the second floor of the hostage 3 building, and make sure to take out the guy with the shotgun to the left of the building as well.

If you choose to use the magnum, just stand towards the ledge where you first

rappelled up to and keep clicking the L button until you lock onto someone, and bond focus them, preferably their heads. It's much, much easier that way. Just keep bond focusing their heads. You'll beat it easily.

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** Sniper Alley - [3.5] **  
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DISABLES: 35  
TIME: 8:00
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Start by going forward and taking that left. Go straight until you get to the box and wait for 2 octos to come out, shoot them and go straight til you get to the gate with the purple dot above the door. Before going in, however, turn around to pick up some ammo if needed. Lock onto the lock and shoot it to open the door, then go straight until you get to the box just before the purple dot on the ground by the wall. Shoot the 3 octos that come out, and if you need some armor, go left and pick it up, then go back to the purple dot and rappel up it. Go down the stairs and shoot the 2 octos you come across. Go to the table with the purple dot and take the apartment key. Go back to where you first came in after the rappel and go in the door. Shoot the guard thats watching out the open exit, and then go out and press X to jump the gap. Go straight and through the door.

Shoot the octo walking away immediatley. Start walking towards the room and shoot the 3 other octos including the machine gunner. Go to the side of the room opposite the stairs for some sniper rounds and armor. Go up the stairs and get to the purple dot and get ready for another sniper mission.

This one I find easier to do with the sniper, I don't know why. Anyways, you can try the magnum again on this one, but when I tried it, I got killed when Kerim just got upstairs and theres guys above and below shooting and you and Kerim. So if you want to use it, more power to you. If not, then there are guys coming out of that entrance to your left, shoot them until Kerim's up in the buildings, then watch for guys that come out in between the buildings and the right building, then when he's in the right building, watch for guys coming out from the middle and the left building, then when he's upstairs, watch for them in the middle on both levels and both buildings. When he gets upstairs in the left building, take out your bazooka. You see that big billboard on the left building? You see the lady? You see her mouth? That door will open and a guy will be holding kerim in front of him, just fire away at Kerim and the guy will die but not Kerim.

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** Consulate - [3.6] **  
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DISABLES: 50  
TIME: 15:00
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Go right and press X at the desk with the guy behind it. Then go through the burning hole in the wall and take a left, and shoot the 2 octos there. Then go straight, grabbing the armor and ammo by the right wall, to a door just before the gas. Go in (on the right wall) and go to the opposite corner to find an airvent open. Use your Q-Copter to fly through it. Once out, go straight to the door without being blown up by the octos and press the R button to self destruct by the switch, opening the door. Now kill the 2 octos in this room, and go out into the hallway. Take a left and kill the 3 octos at the end of the hallway. Go into the door to your left.

Kill the 2 octos in here. If you need armor or SMG rounds, there's some in between the first and second bookcase. Now go and press X by the switch just before the first bookcase. Go back out and go right, and kill the 2 octos at the end of the hallway when you get there. Take a left and go open the door you see ahead of you to find Tania.

Go into the room to your right and take out the 5 octos. Go to the elevator at the opposite end of the room as you first entered. Then go ahead and kill the 3 octos that come in. Take a gasmask and go in the room ahead of you. Kill the first octo that runs to your right when you enter, then go further in and take a left and kill the 3 octos you find. Then pull the switch on the last pillar to get rid of the gas.

Time to use your Q-Copter again. Fly through this airvent. Take a left when you get out of the original air vent, then fly to the lower right corner into another air vent. Once past the flames, go up and over the generator into yet another air vent. Then make a complete 180 degree turn and fly up until you come to an air vent. Fly through and go down to your lower left and blow up the switch that's on the middle machine. Kill the 3 Octos that are in her now and then go back out towards the elevator. Kill these 3 octos and go into the elevator.

Go straight and press X by the arcade game looking machine on the left. Then kill the 4 or 5 octos in here. Grab the gasmask left of the door and go in. Take a left at the fork and kill the 2 octos in here. On the left side of the room is a switch, hit it to shut the gas off in this room. Go grab another gas mask from the right side of the room and go across the way into the other room, shooting at the 2 octos peeking around the corner. Go in the office and hit that switch to open the cell doors, then go back out and press X by the switch on the wall to shut the gass off. Shoot the octo by the cell gates. There is SMG rounds and body armor in the end cells. Then go back to the middle and hit the key on the left.

Go straight, killing the 3 octos in here, and hit the key. Go down the stairs and kill the 4 octos in here. Go down the steps on the other side of the room, and kill the 4 octos in here, but watch out for the guy with the bazooka at the top of the stairs. Lock onto the 4 locks on the vault and shoot them. Go inside to get the Lektor. Get the armor and, if needed, assault rifle and serum dart ammo.

Shoot the 4 or 5 octos that are out in the room. Then start backtracking your way back. Go down the stairs, then take a left up the stairs after the boxes. Take out the 3 octos in here, then go up the stairs. Take out the machine gun octo in here. There's some body armor to his left. Continue past that octo and go in the elevator.

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** Train - [3.7] **  
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DISABLES: 50  
TIME: 15:00
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When you start off, get out your bazooka, run back to find some cover until the machine gunner stops firing, then get a safe distance away and fire at him! If you run outta ammo, use your Armor Piercing Rifle on him. Then bust out the magnum and just keep killing the weak henchman until the cutscene appears. If you need armor, there is some lying around towards the side with the machine gunner.



\*\*\*COMING SOON\*\*\*

\*\*\*\*\*  
\*\* Factory - [3.8] \*\*  
\*\*\*\*\*

DISABLES:  
TIME:

\*\*COMING SOON\*

\*\*\*\*\*  
\*\* Octopus Base - [3.9] \*\*  
\*\*\*\*\*

DISABLES:  
TIME:

\*\*COMING SOON\*\*

\*-----\*  
| 4. Challenges | [4.0]  
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\*\* Intro - [4.1] \*\*  
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Time to face the challenges, eh? Well, I'm sure you've noticed 2 extra dots by every stage, those are the challenges. Each stage has 2 challenges based around it. You get the first challenge unlocked from earning the Disables award, and the second challenge for earning the Time award.

\*\*What you earn = COMING SOON! (as soon as I figure it out)\*\*  
\*\*I've completed all the challenges (Number 1 spot is me in each one) and I\*\*  
\*\*still have yet to figure what I got for it.\*\*

\*\*\*\*\*  
\*\* LONDON - [4.2] \*\*  
\*\*\*\*\*

USE YOUR BOND FOCUS TO DISPATCH 12 RAPPELLING ENEMIES.

This one might be a little tough, it took me a few tries to get it beat, but once you do, more than likely you'll have gotten the number 1 spot since staying alive for long isn't too easy. Anyways, right off, wait for a few seconds before you lock on because there will be a closer target coming down closer to you that will kill you if you don't take him out. So when he comes, quickly lock on and bond focus the rope. That's the easiest way to do this is to bond focus the rope because it only takes one shot. Just keep locking on and bond focusing the rope, after a couple tries, if that long, you'll have beaten this challenge.

DEFEAT THE HELICOPTER.

Talk about easy! Just do this the same way you beat it in the level. Just straight away start firing at it. If you use your machine gun the whole time, you can do it under 30 seconds.

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\*\* HEDGEMAZE - [4.3] \*\*

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RACE TO FINISH WITH PP7 - GAIN TIME FOR MELEE DISABLES.

Ok, this is no time to dilly dally. Just run! Run straight to the gates, and don't worry about being stealthy, this isn't about the number of kills, if there are octos in your way, feel free to shoot them, but theres no need to stand there and wall hug and wait for octos, just run! You need to go as far as the gate in the caretakers yard. It's not really that hard.

SURVIVE AS LONG AS POSSIBLE AGAINST AN UNLIMITED FLOOD OF ENEMIES.

FIRE! That's all you have to do, I wouldn't suggest standing in one spot as you'll run out of ammo and armor before you know it. If someone drops armor or ammo, run and pick it up, just keep firing away. Don't be afraid to run up to them and melee disable either, I had to do that to quite a few of them myself.

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\*\* Gypsy Camp - [4.4] \*\*

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SNIPE 20 ENEMIES IN THE SHORTEST TIME POSSIBLE.

If you had a hard time in the walkthrough, this will get quite annoying. It took me a few tries because I hate the sniper. They don't always come out in the same order, just look for them. There's one in the top of the barn, some that are relatively close to the wall you're on, and some by the house, by the barn on wheels, by the fire, just all over. Don't waste time, shoot as fast as you can.

RESCUE 4 HOSTAGES AS FAST AS POSSIBLE.

If you don't remember where they were, like me, you probably won't beat the record time. Just remember where the 4 hostages are.

1. In the cave hideout, just beyond the barn on wheels with the gasmasks.
  2. In the house, upstairs.
  3. In the barn, downstairs.
  4. Just beyond the barn, behind the cement, with the broken fence in it.
- Just go and find them like in the walkthrough and this will be yours.

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\*\* Sniper Alley - [4.5] \*\*

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SNIPE 20 ENEMIES FROM ACROSS THE ROOFTOPS.

Again, just shoot! There's a few down on the ground too, and watch out for one that's by a box, but he's kind of hidden by the shadows, you only see him when he fires his gun because of the light that emanates for a second. There's a number of guys on the main floor across from you, and up on the balcony, and even in the billboard, like that final guy in the walkthrough. Just look around and you'll find them all.

RACE THE Q-COPTER AROUND A CIRCUIT OF THE LEVEL.

Start off by going straight through the first blue ring, then up and to the right a little bit through the next blue ring by the window. Take a right, go through the window, through the other window, and turn left into the doorway, then up the ramp. Then right through the doorway, and through the window. Then go straight and down through the last ring.

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\*\* Consulate - [4.6] \*\*

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RACE THE Q-COPTER AROUND A CIRCUIT OF THE LOBBY.

Start off going straight, and then curve a little to the right, but keep going that general straight direction, through the next blue ring by the doorway. Then go left, and straight to the next blue ring. Take a sharp right into the scientist guys room and go into the air vent like in the walkthrough. Manuever your way through the air vent and go out and through the door straight ahead. Then go straight through the blue ring and curve a little to the left to get to the final blue ring.

BOND FOCUS AND DISABLE 12 GRENADIERS.

You don't necessarily need to bond focus to win this. But there are about 3 guys in this first room to take care of. Then you need to go into the next room, it's actually the room previous to this one in the walkthrough. So go in there and take care of the 6 octos in here. Go up the stairs and into the next room where there are 3 octos awaiting their certain demise. Once they're killed, you win!

\*\*\*\*\*  
\*\* Train - [4.7] \*\*  
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SURVIVE AS LONG AS POSSIBLE AGAINST AN UNLIMITED FLOOD OF ENEMIES.

Again, just move around and fire, there are guys that come out of both ends of the train. I didn't notice at first and was wondering how 1 octo in front of me was kickin my butt...then I turned around to see about 5 octos all shooting me. So just shoot the ones in front of you, turn around and shoot the ones behind you, and keep doing that and hope that you don't die too fast. Again, don't be afraid to melee disable, actually, a melee disable is a good thing because it takes some time away and you don't get hit.

DEFEAT 12 SHEILD ENEMIES USING YOUR BOND FOCUS.

This one was a tad annoying when I first tried it. I was actually bond focusing these guys but since they don't pop out of their shields enough, you can't get the first place win. So what do you do? Show them who's boss! Just run up to them and fire away, they hardly fire at you so you'll be good, just keep running up and shooting.

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\*\* Factory - [4.8] \*\*  
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RACE YOUR JETPACK AROUND FACTORY CIRCUIT.

Immediatley swith the your rockets. Target each octo on the ground and blow them away. Once they are killed, the top windows will shatter, allowing you to proceed. Go straight through the first two rings and out the windows to another blue ring. Hang a left and then a right and go down right away to the next blue ring, go through it then go straight back up and straight through another blue ring. Then down a little bit and after that go right, through the blue ring, then target the octo and blow him up, start to go right and blow up the other octo, go down through the blue ring and stop. Blow up the two rocketers at the end of the tunnel and then go through the blue ring by the window, rotate left a little bit and go up through the last ring.

DESTROY THE DEATH MACHINE IN THE FACTORY.

Remember that strange tank that came out of a little garage when you went through this level? That's what you're going to destroy now. Start

off by going left a little bit and killing the octo not to far from you, just a little to your right. Then look to your right and kill all the octos you see. Then go around the path to the end and go down the little elevator thing. Switch to your Kronen SMG. Turn around and go straight until you see it come smashing out of the glass, then lock onto it and run around it like a crazy baboon shooting until it blows up. But once it has only a few shots til its done, get some distance so the explosion doesn't hit you.

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*****  
** Octopus Base - [4.9] **  
*****
```

DEFEAT 12 ENEMIES FROM YOUR JET PACK IN THE HANGAR.

I recommend switching to your rockets right away. Just go up and down the hanger pressing the L button until you lock onto an octo and blow them to smithereines. Keep doing that, you'll beat it no problem.

DESTROY RED GRANT'S OCTOPUS DEATH MACHINE.

Oh fun, we get to do this again! Just remember, that wall is your best friend. Remember his 3 attacks, the bombs from the yellow hand, the machine gun from the blue hand, and the laser from below. The laser is always the last attack he'll use, after it's done, pop out of the wall and target a hand and shoot it until he starts to attack again or you blow it up then run behind the wall. Blow up all 4 hands and then target the main body, you'll be able to blow it up in under 5 minutes, just stick to the kronen SMG and your assault rifle as much as you can.

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*-----*  
| 5. Bond Moments | [5.0]  
*-----*
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*****  
** Intro - [4.1] **  
*****
```

So I'm guessing you can't seem to find the Bond Moments. Well, here's the part of the guide that tells you where those pesky things are. As of now, I haven't found them all either. Bond Moments are pretty much when you do something Bond did in the movies. So if you know where any of them are, feel free to help us all out.

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*****  
** LONDON - [5.2] **  
*****
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I've heard that you get this from destroying the helicopter fast, although I've never gotten it yet.

I just read that when you shoot those two rappeling enemies, shoot the cables and not the men and you'll get it.

```
*****  
** HEDGEMAZE - [5.3] **  
*****
```

Up in the walkthrough, you'll see a paragraph that starts out with "FIRE!", that's the place you want to be in. That's the area where you find the NORTH gate key, but it's outside of the house. When the 2 octos come out, quickly

shoot the barrel by the statues, a little to the right of the door. If you kill an octo, you got your bond moment.

```
*****  
** Gypsy Camp - [5.4] **  
*****
```

Well the PS2 version it's from enter a vent with the Q-Copter to gain access to the kitchen, however on the PSP you already have access to the kitchen, and the hole in the wall is covered so I'm not sure.

```
*****  
** Sniper Alley - [5.5] **  
*****
```

When you're covering for Kerim, look towards the ground and to the left. You see that entryway? You see that barrel next to it? I see light bulb above your heads right now. That's correct, you have to blow up the barrel and an octo.

```
*****  
** Consulate - [5.6] **  
*****
```

Again, I've heard its whereabouts but haven't personally gotten it. I've heard its in that locked room to the left of the fork where you have to shut off the gas in both rooms to the left and right. You're suppose to use your laser watch to destroy some door panel or something, I haven't found it.

```
*****  
** Train - [5.7] **  
*****
```

In the room with that building in the middle of it, go up the stairs on the right. Then pull the lever to lift up the gates, go left out onto the ledge and go into the middle until you see a giant metal thing. Press X to climb up onto it, and then X again to swing onto the top of the building (the cafe), then go to the hole and fall through.

```
*****  
** Factory - [5.8] **  
*****
```

When you get past the tunnel that has electricity and a boat, before you land, keep firing rockets towards the landing pad (Locking onto targets), and you should hit a barrel next to a tower. I found this totally by accident.

```
*****  
** Octopus Base - [5.9] **  
*****
```

I can't find this one either. I've heard it's in some missile silo hidden room, but that's from the PS2 version and not the PSP version so I don't know.

I just read that when you're facing Red Grant's Robot, use your Q-Copter, find a vent, fly in it and detonate by a generator.

\*-----\*

If you notice any spelling errors in my guide, or anything that's wrong, or have anything to add, please email me. My email is at the top of the guide. Just don't send any spam emails and don't ask stupid questions, I'm sure you know the difference. If you want to use my guide, get my permission first. And you must give me credit as I have worked hard on this guide.

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| 7. Final Info |

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