

# 007: Tomorrow Never Dies FAQ/Walkthrough

by psxdriverplayer

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TOMORROW NEVER DIES (PS1) (who needs that fancy ASCII stuff people put here)  
WALKTHROUGH W/ GAME INFO FAQ  
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Sites that are authored to show this FAQ:  
gamefaqs.com  
neoseeker.com

Table of contents:

- 1: Overview (Menus, Controls, Items, Points, Bosses, Missions, Objectives, Difficulties)
- 2: Walkthrough
- 3: Complete list of all Cheat Codes found so far
- 4: Unlockables
- 5: Legal stuff
- 6: Credits, sources and thanks

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FAQ Introduction START POINT:  
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This document finally came to fruition after playing through the game a lot, with and without cheats. The walkthrough itself should apply to every version, but I can't confirm that as I (don't own and partly thus) haven't completed the French version properly, just North American, European English, Japanese and German versions, using legitimate discs with a real Sony PlayStation game console, and in the case of European English version, also with a real Sony PlayStation 2 game console, and all these versions played didn't possess any immediate differences in gameplay or enemy placement that would affect anything. German and French versions both have a couple differences with text and at least one small aesthetic difference though. The tactics seen here can be pretty much the same with both difficulties.

Any in-game text seen here is taken from the English version(s).

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FAQ Introduction text END POINT.  
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DISCLAIMER: Sections about overview, cheats and unlockables are recycled as-is and are in some cases shortened from my other TND FAQ, as they are conveniently used there along everything else that's also there. The reason what's recycled

is recycled is that it makes sense for the recycled stuff to be here. To find out secrets and more interesting and amusing things, check out that other FAQ.

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1: Overview  
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This section here contains overview about some interesting aspects of the game.

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Menus:  
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Right. When starting the game you are greeted by a loading screen. After that screen full of text appears. After that some skippable videos and then.

PRESS START. You are now at Main Menu. Following options appear:

- NEW GAME
- CONTINUE
- LOAD GAME
- OPTIONS

NEW GAME lets you start a new game obviously. CONTINUE takes you to Mission Select screen if you have started or loaded a game. LOAD GAME lets you load your game from Memory Card 1 or 2. OPTIONS present you some options.

If NEW GAME is chosen and you have a game already at some point you are asked if you want to start a new game. The options are as follows:

SQUARE = YES  
TRIANGLE = NO

In Japanese version, these are the same with changed buttons:

CIRCLE = YES  
CROSS = NO

If NEW GAME is chosen without a game already existing or you picked yes, you now have DIFFICULTY screen in front of you. Select either AGENT or 007 and you proceed to Mission Select screen. From Mission Select, you can choose the only mission, or from all unlocked missions. With a code you can choose any mission, unlocked or not. You can also press SQUARE to enter OPTIONS screen.

OPTIONS screen is probably the most interesting. Following things are there:

- CONTROLS
- MUSIC
- MOVIES
- SOUND
- MEMORY CARD

CONTROLS allows you to view and change controls at will. MUSIC gives you 4 options: 16, 17, 18 & 19. Press X to play. L1 to stop music from playing at all menus. MOVIES section allows you to see all movies you have unlocked at all times. SOUND gives you various menu related SFX's to play. From 0 to 10, press X to play. MEMORY CARD allows you to SAVE or LOAD your game from MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2.

In Japanese version, these are the same with the following exception:

- CONTROLS
- BGM & SE
- MOVIE
- VIBRATION
- MEMORY CARD

These are the same, except you can adjust VIBRATION from here and MEMORY CARD which has the ability to SAVE and LOAD from MEMORY CARD SLOT 1 only.

Mission Completed screen has interesting things, as it shows you:

- MISSION NAME
- TOTAL KILLS

- STEALTH KILLS
- ACCURACY
- TIME
- LIVES
- STYLE
- SCORE

In addition, it has following options, which are also found in Mission Failed screen:

- CONTINUE
- SAVE GAME

MISSION NAME is the mission you played. TOTAL KILLS is the overall kill count. STEALTH KILL is the amount of one shot kills and/or stealth move uses. ACCURACY is how many of your bullets hit an enemy. TIME is the time you took. LIVES indicates EXTRA LIVES that you have left at the end of the mission. STYLE is the tricks you have done while skiing. SCORE is the total score. CONTINUE advances you to Mission Select screen. SAVE GAME let's you save your game to MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2.

In Japanese version, these are the same with the following exception: SAVE GAME only lets you save to MEMORY CARD SLOT 1.

Menus found in gameplay are different. You are greeted by these options:

- CONTINUE
- OBJECTIVES
- OPTIONS
- SOUND
- RESTART MISSION
- ABORT MISSION

CONTINUE lets you continue obviously. OBJECTIVES shows you your objectives. OPTIONS gives you options, different than Main Menu version. SOUND lets you do sound thingies. RESTART MISSION restarts after prompt. ABORT MISSION aborts after prompt.

OPTIONS gives you following things:

- REVERSE SNIPER
- VIBRATION
- CONTROLS
- CAMERA
- GHOST MODE

REVERSE SNIPER lets you adjust UP = DOWN & DOWN = UP or vice versa. VIBRATION lets you change it ON or OFF. CONTROLS lets you see the current controls, be it walking, skiing, driving or other stuff. CAMERA changes CHASE or FREE depending of the level. GHOST MODE lets you turn it ON or OFF, meaning if something gets on the way of the camera's view, Bond turns into a ghost.

SOUND lets you adjust sound stuff, the following to be exact:

- SFX
- MUSIC
- VOICE OVERS
- SFX TEST

SFX & MUSIC let you adjust their volumes through a slider. VOICE OVERS lets you turn them ON or OFF. With SFX TEST you can listen some of the SFX and voices. Sometimes there is unused voice work in there. Select from 0 to some number that's the last and press X to play.

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 Controls:  
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In this section we are going to discuss CONTROLS. In Main Menu and pause menu you are greeted with following controls:

- D-PAD: UP, DOWN, LEFT, RIGHT: Move highlight everywhere
- CROSS: Choose highlighted option

TRIANGLE: Go back to previous menu

SQUARE: Go to OPTIONS while in Mission Select

L1: Shut off the music in OPTIONS - MUSIC

START: Choose highlighted option

In Japanese version these are the same, with the following exception:

CIRCLE: Choose highlighted option

CROSS: Go back to previous menu

This game contains ANALOG-mode. This gives additional control:

LEFT ANALOG STICK: FORWARD, BACKWARD, LEFT, RIGHT: Move highlight everywhere

Then to the CONTROLS used during missions. 1st them controls you'll be using at almost all times while playing this game. Default controls are described here. Only these controls can be adjusted however, and it changes some gadget controls in the process.

D-PAD UP: Walk forward

D-PAD DOWN: Walk backwards

D-PAD LEFT: Turn left

D-PAD RIGHT: Turn right

CROSS: Use weapon

SQUARE: Use gadget

TRIANGLE: Select item

CIRCLE: Look at target / Action / Kick mission 7 building doors

L1: Crouch

R1: Sniper mode

L2: Strafe left

R2: Strafe right

L1 + D-PAD: UP, DOWN, LEFT, RIGHT: Sneak

L1 + L2: Roll left

L1 + R2: Roll right

L1 + CROSS: Stealth attack

SELECT: Change view

START: Pause

There are two modes for CAMERA in the OPTIONS menu, CHASE and FREE. 1st is default, 2nd can be chosen by SELECT button or adjusting in the pause menu.

Differences are:

D-PAD UP: Walk away from camera

D-PAD DOWN: Walk towards camera

D-PAD LEFT: Walk left

D-PAD RIGHT: Walk right

This game contains ANALOG-mode. This allows you to move with a LEFT ANALOG STICK with a twist. LEFT ANALOG STICK works like the D-PAD controls when ACTION is in use, but when used with a weapon:

LEFT ANALOG STICK: FORWARD: Walk forward

LEFT ANALOG STICK: FORWARD/LEFT: Sneak while turning left

LEFT ANALOG STICK: FORWARD/RIGHT: Sneak while turning right

LEFT ANALOG STICK: LEFT: Turn left

LEFT ANALOG STICK: RIGHT: Turn right

LEFT ANALOG STICK: BACKWARD: Walk backwards

While in sniper mode, these controls occur:

D-PAD: Look around

CROSS: Use weapon

SQUARE: Zoom out

TRIANGLE: Zoom in

CIRCLE: Center view

This game contains ANALOG-mode. This changes sniper mode a bit:

LEFT ANALOG STICK: Look around

Then we'll proceed to skiing controls. These are un-adjustable.

D-PAD UP: Move faster

D-PAD DOWN: Move slower

D-PAD LEFT: Turn left  
D-PAD RIGHT: Turn right  
CROSS: Push left  
CIRCLE: Push right  
L1: Skipole hit left  
R1: Skipole hit right  
D-PAD: LEFT/RIGHT + L2/R2: Hard turn  
D-PAD: UP/R1: Stunt variant 1  
D-PAD: LEFT/L1: Stunt variant 2  
D-PAD: DOWN/L2: Stunt variant 3  
D-PAD: RIGHT/R2: Stunt variant 4  
SELECT: Change view

This game contains ANALOG-mode. This changes skiing controls a bit:

LEFT ANALOG STICK: UP: Move faster  
LEFT ANALOG STICK: LEFT: Turn left  
LEFT ANALOG STICK: RIGHT: Turn right  
LEFT ANALOG STICK: DOWN: Move slower  
LEFT ANALOG STICK: LEFT/RIGHT + L2/R2: Hard turn  
LEFT ANALOG STICK: UP/R1: Stunt variant 1  
LEFT ANALOG STICK: LEFT/L1: Stunt variant 2  
LEFT ANALOG STICK: DOWN/L2: Stunt variant 3  
LEFT ANALOG STICK: RIGHT/R2: Stunt variant 4

Then we'll proceed to driving controls. These are also un-adjustable.

D-PAD LEFT: Turn left  
D-PAD RIGHT: Turn right  
CROSS: Accelerate  
SQUARE: Fire weapon  
TRIANGLE: Switch weapon  
CIRCLE: Brake  
R1: Fire weapon  
L2: Horn  
R2: Reverse  
SELECT: Change view

This game contains ANALOG-mode. This changes driving controls a bit:

LEFT ANALOG STICK: LEFT: Turn left  
LEFT ANALOG STICK: RIGHT: Turn right  
RIGHT ANALOG STICK: FORWARD: Accelerate  
RIGHT ANALOG STICK: BACKWARD: Brake

Then we have the MiG controls. These are un-adjustable.

CROSS: Machine gun  
CIRCLE: Missile

At the end of mission 9 you are asked to enter a code using CROSS, SQUARE, TRIANGLE and CIRCLE, each button once. The code is random every time.

Some gadgets with scope require you to do certain actions: SQUARE for scope, D-PAD for aim & R1 to finish it.

When in ANALOG-mode, you can't use your D-PAD, with the exception of menus.

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Weapons, gadgets and items:  
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Then the arsenal of weapons and gadgets and missions they appear in, also items you can pick up.

PK7: Another of 2 pistols you use in the game. It holds 16 bullets in a clip

and has unlimited ammunition. It is featured in missions 1-9.

ASSAULT: Assault rifle holds 30 bullets in a clip and 250 at max in reserve. It is featured in missions 1-10.

SNIPER: Sniper rifle with a scope with zoom. This weapon holds 10 bullets and 25 at max in reserve. It is featured in missions 1-2.

SKIPOLE: Weapon used in skiing sections. Name never shows up in-game. Unique in a sense that you use both, left and right and both have their own buttons. It is featured in missions 1 and 7.

STK. MINE: Sticky mine. It is shot to the surface where it sticks and is exploded with STK. DETN. when ready. It holds 5 mines. It is featured in mission 2.

SMG 45: It holds 40 bullets in a clip and 250 at max in reserve. It is featured in missions 3 & 10.

ACTION: Just you unarmed and in mission 5 enemies do nothing when you are unarmed. It is featured in missions 3, 5 & 8.

GASBOMB: When thrown and after an impact, it creates a cloud of lethal smoke. It holds 10 bombs. It is featured in mission 5.

INFRARED: Sniper rifle with infrared scope with zoom. It is featured in missions 6 & 7.

7.62 MM: BMW 750 iL's machine gun with unlimited ammo. It is featured in mission 6.

MISSILE: BMW 750 iL's missile system. It holds 10 missiles initially. It is featured in mission 6.

AUTO 9MM: Handgun, which is automatic. It holds 30 bullets in a clip and 300 at max in reserve. It is featured in missions 7 & 8.

RL 66: Rocket launcher. It holds 20 rockets. It is featured in mission 9.

PK9: Another of 2 pistols you use in the game. It holds 16 bullets in a clip and has unlimited ammunition. It is featured in mission 10.

GL 40: Grenade launcher. It holds 12 grenades in a drum and 18 at max in reserve, but with cheats we can see that true max is 25. It is featured in mission 10.

MED KIT: Gadget which is used to give back some health. Can be found when destroying things. Turns green either one or two bars of the health meter. While driving or skiing the effect is immediate.

LASER D.: Laser Designator. It is featured in mission 1.

CAMERA: Used to photograph certain objects. It is featured in mission 2.

STK. DETN.: This gadget detonates STK. MINEs. It is featured in mission 2.

CUFFLINK: This gadget breaks a mirror. It is featured in mission 3.

F. SCAN: This gadget opens doors with fingerprints. It is featured in missions 4 & 7.

MED KIT: This is a single MED KIT that is added to your items. Can be found on all missions.

CASE OF AMMO: Gives ammunition to all weapons you have at that moment, and for some reason to GL 40 whether you have it or not. Can be found in missions 1-2 & 4 - 10.

LIGHT ARMOR: Gives you armor on 4 bars out of 8. Can be found when destroying things. Can be found on missions 1 -2, 4 - 5 & 7 -10.

HEAVY ARMOR: Gives you armor on 8 bars out of 8. Can be found on missions 1 - 3 & 5 - 10.

EXTRA LIFE: Rotating 007 icon which if placed somewhere in the level. Can be found all missions.

CLIP: Gives ammunition to a weapon of your choice. Can be found in missions 1 - 2, 5, 7 - 8 & 10. Enemies drop them in all missions.

LARGE MED KIT: This is a double MED KIT which adds 2 MED KITs to your inventory. Can be found on missions 2 - 5 & 7 - 10.

MISSILE: Gives one missile to your missile collection to use on convoy.

ROCKET: Gives 5 rockets at max to your rocket collection.

ACCESS CARD (#1): Used to open the gate before the skiing section.

COCKPIT KEY: Used to board the jet.  
DOOR REMOTE: Used to open the rising doors.  
ELEVATOR CARD: Used to access the elevator.  
ACCESS CARD (#2): Used to open Gupta's office door.  
ENCODER: You pick this up from a hidden safe.  
KEYCHAIN: Used to open a door which leads to the room with SERVICE ELEVATOR ACTIVATION SWITCH.  
ACCESS CARD (#3): Used to access the door with a path leading to Satoshi Isagura.  
UTILITY KEY: Used to open ELEVATOR PANEL.  
ELEVATOR KEY: Used to access the second floor down.  
DATA DISK: You pick this up.  
OFFICE 4A KEY: Used to access OFFICE 4A.  
YELLOW KEY: Used to access the area with yellow walls.  
CELL KEY: Used to free Wai Lin from a cell.  
MISSILE ROOM KEY: Used to access the last boss fight with Carver.  
MISSILE PANEL KEY: Used to stop the missile from launching.

\* = CASE OF AMMO adds 30 rounds to Assault Rifle, 10 rounds to Sniper Rifle, up to 5 Sticky Mines, 5 Gasbombs, 10 rounds to Infrared Rifle, 30 rounds to Auto 9MM, 5 rockets to RL 66, 40 rounds to SMG 45 and 12 grenades to GL 40.

NOTE: Any item that appears when you destroy an object will disappear after one minute if you don't pick it up.

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Points:  
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And finally, how the point system works.

You have your stats given to you when the game returns to the main menu after a mission. You have stats in "TOTAL KILLS", "STEALTH KILLS", "ACCURACY", "TIME", "LIVES" and "STYLE". These add up to TOTAL SCORE.

- TOTAL KILLS: This gives you 100 points per kill.
- STEALTH KILLS: This gives you 1000 points per stealth kill.
- ACCURACY: This gives you X times 1000 points where X is your accuracy percentage.
- TIME: This gives you -10 points per every second up to 6:59.
- LIVES: This gives you 2000 points per life.
- STYLE: This gives you the X amount of points you get by doing tricks on skiing sections.
- TOTAL POINTS: This is all combined together.

Then there is this unknown amount of about 4000 points you have when starting a mission. I had stats with TOTAL KILLS, STEALTH KILLS, ACCURACY, LIVES & STYLE all at 0, and TIME 0:29 and got 3900 points. If we add the amount the TIME stat takes away, we would have 4190 points.

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Bosses:  
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In missions 5, 7, 9 and 10, there's some bosses. They have "100" health and they take many bullets to kill.

Dr. Kaufman - AGENT DIFFICULTY

Gasbomb Damage: 1-4

PK7 Damage: 1-2, if certain animation happens then 6

PK7 Headshot Damage: 20

Assault Rifle Damage: 2, if certain animation happens then 8

Assault Rifle Headshot Damage: 20

Dr. Kaufman - 007 DIFFICULTY

Gasbomb Damage: 0-2

PK7 Damage: 0-1, if certain animation happens then 3

PK7 Headshot Damage: 10

Assault Rifle Damage: 1, if certain animation happens then 4

Assault Rifle Headshot Damage: 10

Satoshi Isagura - AGENT & 007 DIFFICULTY

PK7 Damage: 0-1, if certain animation happens then 3

PK7 Headshot Damage: 10

Assault Rifle Damage: 1, if certain animation happens then 4

Assault Rifle Headshot Damage: 10

Infrared Damage: 3, if certain animation happens then 12

Infrared Headshot Damage: 10

Auto 9MM Damage: 0-1, if certain animation happens then 2

Auto 9MM Headshot Damage: 10

WHO IS THIS GUY - AGENT DIFFICULTY

PK7 Damage: 2, if certain animation happens then 7-8

PK7 Headshot Damage: 25

Assault Rifle Damage: 2-3, if certain animation happens then 9-10

Assault Rifle Headshot Damage: 25

RL 66 Damage: 0-15, if certain animation happens then 60 + possible splash

RL 66 Headshot Damage: 25

WHO IS THIS GUY - 007 DIFFICULTY

PK7 Damage: 0-1, if certain animation happens then 3-4

PK7 Headshot Damage: 12-13

Assault Rifle Damage: 1-2, if certain animation happens then 5

Assault Rifle Headshot Damage: 12-13

RL 66 Damage: 0-8, if certain animation happens then 30 + possible splash

RL 66 Headshot Damage: 12-13

Helicopter

RL 66: 10 rockets to defeat

Stamper - AGENT DIFFICULTY

PK7 Damage: 2-3, if certain animation happens then 10

PK7 Headshot Damage: 33-34

Assault Rifle Damage: 3-4, if certain animation happens then 13-14

Assault Rifle Headshot Damage: 33-34

GL 40 Damage: <--100

SMG 45 Damage: 3-4, if certain animation happens then 13-14

SMG 45 Headshot Damage: 33-34

Stamper - 007 DIFFICULTY

PK7 Damage: 1-2, if certain animation happens then 5

PK7 Headshot Damage: 16-17

Assault Rifle Damage: 1-2, if certain animation happens then 6-7

Assault Rifle Headshot Damage: 16-17

GL 40 Damage: <--60

SMG 45 Damage: 1-2, if certain animation happens then 6-7

SMG 45 Headshot Damage: 16-17

Elliot Carver - AGENT DIFFICULTY

PK7 Damage: 1, if certain animation happens then 3-4

PK7 Headshot Damage: 12-13

Assault Rifle Damage: 1-2, if certain animation happens then 5

Assault Rifle Headshot Damage: 12-13



GL 40 Damage: <--100  
SMG 45 Damage: 1-2, if certain animation happens then 5  
SMG 45 Headshot Damage: 12-13

Elliot Carver - 007 DIFFICULTY

PK7 Damage: 0-1, if certain animation happens then 2  
PK7 Headshot Damage: 6-7  
Assault Rifle Damage: 0-1, if certain animation happens then 2-3  
Assault Rifle Headshot Damage: 6-7  
GL 40 Damage: <--50  
SMG 45 Damage: 0-1, if certain animation happens then 2-3  
SMG 45 Headshot Damage: 6-7

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Missions & Objectives:  
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Mission 1: Military Outpost

MILITARY OUTPOST

RUSSIAN BORDER

1600 HOURS

Objectives:

LASER DESIGNATE DISH

OBTAIN SECURITY CARD

ESCAPE ON SKIS

Item count:

CASE OF AMMO: 1

MEDKIT: 18 (Inside destroyable objects: 10, Ski section: 8)

LIGHT ARMOR: 4 (Inside destroyable objects: 1)

HEAVY ARMOR: 1

EXTRA LIFE: 1 (Inside destroyable objects: 1)

AMMO CLIP: 2 (Inside destroyable objects: 2)

Mission 2: Arms Bazaar

ARMS BAZAAR

RUSSIAN BORDER

1730 HOURS

Objectives:

PHOTOGRAPH WEAPONS

(PHOTOGRAPH CHOPPER) -Objectives menu

(PHOTOGRAPH MORTARS) -Objectives menu

(PHOTOGRAPH SCUD) -Objectives menu

LOCATE COCKPIT KEY

Item count:

CASE OF AMMO: 1 (respawns)

LIGHT ARMOR: 1

MEDKIT: 2

LARGE MEDKIT: 2

EXTRA LIFE: 1

HEAVY ARMOR: 1

AMMO CLIP: 2

Mission 3: Carver Media Party

CARVER MEDIA PARTY

HAMBURG

2000 HOURS

Objectives:

RENDEZVOUS WITH PARIS

CUT THE POWER

DESTROY CENTRAL COMPUTER

ESCAPE

Item count:

HEAVY ARMOR: 1

MEDKIT: 2

LARGE MEDKIT: 5

PK7: 1

EXTRA LIFE: 1

Mission 4: Pressing Engagement

PRESSING ENGAGEMENT

HAMBURG

1000 HOURS

Objectives:

FIND GUPTA'S BRIEFCASE

RETRIEVE HIDDEN ENCODER

ESCAPE FROM BUILDING

MINIMIZE CIVILIAN CASUALTIES

Item count:

MEDKIT: 2

LIGHT ARMOR: 2

CASE OF AMMO: 1

LARGE MEDKIT: 2

EXTRA LIFE: 1

ENCODER: 1

Mission 5: Hotel Atlantic

HOTEL ATLANTIC

HAMBURG

1900 HOURS

Objectives:

TALK TO BARTENDER

ACTIVATE SERVICE ELEVATOR (Appears after completing 1st objective)

MEET WITH PARIS

ESCAPE THE HOTEL (Appears after completing 3rd objective)

Item count:

AMMO CLIP: 6

MED KIT: 7

LARGE MEDKIT: 1

LIGHT ARMOR: 1

HEAVY ARMOR: 2

EXTRA LIFE: 1

CASE OF AMMO: 1

GASBOMB: 8

Mission 6: Convoy

TERRORIST CONVOY

SWISS ALPS

2100 HOURS

Objectives:

RENDEZVOUS WITH Q

DESTROY TERRORIST CONVOY

Item count:

HEAVY ARMOR: 1

CASE OF AMMO: 1

MISSILE: 11 (Invisible: 1, Driving section: 13)

MEDKIT: 13 (Driving section: 13)

EXTRA LIFE: 1 (Driving section: 13)

Mission 7: Ski Ridge

TERRORIST CAMP

HOKKAIDO

1700 HOURS

Objectives:

INFILTRATE CAMP ON SKIS

DISABLE SECURITY SYSTEM

OBTAIN SECURITY PASS

ELIMINATE ISAGURA

Item count:

MEDKIT: 16 (Ski section: 9, Enemy drops: 2)

LARGE MEDKIT: 2 (Ski section: 2)

EXTRA LIFE: 1

AMMO CLIP: 5

LIGHT ARMOR: 1

HEAVY ARMOR: 1

CASE OF AMMO: 2 (second one respawns)

Mission 8: Carver Media Tower

CARVER MEDIA TOWER

SAIGON

0530 HOURS

Objectives:

ACTIVATE ROOF ELEVATOR

GO DOWN TWO FLOORS

DESTROY WEAPON CRATES

RETRIEVE DATA DISK

ESCAPE FROM BUILDING

Item count:

AMMO CLIP: 4

MEDKIT: 4

LIGHT ARMOR: 1

HEAVY ARMOR: 1

CASE OF AMMO: 4 (Inside destroyable objects: 1)

LARGE MEDKIT: 4

EXTRA LIFE: 1

PK7: 1

AUTO 9MM: 1 (Inside destroyable objects: 1)

Mission 9: Market District

MARKETPLACE

SAIGON

2000 HOURS

Objectives:

ACQUIRE RL 66

DESTROY BARRICADES

DEFEAT HELICOPTER

DECODE DATA DISK

MINIMIZE CIVILIAN CASUALTIES

Item count:

LIGHT ARMOR: 4

LARGE MEDKIT: 5

EXTRA LIFE: 1

HEAVY ARMOR: 2

CASE OF AMMO: 2

ROCKETS: 9 (Out of bounds: 1) (respawns)

Mission 10: Stealth Boat

STEALTH BOAT

HA LONG BAY

0100 HOURS

Objectives:

CONTACT M VIA COMM LINK  
RESCUE WAI LIN (Appears after completing 1st objective)  
FIND MISSILE PANEL  
STOP MISSILE LAUNCH  
DEFEAT CARVER  
ESCAPE IN TIME (Appears after completing 5th objective)

Item count:

MEDKIT: 8 (Inside destroyable objects: 4)  
LARGE MEDKIT: 10  
LIGHT ARMOR: 3 (Inside destroyable objects: 2)  
AMMO CLIP: 6  
CASE OF AMMO: 1  
HEAVY ARMOR: 1

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Difficulties:  
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The differences between difficulties are that on 007 you start with one less extra life, you take more damage, some bosses require more bullets and you aren't allowed to kill even one civilian. Otherwise everything's the same.

-----  
2: Walkthrough  
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This section is the walkthrough. First I have something to keep in mind...

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Author's tips for playing the game:  
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- Read the manual.
- You can adjust the button mappings, so you might want to do that.
- Strafe, strafe, and straferun.
- You might want to shoot barrels and boxes as they sometimes contain items, especially you want them in 007 difficulty.
- Leave any armor if it would give you more bars' worth than you have available, unless it's from a destroyed object, which means it'll disappear after a while. But you could come back to destroy the object later...
- Learn the levels and the enemy counts, and if an enemy is missing, do a 360 when you are behind his back.
- Don't bother shooting enemies when they move, unless you're straight in front of them.
- Remember that you can use your snipers like any other weapon.
- When you can, try to save med kits for later. For example, those 2 med kits in mission 3 in the extra life room are not much use to you when you have armor and your med kits are taken away eventually, but they can be picked up later along the extra life when there's really some use for them.
- If the enemy hasn't seen you, you can abuse the draw distance, as at the very extreme distances, you faintly can see the enemies, but they can't see you, so aim for the head.
- If you see clips, scroll through your weapons and take it to get more ammo to the weapon of your choice.
- In boss fights, if you can, try to stunlock the boss by shooting in the head repeatedly. Also if you have a heavy weapon, it's useful because it makes lots of damage.
- Do not shoot bosses constantly, they only take damage in intervals, tap shoot to keep accuracy up and save ammo.

- Conserve your extra lives for later, or at least try to. You can always replay missions.

- NEVER USE THE ANALOGUE CONTROLS WHEN WALKING. Try it out and you see why. Does not apply to driving and skiing.

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WALKTHROUGH TIME - Boot  
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When booting up the game, you'll see the PlayStation logo, then a "Loading" bar, then a legal screen, then logos for MGM Interactive, Black Ops Entertainment, Tommy Tallarico Studios and finally, the opening sequence for the game. Then you are instructed to PRESS START. At this point you can start a "NEW GAME", but I recommend to adjust some "OPTIONS" in the main menu and then when starting the game some other options in the pause menu's "OPTIONS" menus.

Select the difficulty of your choice, then we're all set. At the Mission Select select the mission of your choice.

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Mission 1: Military Outpost  
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You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, Laser Designator and 2 Medkits.  
(PK7 and MEDKIT are equipped by default.)

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OBJECTIVE:  
LASER DESIGNATE DISH  
=====

In front of you there's an enemy. On your right is a CASE OF AMMO. Don't take it yet. Kill the enemy and destroy them barrels for 2 MEDKITs. Approach the gate.

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|PRESS [CIRCLE] TO OPEN|  
-----

Open the gate in front of you (CIRCLE BUTTON). Then using them big tanks as cover, move closer to the building. Then kill the enemy standing next to the building and the other enemy who comes after you. Then get inside the building and kill the enemy and pick up his SNIPER RIFLE. Watch out for more enemies spawning in from the top of the hill where you'll be going later. At this point you probably have ASSAULT RIFLE picked up so now is the perfect time to go pick up that CASE OF AMMO.

NOTE: If you take it immediately with just the PK7 in your weaponry, you lose all the benefits of the CASE OF AMMO. Do not do that.

Also destroy the barrel to get another MEDKIT. Then go on. Behind the building you picked up the SNIPER RIFLE is a box. Destroy that for LIGHT ARMOR. Ahead is a tower with an enemy on it. Aim at him manually and kill him. Go up the hill and kill 2 enemies near the chopper which takes off. Shoot the barrel for another MEDKIT and go up the tower behind to find another LIGHT ARMOR. Going forward there's a downhill. Use the objects as a cover and kill those two enemies that are out in the open. Then go to inside the building and kill the enemy with the SNIPER RIFLE. In the same building with HEAVY ARMOR. Save that for later. Go out and kill the enemy in the tower that's on the other side. Then

go to the objects next to the trees near the truck. Shoot them for 2 MEDKITS. Then go ahead and kill the enemy in front of the tunnel. Then turn around and shoot the barrel to gain access to another area. Blast the box for an EXTRA LIFE. Go up the tower to get another LIGHT ARMOR. Watch out, as in this point couple of enemies spawn to the lower level. Get rid of them. Then go to the tunnel. At the other side is an enemy. Kill him. Now, ahead are four enemies. Kill the one that's standing closer. If that fails, he and another enemy patrolling in the area, both come to you. Let them and then kill them. You can use the objects in the area as cover to reach the enemy standing near the gate and then blast him. The last enemy is at the tower in the area. Aim at him and kill him. And go up for another LIGHT ARMOR. (At this point, if your armor is not full I recommend getting that HEAVY ARMOR.) You can blow the things in the area for 3 MEDKITS and 2 AMMO CLIPS. Switch to your LASER DESIGNATOR and hold USE ITEM button. Aim at the dish and the lights should come up. Press your SNIPER MODE button to use it. A short scene will play.

=====  
OBJECTIVE:  
OBTAIN SECURITY CARD  
=====

At this point a chopper appears and drops enemies to the area. Get close to the drop off point and wait for the first enemy to drop out. Kill him. Wait for the second enemy to drop out. Kill him too. Wait for the third enemy to drop out. Also kill him. He drops the SECURITY CARD. Pick it up.

At this point you can wait for the fourth enemy to drop out and kill him, then wait for the final enemy and kill him too. The chopper goes away but after a small while comes back. (At this point another 5 enemies drop down one at a time and the third one has a SECURITY CARD. If you don't advance this scenario just repeats over and over.)

-----  
|GOT SECURITY CARD|  
-----

Go to the panel next to the gate.

-----  
|PRESS [CIRCLE] TO OPEN|  
-----

Open it (CIRCLE BUTTON). Then wait for the small scene to play out.

=====  
READYING SKIS FOR ESCAPE  
=====

=====  
OBJECTIVE:  
ESCAPE ON SKIS  
=====

NOTE: Whatever armor you had you still have at this point gives you greater chance to complete this section without losing a life (unless you hit a tree HARD).

NOTE: In this section you can use analogue controls if you want to (left stick).

At your right will be 2 MEDKITS and immediately in the left is 1 MEDKIT. Get over them if you need to. After getting through the trees 2 enemies appear. You can use your skipoles to annoy them if necessary. At the center is a path higher than the sides. On the end of it is a MEDKIT. Try to avoid them enemies and them trees. Eventually you encounter more trees and a tunnel. Then some more trees. On the right side is 4 MEDKITS. After getting past those a small scene will play out. Three more enemies annoy you now. Go near the trees and they smash into those more or less hard. Eventually you jump. (You can stunt. See controls.) A bit more trees. They are easy to avoid. When the ground is all even watch out. You are automagically turned to right (you can lose a life due to hitting a tree due to this, take it from my experience). Then a brief scene will play and then guess what? MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 2: Arms Bazaar  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, Assault Rifle, Sniper Rifle, STK. Mines, Camera, STK. Mine Detonator and 2 Medkits.  
(PK7 and CAMERA are equipped by default.)

=====  
OBJECTIVE:  
PHOTOGRAPH WEAPONS  
=====

Ahead is a thing you need to photograph. But there's an enemy. Wait for him to appear and then shoot him in the back. Then take the photograph by holding the USE ITEM button, aiming at the SCUD and then pressing SNIPER MODE button. If the image is not taken, you're too far.

OBJECTIVE 1A COMPLETE (PHOTOGRAPH SCUD - as seen in OBJECTIVES menu)

Then. If you turn left and around you can see a CASE OF AMMO. I recommend you to leave it until you run out of STK. MINES, even though the case respawns after a certain time indefinitely. Go near the gate and there should be an enemy doing some patrolling. Kill him and kill the enemy standing in the small distance away next to a jeep and some MORTARS. Behind them are 2 MEDKITS. Take the image of them MORTARS.

OBJECTIVE 1B COMPLETE (PHOTOGRAPH MORTARS - as seen in OBJECTIVES menu)

Opposite of the jeep and slightly at the left, a LIGHT ARMOR is seen. Take it. Now, see the line of green covered crates? Attach a STK. MINE to one (author recommends one almost opposite of the jeep on the very left). Equip STK. MINE DETONATOR and press USE ITEM button. Now blast them four enemies on the other side one at a time. Then take an image of the CHOPPER. A small scene will play.

OBJECTIVE 1C COMPLETE (PHOTOGRAPH CHOPPER - as seen in OBJECTIVES menu)

=====  
OBJECTIVE:  
LOCATE COCKPIT KEY  
=====

Now approach the gate. A small scene will play. After it you have 2:00 time to complete your mission.

Go forward and shoot the enemy behind the blue boxes, collect the LARGE MEDKIT, turn right and shoot the enemy, then go forward and shoot the enemy near the vehicle which also shoots you. You can destroy that vehicle by attaching a STK. MINE on it and detonating it. Then go for the HEAVY ARMOR and a LARGE MEDKIT seen in the distance. After that kill the enemy behind the blue box thing that holds the COCKPIT KEY. Pick the key up.

-----  
|COCKPIT KEY FOUND|  
-----

Then go towards the jet and kill an enemy near the black tank thing. Then you can kill the enemy next to the jet. If you go behind the covered green crate you can find some AMMO CLIPS. (Remember, you can get ammo to a weapon of your choice!) And next to it on the other side is another vehicle you can destroy and a small distance away is an EXTRA LIFE. At this point some enemies might spawn in the area at the group of two. So be careful when going to the jet ladder.

-----  
|PRESS [CIRCLE] TO GET IN|  
-----

Get in the jet.

-----  
|"M, I'VE GOT THE MIG!"|  
-----

At this you can use CROSS and CIRCLE buttons to shoot and wreck some things. After almost two circles the jet moves along the runway, turns around and the back can't be seen to light in flames as the screen fades out as what happens is a MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see an FMV sequence containing the game credits over the opening sequence of the movie. (Funny thing is that it's Pan & Scanned while all other movie sequencing are left to their original aspect ratio. Complete reversal when compared to VHS tapes where everything else than opening and end credits are Pan & Scanned.) Then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 3: Carver Media Party  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, SMG 45, 2 Medkits and a Cuff Link.  
(PK7 and MEDKIT are equipped by default.)

=====  
OBJECTIVE:  
RENDEZVOUS WITH PARIS  
=====

Go down the stairs and STEALTH KILL the enemy by sneaking behind him and then pressing USE WEAPON button. Go further and you'll encounter enemies playing with



cards. If you didn't stealth kill the first enemy, the alarm is sounded and they are alert. Either way kill them. Then pick up the armor that's between shelves. On one side of the other shelf is the DOOR REMOTE. Pick it up.

-----  
|GOT DOOR REMOTE|  
-----

Go to the big doors.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE button to open the doors. Now, go around the glass windows and to the end of the corridor and through doors on the right. The enemy that's inside tries to go for the alarm first and then after you. It doesn't matter if he sounds the alarm. Kill him and pick up the ELEVATOR CARD from the shelf.

-----  
|GOT ELEVATOR CARD|  
-----

Behind the shelf are 2 MEDKITs. I recommend saving these for later, as your MEDKITs are taken away a small while later and you should have your armor anyway.

At this point you can break a window and kill them two enemies and break the computer at the center of the room to complete an objective early. I recommend just killing the enemies so there's less overall when you return.

Go in front of the thing on the left side of the elevator doors.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE to open the elevator doors. Then locate the keypad on the side of the elevator.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE to go "up to the next floor". Step out and rush forward to take cover from behind the control panel. Shoot the three enemies, one on the left, one on the center and finally, one on the right. There's 2 LARGE MEDKITs on the left and right sides in front, get them if you need them. Continue through the corridor and kill the enemy. Then go forward and you've found Paris. Go in front of her.

-----  
|PRESS [CIRCLE] TO TALK|  
-----

Press CIRCLE button. A scene plays and a brief "LOADING..." appears. Then you wake up in a room.

=====  
OBJECTIVE:

CUT THE POWER

=====

You continue with ACTION equipped (unarmed) and CUFF LINK equipped.

You're in a room and the door is locked. When going in front of the mirror in the room, the game instructs you to:

-----  
|USE A GADGET|  
-----

So press the USE GADGET button and rush to the table to pick up your PK7. Then shoot the enemy that's in the room with you. Turn to face the door, as more enemies may come in. If any come in, kill them. Then pick up the DOOR REMOTE the first enemy you killed dropped.

-----  
|GOT DOOR REMOTE|  
-----

Then turn right. Go close to the power machine.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE button to cut the power. Or just shoot the machine.

=====

OBJECTIVE:  
DESTROY CENTRAL COMPUTER

=====

Pick up the LARGE MEDKIT next to the doors and go through the doors. There is two enemies in the room with the central computer and two in the corridor. Kill them and destroy the CENTRAL COMPUTER if you haven't already.

=====

OBJECTIVE:  
ESCAPE

=====

Now, you may want to pick up the 2 LARGE MEDKITs in the room and go back to the room where you got the ELEVATOR CARD from. There's an enemy so be prepared when you open the door. There's also an EXTRA LIFE for you to pick up. Go back and through the central computer room to them big doors.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE to open the doors. Inside the room are three enemies, fourth may spawn when you turn around in the room. After killing them just run forward and up the stairs to the point where you started the mission and MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 4: Pressing Engagement  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, Assault Rifle, 2 Medkits and a Fingerprint Scanner.  
(PK7 and MEDKIT are equipped by default.)

=====  
OBJECTIVE:  
MINIMIZE CIVILIAN CASUALTIES  
=====

This objective gets completed at the end of the mission. You are allowed to kill 1 civilian on Agent difficulty, but none on 007 difficulty.

=====  
OBJECTIVE:  
FIND GUPTA'S BRIEFCASE  
=====

You've descended them stairs. Go forward and turn right. Kill the enemy in front of you. The door next to him can be opened for 2 MEDKITs, 2 LIGHT ARMORs and a CASE OF AMMO. Get out of the room, turn right and run forward. Watch out when you reach the next room, there's an enemy on the right and another one on the left. Behind the red shirted enemy is a door where an enemy locates and sometime likes to come out. In the room is 2 LARGE MEDKITs. Get out and if you want you can open the door with your FINGERPRINT SCANNER if you want. Anyway, go to the area where is machinery. On the left side, kill the two enemies on the top level and go ahead. Another two enemies are on the top level. Kill them and go the corner area to find an EXTRA LIFE. Turn around and you find two openings. Go to the right (no pun intended) one. You find an enemy between paper rolls. Kill him and go between the rolls in front of a briefcase.

-----  
|PRESS [CIRCLE] TO OPEN|  
-----

Press CIRCLE button to open it and see a brief scene.

-----  
|GOT ACCESS CARD|  
-----

=====  
OBJECTIVE:  
RETRIEVE HIDDEN ENCODER  
=====

Backtrack to front of the door where was the second enemy you killed.

-----  
|ELECTRONICALLY LOCKED|  
-----

Open the door using your FINGERPRINT SCANNER by using the USE GADGET button.

-----  
|UNLOCKED DOOR|  
-----

-----  
Go through and find the next big door on the right side of the corridor. Go in.  
If you go in front of the painting on the right, the game tells you that:

-----  
|SOMETHING IS HIDDEN|  
-----

Well, turn left and go behind the file cabinets.

-----  
|PRESS [CIRCLE]|  
-----

Press the CIRCLE button. The painting opens. Move to it.

-----  
|ELECTRONICALLY LOCKED|  
-----

Open the safe by pressing the USE GADGET button. Pick up the encoder.

-----  
|ENCODER FOUND|  
-----

=====  
OBJECTIVE:  
ESCAPE FROM BUILDING  
=====

Go out of the door and approach to the big doors. Be careful, two enemies are coming from the stairs. Kill them and go forward to the machinery room. Approach them two openings and take the left one. Behind the third and fourth paper rolls is an enemy. Kill them and continue forward. Turn right and manually kill the enemy seen at the top level. Turn left and continue and manually kill the enemy ahead on the top level. Then go forward, turn right and kill the enemy ahead of you. Go somewhat forward and kill the enemy on the top level in the right side. Go forward and kill the enemy ahead and in the left side at the top level. Go forward and approach the door. MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see an FMV sequence containing a short sequence from the movie. Then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 5: Hotel Atlantic  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7 and 1 Medkit.  
(ACTION and MEDKIT are equipped by default.)

=====  
OBJECTIVE:  
TALK TO BARTENDER  
=====

Them enemies for now don't pay attention to you as long as you keep ACTION as your "weapon". So keep going past them enemies and go inside. Keep moving along and go through the door in front of you. There's three enemies and the BARTENDER guy. I suggest wasting them three enemies now and taking their ammo and those three AMMO CLIPS that are next to the yellow jacketed enemy. Then I suggest going near the grey doors.

-----  
|PRESS [CIRCLE] TO INTERACT|  
-----

Press CIRCLE to INTERACT with the BARTENDER. A small scene plays. (You can just kill him by shooting him, he doesn't care. The objective is not marked as complete if you do this but this doesn't matter.) He then drops his keys. Pick them up.

-----  
|GOT KEYCHAIN|  
-----

=====  
OBJECTIVE:  
ACTIVATE SERVICE ELEVATOR  
=====

Go through those grey doors after getting them keys. You don't want to waste time as enemies spawn endlessly in the area. You want to turn around and strafe right and kill the enemy standing in front of the door. You can pick up those three MEDKITS behind you. Go through the door, waste the enemy behind them doors and the enemy on the right if you didn't do that earlier. Go back to your car and waste them two enemies that are in the are if you didn't already. There's a grey door in the wall. Inside on the left are three AMMO CLIPS and one LARGE MEDKIT. Take those. Turn right and get the LIGHT ARMOR on the right. There's a switch on the wall.

-----  
|PRESS [CIRCLE] TO THROW SWITCH|  
-----

Press CIRCLE button to THROW SWITCH.

-----  
|ELEVATOR ACTIVATED|  
-----

The elevator is now activated. Two enemies have spawned in the area so look out.

=====  
OBJECTIVE:  
MEET WITH PARIS  
=====

Now go back to the room where them three MEDKITS were. There's a corridor that leads to the elevator. Go in and locate the panel on the side.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE button on the keypad to "go to the next floor". Get out and turn left and locate the door on the left. Go through the corridor and through the doors. A brief scene will play. Boss time.

NOTE: I suggest you to not waste any ammo by shooting repeatedly as bosses only take damage from bullets every few seconds. I suggest shooting once, waiting a short while and then shooting again.

Waste the boss by moving around in the room dodging his shots and things he at times throws at you. He's pretty easy to stunlock with headshots though, so do that if you can.

NOTE: This boss takes less damage from your shots at the higher difficulty.

When he dies, you have a few options. You can explore them small rooms near the door you came in the boss room. One of them contains 3 MEDKITS and a HEAVY ARMOR for you. The other room has nothing in it. Continuing in the kitchen area, there is a door and behind it is a MEDKIT. Take it. Go back a bit. Now you can go through the doors on the right. Take a right and go forward. After turning right you see an opening on the left. There's an enemy. Kill him. Behind him is a CASE OF AMMO. Don't take that yet. There's GASBOMBS nearby. Take them and then take the CASE OF AMMO. Leave the way you came, watch out for spawned enemies. Instead of going back through them doors, go straight and turn left, kill the enemy and take the HEAVY ARMOR and the EXTRA LIFE. Turn back and return the way you came. Go through the doors and blast an enemy or two that have spawned in. Go up them stairs near them door you originally came to the area. Continue forward and you eventually come to a set of two doors. Take the left for some more GASBOMBS and a door to the room where the other door would lead. Then a scene will play automagically.

=====  
OBJECTIVE:  
ESCAPE THE HOTEL  
=====

NOTE: Paris can take two hits. Third hit is fatal.

With Paris now following you, go back through a door, follow the path and go down them stairs and blast an enemy or two which like to spawn in the area. Go through the door on the right of them stairs and them doors on the other side, turn right, go on the elevator and locate the panel on the side.

-----  
|PRESS [CIRCLE]|  
-----

Press CIRCLE button on the keypad to "return to the other floor". Go out of the elevator, follow the route, turn right, go through them doors and turn right and go back to your car. You and Paris go inside the car and then drive off. MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see an FMV sequence containing a short sequence from the movie. Then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 6: Convoy  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, Infrared Rifle and 2 Medkits.  
(PK7 and MEDKIT are equipped by default.)

=====

OBJECTIVE:  
RENDEZVOUS WITH Q

=====

When you start, just switch to INFRARED, turn left and get the HEAVY ARMOR on the other side of the road. Go back to the right side, go forward and when the enemy appears, go somewhat more forward, but not as much that he spots you. Then aim at the INFRARED at him and take him out. Then go to him and take his weapon and the CASE OF AMMO. Then kill the enemy between them two trees in front of you and run forward through the barriers. Enemies shoot you but they miss you 99% of the time. You left three enemies on the left side of the road and one enemy who is patrolling in the area, behind you. You can go kill them if you want, but I advise against it, as they don't even follow you. Ahead is Q. Reach him.

-----  
|PRESS [CIRCLE] TO TALK|  
-----

Press CIRCLE button. A scene plays. Move next to the left front door of the BMW 750iL.

-----  
|PRESS [CIRCLE] TO GET IN|  
-----

Press CIRCLE button to go in the car.

=====

OBJECTIVE:  
DESTROY TERRORIST CONVOY

=====

NOTE: Just pressing TRIANGLE button is enough to switch weapons here.

NOTE: In this section you can use analogue controls if you want to (left stick to control, right stick for car speed).

Where to go from here? Floor it and turn right and follow the road and destroy eight vehicles. Them vehicles drop mines and sometimes shoot at you. The last vehicle shoots missiles at you when it's left. There's at times pickups. You may want to keep only two cars alive until near the end while keeping back, that way you can easily get the EXTRA LIFE at the very end without getting missile'd to death.

The road layout is pretty much like this:

Leaving and turning right, at the left side of road is a MISSILE. You might want to take that. Road turns right, goes forward, has some hills and 3 MEDKITS on the left side, and soon after the right turn there's a MISSILE on the right. After a bridge you encounter a rock on the left side. Behind it is another one of MISSILE thingies. A slight right turn and two hills. At the right turn on the left side of the road is a MISSILE. Before a left turn there's a MISSILE on the right side of the road. On the right side of the road is a MISSILE that happens to be invisible, near the right turn before the tunnel and the four MEDKITS on

the right side of the road. There's a right turn after the tunnel, there's a MISSILE on the left side of the road at the left turn and three MEDKITs on the right side of the road. After going forward there's a turn right and the road goes uphill. Then a big hill and there's two MISSILES on the right side. At the wide left turn there's another MISSILE at the right side. Then there's a bridge. The road curves right and there's three MEDKITs on the left side. A bridge and a right turn. Then a left turn and on the left is a MISSILE in a wonky place. Then after a short while an EXTRA LIFE on the right side of the road. Then a tunnel and if you haven't gotten rid of all the cars at the end of it, MISSION is FAILED.

Destroying all eight cars equals MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 7: Ski Ridge  
-----

You see a Briefing video detailing things. Then the mission loads.

=====  
OBJECTIVE:  
INFILTRATE CAMP ON SKIS  
=====

NOTE: In this section you can use analogue controls if you want to (left stick).

You start skiing. Go forward and the first enemies come after you. I suggest going to the far left side and let them enemies hit them trees while you speed up when you see the first rock. Go fast in the area full of trees. Usually your enemies hit them. There's also 5 MEDKITs here. Go on and this time when more enemies come after you, stay at the right side and speed to the left turn. Some of your enemies hit them obstacles and die. On the right, close to the edge of a cliff is 4 MEDKITs. Take any if you need them, carefully. Then go on through the tunnel and a few jumps. After that there's a lot of trees. Some enemies should hit those. You have a choice, left, middle or right side. Left and right are elevated and both sides have a LARGE MEDKIT. After a couple more jumps you reach your destination. A small scene plays.

=====  
OBJECTIVE:  
DISABLE SECURITY SYSTEM  
=====

You continue with your PK7, Infrared, Auto 9MM, 2 Medkits and a Fingerprint Scanner.

(PK7 and MEDKIT are equipped by default.)

Go around the rock on the left side and kill the enemy in front of you silently. Then kick the door open in front of you (CIRCLE button). The enemy inside will not care if you haven't made noise eariler. You can headshoot him. He always drops a MEDKIT. Pick it up along them 2 AMMO CLIPS and a LIGHT ARMOR that's in the building. Then leave the same way you came in. Turning left and going ahead brings you to a tree and a vehicle and next to it is an EXTRA LIFE. Take it and then kill them two enemies patrolling in the area. Go forward to them green covered crates and find the barrels. Between them three barrels is a HEAVY ARMOR that you don't want to pick up yet. Go forward and find the door on the side of



the other building. Press CIRCLE to kick it open. Then kill the enemy inside. He drops a MEDKIT. Pick up them two AMMO CLIPS and 2 MEDKITS in the building. When you kicked open the door you could see the machine you need to use. Go to it.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE button and you're done.

-----  
|SECURITY SYSTEM DISABLED|  
-----

Find the other door of the building you are in and kick it open (CIRCLE button). Then kill the enemy in front of a gate after going outside. Usually at this here point two enemies have spawned somewhere behind you. If so, kill them. Reach the gate.

-----  
|PRESS [CIRCLE] TO OPEN|  
-----

Open the gate by pressing CIRCLE button in front of it.

=====  
OBJECTIVE:  
OBTAIN SECURITY PASS  
=====

Go forward and kill an enemy next to the three barrels. Behind them barrels is an AMMO CLIP. There's an enemy on the right and an enemy on the left. Kill them. If at this point enemies appear they're from the room you're going next. They sometimes somehow appear outside when you turn your back and they can shoot you through the room walls. Now, see the tower outside? For the best bet of not enemies spawning, locate the gate and keep it in your right side while you strafe left the first stairs, walk backward the next set, then strafe right the last set. Walk forward, and strafe left and right to collect the SECURITY PASS and a CASE OF AMMO. Then reverse the steps and go down, go forward and turn left and on the left is a door. Open it with CIRCLE button.

=====  
OBJECTIVE:  
ELIMINATE ISAGURA  
=====

Now, if the enemies haven't all glitched out, you can try luring them outside from the door and killing them. I suggest that before going in, you go and take that HEAVY ARMOR if you haven't already. Don't worry, you can open that door multiple times from the outside. Once you're inside, there's no going back. You can see a trail of MEDKITS. There's 4 MEDKITS in total. Follow them to a door which leads to the boss room.

-----  
|VERIFY FINGERPRINT|  
-----

Switch to your FINGERPRINT SCANNER and press USE ITEM button. When you step in, a small scene will play. Boss time.

NOTE: I suggest you to not waste any ammo by shooting repeatedly as bosses only take damage from bullets every few seconds. I suggest shooting once, waiting a short while and then shooting again.

Waste the boss by moving around in the room dodging his shots and GASBOMBS he at times throws at you. Use your INFRARED to deal a lot of damage and take him down easily. If you go for headshots, use any other weapon, as they all do the same damage with headshots and you want to move your aimer fast. There's a respawning CASE OF AMMO at the center of the boss room.

When he dies, the final door opens. Go through it and MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 8: Carver Media Tower  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, Auto 9MM and 2 Medkits.  
(PK7 and MEDKIT are equipped by default.)

=====  
OBJECTIVE:  
ACTIVATE ROOF ELEVATOR  
=====

Turn almost around to the left and kill them 2 enemies in the distance. Go there and pick up 2 MEDKITS and 2 AMMO CLIPS. Then go back and go up the stairs and kill the enemy up there from a distance. Then turn left and using the wall as a cover kill the three enemy line one at a time to avoid massive damage. Then pick up the LIGHT ARMOR on the right and continue. When reaching the highest point there's an enemy on the left. Kill him. Behind a thing behind is a HEAVY ARMOR. I suggest leaving it for now. On the other side is an enemy and a CASE OF AMMO. Kill the enemy and take the item. Continue down. If you want to negate an enemy that spawns, go left get down and come back. If not, just turn right but be prepared. After the another corner is another enemy. Kill him. Go forward slowly until you see faintly an enemy and kill him. Go forward and another enemy can be seen. Kill him. In the area is the UTILITY KEY and a LARGE MEDKIT. Pick them up.

-----  
|UTILITY KEY FOUND|  
-----

Go back the way you came and continue forward. Turn left and on the left is a box.

-----  
|PRESS [CIRCLE] TO OPEN|  
-----

Open it with CIRCLE button.

-----  
|ELEVATOR PANEL UNLOCKED|  
-----

=====

OBJECTIVE:  
GO DOWN TWO FLOORS

=====

Now go back up and turn right. On the right side at the top, take that HEAVY ARMOR now. Go down, turn right when necessary and approach the elevator. Locate the panel on the side.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE to "go down to another floor". ONE FLOOR DOWN, ONE TO GO. At this point you want turn around in place to spawn an enemy. Kill him so he won't bother you later. People always turn left at this point, I find it easier to go forward. Go forward, look out as there's an enemy at the right side close to you. Move so you can kill him and then move some more to kill another enemy who's somewhat further next to a door. Open that door and take 2 AMMO CLIPS and CASE OF AMMO times 2 that are in the room. Go back out, and keep going after turning right. Inch forward until you see an enemy in the distance. Kill him. Go forward, but not too far as there's two enemies behind a corner. Move so that you can kill them one at a time. Then pick up them 2 MEDKITS that are next to you. Behind the next corner is yet another enemy. Easy to take out. Continuing forward you encounter another two enemies behind a corner. Move so that you can kill them one at a time. Then pick up the EXTRA LIFE in the area and move on. You come to a door on the left side. Go past it and waste two enemies behind a corner after the door. Come back, go inside, waste the two enemies in the room and find an electronic piece in the wall on the left side.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE in front of it and it moves away. You freeze in place for a couple of seconds. Behind of that is another enemy. Kill him and get the ELEVATOR KEY.

-----  
|ELEVATOR KEY FOUND|  
-----

Go out of the room, turn left, kill the final enemy behind the corner, and go forward to reach the elevator. Locate the panel on the side.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE to "go down to another floor".

=====

OBJECTIVE:  
DESTROY WEAPON CRATES

=====

You appear on a new floor. Now, you can either:

Walk forwards enough and then backwards so that one of two enemies spawns, and then kill him. Turn around and so the other one spawns and kill him too. Walk to the door on the left. If you don't kill these enemies, it doesn't matter that

much, you get less ammo later. They won't come after you anyways.

You can leave them two enemies "alive" as they don't want to spawn at first and just turn left and go in front of the door.

Either way, a short scene will play. You pick up the PK7 from the table in the scene automagically. Mash USE WEAPON button to kill the last enemy that's alive after the scene ends. Pick up all the ammo in the area, and if you didn't kill those two enemies earlier, go opposite of the table to find the door, open it and either kill them enemies or pick up their ammo. Otherwise you can go to the left and find a corridor. Inch forward and manual aim with ASSAULT RIFLE. Kill another of two enemies that appear at extreme distance, so that only the other one comes to your direction. Then kill the other one. When going forward and turning left be careful as sometimes the enemy is in a different place. If he's not seen, he's around the next corner in the right, in front of a door. Open the door and kill the enemy behind it. Now you can use the other remaining enemy to shoot them two WEAPON CRATES for you by crouching behind them. Or you can kill the enemy and use your weapons to destroy them WEAPON CRATES.

=====  
OBJECTIVE:  
RETRIEVE DATA DISK  
=====

Anyway, the WEAPON CRATE next to the door contains an AUTO 9MM. The other next to the pillar contains a CASE OF AMMO. Also in the room is 3 LARGE MEDKITS. Take all the stuff and move on. Run through the door and behind the second pillar on the left side. There's computers that cover you. Strafe left and shoot the other enemy of them two. Then move some more to kill the one that's further and a bit in the right. Then go to the door in front of you, open it, and there's the DATA DISK when you turn right. Collect it.

-----  
|GOT DATA DISK|  
-----

=====  
OBJECTIVE:  
ESCAPE FROM BUILDING  
=====

Exit out of the room, turn left and go forward to the final area. Two enemies come for you. Kill them. See the window on the left? Shoot it to break it and MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 9: Market District  
-----

You see a Briefing video detailing things. Then the mission loads.

You start with your PK7, Assault Rifle and 2 Medkits.  
(PK7 and MEDKIT are equipped by default.)

=====  
OBJECTIVE:  
=====

MINIMIZE CIVILIAN CASUALTIES

=====  
This objective gets completed at the end of the mission. You are allowed to kill 1 civilian on Agent difficulty, but none on 007 difficulty.  
=====

OBJECTIVE:  
ACQUIRE RL 66  
=====

Now, when you start this mission, you might notice that something's different. That's because one thing actually is different. You play as Wai Lin instead of Bond. James Bond.

Walk a bit backwards, strafe left, sneak behind the enemy and stealth kill him. This way the other enemy doesn't know you're here. Go back the same way and go the other way forward. Kill the enemy on your left and go through the doors next to him. Shoot the enemy in the distance. At your left is some boxes. Behind them is an enemy. You can get him to kill himself by making him shooting them boxes. Or you can shoot them boxes yourself to kill him. Go forward and through them doors and kill an enemy that's on the left. Don't go there, go right. At this point you can see a civilian acting like an enemy. Especially, if you're playing on 007 difficulty, DO NOT KILL HIM. Go up those stairs you see. Be careful when at the top, there's an enemy on the left. Once up, go forward and pick up the LIGHT ARMOR. Go forward, pick up another LIGHT ARMOR. Again, go forward and kill another enemy. Even if you lose armor don't pick up any of the remaining 2 LIGHT ARMORS. You can always return later. Going forward, in the distance is another enemy. Kill him at a distance. Go forward and down the stairs. Open the door and face the stairs and strafe right and kill the enemy in the corridor behind the doors. Go forward and use strafe again to kill an enemy in the next room. This room is annoying and things can go wrong due to enemy placement. There's another enemy at the doors. There's also another enemy behind them who likes to come to you. When done, don't go out yet. On the left of the doors is a thing, which has a LARGE MEDKIT behind it. Grab it and then go out. Face right and strafe left and kill another enemy. You can go forward and through the doors, down them stairs and find a small room with an EXTRA LIFE, a HEAVY ARMOR and a CASE OF AMMO. Take WHAT YOU NEED and go back. Now, when out again, go forward. Kill an enemy that you'll encounter and go through the door and up the stairs. Open the doors but don't go in yet. You can kill an enemy at the spot, you want to do it as he won't then bother you later. When done, go through so a small scene will play. Another boss time.

NOTE: I suggest you to not waste any ammo by shooting repeatedly as bosses only take damage from bullets every few seconds. I suggest shooting once, waiting a short while and then shooting again.

Waste the boss by moving around in the room dodging his shots and rockets he at times shoots at you. Use your ASSAULT RIFLE for most damage. Remember, there's another regular enemy on the other side of the room. When the boss dies, pick up his RL 66.

NOTE: This boss takes less damage from your shots at the higher difficulty.

-----  
|GOT RL 66|  
-----

=====  
OBJECTIVE:  
=====

DESTROY BARRICADES

=====  
Now you have two choices. You can take the easy way, or the difficult way. This is due to the objective being wonky, it says BARRICADES, only one is needed to destroy to complete the objective.

Easy way: Retrace your steps by taking the right door, going down the stairs, through the rooms you went through, up the stairs, going past those 2 LIGHT ARMORS you left that you could pick up, down the stairs again, turning 180, and then turning right and going forward. (At this point skip the difficult way if you did this.)

Difficult way, the intended route: Take the left door, go down them stairs and out the door. Turn right and behind the next corner is another enemy. Take him out. At this point, watch out. Switch to the RL 66, go near the turret and then manual aim a bit higher, fire and move forward and strafe slightly so that the rocket hits. Congratulations. You also need to shoot those things that look like those at roadblocks out of the way with the RL 66. Behind the thing is another enemy, take him out. You don't need to worry about rockets, there's plenty of pickups and they all respawn. Now, going ahead again, there's another enemy in the distance. Take him out and do what you did earlier with the previous turret. There's also another turret, but that's easy to take out as it's facing away from you. There's also another enemy behind the another turret. Now go ahead and you're at a familiar area again. Go up the stairs and pick the remaining LIGHT ARMOR and come back. Go forward and turn right and go ahead.

Either way you did, you're now at the same spot. Ahead is the last set of stuff you need to destroy. Do what you did last times and again, the other turret is facing away from you so it's an easy destroy. Don't forget to destroy the extra things so you can advance (Dumb, ain't it?).

=====  
OBJECTIVE:  
DEFEAT HELICOPTER  
=====

Behind the last turret thingy is an enemy. Waste him, look up and locate another enemy and kill him. Go forward hugging the wall, go into sniper mode and kill two enemies one at a time that are on an upper level. If you only see their feet they won't hit you as they won't fire. Go forward and go left. Inch forward and kill an enemy on the distance. Do the same two times to kill the other two that are in the area. Then go back and take the other way. Beware, sometimes an enemy spawns to the last turret are and comes after you. Now, you reach a dead end but the end of the wall on the left side can be destroyed with your RL 66. Go to the passage and you find an area with 4 LARGE MEDKITS, a CASE OF AMMO and a HEAVY ARMOR. Take your stuff and then go back to the area where you killed those three enemies. Go forward to the tunnel and through the large gate. Another boss wants to battle with you. So it's boss time.

Easiest way to handle this is go forward and to the left a bit when the view changes slightly and music changes. Aim up and right side as that's where the helicopter comes. Move the aimer along the movement (it makes a wide circle) and shoot rockets rapidly. Eventually is explodes and its parts scatter to the area.

=====  
OBJECTIVE:  
DECODE DATA DISK  
=====

After taking out the helicopter, go through the small gate on the other side of the room. Go forward and kill them final two enemies in the area. Then go in your lab. A small scene will play.

-----  
| INPUT CODE USING [CROSS] [SQUARE] [TRIANGLE] [CIRCLE] |  
-----

At this point the game wants you to input a code using CROSS, SQUARE, TRIANGLE and CIRCLE buttons. To know if something is in the correct spot, it flashes for a moment.

NOTE: The code is random each time.

When you successfully input the correct code, it's MISSION COMPLETE.

When you complete the mission, a Loading screen happens and then you'll see an FMV sequence containing a short sequence from the movie. Then you'll see your score. At this point you can save your game or continue to Mission Select to select a mission of your choice.

-----  
Mission 10: Stealth Boat  
-----

You start with your PK9, SMG 45 and 2 Medkits.  
(PK9 and MEDKIT are equipped by default.)

=====  
OBJECTIVE:  
CONTACT M VIA COMM LINK  
=====

On your left is a barrel. Shoot it for a MEDKIT. Next to it is the door you want to go through. Shoot the enemy, move on and turn left. In the distance is another enemy. Shoot him, go forward and turn right a couple of times and shoot another enemy who's behind a crate. Then go past him and open the door on the left. Kill the enemy behind the door. The COMM LINK is in front of you. Go to it.

-----  
| PRESS [CIRCLE] TO USE |  
-----

Press CIRCLE to contact M. A small scene plays.

-----  
| CONTACTING M... |  
-----

-----  
| RELAYING POSITION... |  
-----

-----  
| TRANSMISSION COMPLETE. |  
-----

=====  
OBJECTIVE:

RESCUE WAI LIN

=====  
Retrace your steps by going through the door and forward. There's two enemies behind the next corner. And a spot in the wall that allows them to shoot at you through it. Using right positioning you can take them out one at a time. At the center, between them is an OFFICE 4A KEY. Take it.

-----  
|GOT OFFICE 4A KEY|  
-----

Go ahead and then turn right. Go through the door and be careful. Face the right wall, strafe left and shoot an enemy. Then turn right, strafe left and shoot another enemy. In the room, on the left ahead is a LARGE MEDKIT. At the center is a YELLOW KEY. On the right bottom corner is a LIGHT ARMOR. Take them.

-----  
|GOT YELLOW KEY|  
-----

Move out and turn right. Shoot an enemy that you notice. Again go forward, turn right and strafe left to kill an enemy behind the corner. Go forward and through the door and you're in the start area. Turn left and open the door. Shoot the enemy facing away from you. Then go forward. There should be an enemy behind a barrel. If he's not there, turn 180 degrees after gone past it. Kill him. Go forward and be careful. At the distance in the left is a barrel and behind it are two enemies, one which dies when the barrel explodes, and the other who either comes after you or stays behind the corner. Kill them. At this point sometimes an enemy comes from the front. If it happens, kill him. Go forward again. Behind a corner is another two enemies, and a barrel. Kill the enemies and go forward. There's a door on the right side. Go through it and blow the barrels on the right side of the door on the other side at your point of view for a MEDKIT. Open the door in the right side and go in, then take them 2 LARGE MEDKITS, 2 AMMO CLIPS and the CASE OF AMMO and finally, the HEAVY ARMOR in the room and go to the door. A small scene plays. Boss time, yet again.

NOTE: I suggest you to not waste any ammo by shooting repeatedly as bosses only take damage from bullets every few seconds. I suggest shooting once, waiting a short while and then shooting again.

Waste the boss. Stay behind the crates on the right and try to headshot him when he moves into view. His GL 40 is not a huge problem. When he dies, go to his area, passing 4 MEDKITS and pick up the CELL KEY and his GL 40.

NOTE: This boss takes less damage from your shots at the higher difficulty.

-----  
|GOT CELL KEY|  
-----

Then you can go back and take a door ahead. On the left is a barrel. Explode it for a way to an EXTRA LIFE. (This can be taken from the other side due to its hitbox.) Next to it is a cell where Wai Lin is. Go to the left side of the lasers.

-----  
|PRESS [CIRCLE]|  
-----



Press the CIRCLE button. A small scene plays.

=====  
OBJECTIVE:  
FIND MISSILE PANEL  
=====

When you gain control, turn left and you'll see some barrels. Explode them for 2 LIGHT ARMORS and a MEDKIT. Turn left and go through the door. Then the door you used to come to the area should be on the left in front of you. Go through it. Usually an enemy has spawned here who is here. Kill him if he's here. Then ahead on the right side is a door. Take it so you don't needlessly go around and turn right and go to the start area. Take the door you initially did, on the right and stay back. There's an enemy behind it. Kill him and go forward to the door and go through it. Careful, there's an enemy behind a corner again. Position yourself right to kill him. There's another enemy in the distance. Manual aim and kill him quickly. Move on, turn left and go through the door, turn left and find a slope which goes down. Kill an enemy next to it and the other enemy in the distance. Go forward towards the other enemy and take the other slope down in the right and you are in an area with 5 LARGE MEDKITs and 2 AMMO CLIPS. Take what you need and go to the MISSILE PANEL near a few crates.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE to press it. A small scene plays.

=====  
OBJECTIVE:  
DEFEAT CARVER  
=====

Go backwards, then strafe right up the slope, and an enemy should appear in the distance. Go forward and kill him. On the left is a door. Go in and go behind the glass. Turn left and there should be two enemies. Kill them. Then turn right and go through the door. There's another enemy. Kill him. There's also a MISSILE ROOM KEY. Take it.

-----  
|GOT MISSILE ROOM KEY|  
-----

Then exit through a door. Exit through another door. In the right should be an enemy. Kill him, turn around and go forward. At this point sometimes another enemy has spawned in front of the door or somewhere else and is coming to you. Look out for that. Open the door and on the right is an enemy. Kill him and explode the barrel to access further. Behind them 2 crates on the left is 2 AMMO CLIPS. Going forward, behind some crates is an enemy. Kill him. Explode the barrel and you can access further. On the left is a LARGE MEDKIT in case you need it now or later. Go forward and turn left. I suggest not going too much as there's two enemies in the distance. Deal with them, explode the last barrel and go forward. A small scene plays. Final boss time. I mention this now, but from your current point of view, at the left, on the corner next to a crate is another LARGE MEDKIT.

NOTE: I suggest you to not waste any ammo by shooting repeatedly as bosses only take damage from bullets every few seconds. I suggest shooting once, waiting a short while and then shooting again.

This one is easy. You can use your weapons and do it the hard way. You can stand behind the crates and wait for the boss come into view and shoot him, or you can go into the room, target at him (CIRCLE button) and then blast him with your GL 40. Sometimes only one grenade does it. When you defeat him, a small scene plays out.

NOTE: This boss takes less damage from your shots at the higher difficulty.

(When the scene is almost done, hold TRIANGLE and wait for a small while after the scene ends. You can hear some of dialogue and finally, a song called "Letter to Paris", which is an otherwise unused song.)

=====  
OBJECTIVE:  
STOP MISSILE LAUNCH  
=====

At this point you have a time limit of 3:00 to finish the remaining tasks.

Right. Take the MISSILE PANEL KEY that's in front of you.

-----  
|GOT MISSILE PANEL KEY|  
-----

Go back the way you came and go through the door. After getting out of the room look out for any enemies that spawn in the area. Go down the slopes and to the MISSILE PANEL.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE button. A small scene plays.

-----  
|YOU STOPPED THE LAUNCH. |  
-----

-----  
|NOW ESCAPE BEFORE THE|  
-----

-----  
|SHIP IS DESTROYED. |  
-----

=====  
OBJECTIVE:  
ESCAPE IN TIME  
=====

At this point you probably have a bit over 2 minutes left. Go up the slopes, kill any enemies on your way and reach the door you used when you came to the area. On the left is an enemy. Kill him so he won't bother you later. Be careful as when you go through the door, behind the corner are two enemies. Kill them quickly. Go forward and through the door. When you reach the opening, turn right and kill another enemy. Turn around and another enemy is in a small distance from the door you need to use. Kill him and go forward. Sometimes enemies appear to the back, so look out for them. Open the door, back up and crouch and fire.

You'll explode some barrels and kill enemies. There should be three enemies to kill. Sometimes there's just to and you need to turn around to kill the last one. Locate the ladder in this start area.

-----  
|PRESS [CIRCLE] TO USE|  
-----

Press CIRCLE. A small scene plays while it's MISSION COMPLETE.

When you complete the mission on Agent difficulty, a Loading screen happens and then you'll see your score. At this point you can save your game or continue.

When you complete the mission on 007 difficulty, a Loading screen happens and then you'll see an FMV sequence containing a very short sequence from the movie and various mission recaps. Then you'll see your score. At this point you can save your game or continue.

When continuing, you'll see the following message on Agent difficulty:

"YOU WON THE GAME.

NOW TRY AS 007.

YOU CAN NOW PLAY THE MOVIES

FROM THE OPTIONS SCREEN.

GOOD JOB, AGENT."

When continuing, you'll see the following message on 007 difficulty:

"YOU WON THE GAME.

YOU CAN NOW PLAY THE MOVIES

FROM THE OPTIONS SCREEN.

GOOD JOB, 007."

After waiting for a while or just by pressing CROSS button, the game resets back to all the opening FMV's and then goes back to main menu, if you select CONTINUE, the mission highlight is at mission 1.

At this point you can go do something else with your life, improve on EXTRA LIFE department, take note of your scores, and play with the many cheat codes, those can be seen below.

-----  
3: Complete list of all Cheat Codes found so far  
-----

These codes can be done during anytime in menus, or in pause screen. In Japanese version, pause screen codes are impossible to perform, it seems. The menu codes can be enabled, using some tricky button pushing. In any codes that need Up, Down, Left and Right, only D-PAD counts.

#### IN MENUS

Select Select Circle Circle L1 L1 Circle L1 L1 = Access all missions\*

Select Select Circle Circle L1 L1 L1 L1 L1 L1 L1 = Unlock all movies

Select Select Circle Circle L2 L2 R2 R2 = Shell position\*\*

#### DURING MISSIONS

Select Select Circle Circle Triangle Triangle Triangle Triangle = Invincibility & Walk through everything\*\*\*

Select Select Circle Circle Triangle Select = Invincibility\*\*\*\*

Select Select Circle Circle Select Select Circle Circle = All walls are

invisible  
Select Select Circle Circle Select Select Square Square = All objects are invisible  
Select Select Circle Circle Select Select R1 R1 = All additional details are invisible  
Select Select Circle Circle Select Circle = Mission Complete  
Select Select Circle Circle R1 R1 R1 = Show trigger areas  
Select Select Circle Circle L1 L1 L1 = Toggle highlighted object\*\*\*\*\*  
Select Select Circle Circle Square Square Circle Circle = #1 Run faster\*\*\*\*\*  
Select Select Circle Circle Square Square Circle Circle = #2 Ski stunt camera  
Select Select Circle Circle R2 R2 = Cheat camera\*\*\*\*\*  
Select Select Circle Circle L2 R2 = Debug information\*\*\*\*\*  
Select Select Circle Circle R2 L2 = Remove debug information instantly  
Select Select Circle Circle Up Up Select = Maximum health  
Select Select Circle Circle Down Down Select = Minimum health  
Select Select Circle Circle Left Right Select = Invisible HUD  
Select Select Circle Circle Triangle Triangle Triangle Circle = 1# Disable trigger areas\*\*\*\*\*  
Select Select Circle Circle Triangle Triangle Triangle Circle = 2# Teleport next to the extra life in mission 6\*\*\*\*\*  
Select Select Circle Circle Square Square Square Circle = 1# Open locked doors, even ones that you shouldn't be able to open  
Select Select Circle Circle Square Square Square Circle = 2# NUM SD  
Select Select Circle Circle L1 L1 R1 R1 = All weapons, 2 50 round clips, 50 med kits  
Select Select Circle Circle Triangle Circle Triangle Square = #1 Edit values that mess up the moving camera\*\*\*\*\*  
Select Select Circle Circle Triangle Circle Triangle Square = #2 DRAW TIME cheat  
Select Select Circle Circle Triangle Triangle Square Square = Show level borders\*\*\*\*\*  
Select Select Circle Circle Select Select Triangle Triangle = Objects and enemies move with you  
Select Select Circle Circle Select Select L1 L1 = Some things move with you\*\*\*\*\*  
Select Select Circle Circle Triangle Square Triangle Square = Adds some kind of light\*\*\*\*\*  
Select Select Circle Circle Triangle Circle Circle = Highlight object you shoot  
Select Select Circle Circle Down Triangle Down Triangle Down Triangle Down Triangle = Clear debug info screen display  
Select Select Circle Circle Select Select R2 Select = Change sky (if there's many)  
Select Select Circle Circle R2 R1 L2 L1 = DRIVING PHYSICS GCHEAT = 1  
Select Select Circle Circle Triangle Square Square = GOPT2 = 1 - Graphics Optimization  
Select Select Circle Circle Square Triangle Square = GAMELOOP PROFILE DRAWSYNC  
Press Circle when viewing WORKBASE and FRAME RATE debug info page = DPCELLDRAW change  
Select Select Circle Circle Select Select Select Select = Console output

CODES THAT SEEM TO DO NOTHING OR SOMETHING THAT CANNOT BE SPOTTED EASILY:

Select Select Circle Circle Select Select L2 L2  
Select Select Circle Circle Select Triangle Select Triangle  
Select Select Circle Circle Select L1 Select R1  
Select Select Circle Circle Select Select Down

If anyone finds out what these codes do, share that information, thank you. I can't seem to figure them out and I have played this game a lot.

Additional information:

\* = Needs to be done again after mission, also you start with default lives for

the selected difficulty, which is 3 for AGENT and 2 for 007  
\*\*= Some controls: D-PAD to move around, Cross widens down, Circle widens right, Square shrinks left, Triangle shrinks up, L1 makes things move faster, SELECT makes things move bit by bit  
\*\*\* = Invincibility turns off after almost every cutscene, ability to go through everything stays, annoying  
\*\*\*\* = Turns off after almost every cutscene, annoying  
\*\*\*\*\* = Only after R1 R1 R1 is activated  
\*\*\*\*\* = With Walk through walls code more effective  
\*\*\*\*\* = Some controls: D-PAD to look around, Cross moves down, Triangle moves up, Square freezes and unfreezes, L1 moves backwards, R1 moves forward, L2 strafes left, R2 strafes right, SELECT toggles INTERPOLATE between 0 and 1  
\*\*\*\*\* = Show more and ultimately remove it by doing the code multiple times  
\*\*\*\*\* = Except in Convoy (driving)  
\*\*\*\*\* = There is a game file on the disc that tells you this  
\*\*\*\*\* = Some controls: Square changes type (CYCLE: POS X - POS Y - POS Z - ROT X - ROT Y - ROT Z), D-PAD Up and Down change LUP GAIN, Cross and Triangle change RUP DAMP  
\*\*\*\*\* = Only in outdoor levels  
\*\*\*\*\* = This has something to do with the thing below  
\*\*\*\*\* = Use Infrared scope to get the effect to work in mission 6

-----  
4: Unlockables  
-----

MISSION 1: Unlocked at the start  
MISSION 2: Complete mission 1  
MISSION 3: Complete mission 2  
MISSION 4: Complete mission 3  
MISSION 5: Complete mission 4  
MISSION 6: Complete mission 5  
MISSION 7: Complete mission 6  
MISSION 8: Complete mission 7  
MISSION 9: Complete mission 8  
MISSION 10: Complete mission 9  
MOV: MGMLOGO: Unlocked at the start  
MOV: BLACKOPS: Unlocked at the start  
MOV: TTSLOGO: Unlocked at the start  
MOV: TNDTRAIL: Unlocked at the start  
MOVIE: TNDCRE1: Complete mission 2  
MOVIE: MBRIEF01: Unlocked at the start  
MOV: MBRIEF02: Complete mission 1  
MOV: MBRIEF03: Complete mission 2  
MOV: MBRIEF11: Complete mission 3  
MOV: MBRIEF04: Complete mission 4  
MOV: MBRIEF05: Complete mission 5  
MOV: MBRIEF06: Complete mission 6  
MOV: MBRIEF08: Complete mission 7  
MOV: MBRIEF09: Complete mission 8  
MOV: MBRIEF10: Complete mission 9  
MOV: ENDPRI: Complete mission 4  
MOV: ENDHOT: Complete mission 5  
MOV: ENDMAR: Complete mission 9  
MOV: ENDSTE: Complete mission 10 on 007 difficulty

-----  
5: Legal stuff

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6: Credits, sources and thanks  
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Programs and other stuff used to make this possible:

- ePSXe

<http://www.epsxe.com/>

- Microsoft® Office XP Professional (Office 10, 2002)

- Microsoft® Word 2002 (version 10.2627.2625) - © 1983 - 2001 Microsoft Corporation.

(This was used to make original version of this document together where some bits are adapted here.)

<https://support2.microsoft.com/gp/office-xp>

- Microsoft ® Notepad - © 2007 Microsoft Corporation.

(This was used to make the version that is seen online.)

- Windows XP Professional Service Pack 3 (version 5.1.2600) - © 1985 - 2001 Microsoft Corporation.

(As long as this works for whatever suits me, I'm not changing my OS. And if it works, why change it. [RESISTS... RANTING...])

<http://windows.microsoft.com/en-us/windows/end-support-help>

- PlayStation® game console (SCPH-7002) (modded, in full use)

- PlayStation® 2 game console (SCPH-75004 SLIM MODEL) (in full use)

- PlayStation™ 2 DualShock 2 Controller (SCPH-10010)

- PlayStation® Controller (SCPH-1080)

- Memory Card for Sony PlayStation™ (SCPH-1020)

- Memory Card for Sony PlayStation™ 2 (SCPH-10020)

<http://www.playstation.com>

- Original disc of Tomorrow Never Dies EU version, Scandinavian version (SLES-01324)

- Original disc of Tomorrow Never Dies EU version, Scandinavian version, PLATINUM re-release (SLES-01324/P)

- Manual of Tomorrow Never Dies EU version, Scandinavian version (INCLUDES ENGLISH + NORDIC TRANSLATIONS)

- Manual of Tomorrow Never Dies EU version, Scandinavian version, PLATINUM (INCLUDES ENGLISH + NORDIC TRANSLATIONS)

- Original disc of Tomorrow Never Dies US version (SLUS-00975)

- Manual of Tomorrow Never Dies US version

- Original disc of Tomorrow Never Dies JAP version (SLPS-02604)
- Manual of Tomorrow Never Dies JAP version
- Original disc of Der Morgen Stirbt Nie GER version (SLES-02376)
- Manual of Der Morgen Stirbt Nie GER version

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Current revision © 2018-11-18 - 2021-07-29 Lasse Palin (psxdriverplayer).

(For anyone wondering, the top one is the revision for anything other than the walkthrough that's "recycled", the second one is for the walkthrough section.)

THE END

[INSERT CREDITS HERE]

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