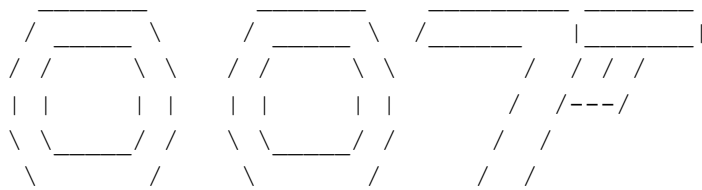


# Tomorrow Never Dies FAQ/Walkthrough

by Perfect Light

Updated to v0.8 on Jun 27, 2001

T O M O R R O W o N E V E R o D I E S



\*\*\*\*\*

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E-Mail: Jetstorm777@aol.com  
Version 0.8  
GameFAQs Rank: Veteran

\*\*\*\*\*

THIS GUIDE IS DEDICATED TO 007, THE SECRET AGENT THAT HAS SAVED THE  
WORLD MANY TIMES OVER.

WARNING!: The Walkthrough is not toally completed, but it will be in a  
few days.

\*\*/\_ \ /\_ \ /\_ |\_ |\*\*\*\*\*  
| ( ) || ( ) | / /\_ / T A B L E O F C O N T E N T S  
\*\*\\_ / \\_ / /\_ /\*\*\*\*\*

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| ( ) || ( ) | / /\_ / i. W H A T ' S N E W ?  
\*\*\\_ / \\_ / /\_ /\*\*\*\*\*

-----  
TWO UPDATES IN ONE DAY!!

6/27/01: I fixed error in ASCII art.

Version 0.7

-----  
6/27/01: I added six more cheat codes, and two secrets! Check them out!  
I also completed Mission No. 8!

Version 0.6

-----  
6/26/01: I started Mission No. 8, and finished No. 6, and started No. 7  
and No. 10, and added "Items" section. This is the initial release of  
the guide.

Version 0.5

-----  
LONG TIME SINCE I LAST UPDATED IT! Guide still not released.  
6/25/01: I completed Mission No. 3, 5, and 6.

Version 0.4

-----  
5/27/01: I completed Mission No. 2 in the Walkthrough.

Version 0.3

-----  
5/15/01: I added the "My Other FAQs" section.

Wrote Version 0.2

-----  
4/19/01: I added the "Invincible Skiing and Driving Bond" code to the  
"Codes/Secrets" section.

Wrote Version 0.1

-----  
Started on: 4/15/01  
Finished on: 4/18/01: Walkthrough not submitted, "Walkthrough" section  
not completed, but all other sections have been completed.

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**/_ \ /_ \ /_ |___|*****  
| ( ) || ( ) | / / / ii. L E G A L D I S C L A I M E R  
**\_ / \_ / /_ /*****
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please remove it. If you fail to do so, I will be forced to take it to

court and press charges. GameFAQs even states that suing a webiste for posting your FAQ without permission is easy, and the owner of the FAQ can easily win. Plagerism is already bad, so don't add to the problem. Got it? You're smart, intelligent people, so use your head.

Also, certain e-mails I won't accept. If you scream and shout at me, writing something like: You (insert explicitive here), you said you can kill (insert enemy here) in (insert #) shots and it took me (insert another #) you little (insert various explicitives here)!!! You're not cute, not one's laughing, and you're obviously not very mature. And I don't have anything to say to you if you talk to me like that. However, if you have anything DECENT to contribute, feel free to drop me a line at Jetstorm777@aol.com anytime!

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You may not sell this FAQ, or in any other way shape or form make money off this FAQ at all. I believe that part is clear. Next!

Plagerism is against the law. You know that. I know I repeat myself, but I stress upon the fact that you leave my FAQ be and if you want to copy, go look at a dictionary. Copying someone else's work without acknowledging he/she made it is a crime and it will be forced, and you will pay the price if you choose to copy.

If you see anything wrong in this FAQ, no matter how minute, e-mail me to correct it. I like being corrected, but DO NOT be nasty, or I'll just delete your message after having a few laughs about how dumb you are.

As an added note, I have given this FAQ my own rating. Here it is:

-----Perfect Light's Rating-----

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  | | \ _ | | | | | | _ )

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The reason I gave this game its PG-13 rating, is because of all the violence and guns. OK, so the three's a bit messed up. OK, so it downright sucks, but hey, it works!

-----Perfect Light's Rating-----

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**/ _ \ / _ \ / _ | _ |*****
 | ( ) || ( ) | / / _ / iii. C O N T A C T P E R F E C T L I G H T
**\ _ / \ _ / / _ /*****

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If you have ANY questions about this game, feel free to drop me a line at Jetstorm777@aol.com. If it takes me a few days to respond, just chill. Sometimes I don't check my mail for a week. Don't worry, I respond to every single one of the E-Mails I get. Here is an idea of what you should and shouldn't send me:

**\*\*E-Mails I will accept\*\***

- ~ Questions that aren't answered in the FAQs Section or Walkthrough
- ~ Questions about other games
- ~ Submissions
- ~ If you just wanna chat
- ~ Praise letters
- ~ Nice criticism

**\*\*E-Mails I will not accept\*\***

- ~ Questions already answered in the FAQ
- ~ Flames (i.e. You said you kill <insert enemy here> by <insert # of shots here>, and it took me <insert your # of shots here> you little <insert an explicitive here>!
- ~ Questions with obvious answers (i.e. Perfect Light, how do you shoot?...believe me, it has happened.)
- ~ Explicitive E-Mails (as suggested in No. 2)

-----  
SOMETHING YOU AS A READER CAN DO TO HELP  
-----

If you see ANYTHING wrong in this Walkthrough, no matter how small or unimportant it seems, everything in this Walkthrough is crucial and I want there to be less mistakes in it. Besides, if you correct me, you'll get into the credits section!

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| ( ) || ( ) | / / \_ / iv. Y O U R A S S I G N M E N T  
\*\*\ \_ / \ \_ / / \_ / \*\*\*\*\*

"Welcome back, 007. Once again, your unique services are required. We have learned that Elliot Carver, a powerful media baron, is plotting to use his vast resources in the hopes of triggering an international conflict between Great Britian and China. Using any means necessary, you must expose this plan and prevent World War III. We're counting on you, Bond."

~M

\*\*/ \_ \ / \_ \ / \_ | \_ | \*\*\*\*\*  
| ( ) || ( ) | / / \_ / 1) C H A R A C T E R S  
\*\*\ \_ / \ \_ / / \_ / \*\*\*\*\*

James Bond  
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The obvious star of the game, Bond's latest assignment is to stop Elliot Carver. James Bond is a 00 Agent working for MI-6. He is fearless, bold, and brave. Have no fear, Bond 007 is here!

Wai Lin  
-----

Wai Lin was willing to help Bond on his newest task. She is not a secret agent herself, but she does one of the missions.

Elliot Carver

-----

Carver owns the paper "Tomorrow" and wants to use his control over the media to start the next World War, World War III. Carver is snappish and half-witted, and even his wife hates him.

Paris Carver

-----

Mr. Carver's wife, Paris (like many other women) has the hots for James, even though she's already married! However, Paris still holds a grudge against Bond because he left her years ago, and Bond's gonna get a slap on the face for it!

Dr. Kaufman

-----

Dr. Kaufman is "an excellent pistol marksman" and is trying to kill Bond for money. He is slow and dumb, and from Germany. The first boss, you should have no problem beating him.

Mr. Stamper

-----

Stamper is Dr. Kaufman's...um...apprentice, because Kaufman is teaching him all he knows (torture-wise). You do face him, and he weilds a deadly GL 40, and he is very skilled with it. Watch out!

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| ( ) || ( ) | / /_ / 2) C O N T R O L S  
**\___/ \___/ /_ /*****
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BASIC MOVES

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X: Fire weapon.

(Hold) Triangle + D-Pad/Up Down: Scroll through weapons/gadgets.

(Hold) Triangle + D-Pad Left/Right: Select either weapons scroll or gadget scroll.

[ ]: Use equipped gadget.

Circle: Target nearest enemey, talk, actions (open doors, use panels, activate switches, press elevator buttons, etc.)

D-Pad: Move.

Start: Access Menu

L1: Crouch.

(Hold) L1 + R1/R2: Roll left/right, respectively.

(Hold) L1 + D-Pad to move: Stealth moving.

L2/R2: Sidestep Left/Right, respectively.

(Hold) R1: Sniper Mode

(Hold) R1 + (Hold) D-Pad Left: Lean Left.

(Hold) R1 + (Hold) D-Pad Right: Lean Right.

#### IF USING SNIPER RIFLE

-----

D-Pad: Aim.

O: Target nearest enemy.

(Hold) R1: Sniper Mode

(Hold) R1 + (Hold) Triangle: Zoom In.

(Hold) R1 + (Hold) Square: Zoom Out.

#### ON SKIS

-----

D-Pad Forward: Accelerate.

D-Pad Back: Decelerate.

D-Pad Left/Right: Move left/right.

L1/R1: Attack with ski pole.

X, Square, or Circle: Push enemy.

L1 + D-Pad Left: Sharp turn left.

R1 + D-Pad Right: Sharp turn right.

<<While in air>>

D-Pad, L1, L2, R1, R2: Perform aerial stunts.

#### IN CAR

-----

X: Accelerate

D-Pad Left/Right: Steer

Circle: Brake.

Square/R1: Fire current weapon.

Triangle: Cycle through inventory.

L2: Honk horn.

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**/ _ \ / _ \ / _ | _ |*****
| ( ) || ( ) | / /_ / 3) W E A P O N S
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PK7: This is your standard issue firearm, a regular pistol, which comes with an infinite supply of ammo. It holds 16 shots per clip.

Sniper Rifle: Though a little bulky, the Snipe Rifle is more powerful than the PK7. Use it to snipe covered enemies while hiding out of their range. It holds 10 shots per clip.

Assult Rifle: A favorite among Carver's troops, this sub-machine gun is loud but powerful. It is probably the weapon you'll use most often, because the only enemies it can't take down is the helicopter and the barricade guns. It uses 30-round clips.

Auto 9mm: This is a handgun version of the Assault Rifle, and it is slower at firing, but the bullets are just as powerful. It also uses 30-round clips.

SMG 45: This sub-machine gun has the fastest fire rate in Bond's arsenal. Use it when under heavy fire. This also uses 30 shot clips.

Gas Bombs: Throw the Gas Bombs to kil an enemy from a distance. They explode and shoot out a small amount of gas upon impact.

GL 40: Also known as a Grenade Launcher, this weapon shoots off a powerful grenade that can kill almost anything. This weapon uses a 12-round drum. :)

Rocket Launcher: The max you can hold is 15 I think (If I'm wrong, just E-Mail me and correct me). Use it to clear out turrets and roadblocks on Mission no. 9.

Infared Sniper Rifle: Holding R1 will let you use an infared scope. Although it has this added benefit, this weapon's range is a little shorter than the standard Sniper Rifle.

PERFECT LIGHT'S NOTE: While in Sniper Mode, you can't move the aimer very fast, so you are open to attacks from behind and to the sides of where you are aiming. If you need help aiming with this, press O to target the nearest enemy while in Sniper Mode.

STK Mines: Aka "Sticky Mines", they are shot from a gun, and stick to the wall they were aimed at. They create a powerful explosion, and they are useful for blowing crates out of your way (\*HINT HINT\* for Mission 2).

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| ( ) || ( ) | / /_ / 4) G A D G E T S
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Med Kit: If you need some health, it is only a Square tap away!

Laser Designator: Aim this device at an object (say, the satellite tower in the first mission), press [], and it will summon an airplane to

destroy it.

Cuff Link: Built into Bond's cuffs, you only use them once in the game. They release a powerful electric charge that can shatter through up to an inch of bullet-proof glass.

Satellite Link Camera: Use it to take pictures of stolen weapons.

Fingerprint Scanner: Use this to access locked doors that require a fingerprint to unlock.

STK Mine Detonator: Tap [ ] to trigger any set STK Mines.

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 | ( ) || ( ) | / / _ / 5) I T E M S  
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Small Med Kit: Adds one medkit to your gadget inventory.

Large Med Kit: Adds two medkits to your gadgets inventory.

Light Armor: Increases your damage resistance by 25%, each hit you take reduces your armor by 10%.

Heavy Armor: Increases your damage resistance by 100%, each hit you take reduces your armor by 10%.

Ammo Clip: Adds ammo to one specific weapon, the weapon it is. (you can find these from guards that have dropped them)

Case Of Ammo: Adds ammo to every weapon you have.

007 Symbol: Adds one more 'life' to your total stock.

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 | ( ) || ( ) | / / _ / 6) W A L K T H R O U G H  
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#### A) Walkthrough Info.

Before we start with the Walkthrough, there are some things you should know. I haven't finished some missions, so here is your key to knowing which are done, which are started but not finished, and which I haven't even started.

- \$ Mission No. 1: Outpost, Russian Border
- \$ Mission No. 2: Arms Bazaar, Russian border
- \$ Mission No. 3: Carver Media, Hamburg
- ^ Mission No. 4: Pressing Engagment
- \$ Mission No. 5: Hotel Atlantic, Hamburg
- \$ Mission No. 6: Swiss Alps
- \* Mission No. 7: Ski Ridge, Hokkaido
- \$ Mission No. 8: CMGN Tower, Saigon
- ^ Mission No. 9: Market District, Saigon
- \* Mission No. 10: Stealth Boat, Ha Long Bay





The alarm will go off and a helicopter will begin to drop guards into the area. Shoot them as they slide down the rope to avoid a serious battle. One of them will drop the Keycard so pick it up. Objective No. 2 completed! After the helicopter flies away, go to the large door on the far side and go to the right side. Unlock the door by pressing 0 at the Keybox. The door will open and Bond will ready his skis for escape. I'm not doing a guide on that part, but here are a few pointers:

- \* Cut corners
- \* Pick up every health box you see
- \* Avoid potential battles
- \* When you are being pursued, and the pursuer is to either side of you, immediately slam on the brakes. The guard will fly by and you can avoid him a little longer.
- \* If the pursuer is behind you, quickly pull to the left/right (whichever doesn't have a tree that you could SMACK right into, cuz I did that once) and then brake. The guard will again fly by, and you can zip past him once you get speed.
- \* Avoid the edges, you might accidently slip and fall down the mountain side.

If you escape, Objective No. 3 completed!

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| Mission Accomplished! |  
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## Mission No. 2: Arms Bazaar, Russian Border

Status: Arms Bazaar  
Russian Border  
1730 Hours

### Objectives

- 1: Photograph Chopper
- 2: Photograph Mortars
- 3: Photograph Scud
- 4: Locate Cockpit Key

This is a tiny little level. Your first order of buisness is to photograph the missile on the truck and the mortars behind another truck. So, once you find the missile, press and hold [] and hit R2 to take a photo. Objective No. 3 completed! Then, locate the mortars. Hold [] and hit R2. Objective No. 2 completed! BTW, I should warn you. There are guards around here, so shoot them and collect their dropped weapons. After this is done, you need to take a picture of the Chopper. So, go to the big blocks that cover a lot of the area you're in. Place a STK Mine on a box and blow it up! Whip out your Assault Rifle and fire like mad at the guards in there (there are 4). After they are ALL history, collect their dropped weapons. After you photograph the Chopper (Objective No. 1 completed!), you'll go to a cinematic. Now, move back to the large door and go through. Another cutscene. James in in big dog doo. The Navy has fired a missile to blow up the Bazaar. But, James told them that there is a jet there, with nuclear warheads. The missile is out of range, and it is heading towards the Bazaar. Now, James must get that jet out of there! First, run forward and grab the medkit. Now, grab

the extra life beside the jet. Now, move to the northeastern side and wait. Guards will come, so gun them down with your Assault Rifle. Eventually, a guard will come and when you kill him he will drop the key. Pick it up. Objective No. 4 completed! OK, you've got the key, not much time left to evacuate the jet. Run over to the side of the jet with the ladder and press O to get in it. You're in the jet, safe and sound. Before you can leave, you must blast everything there. So use the machine guns or the missiles (using X and O) to blow up everything there. Then, the plane will take off!

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| Mission Accomplished! |  
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Mission No. 3: Carver Media, Hamburg

Status: Carver Media Party  
Hamburg  
2000 Hours

Objectives

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- 1: Rendezvous With Paris
- 2: Cut The Power
- 3: Destroy The Central Computer
- 4: Escape

Go straight down the stairs and make a right. Kill the guard who has his back turned to you. Kill him by using a head shot to avoid making noise. This tactic is called the "stealth shot" and should be used most of the time in this mission. Not all the time, like when you're trying to escape. I'll specify when to use it, how 'bout that? Move into the room ahead and shoot the two guards playing cards. After hitting them with stealth shots, grab the Heavy Armor behind the cabinet, and press O next to the door to open it. Walk out and you'll see blue glass. Go to the end of the hall and go through the double doors. Gun down the guys and grab the card from the shelf in the left side corner, then snatch up the medkits behind the shelves. Exit the door then go to the elevator. Stand at the left side and press O to open the elevator door. Enter and press O at the panel on the right to go up. Once you get out of the elevator, shoot the guards. Use your SMG 45, because you'll lose it in a little bit, so don't hesitate to use all its ammo up. Grab their dropped weapons and the medkits for later, then turn right and go down the hall. Once you come to the end, press O to talk to Paris. Objective No. 1 completed! After the guy knocks you out with his gun, you'll wake up in a room with a glass on one wall. After you dust yourself off, you'll realize you're missing your gun. But they didn't take your Cuff Links. Go to the mirror (weird, a mirror?) and press [] to shatter the glass. Uh oh! Guys there and Bond has no weapon! There, on the table! Run forward, snatch it up, spin left, and kill the guys, picking up their weapons. Grab the medkit, use it if need be, then go to the computer. You can either cut the power (use O I believe from my memory) or blow up the computer. Your choice. Objective No. 2 completed! Now, exit the room. Shoot the blue glass (that you saw earlier) and enter. Kill the guards and grab their firearms. Shoot the computer in the middle of this room (the one with blue glass) with your Assault Rifle. Objective No. 3 completed! Now you just have to escape! With guys all over, this could

be a problem for a normal person. But not for Bond! Before you leave, grab the life in the room you found the elevator card in, and then leave. Go back to where you first opened the garage door type things, use O to open them, dash up the hall, and back to the door you came in, killing guards the whole way. Objective No. 4 completed!

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| Mission Accomplished! |  
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#### Mission No. 4: Pressing Engagement

Status: Pressing Engagement  
Hamburg  
1000 Hours

#### Objectives

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- 1: Find Gupta's Briefcase
- 2: Retrieve Hidden Decoder
- 3: Escape From Building
- 4: Minimize Civilian Casualties

<<Coming Soon...>>

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#### Mission No. 5: Hotel Atlantic, Hamburg

Status: Hotel Atlantic  
Hamburg  
1900 Hours

#### Objectives

-----

- 1: Talk To Bartender
- 2: Activate Service Elevator
- 3: Meet With Paris
- 4: Escape The Hotel

OK, after you get out of your car, walk over to where the two guys are standing. They will think you are irrelevant, because you have no gun. Move past them and go through the door. Follow the hall, without ever drawing your firearm. Once you come to the guard in the hall and the first bartender, go through the double doors ahead and move left. Walk over to the Bartender and press O to talk to him. After you're done talking, you automatically kill him before he kills you. Objective No. 1 completed! Then, the action begins. Draw out your PK7 and shoot the guards. Grab their dropped weapons and move behind the counter that the bartender was at by going around the back to the right of the bar. Grab the keychain that lies where the bartender died and pick off any remaining guards, stopping just long enough to pick up their DWs. Move back out the double door, kill the guard and the bartender (they are both armed) and follow the hall back out to your car. Go through the door to the left of the back of your car and walk inside. Pick up the goodies and flip the switch. Objective No. 2 completed! Exit the room and take care of the oncoming guards. Don't worry about hitting your

car, no weapon can destroy it! Go back to where you killed the second bartender (the one that you ignored when you went through the first time) and go through the double doors. Keep going down the hall, grab the medkits if you need 'em, and turn left. Keep going, then make a right to get to the elevator. Fight off any enemies, snagging a scant few DWs, and then facing the panel and pressing O to go up. Once you get out, move left and go through the double doors. Time for a boss fight!

BOSS NO. 1: Dr. Kaufman

-----  
A cinch! You'll have no problem. Aim at his head with your Assault Rifle to get maximum benefit from your bullets. Duck behind the piano or pillars when he throws his blades. Blades?! CRAP! RUUUUUUUUUUUUN! Dodge behind the pillar, then lean out and aim for a few headshots. Keep this up and you'll have him in no time. WARNING!: Guards will come in to help, so kill them, too!

After you kill Dr. K, go upstairs and go left when you come to the bridge, and go through the doors. You're in the bathroom, and you can collect the gasbombs. Move right into the bedroom, where you'll find Paris, alive?! She was dead in the movie! Hmph. I'm mad. Objective No. 3 completed! Anyhow, after you talk to her, she'll automatically follow you (at least she's faster than Natalya ever was) so lead her out, back to the elevator, go down, exit, grab the medkits if you didn't get them last time. Shoot any oncoming guards, exit the double doors, run right, through the halls, out the door, shoot the guards, run to the left (hey, I thought this was Europe, the wheel should be on the right side!) and tap O. You'll both get in and be safe. Objective No. 4 completed!

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| Mission Accomplished! |  
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Mission No. 6: Convoy, Swiss Alps

Status: Terrorist Convoy  
Swiss Alps  
2100 Hours

Objectives  
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- 1: Rendezvous With Q
- 2: Destroy Terrorist Convoy

Whip out your trusty Infared Sniper Rifle and snipe anything you see that's red. If someone charges at you, get out of Sniper Mode, and peg them as they come. After the guards are gone, get the heavy armor to your left, and follow the road forward. Get the guards' DWs. Follow the road, picking off the guards and stopping only to get their weapons, until you come to a roadblock. Go around the right side and around the first one then go around the left side of the next one. Press and hold R1 to see a man standing up on a ridge. Don't pull the trigger (or press the button)! That's Q! Go over to him and talk to him with O. He'll give you your souped up, brand spankin' new, BMW. After you're done talking with him (Objective No. 1 completed!), walk over to the door on the left side and press O to get in. Once you get control, drive off the ridge and to the right. Here you'll have to face 8 cars, to which you have a

limited amount of time, but not a limited amount of ammo. You can get missiles but I recommend saving them until the last car, cuz it has more armor and better guns. Gather tons of missiles and use your infinite machine gun fire to pelt the first seven cars. Watch out, because the cars drop mines! After destroying seven cars, you'll face the last car, which is a boss, kind of. Switch to your missiles and pelt that car once the missiles get a lock. BOOM! BOOM! BOOM! that car will be history in no time flat! Objective No. 2 accomplished!

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| Mission Accomplished! |  
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Mission No. 7: Ski Ridge, Hokkaido

Status: Terrorist Camp  
Hokkaido  
1700 Hours

Objectives

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- 1: Infiltrate Camp On Skis
- 2: Disable Security System
- 3: Obtain Security Pass
- 4: Eliminate Isagura

Obviously, you have to ski at the start. So use these tips (from Mission No. 1):

- \* Cut corners
- \* Pick up every health box you see
- \* Avoid potential battles
- \* When you are being pursued, and the pursuer is to either side of you, immediately slam on the brakes. The guard will fly by and you can avoid him a little longer.
- \* If the pursuer is behind you, quickly pull to the left/right (whichever doesn't have a tree that you could SMACK right into, cuz I did that once) and then brake. The guard will again fly by, and you can zip past him once you get speed.
- \* Avoid the edges, you might accidently slip and fall down the mountain side.

After you get through the skiing part (Objective No. 1 completed!), Bond will take off his skis (where does he put them?!) so you can infiltrate the base on foot.

<<The rest is coming soon...>>

\*\*\*\*\*

Mission No. 8: CMGN Tower, Saigon

Status: Carver Media Tower  
Saigon

## Objectives

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- 1: Activate Roof Elevator
- 2: Go Down Two Floors
- 3: Destroy Weapon Crates
- 4: Retrieve Data Disk
- 5: Escape From Building

Quickly spin around and ruin towards the two guys. They will shoot you, so fire your PK7 to kill them both. Duck behind the wall they were standing behind (while facing them, the wall is to your left) and go all the way back to grab the ammo and medkits. Now, there is a guy on the roof, who is already shooting you, yet with the wall, he can't hit you. Face the wall and move left so you can see him. If you stay well covered up, he can't shoot you, and you can use Sniper Mode to kill him. Run up the ramp in front of you, stay back kill the guy at the top, then quietly moce up and hide behind the wall. The camera should reveal three guys standing past the wall, with weapons. Roll right to roll out and immediately shoot them. Grab the Light Armor on the right wall, after they're dead. Move forward, get their ammo, go left up the ramp, and turn left when you get to the top. Go around the...uhhhh...big black thingy and grab the Heavy armor. Go back around and go forward, grab the gun lying there (it was from the start of the level, remember the guy you shot on the roof?) and move around the other thing. There's a guy there who'll never notice you so kill him and take his gun. Go down the ramp in front of you, turn right and kill the guys. Keep going and kill two more guys, grabbing their ammo. Go to the end and get the key the last guard dropped and the large medkit. Go back to the intersection and go left this time. Go all the way down, turn left (well, DUH!) and open the box on your left with O. Objective No. 1 completed! Walk to the elevator and the door will automatically open. Walk in. Look right and press O to go down one floor. You need a key to go down one more. Walk out and kill the guard ahead. Move forward, and stop at the right turn. Face the wall to see two guys around the corner. Roll left and fire! After killing them, grab their weapons and go into the door. Grab the ammo cases and rifle ammo then exit. Return to the hall and take a right. Keep going and kill the guys at the end of the hall, and grab the goodies. Keep following the hall, keep going, keep going, now, kill the guys that are at the end of this hall. Grab the life and keep going. When you reach the double doors on your left, enter. Kill the two guys with your Assault Rifle, and walk to the stereo on the left wall. Press O to open it. Kill the guy inside, grab the elevator key, and return to the elevator, killing the guys as you go. Enter the elevator, press O on the pad, and the elevator will go down two floors. Objective No. 2 completed! Exit the elevator, kill the two guys, and go to the door down the stairs. A guy comes up from behind and knocks you out. (To me, it looks like he missed!) After Wai Lin kicks the guys and you shoot them, Carver runs away and you regain control. Kill the guy in fornt of you, grab all the guns, then go down the only hall. Follow it, killing the guys. Enter the door at the end of the hallway, kill the two guys, and grab their guns. Destroy the only two crates in the room. One holds an ammo case and the other holds the Auto 9mm (I think) so grab those. Grab the three large medkits, then continue down the hall. Go through the door and into the next room, which four computers. Kill the two guys, then go in the roo in front of the door you just came in. Turn left when you go in, grab the data disk, then exit the room. Go left and keep going. You should come to a lounge type place. Kill the two guys. Uh-oh. End of the line. Where do you go? Think fast. Got it! Shoot the glass to

your left to end the mission!

.- - - - -.  
| Mission Accomplished! |  
.- - - - -.

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Mission No. 9: Market District, Saigon

Status: Market Place  
Saigon  
2000 Hours

Objectives

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- 1: Aquire RL 66
- 2: Destroy Barricade
- 3: Defeat Helicopter
- 4: Decode Data Disk
- 5: Minimize Civilian Casualties

<<Coming Soon...>>

\*\*\*\*\*

Mission No. 10: Stealth Boat, Ha Long Bay

Status: Stealth Boat  
Ha Long Bay  
0100 Hours

Objectives

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- 1: Contact M Via Com Link
- 2: Rescue Wai Lin
- 3: Find Missile Panel
- 4: Stop Missile Launch
- 5: Escape

<<The Beginning Coming Soon...>>

BOSS NO. 5: Mr. Stamper

-----

This isn't too hard of a battle, because those crates block some of his fire. He uses a GL 40, but you can duck behind the crates. So, when he starts firing, duck behind the crate to your right. When he comes out, lean left, aim, and peg him for some headshots using your Assault Rifle. Repeat this until his health is depleted. Also, when he fires, let go of the D-Pad and duck. Then, after his is done, lean out and blast him good, and you'll have in no time.

<<The part in between here is coming soon...>>

BOSS NO. 6: Carver

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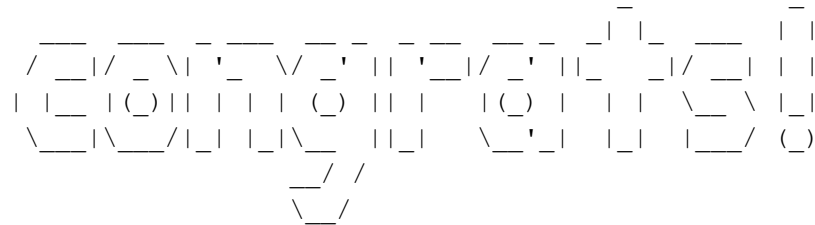
Because you have the GL 40, this'll be a cinch. When the battle starts, whip out your trusty GL, and pin him in the corner with a blast, then



hit X as fast as you can. Carver will be trapped in the corner, helpless. I killed him like this once in 6 seconds, which is not impossible. All I did was, pin him to the corner, then let my finger go. This gave me a great advantage over him. No one can hurt me, he is stuck, and I'm blowin' his brains out! Try this, and you'll kill him like a trapped fly.

<<The end is coming soon...>>

\*\*\*\*\*



YAY, you beat the game! Now you can sit back and watch the ending. You did a job well done! Celebrate!! Hawaii!

\*\*/\_/\_\ /\_/\_\ /\_/\_\ |\_/\_|\*\*\*\*\*  
| (\_) || (\_) | / /\_ / 7) FREQUENTLY ASKED QUESTIONS  
\*\*\\_/\_/ \\_/\_/ /\_/\_/\*\*\*\*\*

Q: When was this game made?

A: It was made in 1999.

Q: How many weapons are in the game?

A: Not sure, but I think around 15.

Q: Gee, that's a lot less than Goldeneye.

A: Sure is.

Q: Why are there so little weapons?

A: Well, I believe this is because they had to make Bond in the game, and with more features like skiing and driving, so they had less room for guns and making them look good. Besides, they don't need to spend much time on the guns, because you can barely see them! :P

Q: I flew a jet.

A: Good for you.

Q: Where do you use the Fingerprint Scanner?

A: Please DO NOT ask me that question ever again or I will be forced to seduce you to a smoldering pile of crap.

Q: How often do you go on skis?

A: Twice, on the 1st mission and on the 7th mission.

Q: How often do you drive?

A: Once, on the 6th mission. :)

Q: Perfect Light, how do you shoot? I'm VERY desperate here. I keep dying and I need to know!!!!

A: Why don't you &\*@##% and \$(!?,.< or try to >+\*%'\$!!@@ and furthermore, just #\$\$%^&! That might do the trick.

Q: Where do you use the Fingerprint Scanner?

A: Oh, yeah? You want to ask that again? I'll Fingerprint Scanner you!

Q: Can Bond punch in this game?

A: No, Bond cannot punch, like in GoldenEye. You must use weapons to attack.

\*\*/\_ \ /\_ \ /\_ |\_\_\_|\*\*\*\*\*  
| ( ) || ( ) | / /\_ / 8) S E C R E T S / C O D E S  
\*\*\\_ / \\_ / /\_ /\*\*\*\*\*

- - - - -  
S E C R E T S  
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1) No Skis Allowed  
In the first mission, when you have completed every objective, and have not gone through the last door that leads to the skiing part, activate the "Invincibility & No Clipping" code (listed below). Walk through the last metal door and now you can walk down the mountain instead of skiing down it! Also, you can walk right up the sides and fall over the other side! As an added note, guys will attack you, and they won't be on skis either! When you get to the end of the mountain (which takes practically forever) Bond will release his parachute, which will go up, stay, and he will stand there, and the level will end. Cool, huh?

2) Frozen Bullets  
Enter the "Freeze All Objects" code, shown below, on any level. Now that everything and everyone is frozen, things (like trees and sniper stations) will travel with you when you walk. Fire your weapon. The bullets hang in mid-air! Then, they disappear when you un-freeze!

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C O D E S  
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During gameplay, pause the game and enter these codes in. It doesn't

have to be done speedily, either, like in GoldenEye. Which is kind of nice, if you're not very good at doing them fast, like me! Hee hee! ;)

^ before code = New Code

Key:

S = Select

[] = Square

O = Circle

T = Triangle

D = Down on D-Pad

(x2) = two times

(x4) = four times

CODE.....EFFECT

-----  
S(x2), O(x2), L1(x2), T, S.....Invincibility  
S(x2), O(x2), L1(x2), R1(x2).....All weapons, Full Ammo & Med Kits  
S(x2), O(x2), T(x4).....Invincibility & No Clipping\*  
S(x2), O(x2), S(x2), C(x2).....No Ground/See Through Some Walls  
S(x2), O(x2), R2(x2).....Cheat Camera  
S(x2), O(x2), S, C.....Automatic Mission Completed  
S(x2), O(x2), L2, R2, L2.....Debug Mode\*\*  
S(x2), O(x2), T(x4).....Invincible Skiing and Driving Bond\*\*\*  
^S(x2), O(x2), [](x2), O(x2).....Fast Bond (you move faster)  
^S(x2), O(x2), D(x2), S.....Minumum Health  
^S(x2), O(x2), U(x2), S.....Full Health  
^S(x2), O(x2), S(x2), T(x2).....Freeze All Objects (including enemies)  
^S(x2), O(x2), S(x2), [](x2).....Remove All Objects  
^S(x2), O(x2), S(x2), R1(x2).....Remove All Weapon Fire

\*If you entered the Invincibility cheat before you entered this one, the Invincibility will be deactivated and only the No Clipping (which means "walk through objects") code will be on.

\*\*Enter S(x2), C(x2), R2, L2, R2 to deactivate.

\*\*\*This is only available while skiing or driving Bond's BMW. If entered while playing without skis or without being in the car, it will give you Invincibility & No Clipping.

~ If you have any codes/secrets you'd like to submit, please send them to Jetstorm777@aol.com, and I'll post them - with credit to you, of course - in the next update.

\*\*/ \_ \ / \_ \ / \_ | \_ | \*\*\*\*\*  
| ( ) || ( ) | / / / 9) A B O U T T H E A U T H O R  
\*\*\ \_ / \ \_ / / \_ / \*\*\*\*\*

My name is Loch Carter (as most of you probably know), I live in Ohio, and I'm 15 years old, and I'm in 9th grade. I was codenamed Perfect Light about a year ago by an inspiration (called "seeing Perfect Dark and changing it to Perfect Light"). I have been into games for about 3 years now, and this is my 2nd Guide/FAQ. I work for Super Smash Brothers 2000 (run by my boss, Superagent2000), I am a Veteran at GameFAQs.com (in about 4 months I will be a Legend, which means you have been a member for over a year).

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**/_ \ /_ \ /_ |____|*****
 | (_ ) || (_ ) | / /_/ 10) M Y O T H E R F A Q S
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This is a list of all the other great Walkthroughs you'll find by me, and where you can find them.

1) Spider-Man Walkthrough

Where: gamefaqs.com  
 neoseeker.com  
 psxcodez.com

This guide goes deep into the Spider-Man game, so if you like the Spider-Man game, check it out!

2) Need For Speed: High Stakes Guide

Where: gamefaqs.com

This one doesn't help you beat the game, it is more of an intro to the game. So check it out, now! GO!

This is my third FAQ ever! I've only written two others, and it is listed above. So go check it out!

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**/_ \ /_ \ /_ |____|*****
 | (_ ) || (_ ) | / /_/ 11) C R E D I T S
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I thank: CJayC for posting this on his site, and for running gamefaqs, which is the best site EVER!

I thank: Everyone at gamefaqs.com who has ever talked to me, helped me, or just said hi to me. Because I think getting to know people is important in everyone's life, and everyone needs attention sometime.

I thank: The creators of this game, which took them a year to perfect, for making such a great Bond game (although it can't compare to TWINE or GE!)

I thank: Spitfire, my friend, my sidekick, and a great person all in all, because there were many times he has helped me in other games, not this one. But others, and I would do anything for the guy. Not only with games, but he helps me get through tough times. Thanx, big guy!

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**/_ \ /_ \ /_ |____|*****
 | (_ ) || (_ ) | / /_/ 12) A F O N D F A R E W E L L !
**\___/ \___/ /_/*****

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I have nothing witty or cool to say, but here's a little piece of advice: "Try to bring my equipment back in pristine order, 007." :)

By the way, I just thought about all the things Q has ever given Bond, and all of that stuff must have cost a fortune! Over ?1,000,000 probably. Maybe even more. What kind of a retard would spend that much on just one secret agent?

I give you the Bond salute: \-----| \_ \_ \_  
/ -----|  
/ /  
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This is Perfect Light, signing off!

This document was written by and is a property of, Perfect Light ;)

Thanks for reading my Tomorrow Never Dies Guide, from:

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~ End Of Document ~

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