

The World Is Not Enough Walkthrough

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This walkthrough was originally written for The World Is Not Enough on the PSX, but the walkthrough is still applicable to the PS2 version of the game.

007 The World Is Not Enough Walkthrough

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2. Walkthrough:

Courier:

Mission Objectives: Interrogate Lashause

Get Briefcase

Do Not Harm Civilians

Escape

You'll start of in a Lobby overlooking a desk. Walk up to the desk and press circle to talk to here. When you are done walk up to the door, you can talk to

the guard if you want to but it is not important. (There is nothing to the left so don't bother going.) Now go to your inventory and take out your VLS DISRUPTOR and press X to open it, then walk through the door. You need this other wise the alarm will go off because of your weapons. Walk over to the guard at the door and you will automatically talk to him, he will say you can't pass. Turn around and walk back to over by the door, BUT NOT THROUGH IT! Then turn around and wait soon the man will walk over to the window and you can go back and get through. Walk around the corner and go to the elevator. Beside it there is a button press circle in front of it and go in and do the same on the other button. You will arrive in an assortment of hallways with cameras in them. Either you can run through them as fast as you can or you can peek around the corner and shoot them out with your Wolfram. It's for you to decide I usually just run through the hallway and go through door. But I have played the game many times so I suggest that you shoot them out. When you get to the door go through and shoot out the camera ahead. If you do get caught doing any of this go to the panel on the left and hit circle this will turn the alarm off. Next go through the door and crouch down. Walk down the aisle and you will come to an elevator, go up it and you will come to another room with hallways with people with Koffler machine guns. Get out your wolfram and shoot them. Then go into the room just to left from when you came in and press circle in front of the crooked picture and the door will open. Go in and shoot the guard and get his fingerprint from the thermos on the table and go out side and go to the metal door at the end of the hall. At the end of the movie get the briefcase and go over to the window and press X to break it. MISSION COMPLETE!!!

King's Ransom:

Mission Objectives: Apprehend The Assassin

Do Not Harm The Assassin

Do Not Harm Civilians

You will start off on a dock. Go forward and get the armour and ammo then go over to the left and get the shotgun. Turn and face where the assassin went and shoot the guy that comes out. Then go forward and pick up the guns. Beware! There is a sniper around the corner on a balcony. Go around the corner and quickly shoot him either with your wolfram, ingalls machine gun or the AR1 Sniper Rifle. I suggest the sniper rifle because it is quick, efficient and it boosts your accuracy and efficiency rate for your end score. Then go into the corner and pick up the 2 frag grenades. Go around the corner and use your ingalls to shoot the guys. Go up the ramp and shoot all the guys and go to the door and continue. (Beware this level is timed because you are chasing the assassin so go fast.) Turn right and walk straight into the wall. Turn and you will see a man. Take out your sniper and you can make a head shot. Next go left from the door and go around the partition. Peek around the corner and you can either throw a grenade or shoot the other two men. (I like to throw a grenade because this blows up barrels below for later.) Then shoot the box to the right and get some grenades. When you are done go forward and turn right to get some armour and then turn around to find two men shooting at you. Finish them off and go forward and then left. Shoo this box to get another grenade and then go down the ramp. Go through the holes to the door shooting guys on the way if you like and enter. You will be in a street, you can see ahead of you that there is a man on the roof. Hit Start and go to your inventory and take out your AR1 Sniper Rifle and shoot him. Then go forward and peek around the corner. Throw a grenade beyond the barrels to blow up some guys and go forward. Get the armour from in the hole and the grenades near by and then the armour from the blown up barrels. Shoot the man on the balcony quickly and while moving around because he is launching grenades. Then go around the corners shooting a couple guys on your

way you will come to a door, get out your Sniper Rifle before entering. You will be in a bar with three men and hostages so shoot carefully. Shoot the man in front of you and then turn right to shoot a man behind the counter. Go behind the counter and crouch down using L1. Walk to the end of the path and stop, take a grenade and aim HIGH! Throw it behind the counter and continue. Turn right and go to the door and leave the bar. When you are outside you can listen to the MI-6 Headquarters telling you that she is leaving on a hot air balloon. Go around the corner and shoot the guy with the grenade launcher. Go to the left of him and shoot the barrel to get some heavy armour if you really need it and then turn around and shoot the bad guys. Then go up the ramp and aim for the rope which has the Red Highlights around it and hit X.

Mission Complete!!!

Cold Reception

Mission Objectives: Destroy Parahawks

Protect Electra King

You will start off facing some crates and large pipes. Shoot the two guys that come towards you as you ski towards the crates. Shoot the Two crates closest to you and get the armour. Shoot the two guys standing on the pipe and get out your sniper rifle. This next part will take some practice so don't get mad if you lose. I know it was hard for me. You have to shoot the parahawk two times to blow it up with your sniper rifle. Wait until it is heading straight for you for it is in range then and blow it up. Then continue forward towards the yellow flag and go down the slope to the left of it. You will come to a crate, stop before you get to it on the slope by pressing the sniper mode and shoot the crate and then ironically he won't move so shoot him. Go down and collect his ammo and go into the tunnel. When it goes black hit the back arrow to stop. Shoot the crate and again he won't move, shoot him and collect his ammo. Go down the slope to the left and collect the machine rounds and continue down until you can see it turning sharply. Use the sniper mode to stop and shoot the crate and the guy. Go forward and collect his ammo and go through the tunnel. Slow down to a stop when you get out and shoot the two guys on the pipe in the distance with your sniper rifle. Some guys will come running towards you, shoot them and go forward to talk to Electra King. Go around the corner and collect the ammo and continue around the tank to get some sniper ammo. Shoot the crates under the pipe where you shot the two guys and get a grenade launcher and only collect the armour if you need it. Go back to where you came out from. (Also sometimes while you are getting the armour and ammo guys come from where you came out of so be ready.) Collect the armour during this stage if you have to. Shoot the three parahawks from the sky and... Mission Complete!!!

Russian Roulette:

Mission Objectives: Win Money

Interrogate Zukovsky

You will begin in a casino, go forward and around the table to the woman in the golden dress. Press circle and talk to her. She will get the attention of the guard to the right. Go over to the door he was guarding and pick the lock with your credit card lock pick and enter. Go to the table and talk to Zukovsky. He will give you a voucher of \$25 000 to gamble in his casino; you have to come back with \$100 000. Before you go out I would like to point out an interesting fact that you may laugh at later. To the left of the desk there is a guy, remember

him for later and you will wonder later what in the heck was he doing there? Anyhow back to the game. Leave the room and go to the door with the guard in front and give him the voucher. Enter and go to the table. Bet all your money and you should win it. Bet \$48 000 that should get you to \$100 000. You should win the next hand too. If this doesn't work and you lose the game PLEASE DON'T BLAME ME! It may take a few tries but you will get it. Go back to Zukovsky and talk to him. Mission Complete!!!

Night Watch

Mission Objectives: Bug All Telephones

Avoid Villa Guards

Photograph Evidence

Get Davidov ID Card

You will start off in a hotel room with Electra King sleeping on the bed. First go into the door ahead and to the right of you and bug the telephone on the table. Also an interesting fact about this level is if you go up to the piano and press circle it will play the James Bond theme song. When you are done in here go out and through the door into the hallway. Turn right and go forward until you reach a set of stairs. Go into your inventory and take out your cell phone stunner and go back. Crouch down using L1 and sneak up to the guard, zap him and first go into the door that is on the left wall of the room. Unlock it with your credit card lock pick (you will have to do this to most of the doors in this level) and go in to get some heavy armour and two more tranquilizer darts. Get your cell phone stunner again and go back out the door, AUTOMATICALLY crouch down. Sneak up to the guard again and zap him. This time go into the middle room; crouch down quickly when you get in. Sneak up to the guard and zap him. After this working hurriedly go over to the phone on the counter and bug it. Leave and again crouch down and zap the guard. Now guess what, go to the door on the right. When you get in quickly go right and zap the guy. Turn and face the blueprint on the screen and take a picture of it with your micro-camera. Leave and zap the guy in the main room again. (You have to zap this guy a lot don't you think?) Go into the room to (at the moment) to your right around the corner from when you came down the stairs. Go in and automatically go forward and zap the guy. Go and bug the telephone but before you leave turn to the kettle and turn it on by pressing circle (This will distract the guard for later. Now go to the door that is down a slope and enter. Get the Ingalls machine gun and ammo on the floor and leave. You can't get the armour yet since you have full armour protection at the moment. (Remember where this room is.) Go out and into the room at the other end of the hall. Enter and take a picture of the paper on the table. Now go to the elevator on the wall outside and go up. When you are up get out your tranquilizer gun. Go through to the room with the telephone and bug it, the guard will have heard you so go left through the passageway and shoot the guys ahead. Go in the rooms and bug the telephone and take a picture of the computer. In one of these rooms you will find a radio, turn it on and leave. This will distract the guard. Once you have the information and the telephones bugged you will get a MI-6 message saying that Davidov is down in the main room. Find a door that leaves and you will be down in the hallway that leads to the main room. Go and talk to Davidov and then turn around to shoot people that come with your Ingalls. When they stop coming pick up their ammo and go into the door that Davidov went into. (The unlocked one that leads to the room with the car and the armour.) When you reach it shoot all the guys that are inside. Then this is a difficult part, Davidov is harder to kill so use the car and the bricks to your cover advantage. When you kill him pick up his ID Card and go over to the car, wait a few seconds and... Mission Complete!!!

Masquerade:

Mission Objectives: Find Renard

Do Not Harm Technicians

Do Not Harm Soldiers

Get Locator Card

Escape

You will start off facing some tunnels, go forward and show the guy your ID Card. Go through the door and collect the card on the table. Go out and down the other hallway and into the room, Collect the Ingalls machine gun and armour. Leave the room and continue down the hallway and turn left towards the two guards. Walk up and they will say you can't pass. Get out the card you got from the desk in the room earlier and walk up to the console on the wall. Hit circle and go around the corner, NOW WAIT TILL THE GUYS COME FORWARD A BIT AND THEN GO. If you wait for them to come a bit you should be able to walk straight by them to the left without them shooting at you. Go over to the console sticking out from where they were and slide the card through it. Go down to the door on the left and go through. Walk down the ramp to the right and go down the hallway. Walk down it and go into the room. Show the guy your ID Card and go in and get the card of the table. Come out of the room and turn left. Go into the room and take out your radiation card and show the guy at the door your card. Then go in to the room and hit circle in front of the console on the wall. Go back out to the where the two guys were when you came down the ramp. Go through the door and you will talk to Dr. Jones (the girl of the plot) Shoot the guys coming towards you and then get the armour of to the right, IF you need it. Continue going around the hole in the center starting going left and shoot all the guys, which is protecting Dr. Jones so she can get the door open. When you have the ALL guy's dead and she opens the door go. Make sure that all the guys are dead before proceeding or they will go and kill Dr. Jones. Go in and shoot the guys behind the crates. Get out a satchel charge and blast the barrel and crates out of the way ahead of you and get the armour. Go forward killing another guy and walk up to the elevator shaft. Talk to Renard and when you are done walk forward and get the locator card and turn around. Wait for the doors to open and grapple the chain with your grappling hook watch. Mission Complete!!!

Flashpoint:

Mission Objectives: Rescue Hostages

Stop The Bomb

Protect Dr. Jones

Start by walking out the door and down the ramp, you will automatically talk to the man. Go beyond him and into the door that says Pipeline 1. Go in and go into the silver door and collect the supplies inside. Go into the room ahead and shoot all the men inside. Another man will come in through the door behind you, shoot him and go to the switch and press circle to hit it. You will get an MI-6 message saying that you did a good job, you have turned the first pipeline off line. Go back to where the door was and go down the hall and go to the door that says Pipeline 2. Enter and shoot the guy to your right. Go in the door and snipe the guy in the head over the wall, shoot all the bad guy inside and again turn the switch. On your way back go to the other doors and collect the supplies

within. Go to the door labelled Pipeline 3, enter and kill all the guys gain in the room and turn the switch. You will get another MI-6 message saying you have successfully turned off all the pipelines. Go back to the control room and kill the guys inside. Then go off to the other side of the room from where you entered to go to Pipeline 1. Go up the ramp and into the room labelled Pipeline A. Either kill the guy ahead by shooting him or do what I always do. shoot the barrel beside him, BOOM! Go to and into the door and shoot the guy, continue until you reach a dark room with stairs. Go into your inventory and put your night vision goggles on and get your IAC Defender out. Go down and up the stairs and go ahead and turn left and go into the cubby-hole to get more IAC rounds and armour. Go forward and shoot all the guys until you reach a set of stairs going to a door. Take your goggles of now and switch to your Meyer TMP and go through the door. You will talk to Dr. Jones and then you will have to defend her for awhile. Aim up on the ledge above and wait for the guys to come out. Shoot them until Dr. Jones exclaims, "I got it!□ Then go forward and press circle in front of the bomb. Mission Complete!!!

City of Walkways:

Mission Objectives: Protect Zukovsky

Protect Dr. Jones

Destroy Helicopters

Escape Across Pipeline

Start off by turning and shooting the guy through the window, pick up the sniper rifle on the table and go outside. Look down and shoot the two guys down below. Wait over on the top of the right staircase and shoot the on coming people with your sniper rifle. Continue and go up the stairs and out the door, shoot the two guys coming towards you and then get out your rocket launcher. Go down all the ramps and up to the car. Aim at the helicopter when it stands still and wait for it to lock on and then fire. Shoot it three times to blow it up. Get more rockets when you are out from the back of the car. Shoot the next one, but beware of the blades below it. When you are done go over to where the large red container is and wait for the helicopter to fire missiles at you. It will blow up the box and reveal an exit on to the pipeline. Follow it to the door and enter. Go to the top of the stairs and face down it. Fire a shot and about five guys will come at intervals. When they stop go down and shoot the remaining guys behind the crates. Go up the stairs and get the wrench and armour. Turn around and shoot all the guys that come. When they stop coming go forward and collect their ammo and go down the stairs. Leave out the door and shoot the guy running in front of you. Turn right and shoot the guy. Go and get the armour if you need it. Go forward down the original path and down the ramp to your right. Shooting the guys on the way to the building and get the flare gun on the wall. Turn around and head back to the stairs. Shoot the guys as you go. The reason why you walk into this is because I have found out they don't stop coming! So go and continue down the walkway until you reach the building. Get out the wrench and turn the valve to lure the helicopter over the gas line. Get out you flare gun and shoot the valve that the gas is coming out of to see the helicopter blow up spectacularly. Mission Complete!!!

Turncoat:

Mission Objectives: Capture Bullion Alive

Disable Terrorist Threat (Stop The Bomb)

Protect Civilians

You start off facing two men, one on the ground and one shooting at you from on top of a roof. Shoot them quickly, especially the guy on the roof he has a sniper rifle. Go forward and collect the ammo, go behind the crate and take out your sniper rifle. Shoot all the guys that come. Then go Forward and collect their ammo. Turn and shoot a guy on the roof above. Go to the end of the alleyway and collect the armour from behind the dumpster. Then go back to the door in the wall and go in. Go down the stairs and shoot all the guys within. Go into the door on the subway train and turn right to shoot a guy. Go forward and through the door. BE CAREFUL! This part of the level always #%*&^! me off. The god dang civilian always walks right into your crossfire and you fail the mission. PLEASE walk forward and shoot the guy at close range. Continue forward and through the next door. In this scene the normal monkey would see no one in the room. What you do is turn directly into the right of you and into the wall. Turn and you will see half of a guy. Shoot him and walk out into the room. Turn left and walk nto that wall. Look ahead at the doorway and you will see another guy hiding, shoot him and continue. Shoot the guy at the crate in the next room and blow up the crate to get some light armour. There should be a guy hiding to the right to. Keep going and shoot the guy in the next room. Go ahead and go out to the right and you will talk to Bullion. Turn Right and get out your pen explosive, walk up to the door and plant it. Back away and keep going when it blows. Go through and shoot the guys until you get to the door. Go through and turn left to get some heavy armour. Go through the next door to the bomb, shoot in the guys as you go. Get out a satchel charge and blow it up on the bomb to destroy the rotating panels on top, this exposes the reactor core. Then take your stunner and zap the bomb, this will defuse the bomb. Go back out shooting guys on your way and up the stairs. Follow Bullion around the corners and you will find him holding Dr. Jones hostage. Mission Complete!!!

Fallen Angel:

Mission Objectives: Find M

Free M

Defeat Gabor

Confront Electra

Start off by going forward and in the firs door in the left hallway, get the armour. Leave and go down the other hallway and around the corner. Crouch down and wait for the guy to go around the corner. Then go to the door at the end of the hallway where he was and get the box of weapons. You should have automatically should have drawn your Wolfram. Go out and shoot all the guys in the hallways and get their ammo and the ammo in the rest of the doors. Go in the large room and out the door. (Shoot the guy if you haven't already.) Go up the stairs until you hit a guy, shoot him and go into the room on your left. Shoot the guy in front of you or launch a grenade at him, you can tell me which one is more fun. Go down the hall and around the corners until you hit a guy, shoot him and quickly go forward, get his ammo and step back. Another guy should come out since you were in the doorway. Shoot him and get your grenade launcher out. Just peek around the left side of the door so you can see the short stack of crates.

Wait for him to go behind them and launch a grenade behind the crates. (Aim high.) Continue this every time he goes behind these crates until he dies, it should take about three grenades if you do it right. Go down and pick up his ammo and his key, this is important. Go to the left side of the room and get the armour and go back to the stairs. Go up and shoot the guy, unlock the door with Bullion's Key and go inside. First go forward and down the tunnel to the left and shoot the guy in the room and get the ammo if you need it leave the armour. Then go back to where you started and go through the other door way shoot the guys to the left and go in the door to your right, shoot the guy and get the ammo if you need it. Now go to where you shot the two guys and go down the stairs to where M is being kept. Turn around after you get her key card and go out the door to the stairs. Go down the stairs to the door in which you killed Bullion. Go in and Go to the doors with the consoles beside them. Use the card to get into the rooms and get the pen explosives by her purse in the one room and the ingalls machinegun. Go back to where M was being kept and use the pen explosive to set her free, she will go over to enter a password. Turn to the stairwell and shoot two guys that come and then leave when she has entered the password. Go up the stairs to the final door, shoot the guy outside and enter. Talk to Electra and then here is a challenge, Gabor! Shoot him and he will say, "Get Him!" and guys will come out a door. Shoot them and go in the door and get the heavy armour. Make sure he sees you go in. Now wait for him to shoot at the doorway and turn out and shoot at him when he is reloading. If he raises his gun to shoot at you shoot at him more until he gets tired of getting shot at and throws a pipe bomb at you. Pick up the pipe bomb and get about ten feet away from him and throw it at him. If done correctly he will say, "Get Him!" again and another door will come open and more guys. Shoot them and go into the room and get more armour. Repeat the process until Gabor is no more. Then go and get his key card that he dropped and go back to the door that first opened and slide the card through the console. Enter and talk to Electra after she is done shoot her once and bye-bye b**ch. Oh! Sorry not supposed to use that word. Mission Complete!!!

Meltdown:

Mission Objectives: Find And Defeat Renard

Rescue Dr. Jones

Escape From Submarine

You will start off with your back to a ladder and you'll be facing a hallway. Go forward and take the hallway on the right until you hit a room with a bunch of machines in it. Now go forward into the room and to the end of the hallway and turn left to shoot a guy. Get the gun on the table and his ammo. The turn down the hallway and shoot all the guys that come. Some of them have armour and shotguns. Go in the other two rooms and get the armour and the key of the desk. This key you need to get! Now go back to the where you started and go left. Unlock the hatch and get out your shotgun, go in and shoot the two guys inside and go through the next hatch. Go on top of the hatch n the floor and hit circle. You will now be in a room with a door that is blocked. Go to the wall with part of it in highlights and hit circle in front of it. The torpedoes will slide away and there will be a grate. Crouch down and go through, if you don't have your shotgun still out get it before going. Shoot out the grate and the one around the corner. You will stand up and talk to Dr. Jones who is trapped in a cell. Chase after Renard. Shoot the guys behind the metal pipes shooting gas and proceed through them with caution the gas they are releasing hurts you. Go around the corner and shoot the guy. There is ammo in the crate if you need it. Continue after Renard an you will find your self going into a radiation room (MI-6 will contact you.) Never mind about your radiation detector because you won't need it. Get out your IAC Defender and enter. You follow a certain path

while killing guys. You go forward two, right, up two, left and out the door. That was approximate, now go forward and watch out for Renard shooting at you. You will chase him all the way to a reactor room. You will watch him take out the warhead thing and start messing with it. Now get go to the center of the room and shoot out all the blue panels you have to shoot every panel twice with a powerful weapon like the IAC Defender it will be destroyed so use it and the shotgun to shoot them out faster. There is armour in the crates too if you need it. When you shoot out all the panels a door will open and a guy will come out, kill him and enter. You will watch the war head thing fly back and pin Renard to the wall instantly killing him. Pick u the key he dropped which goes to Dr. Jones's cell. Go back to her cell and free her, BE SURE TO LISTEN TO THE CONVERSATION SO SHE HEARS YOU SAY WHERE TO GO! You will tell her to go to the Torpedo room. Go into the room through the door and hit circle by the wall where you moved the torpedoes. Mission Complete!!!

Congratulations you have won The World Is Not Enough, Well Done! You will see the credits and a message that says you can now view all the movies from the main menu. Well, that completes my walkthrough.

3. Hints & Tips:

7???In the first level if you walk back from the guard that won't let you pass at the door he will walk over to the window and look out, now you can pass.

7 In the first level in the room with the two guards and the TV, take a satchel charge and blow up the bookcase. There will be a tunnel leading to a room with armour and a shotgun.

7 In the second level In the room above all the barrels and the exit to the street. If you turn right when you come through the door and turn you can snipe the one man. Then go around the partition and peek around the corner. You can snipe the other two men too.

7 At the end of the second lever where you shoot the grenade launcher, turn left and shoot the barrel. There is heavy armour inside. There is also some sniper ammo behind the large gas tank.

7 In the third level where you have to shoot the guys behind the crates, if you stop before you come to them you can blow up the crate and they won't move. An easy kill.

7 In the final scene of the third level if you go below the pipe that you shot the two guys off of you can shoot two crates to get some heavy armour and a grenade launcher.

7 In the fifth level if you turn the kettle and radio on it will distract the guards.

7 In the fifth level go to the room with the car and get the machinegun before you get all the information and bug all the telephones. This saves you the time and effort later.

7 In the sixth level when you have to run the card through the console on the wall and he lights go out walk straight into the opposite wall and wait for the guards to go by. This should work.

7 In the seventh level shoot the yellow barrels beside people and you can blow them up. This works in other levels too such as The City Of Walkways in the first room there are two barrels and also later too.

7 In the seventh level when you go into the dark hallway you can get some heavy armour and some IAC Defender bullet if you look go left into a small cove.

7 In the eighth level there is an extra flare inside the box in the building where you shoot the helicopter in case you miss.

7 In the eighth when you come down the stairs after getting the wrench shoot the barrel to get some heavy armour.

7 In the ninth level when there is a guy standing behind a crate in the middle of the subway car shoot the crate to get some light armour.

7 Use the grenade launcher to kill Bullion easily on the tenth level.

7 At the beginning of the tenth level go get your armour and then your box of weapons, then go and attack the guys. It saves you the hard time of punching them out.

7 In the last level in the room where you move the torpedoes there is armour in the crate.

7???In the last level when you are in the control room with the two guys, when the one on the left gets close to the fire extinguisher shoot the fire extinguisher and you can kill him with a boom.?

7???In the last level when you have to shoot out the panels use you more powerful weapons like the shotgun, and IAC defender. It gets rid of them faster than using the Belinque or Wolfram. There is also armour in the crates around the reactor in this room.

4. Cheat Codes:

For Cheat Devices:

7 Infinite Health: 916412CB

7 Invincibility: 8001F2D4010

30073D3A0001

7 All Weapons: 30073D380001

7 Infinite Ammo: 30073D3D0001

7 Power Guns: 30073D3C0001

7 All Cheats Unlocked: 8001F16AFFFF

7 All Movies: 50000C020000

8001F2D40101

8001F28E0002

How To Get Cheats Normally:

:Cheat

What Game

How To Get

What It Does

Power Guns

007 or Agent

Get the best score on Flash

Point.

Lets you kill enemies with one shot. With exceptions to people like Gabor and Bullion.

Infinite Ammo

007

Get the best score on Fallen Angel.

Unlimited ammo.

All Weapons

007

Get the fastest time on Turncoat.

All weapons.

Invincibility

007

Get the fastest time on Meltdown.

You can not die.

Stealthy Bond

007 or Agent

Get the best score or time on Night Watch.

You are noticed less by enemies.

Power Goons

007 or Agent

Get the best score for Russian Roulette.

Enemies are harder to kill.

WARNING: If you are trying to pass a level and you have a cheat in progress you can not get the next available level even if you win! You can't use a cheat to win a level!

5. Fun & Interesting Facts:

I'll start off with the first level. How dumb can the guy that won't let you through the door be? You back up to where the other door is and the guy looks out the window! DUMB!!

In the second level if you peek around the corner in the second scene you can shoot her and fail the mission for the fun of it.

In the fourth level in the room with Zukovsky off to the left Bullion is standing there. Now what the heck is he doing in there?

In the sixth level in the room where you get the ingalls machinegun there is a warhead inside. Now at the moment your chasing after Renard who is getting away

with a warhead and there is one right in front of you? What's with that?

In the end of the sixth level where you are protecting Dr. Jones the guys that shoot at you and her look almost exactly like Renard!

In the ninth level in the end when you are chasing Bullion don't go around the first turn. Just go straight to the side and stop. Bullion will quit running! Also at the end of the street you can go along the wall until you see Bullion and then shoot him for the fun of it!

In the tenth level when you go in the room that leads to Bullion get out your grenade launcher before going into the door and launch one at the guy ahead of you and watch him get blow sky high!

In the last level when you are in the last room with Renard I have one question. How messed up is this guy that he would die for that little rich BEEP! Electra? I mean come on!

6. Special Thanks: I would like to thank Black Ops and MGM Entertainment for making this game possible, All the people that read this Walkthrough, My friend for buying and owning the game, Whoever invented the Playstation and the computer, and last every one who isn't afraid to pick up that remote and PLAY!!!

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