

The World Is Not Enough FAQ/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.

THE WORLD IS NOT ENOUGH
FOR PLAYSTATION
FAQ/WALKTHROUGH
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FINAL VERSION

CONTENTS:

1. INTRO
2. CONTROLS
3. BOND'S WEAPONRY
4. GENERAL STRATEGIES AND TIPS
5. WALKTHROUGH
6. SECRETS AND BONUSES
7. OUTRO

1. INTRO

Hello, this is my FAQ for The World Is Not Enough. This FAQ may only be found at www.gamefaqs.com and www.neoseeker.com. If you see this FAQ on any other site, please e-mail straight away at the above address. James Bond & The World Is Not Enough are trademarks of MGM and EA.

2. CONTROLS

NORMAL CONTROLS

DIRECTIONAL BUTTONS: Move

LEFT ANALOGUE STICK: Move

RIGHT ANALOGUE STICK: No Use

R1: Aim/Activate Sniper Scope

R2: Strafe Right

L1: Crouch

L2: Strafe Left

CROSS (X): Use Weapon/Gadget

SQUARE: Change to Next Weapon

CIRCLE (O): Action/Reload

TRIANGLE: Change to Previous Weapon

START: Pause

SELECT: Retrieve MI6 Message.

SKI CONTROLS

DIRECTIONAL BUTTON UP: Accelerate

DIRECTIONAL BUTTON DOWN: Decelerate

DIRECTIONAL BUTTON LEFT: Turn Left

DIRECTIONAL BUTTON RIGHT: Turn Right

L1: Crouch

NOTE: Ski Controls only apply when you are going down a hill. Normal Controls apply on flat land.

3. BOND'S WEAPONRY

In the course of your missions you will encounter a number of powerful foes and experience many high-risk situations. To complete your assignments, you will need to strategically use your weapons and gadgets.

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WEAPONS

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For these assignments, you will be required to use a wide range of high-tech weaponry. Some situations require the use of force, while others demand silent tactics for stealth purposes. As you collect additional weapons along the way, choose the best one for a given situation. The following weapons are some of the most common you will use throughout the missions.

NOTE: If you are unarmed (not holding a weapon or gadget), you can still perform a punch attack.

Descriptions taken from game Instruction Manual.

WOLFRAM P2K

The P2K is your standard-issue firearm. It is lightweight, fairly efficient and comes equipped with a silencer/suppressor.

AR36 SNIPER RIFLE

Designed for covert operations, this is a superbly accurate rifle with a high-quality telescopic sight. However, the bolt action makes it slow to fire and reload.

BELGIQUE PS100

A high-powered automatic weapon with great all-round capabilities. The only downside is that it has limited accuracy.

MEYER TMP

The Meyer TMP is a small machine gun with a high rate of fire. However, it is not very powerful.

Other weapons are also available as pick-ups, or can be obtained through searching a dead body.

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GADGETS

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As part of MI6, you have access to some of the most technologically-advanced field equipment available from R.

CELLPHONE STUNNER

This handy device, designed as a cellular phone, can be used to deliver an electric shock that can disable an enemy without causing permanent damage. The Stunner uses an internal power supply that is good for 100 charges, and automatically recharges when not in use.

FLASH BANG

A flash bang disguised as a miniature flashlight. These are used to disorientate targets allowing you to subdue them without inflicting permanent damage.

GRAPPLING HOOK WATCH

A fashionable timepiece containing a miniature grappling hook with a 50' high-tensile micro-filament, able to support up 800lbs. To fire the grappling hook, press the R1 button to aim for the bracket hot spot, then press the X button.

NIGHT VISION GOGGLES

These glasses allow the wearer to see with improved vision in the darkest environments.

VLF DISRUPTOR

Disguised as an ordinary fountain pen, this useful devise is used to disrupt electrical fields, such as security metal detectors.

FINGERPRINT SCANNER

This useful device is used to copy an individual's fingerprints from items in order to open high-security locks. First you must find an item with scannable prints to record them. Then, take the Fingerprint Scanner with the scanned prints to a security lock and use the scanner again to open the door.

CREDIT CARD LOCKPICK

An ingenious lockpick disguised as a credit card that when activated, can be used to open various locked doors.

TELEPHONE BUG

A tiny transceiver device used for bugging telephones. When the bug has been

placed, it will broadcast any received conversations.

MICRO-CAMERA

A pocket-sized, high-resolution camera that can be used to gather evidence. To take a photograph, press the R1 button to focus on the object, then press the X button.

VIDEO CAMERA ROCKET LAUNCHER

A powerful guided weapon disguised as a video camera with visual and audio lock-on indicators. When the sights on the viewfinder change to a yellowish-orange and an audible 'Locked-On' message plays, the camera is locked-on to the target. To fire the rocket launcher, press the R1 button to manually aim, then when the target is locked-on, press the X button.

PEN EXPLOSIVE

Disguised as an ordinary pen, this explosive device can be used to destroy objects that impede your progress.

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ITEMS

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In addition to this variety of gadgets, there are also a number of useful items to be found in each mission. When collected, items are automatically applied to your inventory.

LIGHT ARMOUR

Increases your damage resistance by 25%. Each hit you take removes a unit from your Armour Meter.

HEAVY ARMOUR

Increases your damage resistance by 100%. Each hit you take removes a unit from your Armour Meter.

AMMUNITION CLIP

Adds ammunition to a specific weapon.

4. GENERAL STRATEGIES AND TIPS

When attacking in an all-out gun-fight, try and keep moving. This will make you a harder target for your enemies, which in turn will save you from being hit. Try to adopt this strategy as early as possible and make it become natural to you, as it will benefit you greatly in later levels.

In some levels you are required to carry out tasks in a certain time limit (e.g. Mission 11: Meltdown). For levels like these, try and learn the routes inside out. Don't worry if it takes you 4 or 5 tries to pass the mission - learning the level will make it easier and easier the more you try. This tip is also one of the best ways that you can unlock some of the bonuses that require you to complete a mission with a certain score, as speed in a level affects your final evaluation score.

Also, wherever possible, always aim for headshots to take people out. Not only does this look cool, it will also save you getting into a fight, conserving health, it saves ammunition and it also increases your score. Once again, this is extremely useful when going for bonuses.

Using these tips should make the game slightly easier, and also assist you in unlocking the game's hidden bonuses.

5. WALKTHROUGH

'Welcome back, 007. An MI6 agent has been murdered and a classified report from the Russian Atomic Energy Department has been taken from his body. An old friend, Sir Robert King, accidentally purchased this stolen document, believing it to contain information about terrorists who attacked his pipeline in Kazakhstan. In the meantime, a Swiss banker named Lachaise, a middle-man in this affair, has offered to return Sir Robert's money. I want you to go to him, discover who killed our agent and collect the money'.

MISSION 1: COURIER

Objectives

- Interrogate Lachaise
- Get briefcase of money
- Escape

Special Notes

- Do not harm civilians

Gadgets

- VLF Disruptor
- Flash Bang
- Fingerprint Scanner
- Cellphone Stunner

Walkthrough

Approach the desk and talk to the receptionist. Equip and activate the VLF disruptor and walk through the metal detector behind the desk. Walk across the room and talk to the guard, who does not let you pass. Instead of brandishing your weapon and blowing his brains out, simply walk backwards and wait. After a few moments, the guard will walk away. Once he does this, you are free to go through the door. In the next room, you'll find three elevators. Go inside the central one and hit the switch.

The next section consists of two stretches of corridors monitored by a total of five cameras. If you remain in view of a camera long enough, you'll set off the alarm and a load of guards will appear. To counter this, simply blast the cameras with your P2K. Once through both stretches of corridors go through the door at the end.

Head through the door ahead and go around the corner. There is a small room on the left that contains two guards. Ignore them as if they spot you, the alarms will sound. Just go past the room and down the corridor. Go round the corner at the end and through the door.

There are two of Lachaise's personal guards are patrolling this corridor. They are both armed with high-powered machine guns, so it's best to avoid as much confrontation as you can. Go forward and go left at the fork. Sneak up to the guard and knock him out with the Cellphone Stunner. Head round the corner and go through the door on the right. The alarm will sound in a few moments so move fast. Press O in front of the wonky picture to move the bookcase and reveal a room. Go inside and quickly kill the guard at the desk. Select the Fingerprint Scanner and get the prints from the flask on the table. Quickly head back to the main corridor and go right. If there are guards

shooting at you, zig-zag down the corridor, as they will be less likely to hit you. Try to resist the temptation of killing them and approach the door at the top of the steps. Use the Fingerprint Scanner on it.

After the short cut-scene, quickly grab the case. Go to the small on the window on the left and press X to smash it with the case. Bond will escape and you have completed Mission 1.

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MISSION 2: KING'S RANSOM

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Apprehend the assassin	- Do not harm civilians - Do not harm assassin	- Grappling Hook Watch

Walkthrough

For this mission, you must go as quick as you can. If you take too long, the assassin will escape and you will fail the mission. Anyway, strafe right and pick up the Frinesi Auto and Armour just ahead. Move forward and an enemy appears from the right so kill him. Pick up the AR36 Sniper from the left and use it to dispose of the goon up on the right-hand balcony. Go round the corner and use the Frinesi Auto to blow away the next goon on another balcony, as well as another below.

Select the Frinesi Auto and head onto the walkway. Just as you move forward, two enemies rush round the corner, so quickly blow their brains out. There is also another in the window up ahead. Now you have a clear run, so continue along the walkway and into the warehouse.

Shoot the box for two Grenades and use one to dispose of the three enemies up ahead. Collect the Armour to the right then head down the ramp over to the left.

Shoot the barrels and any enemies to make it easier to get through to the door on the far side of the room. Make sure you stand back to avoid being hit by the blast. Once back on the street use the AR36 Sniper to kill the man high up on the roof. Select your Grenades and lob one at the barrels around the corner, take care as another enemy on the other roof will also be throwing grenades. Snipe the grenade-happy thug and collect an Armour or ammo that may be lying around. Equip the Ingalls Type 20 to take out the remaining three or four enemies blocking the bar door, before going through it.

Do not kill any civilians in the bar, they are the two guys that cower and are not carrying guns. Two enemies are nearby, plus another one at the far end. Kill them all and head through the door at the end.

Enter the square and quickly take out the guy chucking grenades. A gang of enemies come down from the right, so be prepared. Head onto the walkway where they came from and select your Grappling Hook Watch. Grapple onto the rope hanging from the balloon to complete the mission.

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MISSION 3: COLD RECEPTION

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Protect Elektra - Destroy Parahawks	- None	- Inflatable Jacket

Walkthrough

At the start, kill as many enemies as you can and collect the AR36 Sniper - shoot the boxes next to it to reveal some handy Armour. Equip the AR36 Sniper and take out any remaining enemies. Now locate the Parahawk (it's a snowmobile with a parachute and it's flying) and shoot it two or three times to destroy it. Watch out though, as it drops grenades. Once it's gone, switch to the Meyer TMP and ski down the slope and into the pipe.

When you reappear, shoot the boxes and the enemy hiding behind them. Head down to the left to find another box/enemy combo, continue further to find a third. Enter the next pipe to reach the next section.

Leave the pipe then stop when you can see Elektra. Equip the AR36 Sniper and take out the enemies along the pipes plus a few on the ground that charge at you. Approach Elektra and she'll run off. Turn around and kill the two enemies sneaking up on you from the rear. Now locate the next Parahawk and use the Ar36 Sniper to shoot it down. Two more will appear one after another, so take them all out to finish the mission. Watch out for goons attacking from the ground in between, plus the grenades that the Parahawks drop. Mission complete.

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MISSION 4: RUSSIAN ROULETTE

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Interrogate Zukovsky	- None	- Credit card
- Win money		Lockpick

Walkthrough

Head into the room and talk to the woman stood by the bar. Watch as her boyfriend walks over from the locked door to the right. Quickly equip the Credit Card Lockpick and unlock the door while the boyfriend is away. If you're quick enough you can go straight in. If not, talk to the woman again to lure the guard away. Once inside talk to Zukovsky and he'll give you a Credit Voucher. Now leave the room.

Get out the Credit Voucher and show it to the guard at the other door next to the bar. He will let you go in. Once inside, approach the table and press O to start playing. If you don't know how to play Blackjack, a message from MI6 will tell you all you need to know. You have to get a total of 100,000 credit or more, and the easiest way to do it is bet your entire credit twice in a row. As long as you win both times you'll end up with 104,000. If not, simply start the mission again.

Once you have won enough, go back to Zukovsky. Talk to him and you'll complete this easy mission.

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MISSION 5: NIGHT WATCH

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Bug all telephones	- None	- Tranquilliser Gun
- Avoid villa guards		- Micro-Camera
- Photograph evidence		- Telephone Bug
- Get Davidov's ID Card		- Credit Card

Walkthrough

First of all, enter the small room to the right and bug the telephone. Go back out, through the bedroom and into the hall. Go left at the split and give the guard a good punch. Another guard appears from downstairs, so smack him as well. Now enter the nearby door.

Select Unarmed then walk up to the guard all the way along to the right. Quickly punch him out and wait for the second guard to appear from around the corner. Whack him and the area is clear. Enter the small room and take a picture of the computer with the Micro-Camera. Go into the room next door and bug the phone. Go around the corner to the elevator. Opposite it is a small room with a phone in it. Bug it and go back to use the elevator.

Turn right and pick the lock on the door. Photograph Davidov's Letter in the small room and return to the corridor. Enter the room to the left just beyond the elevator and knock out the guard with a couple of punches. Bug the phone on here and return to the corridor. Switch to Unarmed and go through the door straight ahead. Quickly punch out the guard.

Enter the door on the left for Armour and Ammo. Go into the room a little further along and whack the goon in here. Bug the last telephone then leave. Now enter the last room, smack the guard and take a picture of the large screen. Leave and talk to Davidov.

A load of enemies will come down the stairs, so kill them all with a gun (if you have one). Go through the small door on the right next to the stairs. Go right, unlock the door at the far end and head into the garage. Kill all the guards before killing Davidov (he takes a few more hits than the others). You'll find plenty of Ammo and Armour in the corner if you need it. Pick up Davidov's ID Card once he's dead to complete mission 5.

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MISSION 6: MASQUERADE

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Find Renard	- Do not harm technicians	- Night Vision
- Retrieve Locator Card	- Do not harm soldiers	Goggles
- Escape		- Grappling Hook
		Watch

Walkthrough

Go straight ahead and show Arkov's ID Card to the guard. Collect the Security Card from the room he was guarding then go back to the start and head down the slope.

Collect the Armour from the room at the bottom then continue. Locate the lighting panel on the right around the corner, deactivate it, put on your Night Vision Goggles and hide behind the nearby barrel. Wait for the guard to walk towards the panel then quickly nip past the other guard. Use the Security Card on the card reader at the far end and then go through the door.

Remember the locked door to the left - we need to come back here later. Head around to the right, show Arkov's ID Card to the guard and enter the room. Pick up the Radiation Badge then head for the room next door. Show the badge to the guard and activate the panel in the room beyond.

Make your way back to the locked room that I told you to remember. Select a weapon then enter. Keep close to Dr. Jones and shoot any enemies that appear. Do not let the Doctor die. Once she's accessed the computer and the area is clear of enemies, head through the large door.

Fight your way through the numerous enemies (shoot the barrel in the middle to get past). Be quick to avoid getting trapped. At the end you'll find Renard. Once he's gone and the bomb is activated, quickly pick up the Locator Card and wait for the gate behind you to open. When it does, use the Watch to grapple to the chain to escape and complete the mission.

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MISSION 7: FLASHPOINT

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Stop the bomb	- None	- Flash Bang
- Rescue the hostages		- Night Vision
- Protect Dr. Jones		Goggles

Walkthrough

Head through the door on the left, and then through the door marked 'Channel 1'. Head around to the left, quickly kill the enemy and go through the door on the left. Quickly shoot all the terrorists in here before they shoot the hostages, and make sure you don't hit the hostages either. Push the switch in the corner and then leave. Head back and enter the unmarked door to find some Armour. Now go through the door on the left marked 'Channel 2'.

Shoot the enemy and then enter the room on the right. Clear the room of enemies before they shoot the hostages as before, and push the switch in the corner. Leave and head along to the right. Enter the unmarked door to find some Armour and Ammo if you need it. Follow the passage on the left and through the door marked 'Channel 3'.

Turn left, kill the terrorist then clear the control room of enemies while protecting the hostages as you did in the last two Channels. Hit the switch in the room and head back to the main control room, where you started this mission.

Watch out for the enemies, kill them all, and make your way through the door marked 'Pipeline A'. Continue through a couple more doors and go into the pipe. Equip the Night Vision Goggles to make it easier to see the enemies. Fight your way along this stretch of pipe and through the door at the end.

In this room you will find Dr. Jones. Protect her from all the enemies in this room whilst she accesses the computer. There is plenty of Armour dotted around the room, so don't be afraid to use it. Once she's finished with the computer, approach the rig in the centre of the room and press O to complete Mission 7.

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MISSION 8: CITY OF WALKWAYS

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Protect Zukovsky	- None	- Video Camera
- Protect Dr. Jones		Rocket Launcher
- Destroy helicopters		

- Escape across pipeline

Walkthrough

Shoot the enemy through the window and then pick up the AR36 Sniper and the Armour. Use the AR36 Sniper to take out the enemies outside the small room that you are in, and then switch back to the Wolfram P2K. Head down the steps and across the room, dealing with any enemies that appear. Go up the steps at the end and through the door.

Equip the Beligique PS100 and waste all the enemies up ahead. Follow the walkway around and up to the car. Grab the stuff from the back of it and select the Video Camera Rocket Launcher. Aim at the helicopter above, and fire when you are locked on. If you run low on rockets, you can find more in the back of the car. Destroy the first two helicopters and wait for the third to destroy the large crates. One of them is hiding a small ladder onto the pipeline. When that one is destroyed by the chopper, get onto the pipe and quickly head for the hut at the far end.

Head down the steps and duck behind the crates for cover. Take out the enemies and head for the steps at the far end. Enter the room and grab the Wrench. Now head out and go through the door downstairs.

Kill the enemy on the right and grab the Armour if you need it. Quickly head up the steps then down the set of steps that lead off to the right. Kill the enemies down here and enter the small hut at the end. Grab the Flare Gun from the wall and exit the hut. Go back up the steps and continue along the top walkway.

Enter the hut at the end and use the Wrench on the pipe valve. Look through the window, and you should see gas coming out of the large pipe. You will also see a helicopter. Select the Flare Gun and shoot the pipe outlet directly beneath the chopper. If you miss, do not worry, as there are more flares in the box near the door. Once you hit it, the chopper is toast and the Mission is complete.

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MISSION 9: TURNCOAT

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Capture Bullion alive	- None	- Pen Explosive
- Disable terrorist threat		- Cellphone Stunner
- Protect civilians		

Walkthrough

Take out the enemies up ahead, watch out for the civilian and don't forget to kill the guard up on the roof over to the right. Follow the path around the corner and kill the next load of goons. Follow the alley around the next corner and grab the armour. Now go back along the path and through the door.

Be careful here, as there is a civilian at the bottom of the steps. Go down the steps and take out the enemies that are hiding behind the pillars. Once they are dead and the civilians are safe, enter the train.

Make your way through all of the carriages, carefully killing the enemies as you go and making sure not to harm any civilians. Take care in the second carriage, as an annoying civilian sometimes runs right in front of your gun while you are firing, killing himself and making you fail the mission. The

enemies tend to hide round corners, so proceed with caution. Also, shoot any crates that you encounter to reveal some useful Armour.

Once off the train, you will meet Bullion and have a bomb to defuse. Use your Pen Explosive to blow open the door ahead. Follow the passage and after a few corners and turns you will meet a group of enemies. Kill them and continue through the next door (make sure you go through it normally, and don't try to blow it up!) into a short corridor leading to the bomb. Shoot the rotating panels on top of the bomb and then use your Cellphone Stunner to defuse it. Now head back to the train station and up the steps after Bullion.

Chase Bullion through the streets, but whatever you do - do not shoot him, as he's needed alive. Keep chasing him and once you reach the yacht, you'll complete the Mission.

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MISSION 10: FALLEN ANGEL

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Find M	- None	- None
- Free M		
- Defeat Gabor		
- Confront Elektra		

Walkthrough

You are unarmed to start with, so finding a weapon is vital. Leave the room and head around to the right. Wait for the guard up ahead to go out of sight and then search the cells to find your items. Try not to get spotted or else they'll most likely kill you. Head out and kill the four or so enemies patrolling the nearby area. Once they are dead, head into the room in the top corner and enter the stairwell.

Head up and enter the room on the next floor. Be careful, as a guard comes down the stairs, so kill him quick. Once inside, follow the corridor, killing the two goons and you'll come to two doors with card readers. In the small room opposite is Bullion and a regular enemy. Lure out the enemy and kill him. Now equip your Grenade Launcher and start launching Grenades at Bullion - it won't take too many for him to die. Collect Bullion's Key and the Armour, then go back to the stairwell.

Go to the next floor up, again watch for the goon coming down the stairs and go through the door using Bullion's key. Go through the archway ahead and around to the left. Waste the two enemies and head down the steps to find M. She'll give you her keycard. Now return to the area where you killed Bullion (one floor below) and use M's card to access the two rooms. In one is her Pen Explosive and the other contains an Ingalls Type 20 plus some Ammo. Go back to M and use the Pen Explosive on the bars to free her. Now turn around and kill the tribe of enemies that charge down the steps while M enters the password.

Go back to the stairwell again. Go right to the very top and enter the door to face Gabor. Defeating him is actually pretty easy. Bullets will not harm him, but the pipebombs that he throws will. Simply hide behind something and wait for him to throw a pipebomb. Quickly pick it up before it explodes and throw it back at him. Hit him with three pipebombs to finish him off. At some point in the fight some goons will appear so be prepared. There is also Armour in the small rooms around the outside if you need it. Once Gabor has kicked the bucket, pick up his keycard and use it on the reader in one of the

side rooms to access the bedroom.

In here you will find Elektra with a gun to M's head. All you have to do is simply shoot Elektra and you will complete the Mission. Just one more to go!

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MISSION 11: MELTDOWN

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Objectives	Special Notes	Gadgets
*****	*****	*****
- Find and defeat Renard	- None	- Radiation
- Rescue Dr. Jones		Detector
- Escape from submarine		

Walkthrough

You've made it to the final level in 'The World Is Not Enough'. Well done. Anyway, follow the path around to the right and through the door. At the back of the room is a corridor with three doors. Enter the second door on the right to find the Control Room Key, as well as an enemy that you should kill. More goons will now appear, so gun them down. Visit the other two rooms for Ammo and Armour, then make your way back to the start and follow the other route.

Use the Control Room Key and go through the door. Fight your way across the control room and over to the small room on the far side. Gun down any enemies that are left standing, then stand on the hatch and press O to go down.

Now you are in the Torpedo Room. Shoot the crate for Armour if you need it then press the button on the wall to move the torpedoes. Shot the grate and enter the vent. As you climb out you'll see Renard, plus Dr. Jones in a cell on your left. Remember this cell's location, as you will need to come back here later. Go around the corner and you will be faced with a number of goons, as well as some leaking pipes. Blow away all the goons and nip past the pipes, avoiding the steam as you go. When you get near the end, Renard runs off, so follow him through the door.

You'll come to a door with a radiation symbol on it. Equip your Radiation Detector and enter the next room. You may find it easier to quickly run in, kill the enemies and run back out again before going the whole way.

The maze is quite hard to get through, as there are obstacles everywhere. It may take a few goes to get through safely.

Through the next door is a large room with the central computer. You have to shoot out the computer's blue panels on the central core but before you do that, take out the goons (especially the ones on the balcony). Once you've destroyed the panels use the handle in the doorway near Renard, this will result in his death and a two minute time limit. Quickly pick up the Cell Door Key from Renard and return to Dr. Jones's cell to free her. Now enter the torpedo room and approach the torpedo tube to finish the final Mission.

Congratulations! You have completed 'The World Is Not Enough'. Well done.

6. SECRETS AND BONUSES

These bonuses can be turned on and off at the cheats screen.

POWER GOONS: Complete Russian Roulette on Agent or 007 difficulty with the best score.

ONE SHOT KILLS: Complete Flashpoint on Agent or 007 difficulty with the best score.

INFINITE AMMO: Complete Fallen Angel on 007 difficulty with the best score.

ALL WEAPONS: Complete Turncoat on 007 difficulty with the best score.

STEALTH BOND: Complete Might Watch on Agent or 007 difficulty with the best score.

INVINCIBILITY: Complete Meltdown on 007 difficulty with the best score.

7. OUTRO

Well, that's it. If you have any questions, please e-mail me at:

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I will do my best to reply.

Thanks to:

- CJayC, for hosting this FAQ.
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