

James Bond Jr. Game Script

by furb

Updated to v1.0 on Jun 4, 2007

This walkthrough was originally written for James Bond Jr. on the SNES, but the walkthrough is still applicable to the NES version of the game.

ver 1.0

J)jjjjjj

J)

J) a)AAAA m)MM MMM e)EEEEEE s)SSSS

J) jj a)AAA m) MM MM e)EEEE s)SSSS

J) jj a) A m) MM MM e) s)

J)jj a)AAAA m) MM e)EEEE s)SSSS

B)bbbb d) J)jjjjjj

B) bb d) J)

B)bbbb o)OOO n)NNNN d)DDDD J) r)RRR

B) bb o) OO n) NN d) DD J) jj r) RR

B) bb o) OO n) NN d) DD J) jj r) **

B)bbbbbb o)OOO n) NN d)DDDD J)jj r) ##

Game Script

A Guide By: Rob Furbee

AIM: MudTurkey3334

ICQ: Mud Turkey 3

Email: MudTurkey3@gmail.com

GameFAQs Username: furb

Table of Contents

A...Introduction

Level 1 - Jungle Tempe

Level 2 - Venice

Level 3 - Antarctic Stronghold

Passwords

B...Legal Information

A-----INTRODUCTION

Bond. James Bond.... Jr. JAMES BOND! JAMES BOND JR!!!!

Really, this is the only thing I can recall about the television program. The opening theme song. Well, I guess, even in the main franchise the opening credits are memorable. Who can forget the Live and Let Die opening? That's it. The only reason I did a faq for this game is because of the opening theme.

This title screams promotional tie-in. Usually, I write these things based on personal experience or fascination; however, this title does not fall into either category. I had plenty of Saturday morning heroes growing up, but James Bond Jr. was not one of them. Simply, I did not watch this show nor did I ever have some touching childhood experience with this game title -- outside the theme song. James Bond Jr. is a poor game. Don't get me wrong, it's not to be classified with the worst games in history, but it is lacking. Mainly, the game is an extended commercial for the show and the action figure line. The controls are acceptable. The gameplay was also diverse featuring shoot'em up levels as well as standard side scrolling gameplay. The player is given many gadget to tinker around with as well. But, the graphics are rather poor for an SNES title, and the actual gameplay is rather bland and unsatisfying. The best feature of the game, though, is the fact it is short. Very short.

Folks, I admit it. The time slated to this guide was originally assigned to a script guide for Bebe's Kids. I couldn't hack. I'm sorry. I TRIED! Fans and readers alike, you'll have to settle for James Bond Jr..... for now!

Level 1 - Jungle Temple

Warfield Academy

IQ:

HAVE YOU HEARD THE NEWS JAMES? AN AGENT OF SCUM HAS STOLEN A PRICELESS STATUE FROM ON OF THE STUDENTS HERE AT WARFIELD!

FROM WHAT I CAN UNDERSTAND, THE STATUE CAN BE USED TO OPEN A LONG LOST TEMPLE WHICH CONTAINS GOLDEN ARTIFACTS!

WE CAN'T LET SCUM GET AWAY WITH THIS! THEY'LL USE THE GOLD TO FUND THEIR EVIL PLANS!

YOU MUST STOP SCUM AT ONCE! YOU'LL NEED SOME SPECIAL TOOLS FOR YOUR TRIP, JAMES...

YOUR MINICOPTER IS ARMED WITH MISSLES AND BOMBS. IN DUE COURSE I SHOULD HAVE SOME OTHER GOODIES FOR YOU...

...SUCH AS THESE SPECIAL SHRAPNEL TIPPED MISSLES...

...AND A SHIELD ATTACHMENT.

ONCE IN THE TEMPLE, YOU MAY RUN INTO SOME NASTIES, SO I CAME UP WITH THIS SNAKE CHARM ELECTRO FLUTE...

...AND THESE SUPERJUMP SHOES TO HELP YOU REACH YOUR LOFTY GOALS!

I THINK THIS TROUBLE IS THE WORK OF DR. DERANGE! HE'LL USE THE GOLD TO FUND HIS EVIL SCIENCE TESTS!

DR. DERANGE USUALLY TRAVELS WITH HIS HENCHMAN, SKULLCAP! WATCH OUT FOR HIM!
HE'S NOT BRIGHT BUT HE IS TOUGH!

James Bond Jr:
I HOPE IQ REMEMBER TO PACK MY SUNTAN LOTION!

Dr. Derange:
NOW THAT I HAVE THE STATUE IN MY GRASP, THE TREASURE OF THE LOST TEMPLE WILL
BE MINE!

ALL THAT GOLD WILL HELP ME TO FUND MY RESEARCH! SKULLCAP! YOU MUST KEEP
JAMES BOND JR. FROM INTERFERING!

Skullcap:
YES SIR, DR. DERANGE SIR! I'LL DO WHAT I CAN TO STOP HIM! HE'S A FOOL TO
MESSWITH YA, DR. DERANGE!

Dr. Derange:
ENOUGH, YOU IDIOT! GO GET HIM!

Skullcap:
YOU MAY GET TO THE TEMPLE, BUT YOU HAVEN'T GOT TO DR. DERANGE! YOU'RE IN BIG
TROUBLE, BOND! HE'S GOT THE RAM'S HORN!

James Bond Jr:
NOW THAT I'VE PUT A LID ON SKULLCAP, I THINK IT'S TIME TO GIVE DR. DERANGE SOME
THERAPY!

THIS LEVEL'S PASSWORD IS 0007.

Dr. Derange:
I HATE YOU, JAMES BOND JR! YOU ARE ALWAYS STANDING IN THE WAY OF SCIENCE! NEXT
TIME YOU WILL NOT STOP ME! HA HA HAAAA!

James Bond Jr:
I HOPE THAT'S THE LAST TIME I CATCH YOU BLOWING YOUR OWN HORN, DR. DERANGE!
IT'S VERY UN CRITISH, I SHOULD SAY!

THIS LEVEL'S PASSWORD IS 3675.

IQ and the Crew:
WE'RE ALL GLAD THAT YO KEPT DR. DERANGE FROM STEALING THE ANCIENT TREASURES!
HE'S NOT MUCH OF A SCIENTIST, JAMES!

Level 2 - Venice

IQ:
WE MUST ACT QUICKLY, JAMES! MY REPORTS TELL ME THAT SCUM HAS DISCOVERED THE

LONG LOST LEONARDO DAVINCI PAPERS!

I THINK THAT THEY MAY TRY TO USE THESE PAPERS TO UNCOVER A SECRET INVENTION WHICH LEONARDO DAVINCI DID IN THE SEWERS OF VENICE, ITALY!

I THINK YOU SHOULD GO TO ITALY AND STOP SCUM FROM USING THE DAVINCI PAPERS FOR THEIR EVIL PURPOSES!

USE THIS SUPER SPEEDBOAT IN THE CANALS OF VENICE. IT WILL HELP YOU TO REACH TO ENTRANCE (SIC) TO THE SEWERS!

WATCH OUT FOR SCUM MINES! THEY WON'T DO YOU OR THE BOAT ANY GOOD!

THIS AIRFOIL WILL ALLOW THE SPEEDBOAT TO JUMP OVER LARGE SECTIONS OF LAND!

THESE TORPEDOES SHOULD PROVE THE PERFECT FOIL FOR SCUM AGENT ATTACKS!

I'VE ALSO INVENTED THIS NITRO FUEL TO GIVE YOU A BOOST!

ONCE IN THE SEWERS, YOU MIGHT NEED SOME EXTRA HELP. THIS ICE GRENADE WILL FREEZE WATER FOR SEVERAL SECONDS...

...AND THIS GAS MASK WILL HAVE YOU SMELLING THE ROSES IN NO TIME AT ALL!

I'LL BET THAT THE SCUM GENIUS MAXIMILLION CORTEX IS BEHIND ALL THIS! HE AND I BOTH SHARE A LOT OF RESPECT FOR DAVINCI'S INVENTIONS!

SPEAKING OF DAVINCI, BE VERY CAREFUL IN THE SEWERS! IT'S RUMOURED THAT HE PLACED MANY TRAPS DOWN THERE IN ORDER TO PROTECT HIS GREAT INVENTIONS!

James Bond Jr:

I'VE ALWAYS WANTED TO VISIT VENICE...

Maximillion:

MY RESEARCH INDICATES THAT DAVINCI WAS FAR BETTER INVENTOR THAN ANYONE HAS PREVIOUSLY REALIZED!

HIS PAPERS ARE SURE TO LEAD ME TO HIS SECRET INVENTION! MY ANALYSIS OF HIS PAPERS CONFIRM THAT IT IS A POWERFUL WEAPON!

Maximillion:

IT COMES AS NO SURPRISE TO MY SUPERIOR INTELLECT THAT THOSE IDIOTIC SCUM AGENTS HAVE NOT SUCCEEDED IN STOPPING YOU!

HOWEVER, I STILL HAVE THE DAVINCI PAPERS, AND I WILL NO DOUBT UNCOVER THE INVENTION LONG BEFORE YOU DO!

James Bond Jr:

YOU MAY BE AN EDUCATED GENIUS, BUT I THINK I CAN STILL TEACH YOU A LESSON OR TWO

THIS LEVEL'S PASSWORD IS 9025.

Maximillion:

BOND JR! YOU FOOL! THAT WAS A TERRIBLE WASTE OF A GREAT WEAPON... ERRRR...
I MEAN A GREAT INVENTION!

James Bond Jr:

IT LOOKS LIKE I'VE SUNK YOUR PLANS FOR NOW, CORTEX! YOUR'RE NOT AS SMART AS
YOU LOOK!

THIS LEVEL'S PASSWORD IS 1813.

IQ and the Crew:

THAT'S AMAZING, JAMES! DAVINCI CREATED ATHE WORLD'S FIRST NUCLEAR SUBMARINE,
AND YOU KEPT SCUM FROM STEALING IT!

Level 3 - Antarctic Stronghold

IQ:

SCUM HAVE BEEN CAUSING THE WORLD FAR TOO MUCH TROUBLE! I THINK YOUR PLAN TO
ATTACK SCUM HEADQUARTERS AND DEFEAT SCUM LORD IS BRILLIANT!

FOR THIS TRIP I THINK YOU'LL NEED SOME EXTRA SPECIAL BITS AND PIECES!

THIS MINIJET WILL TAKE YOU FAR INTO THE ANTARCTIC, WHERE SCUM HEADQUARTERS IS
LOCATED!

NO DOUBT SCUM LORD WILL PULL OUT ALL THE STOPS TO KEEP YOU FROM REACHING SCUM
HQ. THIS LASER CANNON SHOULD HELP YOU REACH YOUR DESTINATION!

JUST IN CASE ONE LASER'S NOT ENOUGH, I'M WORKING ON THIS MULTI SHOT LASER
CANNON.

I THINK A SHIELD WOULD BE RATHER USEFUL, DON'T YOU?

LET'S NOT FORGET TAHT ONCE INSIDE, SCUM HQ IS LIKE A BIG MILITARY FORTRESS!
I'LL SOON AHVE THESE ROCKET SNEAKERS READY FOR TAKEOFF!

THIS THERMAL JACKET SHOULD HELP YOU FROM CATCHING A COLD...

...AND THIS TINY LASER RING MAY PROVE TO BE VERY USEFUL!

SCUM LORD IS A MOST DANGEROIOUS FOE, SO PLEASE LOOK AFTER YOURSELF, WON'T YOU
JAMES? GOOD LUCK!

James Bond Jr:

I HOPE I DON'T NEED SNOWSHOES!

Scum Lord:

JAMES BOND JR. HAS CAUSED SCUM NOTHING BUT TROUBLE! I CAN'T WAIT UNTIL HE
ARRIVES FOR A VISIT! HA HA HA HA HA!

Scum Lord:

WELL MR. BOND... PERHAPS YOU MAY HAVE THE SKILL TO EVADE MY SCUM DEFENSE NET-

WORK... BUT IF YOU THINK CAN SURVIVE SCUM HEADQUARTERS

...THEN I THINK YOU ARE SADLY MISTAKEN, MY YOUNG FRIEND!

James Bond Jr:

I'D HAVE TO SAY THAT SO FAR, MY T RIP TO SCUM HEADQUARTERS HAS BEEN A REAL BLAST!

THIS LEVEL'S PASSWORD IS 3353.

Scum Lord:

YOU'LL PAY FOR THIS, JAMES BOND JR!

James Bond Jr:

NO PROBLEM, SCUM LORD! KEEP THE CHANGE!

Passwords

Jungle Temple

Part 1 - 0007

Part 2 - 3675

Venice

Part 1 - 9025

Part 2 - 1813

Antarctic Stronghold

Part 1 - 3353

B-----Legal Information

Copyright 2007 Rob Furbee

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

This FAQ is intended for private or individual use. Any reproduction or rehosting outside of GameFAQs must be approved by the author.

This document is copyright furb and hosted by VGM with permission.