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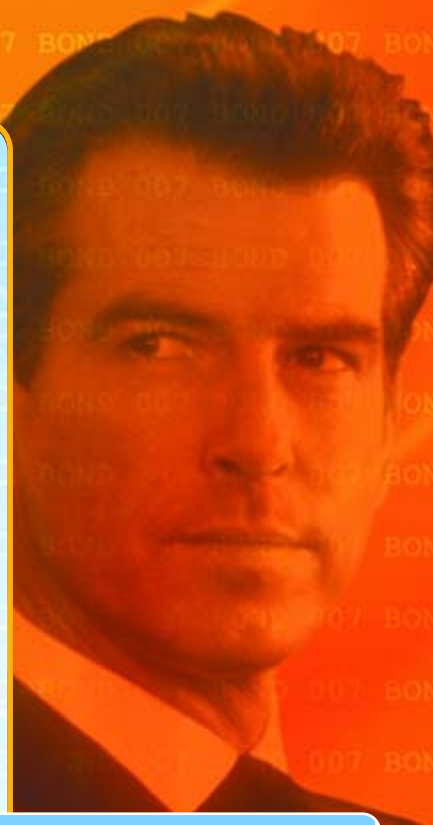
007 The World Is Not Enough™

Prima's Official Strategy Guide

Anthony Lynch

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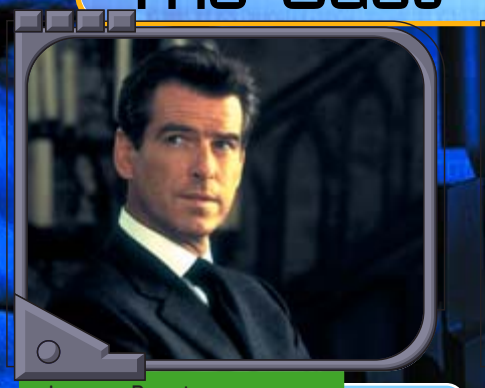
Introduction

Your Mission

Once again, your unique services are required, 007. We have learned that a high-tech terrorist, Victor Zokas (a.k.a. Renard the Anarchist), is plotting to take revenge on Sir Robert King. King is a wealthy oil baron with considerable financial resources. Using any means necessary, you must stop Renard and bring him to justice. We're counting on you, Bond.

Filling the shoes of MI6's greatest agent, 007, will not be easy. For that purpose, this book, which covers both PSX and N64 platforms, has been designed to provide support for your adventures as a superspy. Within the following pages, you will find complete walkthroughs and detailed maps of every level, and you'll learn the tricks of the trade necessary to complete each mission successfully. Additionally, for N64 multiplayer match-ups, you'll gain useful strategies to maximize your effectiveness and dominate the competition. Quite simply, this book has enough information to help you save the world!

The Cast



James Bond

James Bond, a.k.a. 007, is MI6's premier agent. Suave, sophisticated, and positively lethal, Bond is a highly skilled spy whose numerous talents include hand-to-hand combat, a mastery of gadgetry and weapons, impeccable driving skills, and more. His heroics have saved the world more than once.



Elektra King

Elektra King is the daughter of powerful oil magnate, Sir Robert King, and the sole heiress to his vast fortune. As a teenager, Elektra was kidnapped by Renard. However, when her father would not meet Renard's ransom demands—at MI6's request—Elektra was forced to escape on her own. The events still seem to haunt her, as she harbors a palpable distrust of MI6.



Renard

Victor Zokas, a.k.a. "Renard the Anarchist," is a vicious technological terrorist with a vendetta against the King family. He also has a unique physical characteristic: a bullet lodged near his brain that renders him impervious to both pleasure and pain. He is currently waging a campaign of terror against Sir Robert King and King Industries.



Dr. Christmas Jones

Dr. Jones, an American atomic physicist, is currently working for the International Decommissioning Agency. Her specialized knowledge and skills makes her a valuable asset to the IDA. She is currently on assignment in Kazakhstan.



M

M is the powerful and efficient director of MI6. Though she trusts and respects Bond, M does not always agree with his methods. M is also a close personal friend of Sir Robert King, the father of Elektra.



Valentin Zukovsky

Valentin Zukovsky, a former leader in the Russian Mafia, currently runs a number of legitimate business ventures including a casino and a caviar factory. Although he was once Bond's adversary, the two now share an uneasy alliance of sorts. He is a valuable source of information and Bond relies on him in times of need.

General Tactics

There's a reason James Bond is called upon for the most difficult assignments. Simply put, he's the best. Utilize the following tips and techniques to become a top-notch secret agent like Bond himself.

Basic Tactics

Apply these skills and strategies to improve your basic field abilities.

Take Your Time

In most cases, you have an unlimited amount of time to complete each mission. So use this to your advantage. Remember Bond is a secret agent, not a gunfighter. Therefore, if you take your time advancing through missions, you're less likely to enter dangerous areas unprepared or to miss weapons and items available for the taking.

Study Your Inventory

Bond starts each mission with a unique array of gadgets. This gives you an idea of the kinds of things he probably needs to use in a level. For instance, if you start with a Safe Cracker in your inventory, you'll probably need to open a locked safe somewhere along the way. So, if you reach an area in a mission and seem to be stuck or unable to advance, search your inventory for an item that may be helpful in the given situation.

Use Caution Entering a New Area

In a mission, enemies lurk around every corner. So don't just rush out into the open as you progress through a level.



Take cover behind crates, walls, or anything in the environment that offers protection as you advance. This allows you to get the drop on enemies, while affording you a modicum of protection.

Take Advantage of Your Resources

You begin each mission with full health and a set inventory. Therefore, don't worry about conserving health or ammo for upcoming missions. It doesn't make any difference whether you finish a mission with 100 percent of your health or 10 percent, because you automatically start the next mission at full strength. As for weapons, no matter how many different types you collect in the course of the mission, you do not carry them over to the next mission. So it makes little sense to conserve your ammo. Instead, unload everything you have when necessary to get through the toughest sections of a mission.

Special Controller Settings

In Default Controller Setting, go to Operative:

- To scroll forward through the weapons ring, press Ⓐ
- To scroll backward through the weapons ring, hold Ⓐ while pressing Z
- To scroll forward through the gadgets ring, hold Ⓐ and press Ⓑ
- To use Secondary Fire Mode, hold Ⓑ and press Z
- To activate Q-Vision gadgets, hold Ⓑ and press Ⓐ

Combat Tactics

Master the following combat techniques to overcome the toughest enemies the game can throw at you.

Learn to Strafe

Strafing is a key technique to master. It allows you to move sideways while facing an opponent. By staying in motion, you are harder for enemies to target, and you can stay on the offensive.







Know Your Firearms

In some 3D shooters, you can simply blow your way through the opposition using your favorite weapon, instead of the appropriate weapon. That is not the case in *The World is Not Enough*. Throughout the game, you encounter situations that strategic weapon use will help you overcome. Learn to use the right weapon in the right situation to maximize your effectiveness.

For example, in wide-open areas, using weapons with a targeting scope can be useful for picking off enemies at a distance.



Or, in close quarters against multiple foes, an automatic weapon is an optimal choice for clearing out a path ahead.



Conversely, automatic weapons are a terrible choice for situations involving civilians or hostages, as the unruly spray of bullets can easily hit the wrong target. This results in an immediate failure of the mission.



Practice Your Shooting

In 007 Agent mode, you cannot use the Auto-Aim feature and must rely solely on your own shooting precision. Additionally, enemies are tougher and more intelligent. You need to make every shot count to complete the mission. So take a few test runs through the easier skill levels with the Auto-Aim feature disabled to prep for the tougher challenges ahead. As you progress deeper into the game, the ability to make quick, precise shots often means the difference between success or failure.

Learn to Crouch

Crouching is an underrated technique. Most importantly, it makes you harder to hit. However, it can also be extremely useful when you find yourself unarmed. In hand-to-hand combat, most opponents can't hit you as you are ducking, while you can continually unload vicious combinations. Just be sure to keep moving forward, because hitting an opponent knocks him or her backward and out of punching range.





Keep Your Weapon Loaded

Nothing's more dangerous than having to reload a weapon during a gun battle. Reload every time there is a break in the action. Having a full clip gives you the best chance to survive in a heated exchange with opponents.

Miscellaneous Tips

Practice Makes Perfect

This guide provides a complete walkthrough of the 007 Agent mode. In this challenging mode, you face more objectives, stronger and smarter enemies, and in some cases, shorter amounts of time to complete the mission. However, if you have trouble with a particular mission, try it at a lower skill level. This allows you to get a better feel for the mission, while building your skills.

Armor Does Not Equal Invulnerability

The Armor power-up is one of the most useful items you collect during your assignments. It allows you to absorb extra damage in the course of a mission and often proves vital for your survival. Still, it does not make you invulnerable. Even with Armor equipped, you can still take fatal damage from extreme falls or poisonous gas. So don't let Armor give you a false sense of confidence in the heat of battle.

Weapons & Gadgets

Introduction

In *The World Is Not Enough*, you face many difficult challenges and powerful enemies. To complete your assignments, you need every weapon and state-of-the-art gadget in your inventory. Here's a rundown of some of the most important items in the game.

Weapons

As a secret agent, you have access to some of the most impressive weaponry in the field. For this assignment, you need to use a wide range of hardware. The following weapons are some of the most common you will find throughout your assignment.

AT 420 Sentinel



This multitubed missile launcher is intended for use against armored vehicles or helicopters. Only use this weapon in your showdown with the attack helicopter in Mission 10.

- Capacity: 4 Rounds
- Damage: Very High
- Range: Very High
- Ammunition: Missiles

Deutsche M45



This heavy-caliber submachine gun sacrifices rate of fire for more stopping power.

- Capacity: 25 Rounds
- Damage: Medium
- Range: Medium
- Ammunition: .45 ACP

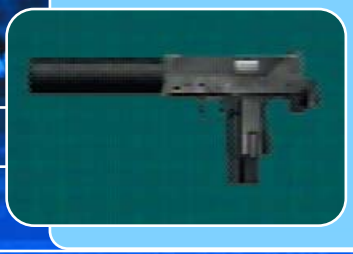
Frinesi Special 12



A shotgun with automatic-fire capabilities, the Frinesi is capable of dropping an opponent with one blast, but lacks accuracy from long range.

- Capacity: 8 Rounds
- Damage: High
- Range: Low
- Ammunition: 12 Gauge

Ingalls Type 20



The Ingalls Type 20 is a heavy machine pistol with a high rate of fire that comes complete with a silencer. Use this when you want to be stealthy.

- Capacity: 30 Rounds
- Damage: Medium
- Range: Medium
- Ammunition: .45 ACP

MB PDW90



This high-powered antipersonnel device has terrific range, but a very slow reloading time. With a full clip, it can be very effective for clearing out large numbers of enemies.

- Capacity: 50 Rounds
- Damage: Medium
- Range: High
- Ammunition: 5.7mm

Meyer Bullpup



The Meyer Bullpup is a compact and highly accurate rifle. Its telescopic sight makes it a great weapon to use from a distance.

- Capacity: 30 Rounds
- Damage: High
- Range: High
- Ammunition: 5.6mm

Meyer TMP



The Meyer TMP is a small machine gun with a high rate of fire. Though its damage is low, it is very reliable from a distance.

- Capacity: 25 Rounds
- Damage: Low
- Range: Medium
- Ammunition: 9mm

Raptor Magnum



The Magnum is a large, powerful, semiautomatic pistol. Because of the heavy-caliber rounds, the Magnum holds fewer rounds than a standard firearm such as the P2K. In alternate fire mode, it is even more accurate, though slightly slower to reload.

- Capacity: 8 Rounds
- Damage: High
- Range: Low
- Ammunition: .44 Mag

Soviet KA-57



This heavy assault rifle is the standard issue weapon for the Russian military. It has excellent stopping power, but limited accuracy.

- Capacity: 30 Rounds
- Damage: High
- Range: High
- Ammunition: 7.62mm

Suisse SSR 4000



Designed for covert missions, this is a superbly accurate sniper rifle with a silencer and telescopic sight. However, the bolt action makes it slow to fire and reload.

- Capacity: 5 Rounds
- Damage: High
- Range: Very High
- Ammunition: 7.62mm

Watch: Dart



What looks like a normal wristwatch is actually a concealed dart gun. It is intended for covert infiltration missions, and it fires small tranquilizer darts capable of dropping your target on the spot. Use it when nonlethal force is necessary.

Watch: Stunner



Also contained in your wristwatch is a low-powered electric cable weapon. The Stunner temporarily immobilizes targets without inflicting permanent damage. It incapacitates the target as long as the beam is held on him or her, and the target needs a short time to recover afterward. The Stunner uses an internal power supply, which is good for 100 charges. This power supply recharges automatically at a rate of two charges for every second without use.

Wolfram P2K



The P2K is your standard issue firearm. It's lightweight, efficient, and comes with a silencer.

- Capacity: 16 Rounds
- Damage: Low
- Range: Low
- Ammunition: 9mm

Gadgets

For your missions, you need some of the most technologically advanced field equipment available. Here's a rundown of the major gadgets you'll use along the way.

Body Armor



Available in most missions, this 10-layer kevlar-weave antifragmentation vest protects against small-arms rounds or blunt trauma. Each time you take damage, the Armor Meter depletes instead of the Health Meter. Once the Armor Meter is completely depleted, any further damage is applied to your Health Meter.

Bomb Disposal Kit



Used in Mission 4, this handy kit allows you to defuse explosive devices.

Camera



Used in Mission 6, this miniature digital camera allows you to copy secret documents and gather incriminating evidence.

Covert Modem



Used in Mission 9, this small computer device can be attached to a target computer and used to relay data back to MI6 Headquarters.

Data Scrambler



Used in Missions 1 and 6, this electronic gadget is capable of scrambling any data within a computer or electronic system.

Flash Bang Gun



Used in Mission 1, this is a stun grenade disguised as a semiautomatic pistol. It disorients and subdues targets rather than doing permanent damage.

Identity Card



Used in Mission 8, this photo ID allows the bearer to pose as Dr. Mikhail Arkov of the Russian Atomic Energy Department.

ID Scanner



Used in Mission 12, this handy device is capable of copying an individual's fingerprints in order to open high-security locks.

Keypad Decrypter



Used in Mission 1, this electronic gadget has a computerized algorithm generator that can decode any encoded keypad lock system within seconds.

Night Vision Glasses



Used in Mission 7, these glasses allow the wearer to see clearly in the darkest environments. They have a limited power supply, which automatically recharges when they're not in use.

Phone Tap



This Phone Tap is used in Mission 6 to bug the telephones in Elektra's home.

Safe Cracker



Used in Missions 1 and 6, this electronic gadget automatically ascertains the combination of any safe and unlocks it.

Security Swipe Card



Use this card in Mission 1 to open locked security doors.

Transport Documents



Use these papers in Mission 8; they are from the Russian Atomic Energy Department and confirm the shipment of a nuclear warhead from the testing site.

Watch: Grapple



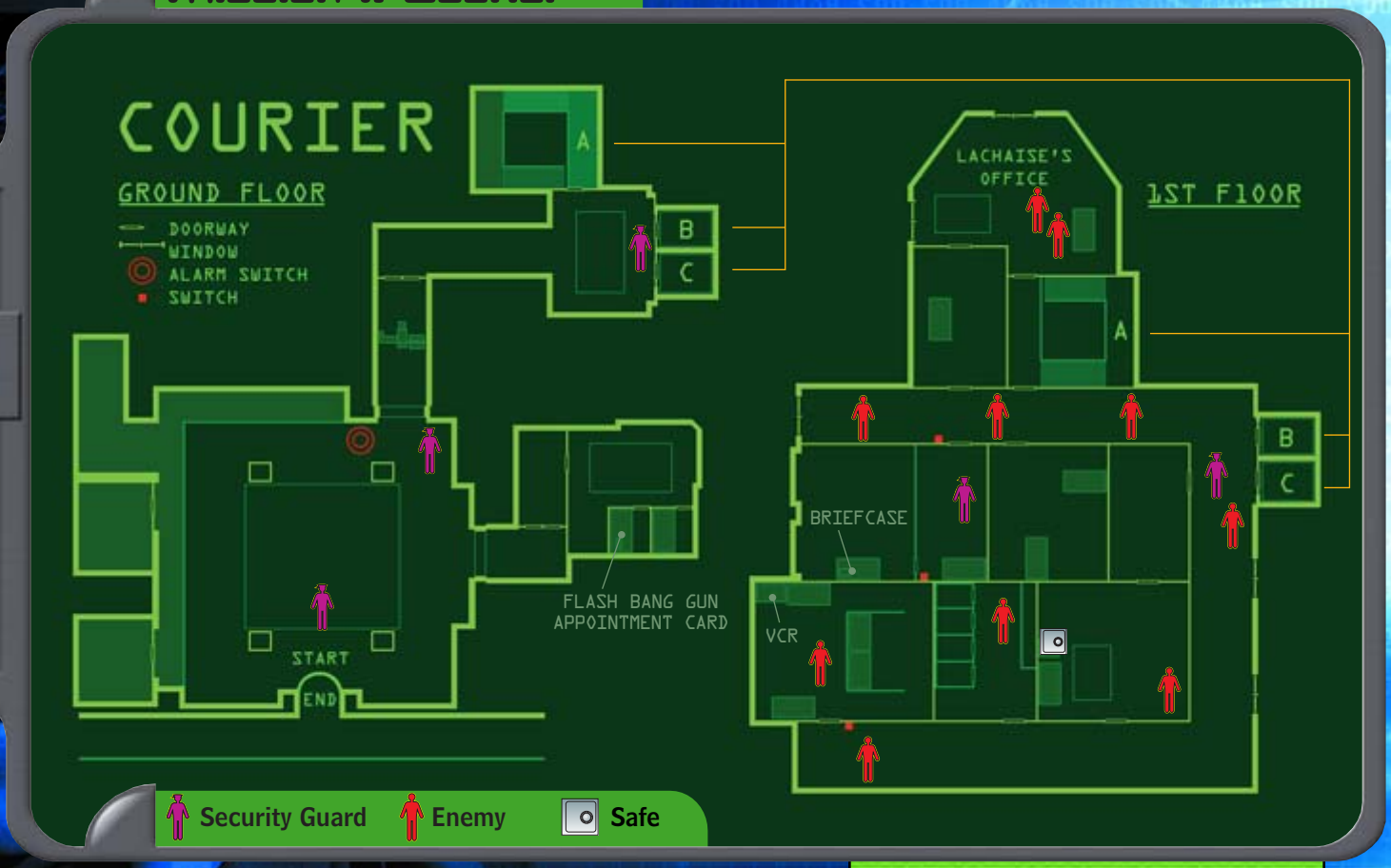
Used in Missions 4, 8, 12, and 14, this miniature grappling hook with 50-foot high-tensile microfilament hides within your watch and can support up to 800 pounds.

Watch: Laser



The Laser Watch contains a high-powered laser beam that can cut open locks.

Mission 1: Courier



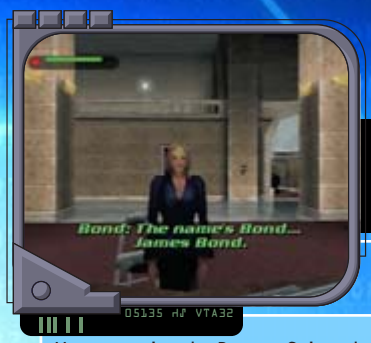
Introduction



An MI6 agent has been murdered and a classified report from the Russian Atomic Energy Department has been taken from his body. Sir Robert King purchased this report mistakenly believing that it contained information about the terrorists who attacked his new oil pipeline in Kazakhstan. Bond must see Lachaise, a Swiss banker and middleman in this affair, to discover the identity of the murderer, retrieve King's money, and escape.

Objectives:

A) Collect equipment from safe-deposit box.
B) Avoid civilian casualties.
C) Collect Sir Robert's money from Lachaise's vault.
D) Crack safe to obtain a Security Swipe Card.
E) Destroy videotape backup.
F) Escape bank with money.





Upon entering the Banque Suisse de L'Industrie, in Bilbao, Spain, the receptionist informs you that you have a package waiting for you in the Security Deposit Room. Travel to your right and pass through the next two doors to find the room.



Inside the Security Deposit area, enter the small room on the right.



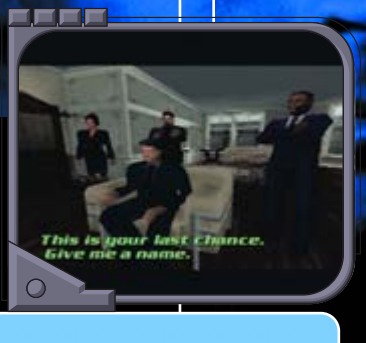
Inside the room, open the safe-deposit box on the table. Inside the box, you find an Appointment Card and a Flash Bang Gun. This completes Objective A.





Exit the Security Deposit area and approach the Guard in the Lobby. Show him the Appointment Card and he'll let you enter the security area.





In Lachaise's office, a cutscene plays. Lachaise offers to return Sir Robert's money, but Bond wants more: He also demands to know the identity of 009's murderer. However, before Bond can learn who is responsible, the Female Assassin eliminates Lachaise.





As the video clip ends, the Flash Bang Gun explodes, disabling Lachaise's guards. Grab and equip the P2K, then exit the office through the door farthest from the desk.



This leads into a small office. You may encounter some of Lachaise's men here, as well as some civilians, so be ready to fire. However, be careful not to shoot any civilians. From here, exit the room to reach the Hall.



Head towards the elevator. Take a right at the elevators, and then enter the first door to the right. There will be some enemies here, so be prepared. After defeating Lachaise's men, open the weapons lockers and collect the .44 Magnum. Enter the safe room through the interior door, and be prepared for more confrontation.





In the Safe Room, use the Safe Cracker to open the locked safe. Inside, you find the Security Swipe Card. This opens the security doors outside both the Video Surveillance Room and the Vault. It also completes Objective D.



TIP

When you encounter hostile security guards, use the Watch: Dart. This harmlessly tranquilizes your targets and allows you to remove them without resorting to lethal measures. Using any other weapons may result in a civilian casualty and a failure to complete Objective B. Note: Security guards fight back only in "00 Agent" difficulty setting.




From here, travel to the locked security door opposite Lachaise's office, then use the Security Swipe Card. The door to the Vault area slowly opens. However, before entering, equip the Watch: Dart to neutralize the security guard waiting inside.



Once the guard is disabled, use the Keypad Decrypter on the keypad lock to the left of the Vault gate.



After the gate slides open, enter the Vault and grab the briefcase on the table. This is Sir Robert's money and getting it completes Objective C.




Exit the Vault, and travel down the hall to reach the second security door. Again, use the Security Swipe Card to open the locked door, then enter the Video Surveillance Room.



Inside, neutralize any security guards with darts, then head to the corner opposite the door. Here you find a videocassette recorder. Use the Data Scrambler on the VCR to destroy any video evidence and complete Objective E.




Now, travel back into the Hall and enter the Elevator. Take the Elevator downstairs and equip the Watch: Dart. When the elevator door opens, a security guard is waiting. Tranquilize him with a dart, then travel straight ahead to the Exit doors and into the Lobby.

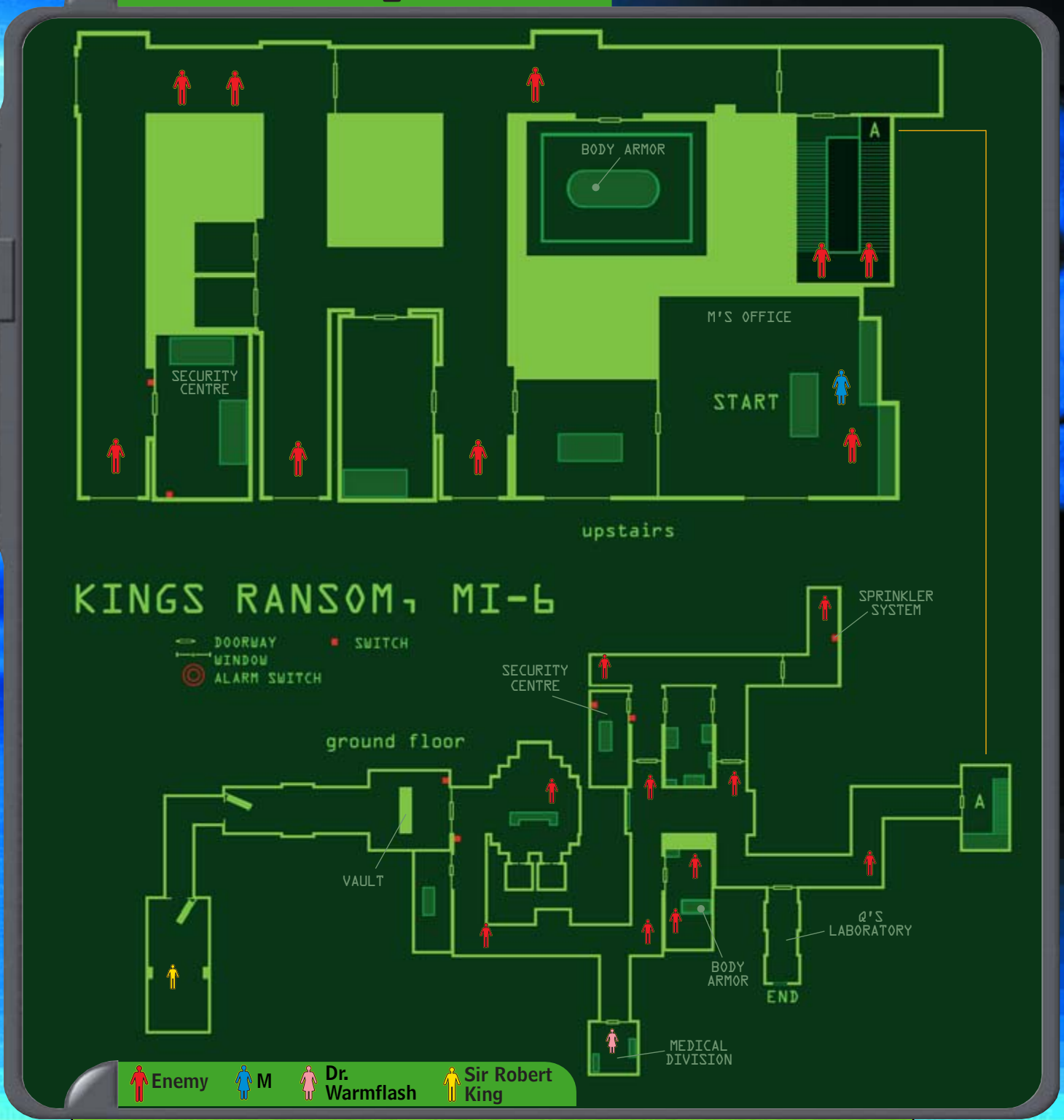



From the Lobby, avoid any remaining security guards and pass through the revolving doors to complete Objective F and the mission.




At this point, a cutscene plays, showing Bond fleeing the bank.

Mission 2: King's Ransom



Objectives:

A) Protect all primary MI6 personnel.
B) Avoid causing civilian and security guard casualties.
C) Find Sir Robert King
D) Activate top floor lockdown panel.
E) Rescue M from the terrorists.
F) Escort M to the Security Centre—M must survive.
G) Activate sprinkler system.
H) Activate ground floor lockdown panel.
I) Escort Dr. Warmflash to injury victims.

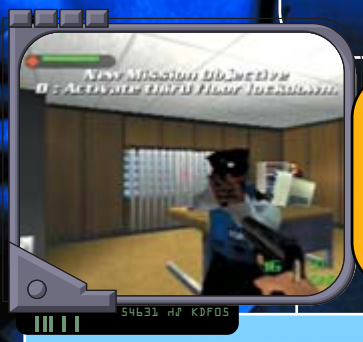
Introduction

Back at MI6 headquarters, M introduces Bond to Sir Robert King. King, an old friend of M's, worked previously with MI6 when his daughter, Elektra, was kidnapped by a terrorist named Renard. He thanks Bond and heads off to retrieve his money.



When a chemical on his fingertips reacts with the ice cubes, Bond suspects the money may be booby-trapped. However, before he can warn King, an explosion rocks the building and terrorists attack. Bond must clear the building of these hostile invaders while ensuring the safety of key MI6 personnel.





Upon exiting M's office, a security guard stops you and tells you that terrorists have attacked the building. To prevent any more from getting in, you must get to the Security Centre and activate the 3rd Floor Lockdown. Stop and speak with Moneypenny. She will hand you a Frag Grenade, which may prove useful later in this level.



Speak to Moneypenny for extra help and make sure to protect the MI6 staff while they frantically try to get systems back online.



Exit Moneypenny's office and immediately turn left. You encounter your first terrorist busting into the building. Take him down, then immediately help the security guards dispatch any more terrorists in the immediate area. At your first opportunity, grab any weapons you can from downed enemies. You'll need the extra firepower to clear the building of the hostile invaders.





As you make your way to the Security Centre, stay alert—terrorists lurk around every corner. You do not want to run low on ammo either, so be sure you are fully equipped along the way.



At the Security Centre entrance, touch the identification scanner to open the door and enter the room.



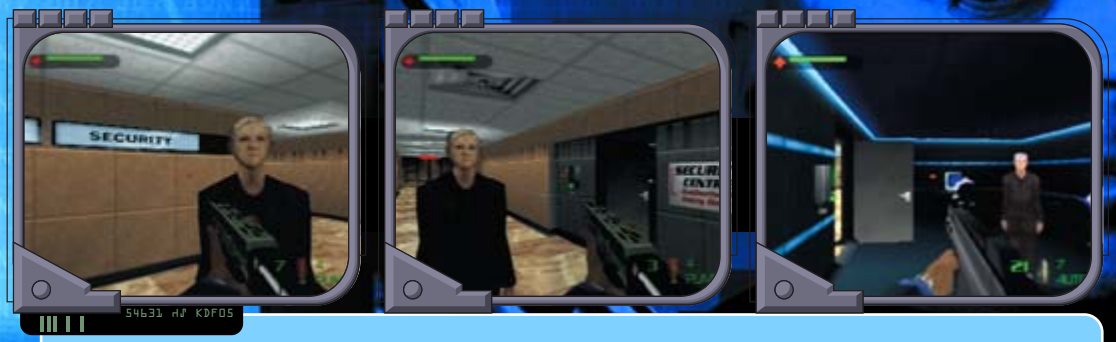


You have to be quick and accurate to rescue M.

Inside, Robinson asks you to use your clearance to activate the manual override. Touch the flashing red screen to comply with Robinson's plea, and the building immediately closes all entrances to prevent any more enemies from flowing in. This completes Objective D.



At this point, you receive an urgent message from Moneypenny, who tells you that M has been captured by terrorists. Quickly head back over to M's office and blast the terrorists who hold her captive. This completes Objective E.



Now, lead M safely to the Security Centre, but do not let any terrorists take her out. If they do, your mission immediately ends. Once you reach the Security Centre, Objective F is completed.



From here, make your way over toward the staircase. However, be sure to stop in the Meeting Room to collect the Body Armor on the table.



At the staircase, a host of enemies await. Have your best automatic weapon handy (if possible a Deutsche M45), then begin to clear them out. No civilians or security guards are here, so you can shoot without worrying about hitting an innocent victim.

Once you reach the bottom of the staircase, the stairs explode and three more enemies rappel down the cables. Simply stand in the corner and pick them off as they arrive.



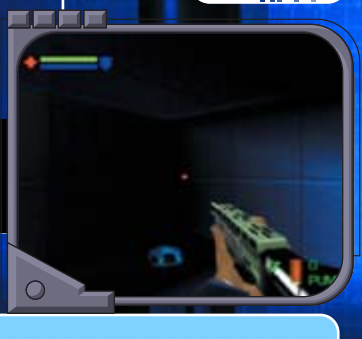
Outside the staircase door, a security guard informs you of a fire in the building. To extinguish it, you must activate the sprinkler system. Then, as you head a bit farther into the center of the floor, another guard tells you the security system has been damaged.




From here, head to the 1st Floor Security Centre, and touch the identification scanner to enter. Then, inside the room, touch the flashing red computer screen to activate the ground floor lockdown panel. This completes Objective H.




Next, exit the Security Centre and head down the hall to your left. At the end of the hall, in the darkened area, you reach the sprinkler system. However, be ready for a terrorist lurking in the darkness. Once he is down, turn the emergency sprinklers on to put out the fires and complete Objective G.

Now, you must look for King. Head towards the Vault and, on the way, stop at the black door next to the "1st Floor" sign. Inside you find two terrorists waiting, as well as another set of Body Armor in the far corner. You can shoot the monitors to take down the terroists more efficiently.

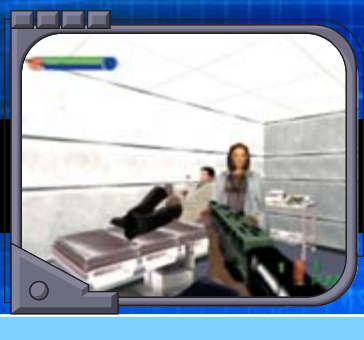



At the Vault, activate the identification scanner. The vault door slides open.



Inside, a security guard tells you that there are some injured personnel here.






Quickly travel to the Medical Division and bring Dr. Warmflash back to the Vault. When she arrives, lead her to an injured person to complete Objective I. Be sure to protect her or the mission fails.



From here, walk to the far end of the Vault to find Sir Robert King, who is dying from his injury. This completes Objective C. As he dies, you receive an urgent message from Q, who needs you in his lab.



Head back out into the hall, and make your way to the Q Division, clearing any remaining terrorists along the way. Once you reach the Q Division, you find a large gaping hole in the wall and a cutscene plays.



During the cutscene, Bond jumps onto an experimental water vehicle and heads off into the waters on a chase for the Female Assassin, ending the mission.

Mission 3: Thames Chase



Introduction

The Female Assassin who murdered Lachaise is behind the attack on MI6. After a desperate boat race down the River Thames, the Female Assassin crashes along the river's edge and flees the scene on foot. Bond must pursue her through the streets and capture her alive to find out who she is working for.





Objectives:

A) Pursue but do not eliminate Female Assassin.

B) Rescue the hostages.





On the shore, the Female Assassin immediately takes off, so give chase. Be careful though, as another speedboat buzzes by the shoreline spraying bullets. Strafe to your right along the water's edge to continue to advance while facing the enemies here.

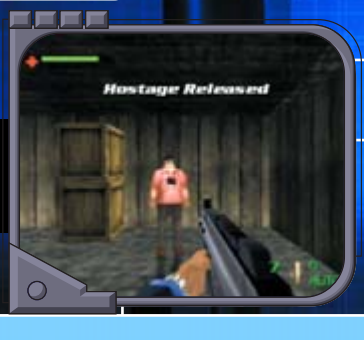


Ahead, climb the next two sets of stairs, and keep your gun ready. A host of armored terrorists await to gun you down. After taking down the first one, equip his Deutsche M45 and use it to take out the enemies by the blue van.



Just past the van with terrorists, turn left and target the sniper in the building window to your right. He makes himself a fairly small target, so sprint down the pathway and take him out inside the building. Be sure to collect his Deutsche SA90 and equip it before proceeding.





From here, exit the building and take the stairway down. At the bottom, turn right and you see two hostages being held on the far end of the dock. This is a difficult area to pass, so make your shots count and take out the terrorists as quickly as possible. If you take too long or hit a hostage, you will fail Objective B and the mission will be aborted.





Once the area is clear, pass through the tunnel. At the end, you meet a pack of SCUBA terrorists. Fortunately, they are only packing spearguns and are really not very threatening. Take them down and enter the warehouse.





Inside the warehouse, you immediately have the drop on a sentry with his back to you. Take him down easily by shooting the barrel next to him, then use your position to clear the enemies on the upper level. Once they are dispatched, jump onto the lined-up crates to reach the upper level, then exit the side door of the warehouse.



Outside, more snipers await. Quickly run down the pier ramp and enter the doorway ahead.





Inside, two more terrorists are hiding in the hall behind barrels. Approach slowly and clear them out. At the end of the hall, push the brown panel and an entrance opens into the next warehouse.



This warehouse is something of a maze and hides a few more enemies. Continue to move slowly and be ready for attacks from any side. At the end of the crates, two more hostages are waiting. First target the terrorists by the hostage to your left, then quickly turn and shoot the terrorist behind you. This frees the hostages. Now, target your Watch: Grapple on the yellow panels on the ceiling beam and climb up to the ledge.



TIP

At this point in the level, the mission becomes time-based: You only have a limited time to complete the mission from here. Q will give the warning, "Target is moving away, Bond," which is an audio cue that you need to hurry.

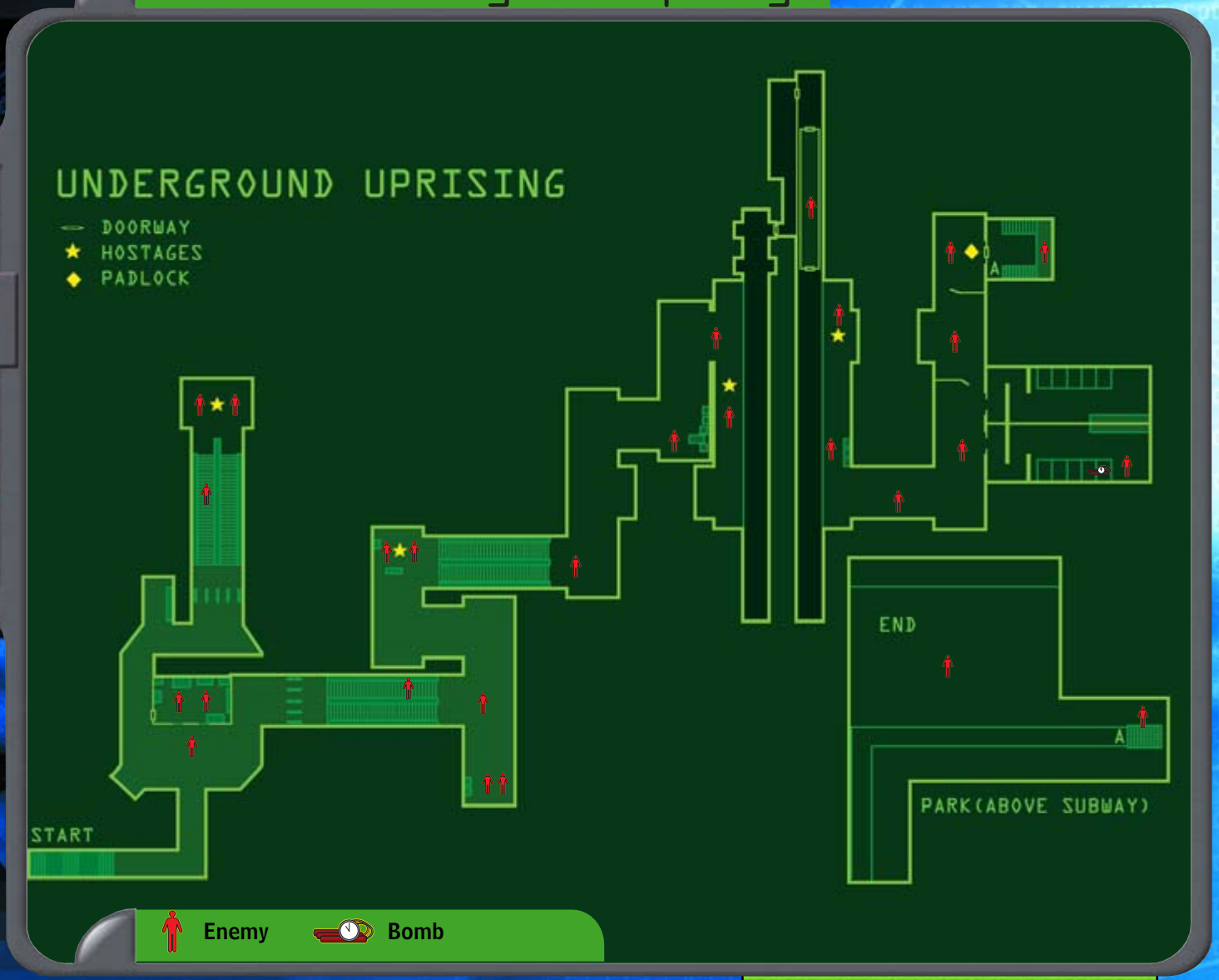


On the ledge, pass through the next two doorways and be prepared for another enemy after the second door. From here, jump down to the pier and turn right. This final section of the mission is the most perilous, but you should be in good shape to handle it. Make sure to equip your most lethal firepower and begin a mad dash down the pier. You encounter a host of enemies and you just need to keep shooting and running.



When you reach the staircase on your right, travel up to the street above. Then, at the top, turn left and quickly head for the entrance to the subway station. Once you reach the station, the mission is completed.

Mission 9: Underground Uprising



Introduction

The Female Assassin has taken refuge in an underground train station, which has been overrun by her henchmen. Bond must free the hostages, defuse a bomb hidden within, then continue his pursuit of the Female Assassin.

Objectives:

A) Rescue the hostages.
B) Defuse the terrorist bomb.
C) Pursue but do not eliminate the Female Assassin
D) Avoid civilian casualties.



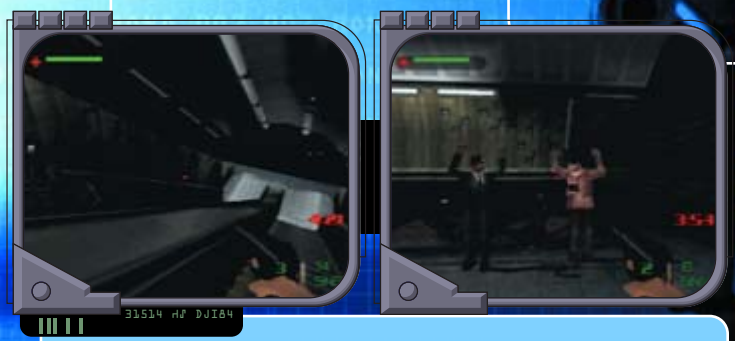
TIP

The Raptor Magnum is the weapon of choice for this mission. It is accurate and capable of taking down an enemy quickly—qualities you'll need in order to save the numerous hostages trapped below. You also begin the level with Stun Grenades, an excellent way to avoid hostage casualties.

The mission begins with a briefing from the local authorities. They inform you that a bomb has been set and that a number of hostages have been taken in the London Underground System. Before heading in, they hand you a Bomb Disposal Kit, which you need to complete the mission. You have approximately five minutes before the bomb detonates, so do not waste any time!



After passing through the long entrance hallway, two enemies are waiting ahead; one in the Lobby and one in the Ticket Booth. Eliminate them, but be careful not to shoot any of the civilians running by. When you defeat the enemy in the lobby, collect his Raptor Magnum and immediately equip it.



From here, head to your left and take the escalator down. One terrorist races up the escalator to your left to meet you. Shoot him before moving down to the bottom of the escalator where two more terrorists hold hostages. Again, your aim must be true here, because you need to stop them quickly before they can eliminate the hostages.



Once they are freed, return back up the escalator to the Ticket Booth area and take the path to your left. The next escalator leads down to another batch of terrorists. Take them out as they rush up the escalator, then turn right at the bottom to nail two more.



Continue to the left. You'll face a few more terrorists holding hostages as you make your way to the trains below. As always, use caution in hostage situations, but do not be too hesitant, because their lives are in danger, and the bomb is ticking.



Once you reach the train platform, stand all the way against the left wall and wait for the next train to pass. As soon as it does, immediately drop to the tracks and quickly run to your left until you reach the doorway on your right, then open the door and enter.



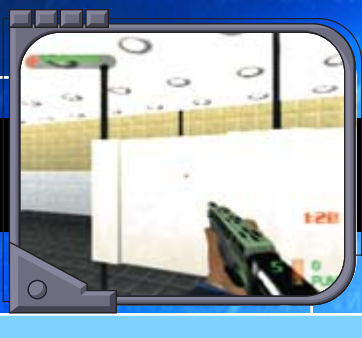
In the next room, cross to the opposite side and open the next door. Here you find a stopped train with an open door. Target the two terrorists inside, then jump into the train. Exit on the opposite end of the train and you're at a new train platform.

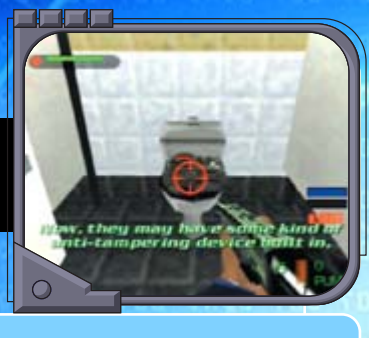


Here, you need a quick trigger finger once again as more hostages are being held by terrorists. Do your best to clear the zone, then jump up to the platform and continue down the subway tunnel.



Keep firing left, and don't stop running to save the hostages effectively (in 007 mode you have very little time to do this). After dropping the next few enemies you meet, enter the first bathroom door on your right. Check the stalls for any terrorists, then open the final stall to find the terrorist's bomb. Here you must use the Bomb Disposal Kit.







When using the Kit, take your time to defuse the bomb. Each time you press the Use Gadget button, the blue meter decreases. When the blue meter is emptied, the bomb is defused. However, the red meter rises quickly if you do not take your time. If the red meter completely fills, the bomb explodes, effectively ending the mission. Just keep an eye on the clock and use your best judgment here. If the red meter fills too high, simply stop pressing the Use Gadget button and let it decrease a bit before starting back up.

TIP

Disarm the bomb when the counter reaches 0:07 for a special message from R, full health, and a full armor power-up.



When the bomb is defused, and Objective B is completed, exit the bathroom and turn right. Pass through the station until you reach a locked Exit door on your right. Use your Watch: Laser to cut the lock off the door, and enter the stairwell.







When you step into this area, an explosion occurs, destroying a section of the staircase. Race up the first flight of stairs and shoot the terrorist on the far side of the gap. When the coast is clear, take a few steps back, then get a running start to jump across the chasm. Continue up the next few flights of stairs taking out the remaining enemies until you reach the locked door. Shoot the lock on the closed door, then exit the stairwell.



Outside, you find the Female Assassin making her escape in a hot-air balloon. Run toward the balloon and jump to grab the rope hanging alongside. This completes Objective C.





At this point, a video sequence plays. Bond pleads with the Female Assassin to reveal whom she is working for and says that he will protect her. However, she tells him that he cannot protect her, then chooses to end her life by shooting an air tank on the balloon. Bond drops to safety, avoiding the huge explosion.

Mission 5: Cold Reception





Objectives:

A) Draw terrorists away from Elektra.

B) Destroy fuel dump at tower #1.

C) Destroy fuel dump at tower #2.

D) Get to the bottom of the peak.

Introduction

Bond explains that he is here to protect Elektra from a traitor in her organization, but she responds that MI6 has already let her family down twice. Nevertheless Bond intends to protect her from any danger, and he agrees to accompany her to inspect a site for her pipeline.



Bond and Elektra head to the upper survey to investigate on skis. However, upon arrival, they are immediately targeted by hostile invaders. To protect Elektra, Bond draws the enemies away by leading them on a desperate dash down the hill.





Cold Reception is actually one of the easier missions you undergo. Your biggest challenge is to accurately target your enemies as you speed down the slopes. Along the way, you encounter numerous terrorists, and you can't take them all out. Concentrate on conserving ammo and eliminating the enemies that you can. This reduces some of the danger to yourself, while also allowing you to collect some precious ammo off the fallen foes. Also, look for Body Armor power-ups hidden in fuel cans along the mountainside. They may come in handy.



The skiiers will drop Satchel charges in front of you if you leave them alive long enough.



About a third of the way down the hill, you notice a large metallic tower on your right. This is fuel dump #1. To destroy it, simply shoot the gasoline cans that surround it to set off an explosive chain reaction that completes Objective B.



Next up, approximately another third of the way down the hill is fuel dump #2. This one is on your left. Take it out in a similar manner to complete Objective C.



Once these objectives are complete, you simply need to stay alive to complete the mission. So, continue to target any foes that cross your path.



The final challenge of this level is a barricade of fuel barrels that block your path. Quickly set off chain reactions across the barrels by spraying the barricade with bullets from one end to the other. There are three groupings of barrels, and all three will need to be destroyed to avoid taking damage.



Soon enough, you reach Elektra and her helicopter waiting safely at the bottom of the slopes.

Mission 6: Night Watch





Objectives:

A) Avoid alerting Gabor.
B) Avoid alerting Davidov.
C) Avoid any casualties.
D) Find telephones and plant wiretaps.
E) Photograph documents proving Davidov is a traitor.

Introduction

It is obvious that there is a traitor within Elektra's organization. MI6 wants Bond to look around Elektra's mansion for anything suspicious. After escorting Bond to the guest room, Gabor advises him to remain inside. After all, he wouldn't want the guards to mistake Bond for an intruder and accidentally shoot him.





NOTE

More than in any mission to this point, stealth is required here. Try your best to avoid direct contact or confrontation with Elektra's security force. Disabling the security cameras by descrambling the data in the security huts is a large portion of the successful navigation of the early level areas. Also, punch out the guards whenever you can to save darts, in case anything goes wrong.



To begin, equip the Phone Tap and use it on the phone in your bedroom. This is the first of four phones you need to bug.





With that out of the way, open the door to the balcony and step outside. From here, jump down to the mansion grounds. You are not allowed to eliminate any of the guards, so instead equip your Watch: Dart.





Walk toward the front gate and then travel along the wall behind the bushes. This allows you to avoid the three guards who are chatting near the side of the house. On the far side of the gate is a security hut.

TIP

If you encounter Gabor patrolling outside, do not attack him. If you do, you will alert him to your presence and fail Objective A. Also, use your X-Ray Glasses to see through walls and other obstacles to get a jump on patrolling guards.





At the end of the row of bushes, avoid the security camera above the archway if you have not yet disabled it, and step underneath it. Many times you will find Gabor in this area, so be on the lookout.



Peer around the corner of the archway and you see a guard by the swimming pool. Take out the security guard with a dart, then cross the pool area to reach the next archway.







In the next area, use the bushes once more to avoid the guards. Take out any you encounter with darts, but be sparring in their use, for you only hold a limited number.

Make your way back inside the house. Here you find the Dining Room. Walk to the left side of the room and use another Phone Tap on the telephone here. This is the second one.







Now, walk to the right side of the room, and enter the door. In the next hallway, take the first right turn and enter the next door you find. Just ahead is the third phone. Again, use another Phone Tap. When it is in place, return back to the hallway you entered from and turn right.









The next door you reach leads to a new area outside the mansion. Walk straight ahead and enter the security hut on your left.

Inside, another guard is waiting. Tranquilize him, then equip the Data Scrambler. This knocks out some of the security cameras in the yard.

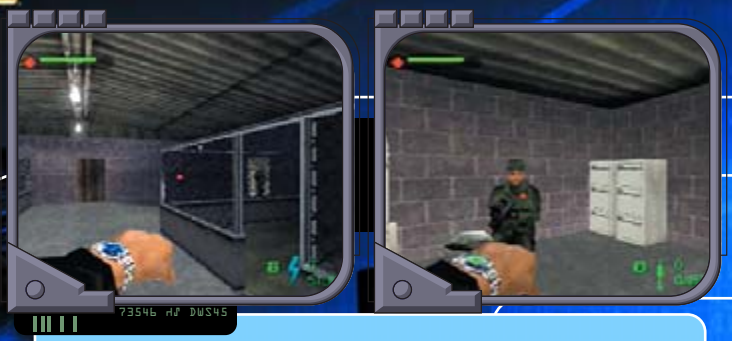






Exit the pod, then cross the yard. Here you find a gate with a lock. Shoot the lock with your silenced P2K or use your Watch Laser to cut through it, then enter the next security hut. There are two guards within. Tranquilize them, then use the Data Scrambler once more to eliminate more security cameras.

From here, return outside, pass through the gate and turn left. Walk to the building with the locked door. Again, equip your silenced P2K and shoot the lock.



Inside the Kennel, walk straight ahead, then enter the office on your right. Two guards are waiting. Tranquilize them, then walk to the opposite corner.





At the safe, use the Safe Cracker to open it up. Inside is the first set of documents proving Davidov is a traitor. Use the Camera to get the evidence. This is the first of three document sets you need to find.

Outside the office, turn right and exit the Kennel. Here you see a dirt road. Many guards wait here. Use stealth to pass them and reach the next small building.



In this final building, place a Phone Tap on the fourth and final telephone, then use the Camera to take pictures of the two documents sitting on the two desks. This completes Objectives D and E.



Now, return back outside and enter the car to follow Davidov to his rendezvous point and complete the mission.

Mission 7: Midnight Departure



Objectives:

A) Eliminate Davidov.
B) Pick up Davidov's phone.
C) Get controller to land plane.
D) Find Dr. Arkov's ID badge.
E) Find an item to bribe the pilot.
F) Board the plane.
G) Avoid civilian casualties.

Introduction

Finally, Bond has the evidence that proves that Davidov is indeed a traitor. Unaware that 007 is stowed away in the back of his car, Davidov is on his way to rendezvous with Renard, under the guise of Dr. Arkov. When he arrives at his destination, Bond must track Davidov through the forest and take his place on the flight to Kazakhstan.



TIP

Destroying or preventing troops from reaching the various radios keeps them from sounding the alarm. This greatly reduces the number of troops you encounter on your way to the airstrip.

This is a stealth level, and you will have the most success by utilizing your spy training in this mission: Use silenced weapons whenever possible—the scoped Crossbow is ideal; also, crouching and sneaking up on idle enemies will make them surrender, and a quick, unarmed punch will quietly knock them out.

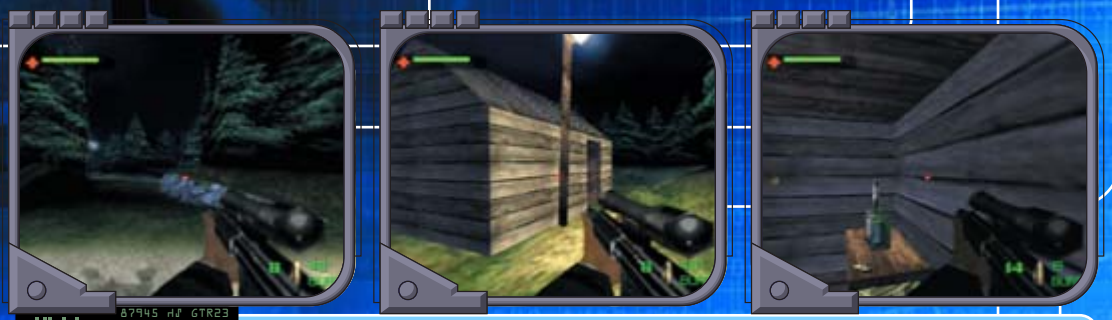


To begin, slowly make your way down the road, taking out enemy troops as you go.

TIP

The road to the airfield is long and dark, and it contains many snipers along its edges. As you walk, use the Night Vision Goggles to see where your enemies are hiding. However, if your goggles' charge has run out, look for areas where bullet fire hails from, then move closer to investigate and find the troops that may be hidden in the darkness, while the goggles recharge.





After the second roadblock, look for a side path on the left edge of the road. Follow the path to find a small cabin guarded by two enemies. Take them out, then enter the cabin. Inside, on the table, you find Dr. Arkov's ID badge. This completes Objective D.



Head back to the main road, then turn left. Continue down the road until you reach the bridge. At the bridge, you find a squad of troops waiting. Try to pick them off from a distance, then pass by when the area is clear. If you are stealthy enough to avoid detection, there will be a transport truck waiting when you reach the bridge. Sneak around and jump in the back to catch a free ride to the airstrip.



The truck won't be waiting for you if you allow Davidov to reach it first, since he will use it himself to get to the airstrip. Subdue Davidov before he reaches the bridge and you can use his truck to enter the airfield undetected.



Soon you reach the Krushow Airfield. After clearing the troops from the entrance, head straight from the gate to the large warehouse across the airfield.



Inside, you find a lone trooper. Shoot the gasoline cans, and the explosion takes out the enemy. When he is defeated, walk over to the area of the explosion and collect the sportsbag. If the sportsbag is not here, it may be found in the back of one of the trucks parked in the vehicle pool. This item, along with Davidov's phone, is what you will need to board the plane, and it also completes Objective E.



Exit the Warehouse, cross the airfield again, and head for the Flight Tower. Inside, be prepared to face more troops, but do not shoot the innocent man who is holding his arms in the air. You also find Davidov here, if you haven't subdued him already.



Once Davidov is eliminated, Objective A is completed. Clear the remainder of the first floor, then search Davidov's body to find his phone and complete Objective B.



Next, climb the stairs to reach the control area of the Flight Tower. Talk to the controller and he orders the plane to land, completing Objective C.



From here, quickly head out to the airfield to meet the plane. Approach the far side. As you near the entrance door, a henchman asks if you have something for him. As long as you have the sportsbag, you will be allowed to enter the plane and complete the mission.

Mission 8: Masquerade



Objectives:

A) Infiltrate facility—do not arouse suspicion.

B) Dr. Jones must survive.

C) Avoid innocent casualties.

D) Pick up locator card.

E) Escape from the Blast Pit.

Introduction

Renard's men, disguised as IDA personnel, have taken Bond to an old Soviet nuclear facility in Kazakhstan. Posing as Dr. Arkov, Bond must infiltrate the facility and find Renard without arousing suspicion.





Upon arriving at the Atomic Energy Department, the henchman tells you to find the officer in charge, and let him know that "Dr. Arkov" has arrived.



You will find the officer, Akakievich, standing by the truck. When he greets you, talk to him for a bit, then use the Transport Documents when he asks you for them. After you show them to him, he tells you to find the IDA Physicist.



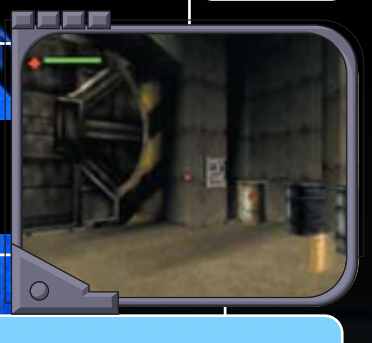
The physicist, Dr. Jones, can be found on the opposite end of the camp, by the tents. Talk to her, and show her the Transport Documents as well. She tells you to head down underground to meet your friends below.





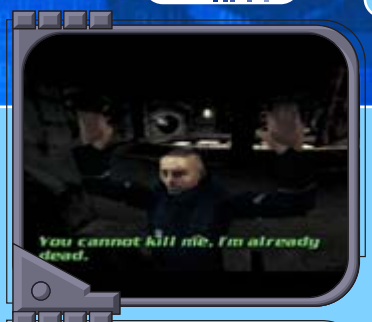
Enter the elevator and Dr. Jones accompanies you down. When you reach the bottom, she tells you to head to the bomb and that she will meet you in a bit. Do not take your gun out or you will blow your cover before reaching Renard.





Walk down the hall and when you reach the bay door, activate the gray panel to the left to open it. Past the door, turn right and walk down the corridor to reach the next bay door. Activate the gray panel to the right and a cutscene plays. This also signals the completion of Objective A.









During the cutscene, Bond confronts Renard. However, before, Bond can stop him, Dr. Jones arrives with Akakievich, and stops Bond—who they know to be an impostor. The confusion allows Renard's men to free him and forces Bond and Dr. Jones to dive for cover.



From the Blast Pit, equip your Watch: Grapple, then look for a small plate on the walkway above. Target the plate, then use your Watch to grapple up and out of the pit.



On the rim of the pit are some of Renard's men. Clear them out, then head for the open corridor.



Inside the corridor, more of Renard's men are waiting. Equip the Meyer TMP, then head into the corridor. As you shoot at the men, push the bomb cart toward them, moving away from the Blast Pit. This completes Objective E.





Along the right side of the corridor is a small computer room. Shoot the enemy inside here and search his body to collect the Locator Card and complete Objective D.



Now, head back into the main corridor and continue to push the cart until it becomes stuck. At this point, jump onto the cart and continue to press ahead until you reach the end of the corridor.



When you reach the elevator shaft, you find Renard waiting safely behind the bulletproof glass. Unfortunately, as he departs, he leaves behind a ticking bomb.



You have only seconds to clear the area, so jump up and grab onto the overhead conveyor system, and ride it out to the Blast Pit. Once there, travel down the newly opened corridor on the other side of the room.



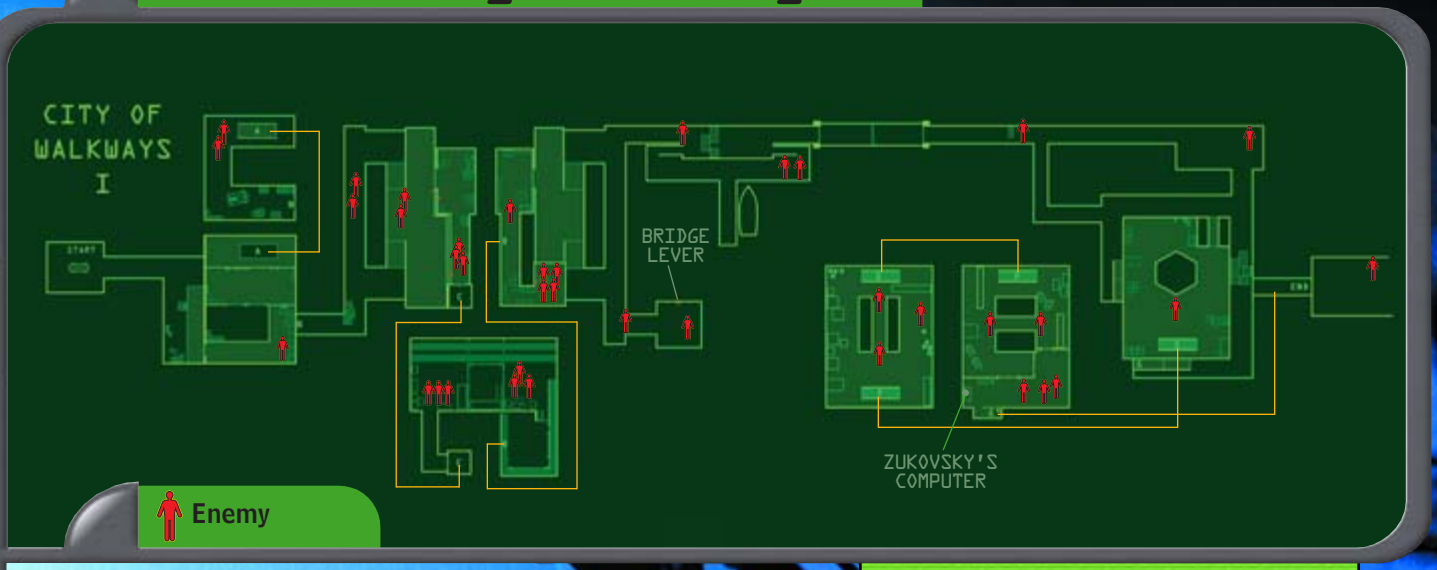
Continue through this corridor, eliminating enemies—but not the innocent troops that you also encounter.



Once you reach the elevator shaft, get inside as quickly as possible. Inside, you find Dr. Jones waiting. Defend her from any enemies that may try to enter the shaft. Once it begins to ascend, the mission is complete.



Mission 9: City of Walkways I



Introduction

Renard has escaped with a nuclear warhead and Elektra has kidnapped M. To get a lead on where Renard may be hiding, Bond visits his former adversary, Valentin Zukovsky. If anyone knows where Renard may be or what his plan is, Zukovsky will.



Objectives:

A) Locate Zukovsky.
B) Keep Dr. Jones alive.
C) Do not eliminate your allies.
D) Keep Zukovsky alive.
E) Retrieve computer files from the fishery office.



Upon arriving at the factory, head down the pier and up the ramp. At the top, open the door and enter.





Inside, walk to the locked office door. Shoot the lock and enter the room.



At this point, a cutscene plays. When Zukovsky enters the room, Bond demands information about Renard. However, Zukovsky refuses because it will put him in danger. Then, when Zukovsky's henchman informs him that Renard's men are headed for the factory, Zukovsky agrees to help Bond in exchange for his protection. He also tells Bond that his records are stored in a computer on the opposite side of the factory. When the cutscene ends, Objective A is completed.

Exit the back door of Zukovsky's office, and head down the ramp. Two of Renard's men are waiting though. Dispatch them and continue through the factory to the next door.



Outside, more men wait on the dock. Clear them, and climb the ramp to the next building. On the left side of the building, use the lever to open the locked door.



If you get the grenade launcher off of the enemy guard outside of the Warehouse, hold on to it until you reach the descending elevator: you can fire it at this point and take down all of your assailants at once.



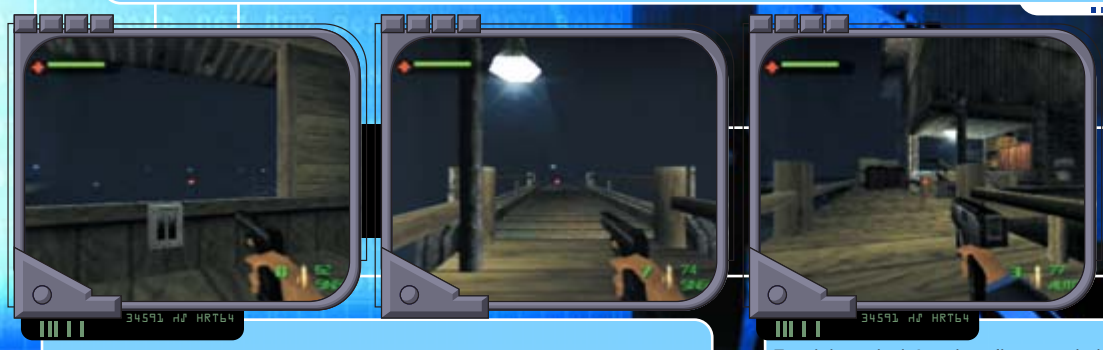
Inside, turn right and gun down the enemies posted here. At the end of the room, use the next lever to activate the elevator. Have your best firearm ready, because when the lift lowers, four enemies are waiting to greet you. Eliminate them and step onto the lift.



On the top floor, jump on the conveyor belt to your left. It will allow you to ride past a room full of enemies, down to the bottom floor.



More of Renard's men are waiting at the bottom. Take out the one waiting for you, then walk behind the conveyor belt to clear out the rest. When they are gone, use the lever here, then travel to the other end of the first floor, where the previously locked door is now open.



Back outside, there are two paths to take; one on your right and the other on your left. Turn right and head down the right path. Here you find one enemy and a lever. Use the lever and it lowers a bridge on the path to the far left.

Travel down the left path until you reach the next building. A few enemies lurk in the distance here, so use any ranged weapons you may be carrying to clear your path. The Night Vision Glasses will help here.

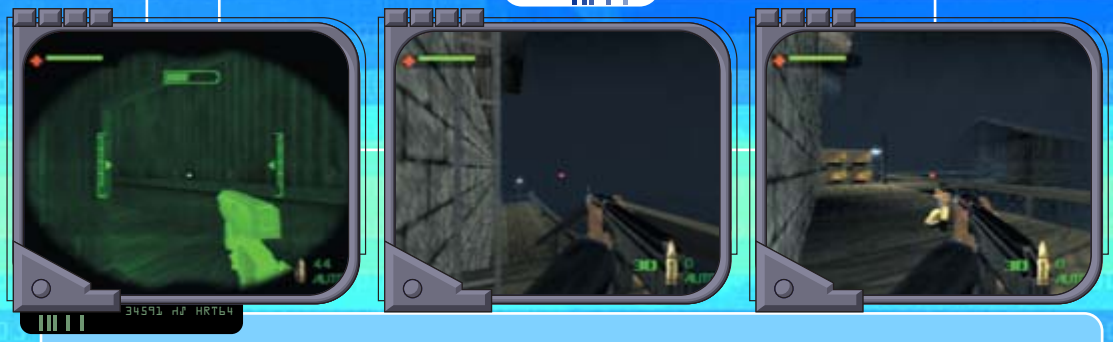
TIP

Look for an armor jacket under the stairwell as you pass the boxes that block your path.



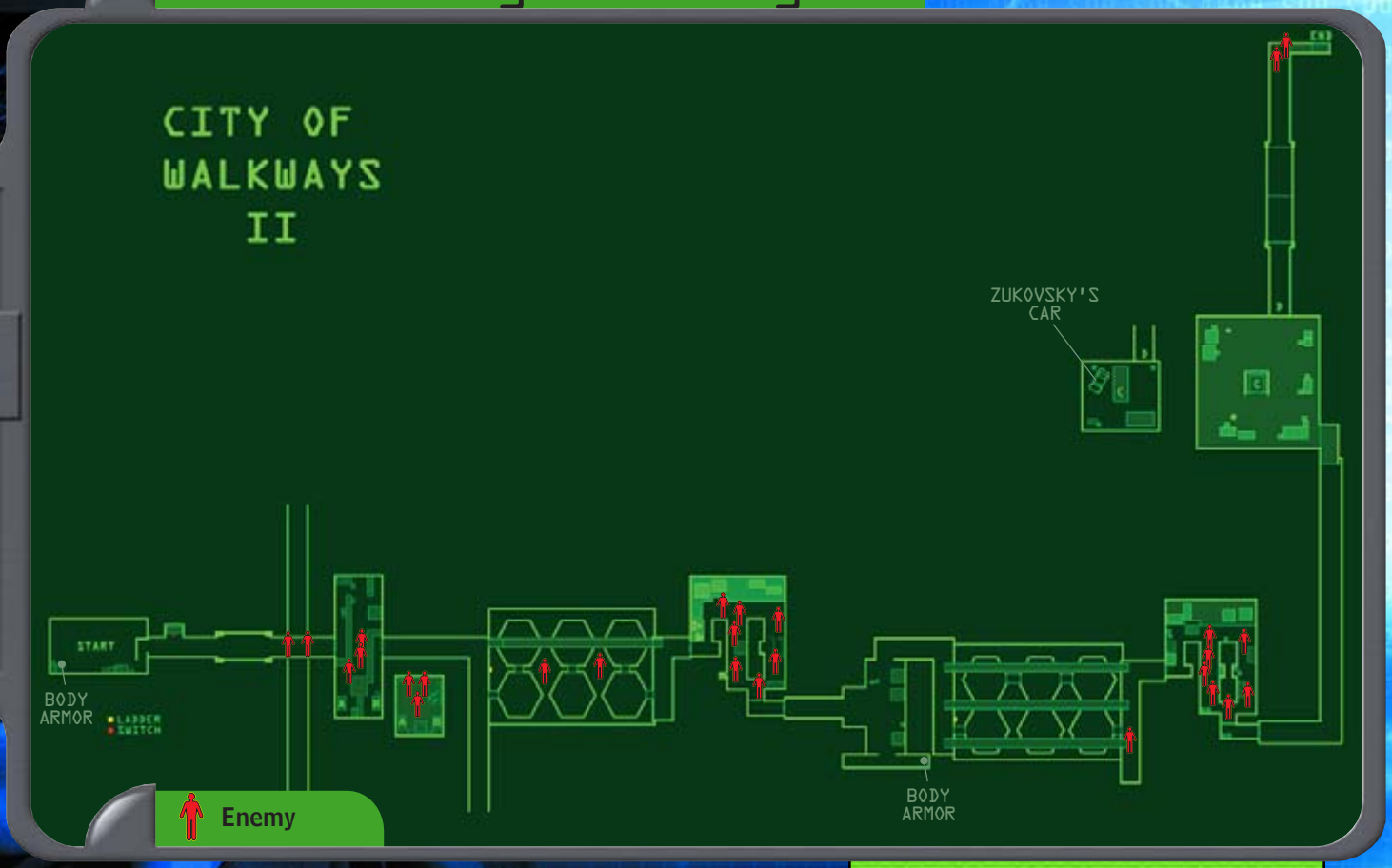
Enter the building and make your way up to the top floor, clearing Renard's men as you go. Be careful not to blast any of Zukovsky's men who harmlessly run past you, to cover your back.

On the top floor, enter Zukovsky's office and head to the computer terminal. Use the Covert Modem to download Zukovsky's data and complete Objective E.



At this point, turn left and use the side exit to the building. Climb down the ladder then travel down the ramp. There is a lone enemy waiting here. Dispatch him, then head across the pier to the next building to complete the mission.

Mission 10: City of Walkways II



Objectives:

A) Return to Zukovsky.
B) Collect equipment from Zukovsky's car.
C) Do not eliminate your allies.
D) Destroy the attack helicopter.

Introduction

Renard has sent his operatives to eliminate Zukovsky. Bond must protect Zukovsky and his allies by stopping the dangerous foes.





To begin, turn and collect the Body Armor and Sticky Grenades on the crates.



Next, turn back around and walk straight ahead and exit the building. Outside, you see that the drawbridge is up. Turn left and use the red lever to lower the bridge.





A well thrown Sticky Grenade will eliminate the enemies on the second floor of this building, allowing you a much safer passage.





On the other end of the bridge, two enemies await. Remove them, then enter the next building. Stay clear of the buzz saw helicopter



Follow the path through the building, staving off Renard's men, until you reach a dead end. Here, turn right and open the door to get back outside.



Outside, avoid the deadly blades of the Saw Copters as you head for the walkway to your left, which sways back and forth. At points, it actually separates, so use care to jump across and not to fall off the broken path. At the end of the path, enter the next building, Storage Warehouse #1.





Inside the building, some of Zukovsky's men are waiting. These are your allies, so do not shoot them. Instead, concentrate on Renard's men until you can reach the back door, which leads outside.





Here, you find three metallic walkways leading to the next building. Use the rightmost one to cross over, taking out the enemy who holds an RL 22 at the end of the walkway. However, if you should fall off and land on the platform below, double back and use the ladder to try again.





Once across, enter the next building, Storage Warehouse #2, and clear out a few more enemies here until you reach the back door. Shooting the barrels of fuel will create a chain reaction of explosions that eliminate most of the enemies in this building. Again, exit to reach the next wooden platform.

TIP

A massive attack helicopter is waiting to ambush you once you leave Storage Warehouse #2. Exit the building, and then double back inside and wait for the helicopter to pass you by.



Outside, dodge the explosions around you and continue until you find the opening in the platform ahead. At the opening, walk down the ramp to reach Zukovsky's car.



Inside the car's trunk you find the AT 420 Sentinel and some missile ammo. This completes Objective B. There is also a drawbridge here that is raised, but no lever in sight. Equip the AT 420 Sentinel and head back up the ramp.



NOTE

Avoid standing near explosive barrels while attacking the helicopter. Otherwise you make it easy for the chopper to blow you away.

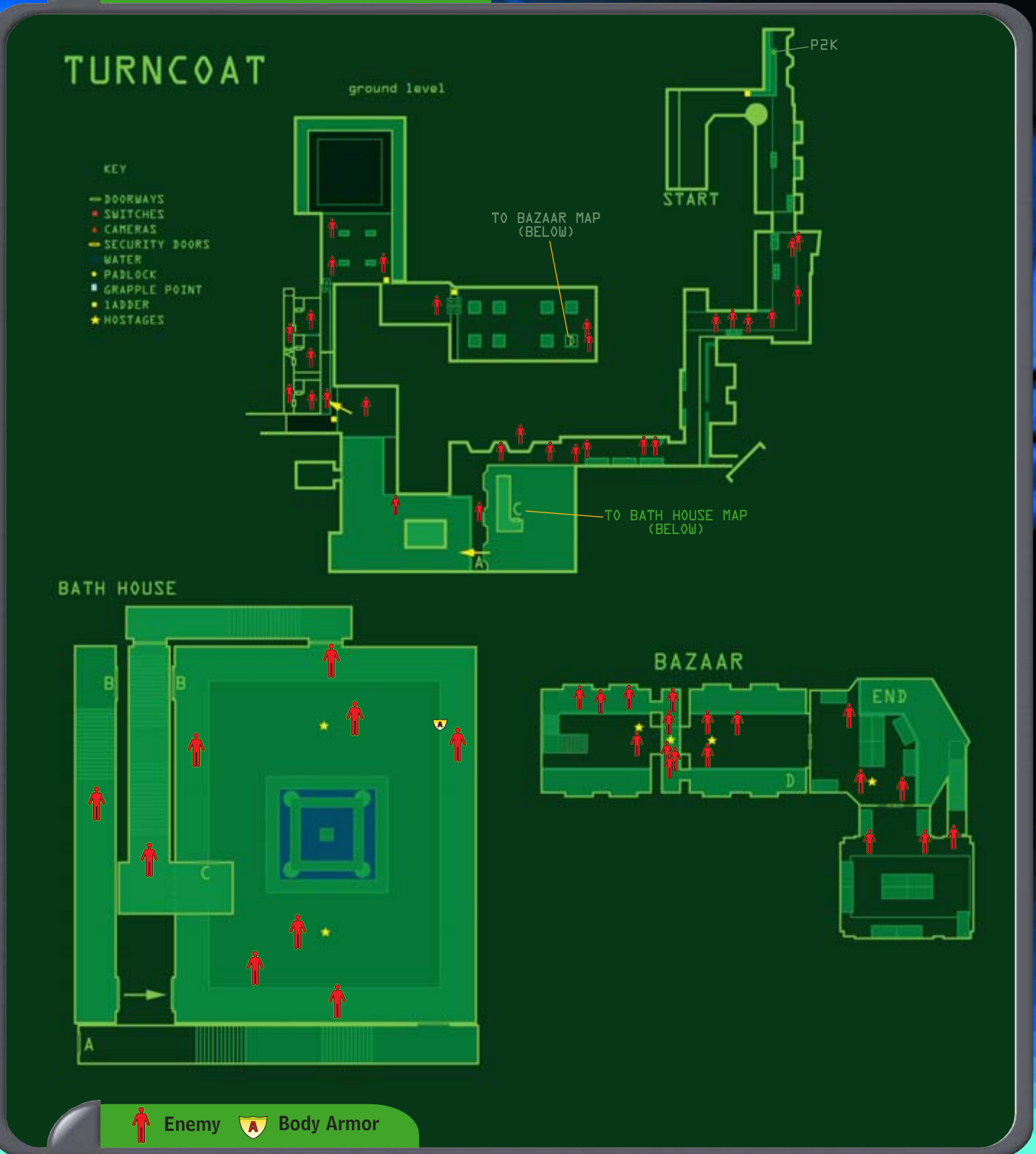
Now, you must blow the attack helicopter out of the sky. Keep the targeting reticle on the attack helicopter at all times. This will drive the targeting system of your missile straight into the enemy helicopter. Alternately, use the secondary fire feature to unleash four round bursts at the helicopter whenever it stops to hover. If you run out of missile ammo, return to the trunk of Zukovsky's car to replenish your supply. Once the attack helicopter is destroyed, Objective D will be completed and the bridge will lower.



Cross the bridge and eliminate the final two enemies before entering the next building. Here you find Zukovsky. He tells you about the deal he made with Elektra King and agrees to help you. Mission 10 is now completed.



Mission 11: Turncoat



Objectives:

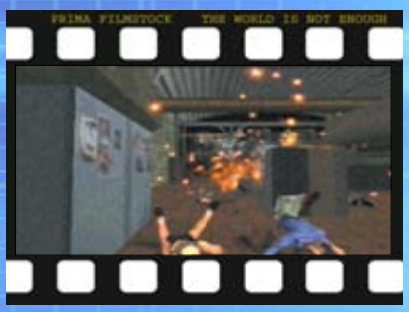
A) Pursue Bullion—don't let him get away.
B) Rescue the Hostages.
C) Dr. Jones must survive.
D) Avoid innocent casualties.

Introduction

Bond and Dr. Jones accompany Zukovsky to a listening station while he attempts to contact his nephew Nikolai, who is smuggling equipment to Elektra in Istanbul aboard a nuclear submarine. Bond realizes why Renard needs a nuclear submarine. By using the stolen warhead in the sub's reactor, Renard can cause a nuclear catastrophe in the Bosphorus. This will force the people to rely on Elektra's new pipeline for their energy needs. A very lucrative plan indeed. Just then, Zukovsky's men pick up an emergency signal from Maiden's Tower. Bond deduces that it must be from M, who is still held captive by Elektra.



Suddenly a bomb detonates, destroying most of the facility. In the explosion, Bond and Dr. Jones are thrown to the floor and Bond loses his P2K. However, because he cannot afford to waste any time, he sets off on a frantic chase to stop Bullion.



When the cutscene ends, you must stop Bullion, and you have only a limited amount of time in which to do it. In this mission, you have to throw caution to the wind and take some chances. If Bond is taking too much time, R will get on the radio and let you know that you need to hurry.



To begin, you notice Bullion down at the end of the street, making a right turn. Follow him, then after the turn, look for a ladder on the left side of the street.



The P2K is placed near the ladder only in Agent difficulty. In higher difficulty levels, use the Watch: Stunner to take on the first enemies encountered.



Climb the ladder and travel to the end of the wooden walkway to find a new Wolfram P2K. Equip the gun, then leap down to the street and continue your pursuit.

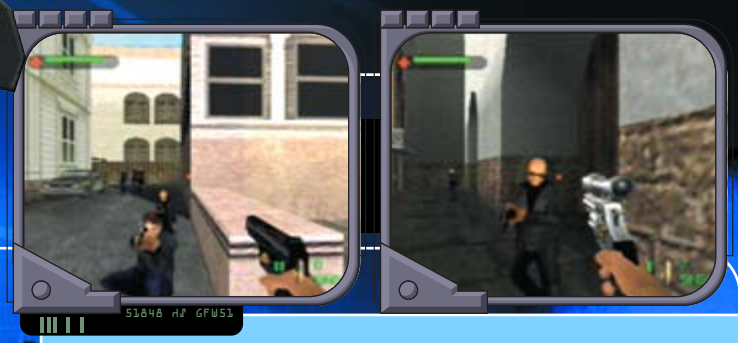


At the blue van ahead, you meet the first line of resistance. Make your shots count and take out the two enemies. Once you do, grab the Mustang .44 and equip it. This is a more effective weapon for dealing with the enemies you will soon encounter; however, the reload is slow, so use it wisely.

TIP

From this point on, be careful not to fire aimlessly into the distance, because there are civilians on the street, along with enemies. If you happen to hit one, or let an enemy gun one down, you will fail the mission.





Continue through the streets taking out as many of Renard's men as you can. Also be sure to grab the ammo they leave behind, because you will surely need it to safely navigate this mission. When you reach a dead end on the street, turn left and travel up the staircase to the Bath House.



Inside the Bath House, you encounter a hostage situation. To begin, immediately turn to your left and target the man holding the female hostage. When he is down, the hostage runs safely outside the building. Turn quickly to your right and target the enemy holding the second woman hostage on the far side of the room. If you take too much time aiming, the hostages will be slain, so do not delay! Be sure to pick up the Body Armor before leaving the Bath House.



Once the hostages are clear, cross the room, and climb the staircase. At the top is another enemy. Take him down, then move along to the second level of the Bath House to clear the snipers. Once they are defeated, take the next staircase up to the roof.



Outside, you find two more enemies waiting; one on the roof with you, the other on the roof of the building across the street. Eliminate both, then turn left. Continue along the walkway until you find an opening on your right. At this point, get a running start, then jump to the next building. This is a tricky jump, don't jump until you are at the very edge of the building. If you miss the jump, you will need to restart the mission.

On the new building, veer right and look for a descending walkway. Here you face a few more enemies. Clear them out, then walk to the building's ledge.



In the windows of the building across the street are a pair of snipers. Take them down, then step onto the garbage cartons and get a running start to leap across to the balcony.

In the new building, rush inside and wait for the civilian to come through the door ahead. When he passes by, move into the hallway to confront two more enemies.



Past them, enter the door on your right and be ready for a few more of Renard's men here. When they are cleared, exit the room on the right side and continue to your left across the wooden planks.



Back outside, you find yet more bad guys waiting for you. Take a quick right turn and head for the ladder at the end of the rooftop. Climb the ladder to reach the next area.

Here, you find two snipers in the far right corner. Move toward them and clear them away. In this area you see a hole in the roof that leads inside. Drop down through the opening to continue your pursuit of Bullion.



In the hallway below, take a quick right and prepare to deal with another hostage situation. Once the hostage is freed, continue through the hallway until you reach a staircase.

At the bottom, you find another hostage being held captive. Quickly blast the guard, then continue through the wooden doorway.



Here you find another hostage being guarded by three enemies. Take out the guard that has the gun trained on the hostage, then provide some cover as the hostage tries to escape. Once he's freed, continue through the next wooden door.



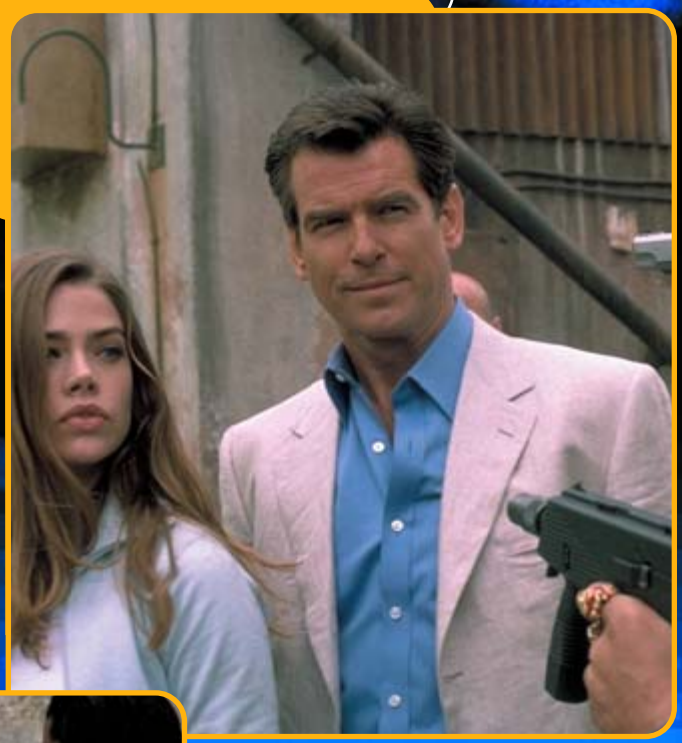
Here you find the final hostage. Free this last one to complete Objective B.



With this area cleared, veer to your right, then look for a doorway on your left with a staircase. This completes the mission.

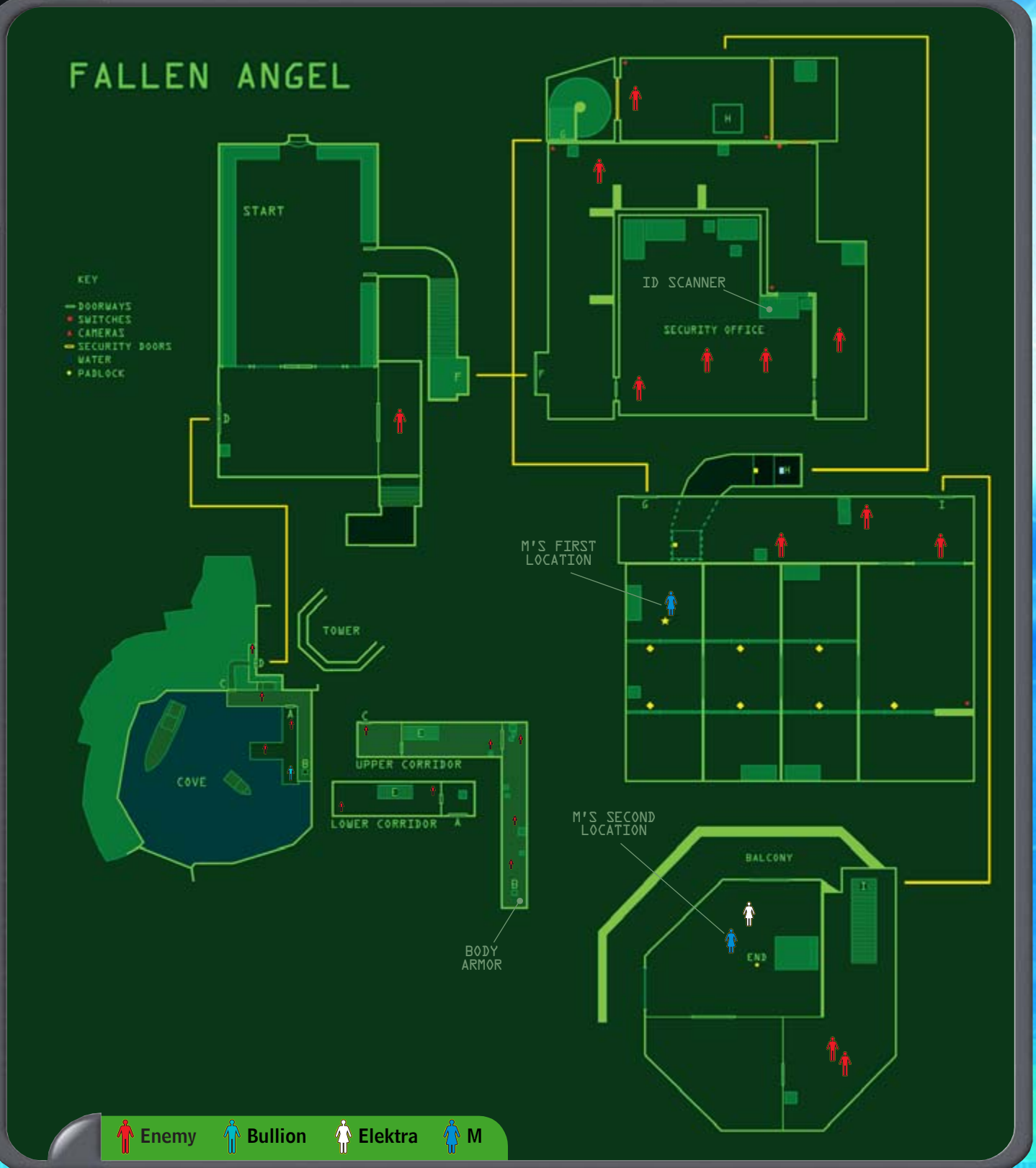


At the top of the staircase, a cutscene plays. In it, Bullion holds Dr. jones at gunpoint, forcing you to surrender your weapon and become his prisoner, ending Mission 11.





Mission 12: Fallen Angel



Objectives:

A) Open security door with scanned fingerprint from Bullion.

B) Rescue M at all costs.

C) Stop Elektra from warning Renard.

D) Do not eliminate your allies.

Introduction





As a captive of Elektra, Bond finds himself trapped in an ancient torture device. Elektra tells him how she could have given him the world, but now it is too late. Just then, Zukovsky arrives, demanding the location of his nephew's submarine. However, before he gets his answer, Elektra shoots him and disappears up the staircase. Zukovsky fires a shot at the torture device freeing Bond from captivity.



To begin, grab the P2K near Zukovsky and walk out the double glass doors to your right. Turn right, and exit the front door of Elektra's home.



Outside, immediately turn right and gun down the armed guard. When he drops his Deutsche M45, collect it and reenter the house.



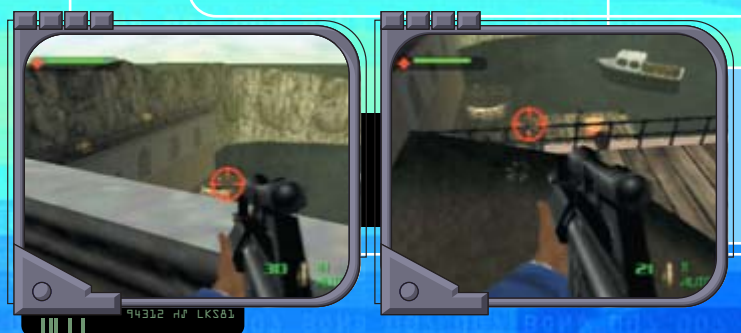
Back inside, go to the room with Zukovsky's body and turn right. Pass through the doors and climb the staircase. Waiting near the top is an ally. He informs you that Elektra passed through here but disappeared behind the locked security door.

TIP

You can shoot the security cameras in the hallways around the Computer Room to avoid detection. This will reduce the number of enemies that attack in the area.



At the top of the stairs, stand under the archway and shoot the first guard in the Computer Room through the barred window, then enter and clear out any more enemies. When they are eliminated, cross the room and look on the table near the window to find the ID Scanner. The ID Scanner needs an imprint to function, but unfortunately, because it is empty, you can't unlock the security door yet.



Head back downstairs then out the front door once again. Outside, turn left and travel to the end of the walkway. From your elevated position, gun down the enemy on the platform below you and Bullion, who hides behind a small shelter.





When they are eliminated, drop to the next walkway and travel to your left. At the end of the walkway is an opening in the floor. Stand at the far end of the opening, make sure you have a full clip in your weapon, then drop down.

Inside you land on a set of Body Armor, and you're facing a host of enemies. Use the Deutsche M45 to clear the hallway, then proceed ahead.




Slowly travel down the next staircase, clearing enemies as you go, then head outside to the docks. Walk backward to the area where you eliminated Bullion as two more guards come rushing out from the shelter to stop you.

TIP

At times, Bullion may fall into the water while dying. The finger print scanner works underwater, so be certain to look closely for his body if he is not immediately visible.




Once they are cleared, equip the ID Scanner and use it on Bullion to copy the fingerprints that you need to open the locked security door.

Now, re-equip a weapon and make your way back up to the house. More enemies try to stop you, so take your time and deal with them as they appear.




Back inside, use the scanned fingerprints at the locked security door. The door opens, completing Objective A.




However, once you step into the next room and try to proceed, a glass door slides down, encasing you in a room; as poisonous gas begins seeping in. To escape, equip your Watch: Grapple and stand under the square hole in the ceiling. Use the Grapple to climb to safety, then jump to the ledge.

NOTE

You can shoot out the cameras that activate the glass doors, and avoid this trap entirely.




At the ledge, climb up the next two ladders. Before reaching the top of the second ladder, equip your best weapon. When you reach the opening in the ceiling, immediately turn around. More enemies are waiting down the hallway, so let the bullets fly.



Once the hallway is cleared, walk to the end and enter the doorway on your right. Here you find a room full of jail cells.



Walk to the far end of the room, and find M in the last cell on your right. Shoot the lock to open the door and free M. This completes Objective B.



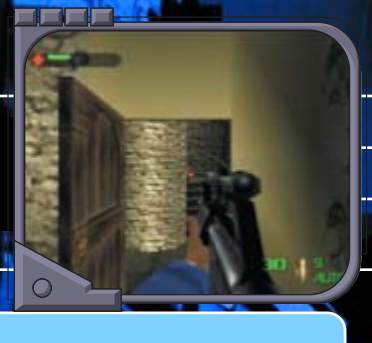


At this point, a cutscene plays, showing Elektra and Gabor surprising you in the cell area. They relieve you of all weapons and Elektra leaves with M. This leaves you alone to contend with Gabor.



You're probably low on health at this point, so this could be trouble. Your best bet is to immediately crouch and punch Gabor. Try to position him against a cell wall so that you can continually pummel him until he is defeated without retaliating.





Now, exit the jail area. Back in the hall, more guards wait. Eliminate them, then cross the hall to the next staircase. This leads to the top floor.



At the top, more guards are stationed outside Elektra's bedroom. Clear them out and enter the room.

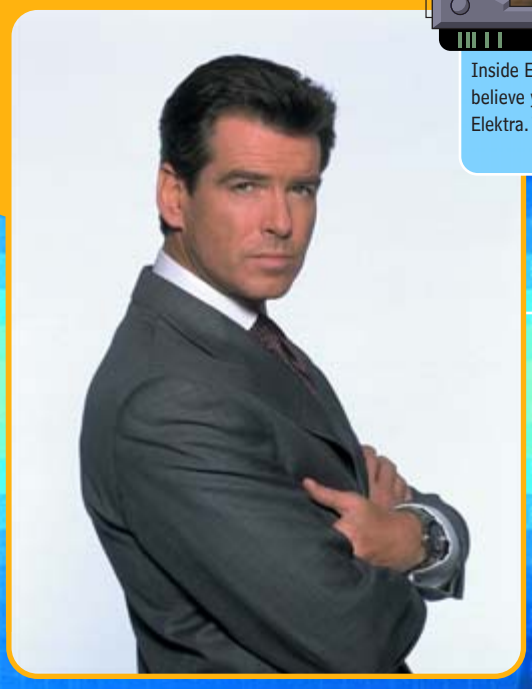




Inside Elektra's bedroom, a cutscene plays. Elektra holds M at gunpoint and doesn't believe you will try to stop her. Once the video sequence ends, immediately shoot Elektra. This saves M and completes Objectives B and C.



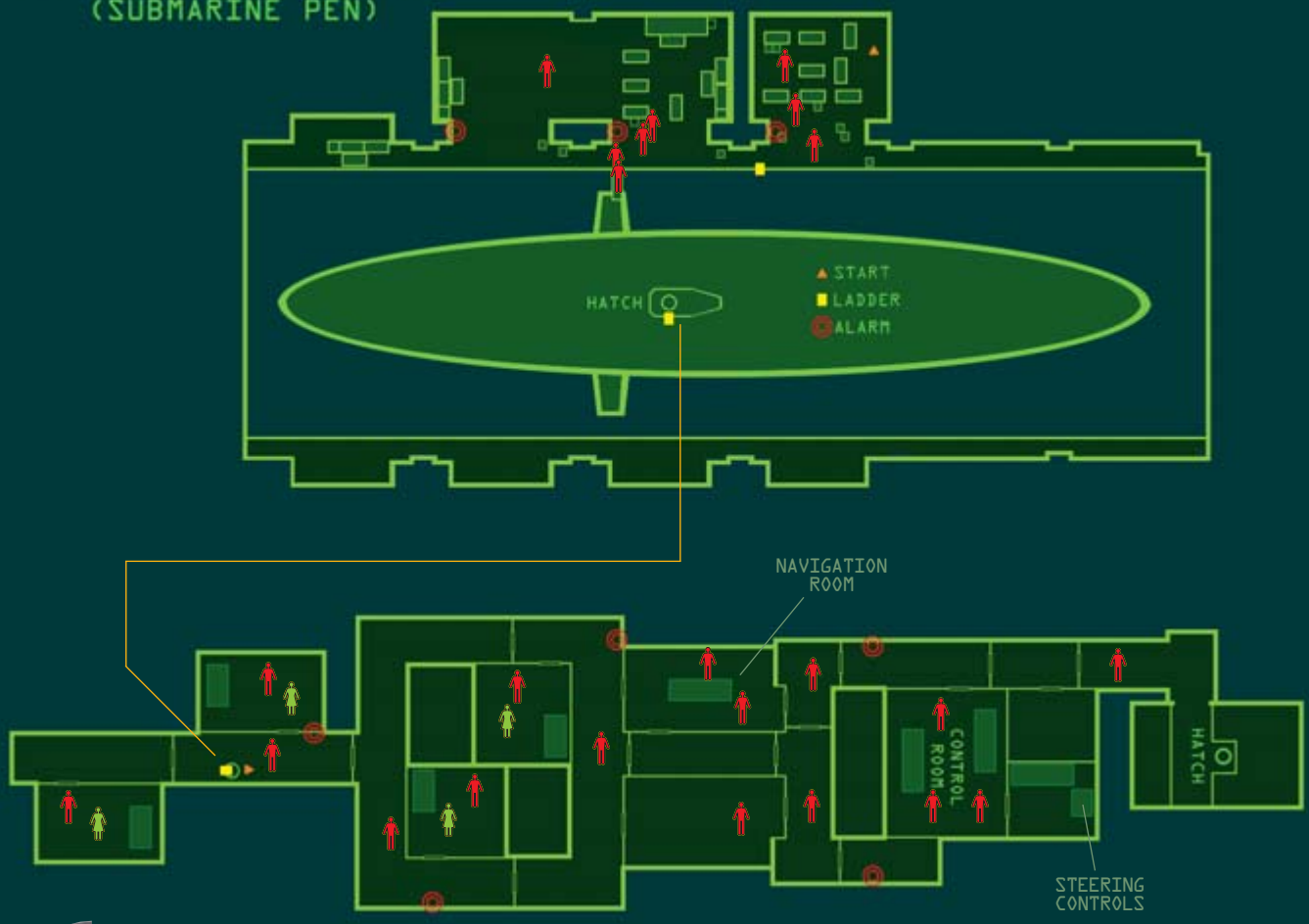
Strafe left before shooting. This gives you a clearer shot at Elecktra.





To end the mission, a cutscene plays of Bond diving into the waters below to reach the submarine and Renard.

Mission 13: A Sinking Feeling



Objectives:

A) Board submarine.
B) Locate and rescue Dr. Jones unharmed.
C) Gain access to Control Room.
D) Ensure safety of submarine crew.
E) Destroy steering controls.
F) Escort Dr. Jones to Mine Room at once.

Introduction

Elektro's threat has been neutralized, but Renard is still on the loose. With Dr. Jones as his captive, Renard is preparing to escape in his submarine. Bond must make his way aboard, rescue Dr. Jones, and prevent a nuclear disaster.





To begin, walk around the left edge of the crates, then peer to your right. Equip the P2K's silencer so that the other guards can't hear your shots. You find a soldier standing guard by an alarm. Take him out with a single shot, then move in a bit closer.

TIP

You can also use the Watch: Laser to disable the alarm boxes before enemies can activate them. This is true of the alarms on the dock, as well as those on the submarine.



Another guard patrols this area and soon appears. Take him down as well before he can sound the alarm, then collect the Suisse SSR 4000. It's possible a third guard may return to this area as well, so be ready. If one of the guards can reach the alarm before you stop him, you will fail Objective A and must restart the mission.



With the Suisse SSR 4000 equipped, stand behind the oil cans and target the two soldiers standing on the walkway to the submarine. The weapon's scope makes it easy to pick them off from a distance.



When they are eliminated, slowly walk along the walkway and position yourself to pick off the two remaining guards near the second alarm. When all the guards are cleared, you can then proceed to the submarine's walkway.



Cross the walkway, then travel to the far side of the submarine. Here, you see a ladder to the entrance hatch. Climb the ladder, then hop inside the hatch to complete Objective A.



Inside the sub, step onto the next ladder and look down. Another guard is waiting. Pick him off, then descend into the submarine.



Once you arrive, walk to the closed door behind the ladder and open it. Pass into the next hallway and enter the room on your left. Inside, you find one of Renard's men.



TIP

If an alarm is set off inside the sub, a flashing red light appears. To stop the alarm, press any of the red buttons located throughout the vessel.



Dr. Jones can appear in one of four random locations on the submarine. These rooms are listed on the map. Clear out as many enemies as possible before entering one of these rooms to save her. This makes fulfilling Objective B—keeping Dr. Jones alive—much easier.



First off, walk into the navigation room and eliminate any threats, then continue on to the Control Room.



Inside the Control Room, stand near the entrance door and take out the enemies as they come to you. This completes Objective C. In the far left corner of the room are the steering controls. You need to destroy these, but not yet.



Destroying the controls before rescuing Dr. Jones will cause Bond to fail the mission.



Instead, return to free Dr. Jones. When you enter the room she is being held in, do not hesitate to shoot the guard training his gun on Dr. Jones, or he will take her out before you can complete Objective B.

Once Dr. Jones is behind you, return to the Control Room area, then continue past it. Soon, you reach the Mine Room.



Climb down the ladder to the Mine Room and, in a few moments, Dr. Jones follows. When she does, you have completed Objective F.



Now, climb back up the ladder and return to the Control Room. Enter the room and destroy the steering controls with a well-placed shot. This will complete Objective E and the mission.



At this point, a cutscene plays showing the submarine sinking to the ocean depths.

Mission 19: Meltdown



Objectives:

A) Enter the reactor chamber.
B) Eliminate Renard.
C) Protect Dr. Jones.
D) Stop the meltdown.
E) Escape the flooding sub.

Introduction

The submarine is sinking nose first, but Renard still intends to carry out his devious plan to cause a nuclear catastrophe. If he succeeds, the city will be destroyed and millions of innocents will die. Bond must stop Renard once and for all, then escape with Dr. Jones.



TIP

Close the valve wheel to avoid being hurt by the steam escaping from the broken pipe.

If you become disoriented, use the lighting system as your navigation tool. There are red and green warning lights inside the submarine interior. Follow the green lights to the reactor room. The red lights indicate a dead-end.



To begin, drop into the water and swim to your right. There is an oval passage here. Pass through, then swim up to take a breath before submerging once more.



Swim straight down and pass through the next doorway. Once through, make a complete turn, then swim into the next passage underneath the door you just entered.





After passing through here, immediately swim down and head through the next opening. Ahead you find two more openings; one on your left and the other straight ahead.





Enter the passage on your left. This is the Navigation Room and a dead crew member floats nearby. Swim to the top to refresh your Oxygen Meter, then head back down under the body to find an MB POW90.



Exit the room from where you entered and turn left. Swimming through this passage brings you to a 5.7mm Ammo Clip. Collect it, turn left, and swim ahead.





Through the next opening you find two more passages. Enter the one on your left to collect another 5.7mm Ammo Clip and also to get some more air. Then head back out, and swim straight down.



When you reach the end of this passage, turn left, then enter the first opening you swim over. Ahead you see a large ladder.

TIP

Keep an eye on your Oxygen Meter. If you are running low on air, head for an air pocket to get a breath, then continue on your mission.



Pass the ladder and swim straight ahead. When you pass through the next door, turn around and swim through the rectangular door underneath the door you just entered.



Once through, turn right and follow the passage all the way up. When you reach a stopping point, turn left, then look for the first opening on your right.



Swim through this long passage with rows of machinery until you come out at the top. Here you find a couple of Renard's men waiting for you, so have a firearm equipped and take them out. After taking them out, walk toward the area where they appeared to find any extra 5.7mm Ammo Clips.



Next, return to the area where you entered the passage and continue to the far side to find a set of Body Armor and an opening above you. Now, equip your Watch: Grapple, look up and shoot the Grapple to the yellow-and-black panel above. Climb up the rope to the top. Once there, hop to your left.



On the far end of the passage is another of Renard's men. Use a weapon to take him out, then walk to the center of the passage. Look into the open door above you with the flashing red light; shoot the Watch: Grapple again into the panel above and enter the Reactor Chamber.



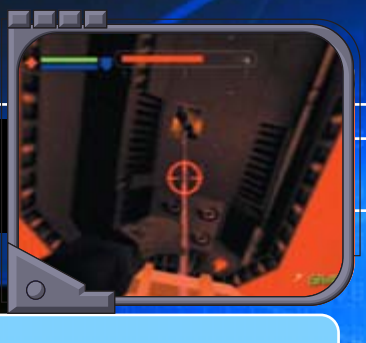
Once you are inside, Objective A is completed. More enemies wait in the upper area of this chamber. Shoot them, then drop below the chamber where Renard is preparing the warhead.





Press the red button on the wall, stopping the meltdown and completing Objective D.







Now, you must escape the flooding sub. Travel to the opposite side of the room and eliminate the enemy waiting here. Then use your Watch: Grapple once more to climb out of the open door along the top of the room.

When you reach the top, jump to the area where the steam pipes are blowing and be prepared for a couple more enemies waiting to ambush you.





After clearing them, walk to the opposite side of this passage and turn the wheel. Then grapple up through the next opening. At the top, hop to your left to reach a new platform.



Here you find another open door above you. Now, grapple into here to complete the mission and the game!



Congratulations! Now, you can enjoy Christmas in Turkey.



Multiplayer Strategies

Introduction

While *The World Is Not Enough* contains a long and challenging single-player scenario, it also boasts a highly enjoyable and replayable multiplayer mode that contains an assortment of different games set in unique arenas. This chapter takes a short look at all of the game types and the various arenas, offering tips for successful multiplayer gaming.

Game Types

The World Is Not Enough offers a variety of unique multiplayer game types. Here's an explanation of each and the best strategies to employ.

ARENA

The Arena match, the most popular of multiplayer-gaming types, is your basic deathmatch scenario. You travel through the arena in search of opponents, taking them out before they can take you out. There are three important aspects to being successful in Arena matches.



First, you need to have strong marksmanship skills. Make every one of your shots count.

Second, know your opponents and their tendencies. Human opponents are much more difficult than computer-controlled foes, because they are unpredictable. So don't assume that just because you breezed through the single-player game that multiplayer will be as easy.

Finally, you need to be familiar with the arena in which you are battling. This means that you need to know where the best spots are to ambush a foe and what areas to avoid. Knowing the map also gives you an idea about where items generate, which is vital for staying well-equipped in the heat of battle.

CAPTURE THE FLAG

In Capture the Flag, players are split into two teams. Each team tries to steal the opposing team's flag and return it to the team's own base to score points.

In this game type, stealth is more important than marksmanship. You score points not for snuffing the enemy, but for taking the enemy flag to your own base. So once you've found an opponent's flag, don't stick around engaging in gun battles. Instead, get back to your base as quickly as possible. The flag is then returned to the other team's base. If a player is eliminated, the flag is dropped and can be picked up or returned by another player touching it (it will also return by itself after five seconds.).





KING OF THE HILL

In King of the Hill, players score points by possessing "The Hill," a special area in each arena identified by a soft glowing purple circle.

Obviously, in this game type, you want to identify "The Hill" as soon as possible. Once you have the area marked, collect as much ammo and weaponry as you can throughout the map, then take down the "King" and enter the circle yourself. Now defend the circle. If you have collected enough artillery, you should be able to hold the position long enough to score plenty of points. Because this game is usually set in an area that can be approached from many angles, keep moving in a circle to stay alert to incoming threats. Should you be eliminated on "The Hill," head back to this area as quickly as possible and attack from the best entry point. Remember that the longer your opponent controls this area, the more points he or she scores.



LAST AGENT STANDING

Similar to the Arena game, Last Agent Standing is a battle to take down your opponent as often as possible. The key difference is that you begin the game with a finite number of lives, and once you exhaust all of your lives, you lose the match. So play a more cautious game here, because every life is precious. In this game type, discretion is certainly the better part of valor, so don't engage in costly firefights. Instead, stay on the move, and stand and fight only when you have superior position or firepower.



UPLINK

In Uplink, three separate uplink units are scattered in key locations throughout the map. When a member of either the red or blue team touches the uplink unit, the unit switches to that team's color.

Your job is to find these sites and touch the various uplink units. This gives you control of the unit and you score points as long as the unit remains in your control. However, stay on the move, because an opponent is always in range of one of the units. So remember which unit number is in each location and keep an eye on the Uplink Control Meter. This way you can quickly head to a lost unit once the meter shows an opponent in control of it.



Arenas

The World is Not Enough contains 14 multiplayer arenas. Here's a breakdown of each, as well as some tips to employ in Arena-type battles.

AIR RAID

Air Raid is one of the most unusual arenas in that it is set amid two planes engaged in mid-air refueling. Don't spend too much time outside on the wings or on the connecting fuel line. The wind force here can blow you off! Make your way into the large plane that is being refueled and collect as many weapons as possible. Then, battle your way to the cockpit. From here, you can defend yourself fairly well and force your enemy to fight on your terms.



CASTLE

This multiplayer arena is set within a majestic castle. Numerous ramps connect the two floors. The best area to hole up in is the Library, where you can position yourself on the second level to pick off any opponent who enters the room from either level. Plus, the angled walkways make it easy to escape.



FIELD OF FIRE

This arena features large, expansive caverns of burning rocks. Because it is dark inside, position yourself outside the cavern and let your enemies come to you. However, if you can find the Night Vision goggles, press your advantage and engage in a little cave-hunting.



FLASHPOINT

The Flashpoint arena is in one of Elektra King's oil plant facilities. Make a stand in the glass room of the Control Center, adjacent to the large monitor screen. It's the map's best-lit area and allows you to get a better drop on your enemies.



FOREST

This map is the forest section of the "Midnight Departure" mission. It's dark and offers a number of great ambush points along the road, among the darkness of the trees. However, be wary of enemies lurking nearby, as well. If you can, hole up in the large warehouse and perch on the walkway of the upper level. The warehouse has only one entry point, which translates into unhappy opponents when they step in.



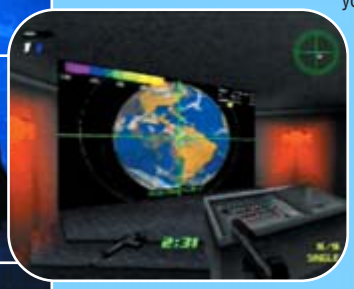
FROSTBITE

Frostbite offers a bleak snowy landscape, complete with icy trenches, underground tunnels, and a sniper post. Your best bet here is to seek refuge in the cabin. Inside, use a weapon to shatter the window glass, then pick off opponents as they approach. In a pinch, use the floor exit to enter a dark tunnel system that feeds out into the massive ice trenches. However, also be sure to defend against opponents who try to sneak in here.



HIDDEN VOLCANO

Hidden within the depths of a volcano, this futuristic arena is one of the more intricately designed levels in the game. It consists of a central Control Room encircled by an outer walkway. Your goal is to quickly gain access to the Control Room. Once inside, position yourself with your back to the wall monitor so that you can cover the two entrance points into the room. If you fight along the outer walkway, keep moving or you may end up as a victim of your opponent's fury. From the outer walkway, you can also access a large basement area where missiles are being loaded on a mechanical system. However, it is dark here, and some holes in the floor can lead to fatal falls, making it an excellent place to steer clear of.



ISTANBUL

The Istanbul map should look fairly reminiscent of the "Turncoat" mission map, as it is set on the outdoor streets of Istanbul. This arena offers some great sniper positions along elevated walkways or from balconies. Also, on one of the rooftops, you find an assortment of laundry hanging. Search behind here to find a hidden area underneath that usually holds items or other goodies. This is also a great place to ambush an opponent.



LABYRINTH

The Labyrinth is an elaborately designed maze of neatly trimmed bushes and brick walls. This area is filled with weapons, and you can tell where they are by watching the parachutes drop them into the arena. If possible, hide inside the brick area with a single entrance point. Once you control this spot, anyone who finds you is certainly in for a deadly surprise.



MERCHANT

This map is set within the Banque Suisse de L'Industrie of the "Courier" mission. Therefore, it has two vast floors to cover. For defensive purposes, stay downstairs and use areas such as the Safety Deposit Room to defend yourself. There are simply fewer openings to be surprised from down here. If you stay upstairs, be aware that many of the rooms have multiple openings, which means your foe can get the drop on you from a place you may not be expecting. The bathroom is probably the safest place to set up your base on the second floor.





MI6

An empty floor of the MI6 Headquarters is highlighted by long, interconnecting passageways. Your best course of action here is to stay on the move. There really aren't any safe, easy-to-defend spots or areas to turn to your advantage. So for best results, use a hit-and-run strategy. You truly need the skills of a 00-agent to thrive here.



SILO SURPRISE

This arena is reminiscent of a Cold War–era Soviet missile bunker. For the most part, though, it is a sterile environment, nearly devoid of interior objects, but it does offer a number of interconnected rooms with various entry points. The strategic areas in this arena are where shadows offer a modicum of cover. Use these spots to lie in wait for your prey. Also, use the barrels here to your advantage. When an opponent stands near one, shoot the barrel to treat him to an explosive surprise.



SKY RAIL

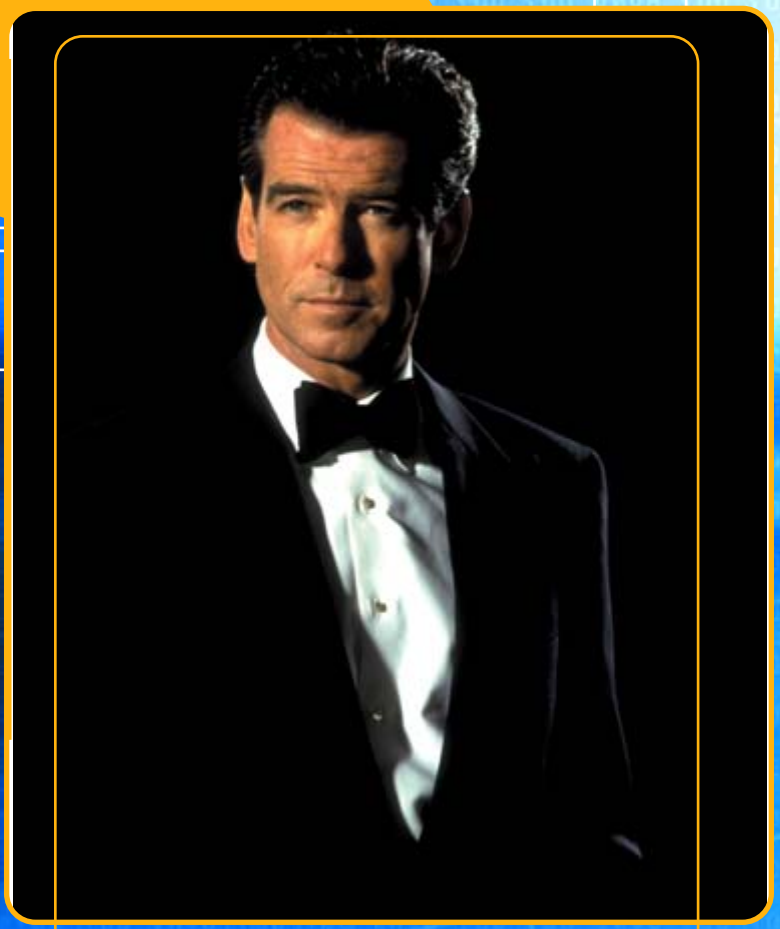
Set in a valley atop a snowcapped mountain, this arena sports a moderate-sized facility with a sky rail system. Stay off the snowy grounds in the center of the map, where you're an easy target for snipers above. Instead, take to the sky rail cart and ride along the system. You are hard to hit here, and you gain a great view of your opponent's movements along the map.



SUBMARINE

This arena is set within the map for the "A Sinking Feeling" mission. As you would expect in a submarine, this area is both dark and confining. For your best defense, head to a well-lit area such as the Control Room, where you can fend off opponents and find some of the arena's weapons. If you choose to roam the hallways, you may encounter difficulties, as the sub's close quarters leave you vulnerable to enemies that may be lurking around any turn.







General Tactics

Introduction

There's a reason James Bond is called upon for the most difficult assignments. Without a doubt, he's simply the best. Master the following tips and techniques to become a top-notch secret agent like Bond, himself.

Basic Tactics

Apply these skills and strategies to improve your basic field abilities.

Knowledge is Power

Before each mission starts, you gain valuable information on the Debriefing screen from allies such as M, Robinson, R, and Moneypenny. R's briefings are probably the most useful because he tells you how and where to use various gadgets. So take the time to absorb this valuable data before recklessly jumping into a mission.



Study Your Inventory

Bond starts each mission with a unique array of gadgets. This gives you an idea of the kinds of things he probably needs to use in a level. For instance, if you start with a Pen Explosive in your inventory, you'll probably need to blow a hole in a wall at some point in the mission. So, if you reach an area in a mission and seem to be stuck or unable to advance, search your inventory for an item that may be helpful in the given situation.



Use Caution Entering a New Area

In a mission, enemies lurk around every corner. So don't just rush out into the open as you progress through a level. Instead, take cover behind crates, walls, or anything in the environment that offers protection as you advance. This often allows you to get the drop on enemies, while affording you a modicum of protection.



Take Advantage of Your Resources

You begin each mission with full health and a set inventory. Therefore, don't worry about conserving health or ammo for upcoming missions. It doesn't make any difference whether you finish a mission with 100 percent of your health or 10 percent, because you automatically start the next mission at full strength. As for weapons, no matter how many different types you collect in the course of the mission, you do not carry them over to the next mission. So it makes little sense to conserve your ammo. Instead unload everything you have when necessary to get through the toughest sections of a mission.

Save Armor Power Ups

Throughout the missions, you find numerous Armor power-ups. To take full advantage, never grab a new power-up if you currently possess one. Instead, wait for your current Armor power-up to deplete before grabbing a new one. This allows you to get the most out of these valuable items.



Combat Tactics

Master the following combat techniques to overcome the toughest enemies the game can throw at you.

Learn to Strafe

Strafing is a key technique to master. It allows you to move sideways while facing an opponent. By staying in motion, you are harder for enemies to target, and you can stay on the offensive yourself.

Know Your Firearms

In some 3D shooters, you can simply blow your way through the opposition using your favorite weapon, instead of the appropriate weapon. That is not the case in *The World is Not Enough*. Throughout the game, you encounter situations that strategic weapon use will help you overcome. So learn to use the right weapon in the right situation to maximize your effectiveness.



Use weapons strategically, according to the situation. For example, in wide-open areas, using weapons with a targeting scope can be useful for picking off enemies at a distance.



In close quarters against multiple foes, an automatic weapon is an optimal choice for clearing out a path ahead.



Automatic weapons are a terrible choice for situations involving civilians or hostages, as the unruly spray of bullets can easily hit the wrong targets. This results in an immediate failure of the mission.

Crouch

Crouching is an underrated technique. Most importantly, it makes you harder to hit. However, it can also be extremely useful when you find yourself unarmed. In hand-to-hand combat, most opponents can't hit you as you are ducking, while you can continually unload vicious combinations. Just be sure to keep moving forward, because hitting an opponent knocks him or her backward and out of punching range.



Keep Your Weapon Loaded

Nothing's more dangerous than having to reload a weapon during a gun battle. So reload your weapon every time there is a break in the action. Having a full clip gives you the best chance to survive in a heated exchange with opponents.

Master the Inventory Ring

When you cycle through items during gameplay, only the items in your Inventory Ring appear. Therefore, access the Inventory screen and set the items you want to have in your Inventory Ring. Most likely, you want your weapons stored here, not gadgets. That way, you can easily cycle to a useful firearm in the middle of a tough battle, without wasting time cycling past useless gadgets.

Miscellaneous Tips

Practice Makes Perfect

This guide provides a complete walkthrough of the 007 mode. In this challenging mode, you face increasingly stronger and smarter enemies. However, if you have trouble with a particular mission, you may want to try it at the Agent skill level. This allows you to get a better feel for the mission, while building your skills.

Armor Does Not Equal Invulnerability

The Heavy and Light Armor power-ups are some of the most useful items you collect during your assignments. They allow you to absorb extra damage in the course of a mission, which often proves vital for your survival. Still, they do not make you invulnerable. Even when Armor-equipped, you can still take fatal damage from extreme falls or radiation. So don't let Armor give you a false sense of confidence in the heat of battle.

Weapons & Gadgets

Introduction

In *The World Is Not Enough*, you face a wide-ranging array of challenges and powerful enemies. To complete your assignments, you need every weapon and state-of-the-art gadget in your inventory. Here's a rundown of some of the most important items in the game.

Weapons

As a secret agent, you have access to some of the most impressive weaponry in the field. For this assignment, you need to use a wide range of hardware. The following weapons are some of the most important and common ones you will find throughout your assignment.

AR36 Sniper Rifle



Designed for covert missions, the AR36 Sniper Rifle is a superbly accurate firearm with a telescopic sight. However, the bolt action makes it slow to fire and reload. Use it against distant enemies or snipers on roofs in hard-to-reach places.

Belgique PS100



The Belgique PS100 is a high-powered automatic weapon. It has excellent stopping power but limited accuracy. So use this monster in close-range situations, which involve large numbers of enemies. It can certainly end a chaotic situation in a hurry.

Frinesi Auto Shotgun



An automatic shotgun capable of taking out multiple targets in a single shot. Attempt to use it when numerous enemies are confined to small spaces, like a narrow corridor.

Frinesi Double-Barrelled



A powerful shotgun that when used, can devastate most opponents in a single shot. However, because of its slow reload time, it should be avoided in situations of heavy gunfire and multiple enemies.

Ingalls Type 20



The Ingalls Type 20 is an automatic machine gun with a heavy recoil. For this reason, precision shooting can be difficult. Therefore, it is best used in tight situations where it is hard to miss the target.

Kakovich



The KA57 is an automatic machine gun that is, by far, the most powerful weapon in the game. This weapon is useful in almost all situations.

KS5



The KS5 is an automatic machine gun capable of inflicting heavy damage to a large number of enemies in a short period of time. This weapon is good for most situations, but because of the slow reload time and rapid rate of ammo consumption, you can sometimes find yourself left vulnerable to return fire. If possible, avoid using the KS5 in close combat.

Meyer TMP



The Meyer TMP is a small machine gun with a high rate of fire. It does moderate damage, but it sprays out bullets so quickly that you can easily bring a target down in seconds. Before entering dangerous situations, make sure that you have a full clip, as it runs out of ammo fast and has a slow reloading time.

Rocket Launcher



Disguised as a video camera, the Rocket Launcher is a powerful guided weapon with visual and audio lock-on indicators. When the sights on the viewfinder change to a yellowish-orange color and an audible "Locked-On" message plays, the camera is locked-on to the target. Use this in Mission 8 to destroy the deadly helicopters that swarm around Zukovsky's caviar factory.

Tranquilizer Gun



This accurate pistol shoots specially treated darts capable of briefly tranquilizing a target. However, ammunition for this weapon is scarce, so make each shot count. It has good range, so use it when an enemy is too far away to reach with the Cell Phone Stunner.

Wolfram P2K



The P2K is your standard issue firearm. It's lightweight and efficient, and it comes with a silencer. While not very powerful, the P2K is an accurate weapon that's available in most situations. Plenty of ammunition is also available for this weapon, in most cases. However, because it lacks power, make your shots count.

Gadgets

In the course of your assignments, you are faced with an array of challenging situations. Luckily, you have access to some of the most technologically advanced field equipment available. Here's a rundown of the major gadgets and items you'll use along the way.

Cell Phone Stunner



This handy device, disguised as a cellular phone, can deliver an electric shock that disables an enemy without causing permanent damage. The Stunner uses an internal power supply good for 100 charges, but it automatically recharges when not in use. The Stunner is available in most missions.

Credit Card Lockpick



Disguised as an ordinary credit card, this ingenious lockpick can open some locked doors. It's used in Missions 4 and 5.

Fingerprint Scanner



This handy device copies an individual's fingerprints from items in order to open high-security locks. First though, 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 to open the door. This helpful item is only used in Mission 1.

Flash Bang



The Flash Bang is disguised as a miniature flashlight. It disorients targets, allowing you to subdue them without inflicting permanent damage. It is a great gadget to use in hostage situations, because you can temporarily blind the terrorists, allowing you enough time to handle the situation. The Flash Bang is available in Missions 1 and 7.

Grappling Hook Watch



The Grappling Hook Watch is a fashionable timepiece containing a miniature grappling hook with a 50-foot long, high-tensile microfilament that is able to support up to 800 pounds. It can be used to escape from dangerous situations or to pursue important enemies. The Grappling Hook Watch is used in Missions 2 and 6.

Heavy or Light Armor



Armor is probably the single most important item in the game. Available in most missions, these 10-layer kevlar-weave antifragmentation vests protect against small-arms rounds or blunt trauma. Each time you take damage, the Armor Meter depletes instead of the Health Meter. Once the Armor Meter is completely depleted, any further damage is applied to your Health Meter.

Micro Camera



This pocket-sized, hi-resolution camera is useful for collecting evidence during covert operations. The Micro Camera is used only in Mission 5.

Night Vision Glasses



The Night Vision Glasses provide the wearer improved vision in the darkest environments. The best part about the Night Vision Glasses is that you can still hold another weapon or gadget while wearing them. They're used in Missions 6 and 7.

Pen Explosive

Disguised as an ordinary pen, this explosive device can destroy objects that impede your progress. Simply attach it to the desired object, stand back, then detonate the explosive to clear a new path. The Pen Explosive is used in Missions 9 and 10.



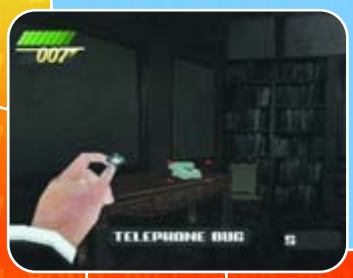
Radiation Detector

When equipped, the Radiation Detector measures the radiation level of a given area. The higher the level, the more dangerous the condition.



Telephone Bug

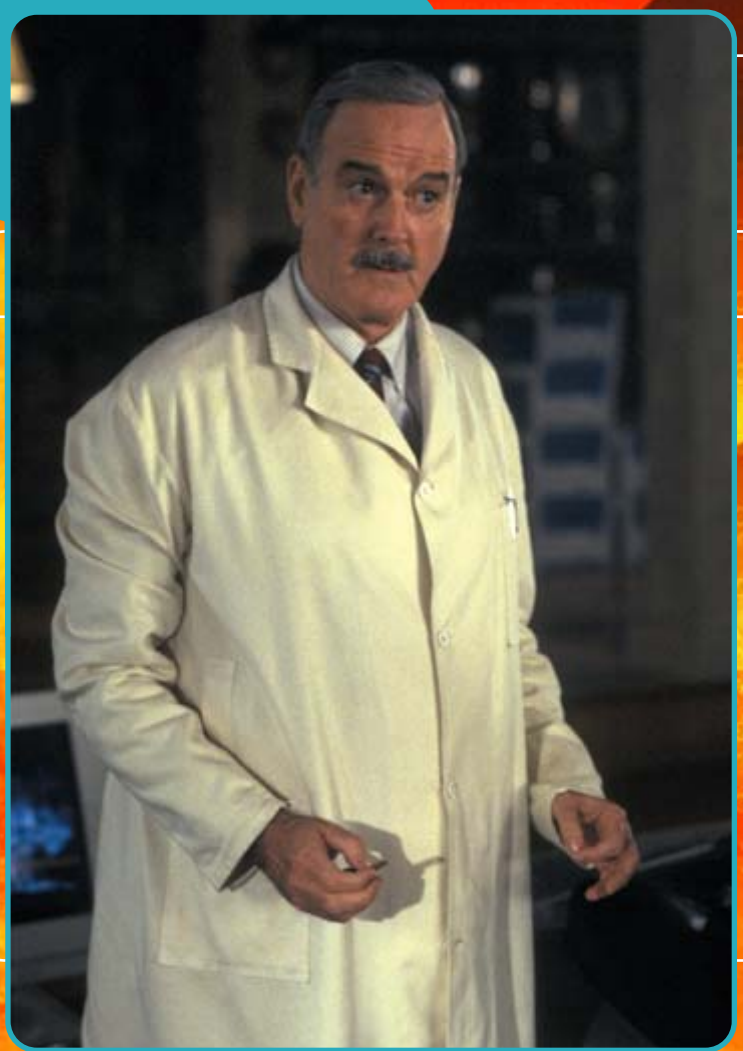
This tiny transceiver device is used for bugging telephones. When the bug has been placed, it broadcasts any received conversations. The Telephone Bug is only used in Mission 5.



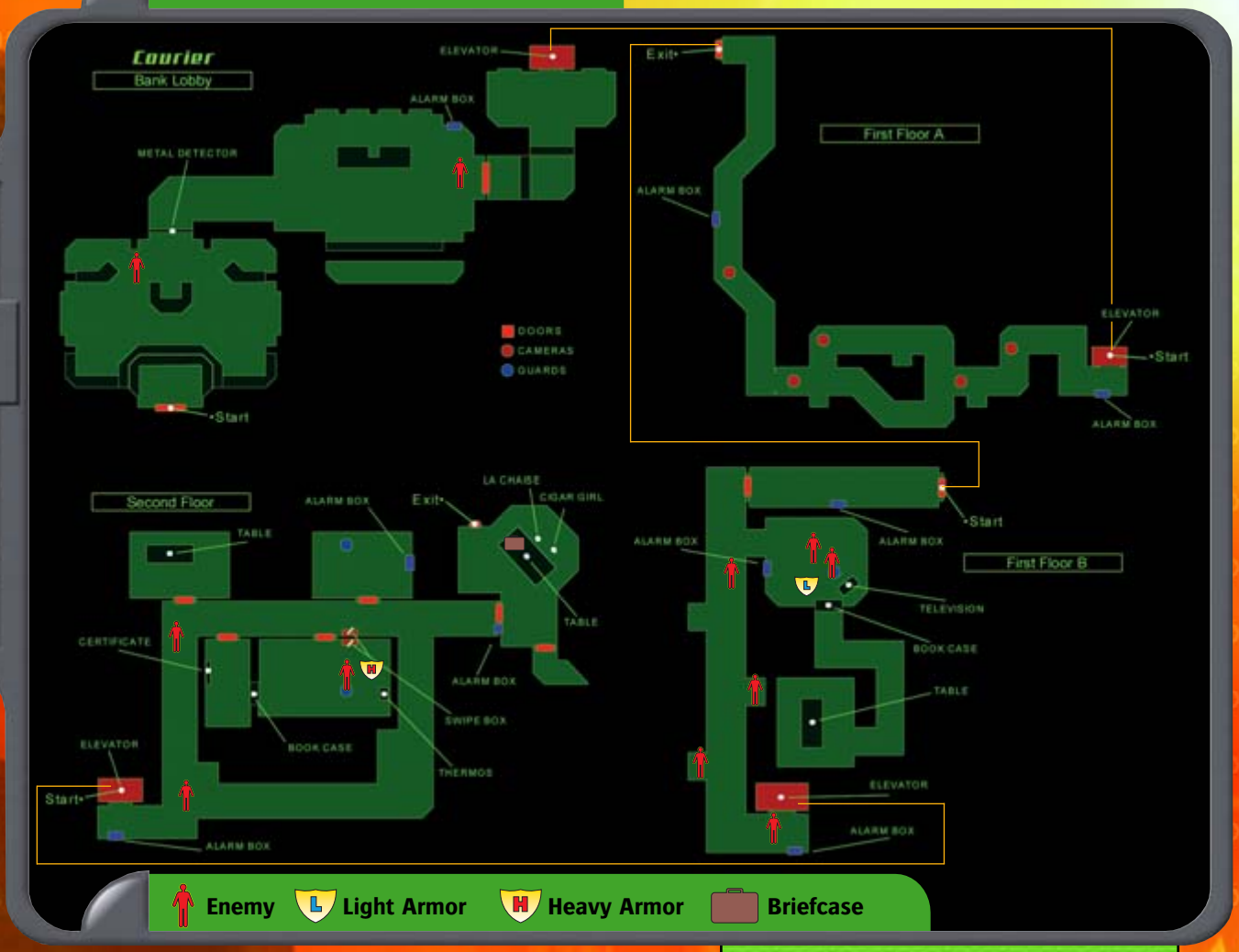
VLF Disruptor

Disguised as an ordinary fountain pen, this useful device disrupts electrical fields. The VLF Disruptor is only used in Mission 1.





Mission 1: Courier



Introduction

An MI6 agent has been murdered, and a classified report from the Russian Atomic Energy Department has been taken from his body. Sir Robert King mistakenly purchased this report believing it contained information about the terrorists who have attacked his new oil pipeline in Kazakhstan. Bond must see Lachaise, a Swiss banker and middleman in this affair, at the Banque Suisse de L'Industrie in Bilbao, Spain, to discover the identity of the murderer, retrieve King's money, and escape.

Objectives:

A) Interrogate Lachaise.
B) Get briefcase of money.
C) Escape.
D) Do not harm civilians.







Inside, walk straight ahead and talk to the receptionist. When you ask to see Lachaise, she tells you that he is busy, but that you can speak to another representative. You have no time to wait for that though.



Equip your VLF Disruptor and activate it. This allows you to safely pass through the metal detector in the Lobby.





In the next section, approach the security guard, and he tells you that this area is restricted to employees. Use the Flash Bang to temporarily blind him, then, as he reels, enter the door he guards. Alternately, you can stealthily back away before the guard sees you. He will leave his post to look at the window, giving you the opportunity to sneak past.



Through the door, you find the first set of elevators. Walk to the elevators and press the elevator button. When the center elevator's doors open, step inside and touch the buttons again. The elevator takes you to a High Security level.



TIP

Throughout the Bank, you see a number of alarm panels on the wall. If you are spotted by guards or security cameras, the alarms go off, signaling that an intruder is loose within the building. When an alarm is active, turn it off to disable the signal. This restores calm and gets the guards off your back.



On this level, numerous security cameras are mounted along the ceiling. Avoid being detected by them. When a security camera picks you up, it starts to beep. If it senses you for more than three seconds, the Bank alarms go off. Therefore, stay out of view of the cameras, or at the very least pass by them quickly.



Walk along the leftmost path until you reach a wooden door ahead.





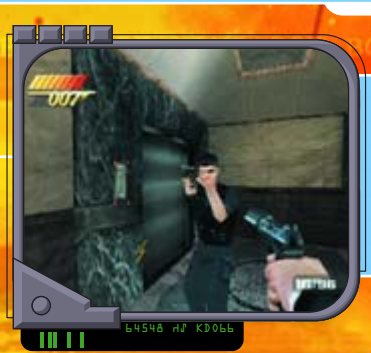
Behind the door is a long, thin hallway. It's hard to avoid the security camera mounted here. So, if you do set off the alarm, just look for the alarm panel on the wall to your left and disable it. Then continue through the next two doors.



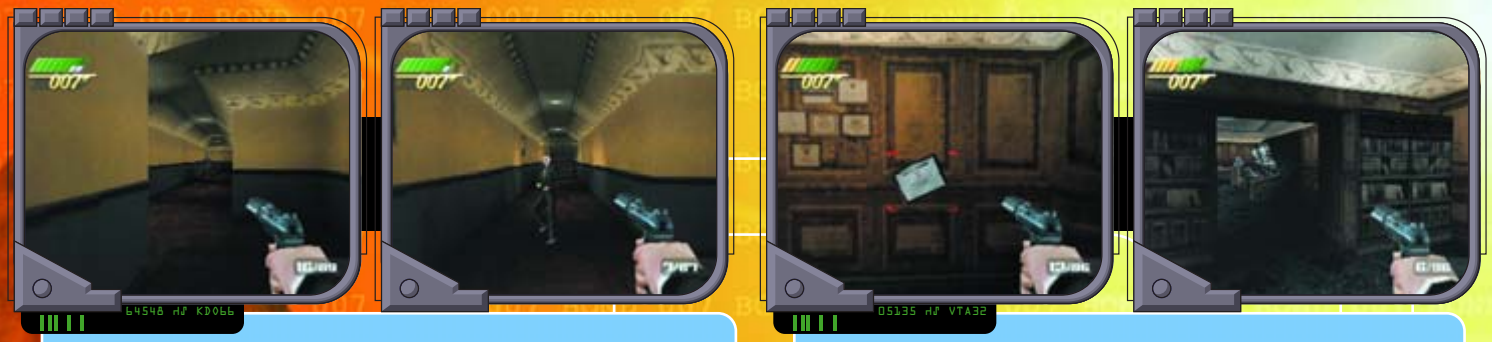
After you pass through the last door, more security guards may be waiting. So make sure that your P2K is ready for action. Take out the guards, and enter the room on your left.



In this Security Room, you find another guard. Eliminate him, then collect the Light Armor power-up beside the monitor.



From here, exit the room and turn left. More guards may be patrolling the hallways here, so clear them out until you reach the next elevator. Take the elevator up to the Penthouse level.



On the Penthouse level, exit the elevator and immediately turn left. Take out the guard, then take a few steps forward and turn left again. Here, you see another guard in the distance. Eliminate him as well, then continue down the leftmost hallway.

When you reach the first door on your right, open the door and step inside. To your right, notice a certificate that hangs off-center on the wall. Fix the certificate and a panel behind you slides open.



Enter the next room to find another Security Room with more video equipment. Another guard is working here as well. Use a well-placed shot to remove him, then walk to the far wall. Here you find a Heavy Armor power-up alongside the desk and a thermos on the desk.

Equip your Fingerprint Scanner and use it on the thermos. This scans a copy of the security guard's prints.



Return back out to the hallway, turn right, and walk straight ahead to the silver double doors above the short staircase. The doors are locked. Use the Fingerprint Scanner on the security panel and the doors open.

At this point, a video sequence plays. Bond demands to know the name of the person responsible for the murder of the MI6 agent. Lachaise reluctantly agrees to deliver the information if Bond will protect him. However, before Lachaise can name the murderer, the Female Assassin eliminates Lachaise and quickly exits through a side door.



Now, with only a few moments to spare, grab the suitcase on Lachaise's desk and walk to the window on the far-left side of the room. At the window, use the briefcase to smash an opening to complete the mission.



A final sequence plays that shows Bond executing a daring escape from the window of the Bank.

Mission 2: King's Ransom





Time is of the essence in this level, so do not delay. If you are too slow, the Female Assassin will escape, causing you to fail the mission.

Objectives:

A) Apprehend the Assassin.
B) Do not harm civilians.
C) Do not harm the Assassin.

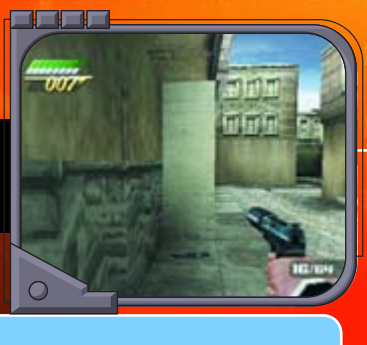
Introduction

The Female Assassin who murdered Lachaise is behind the attack on MI6. After a desperate boat race down the River Thames, the Female Assassin crashes along the river's edge and flees the scene on foot. Bond must pursue her through the streets and capture her alive to find out who she is working for.









To begin, grab the Heavy Armor power-up on the right side of the path, then the Frinesi Auto on the left side.



Now, travel forward and be ready for your first enemy around the corner and a sniper on the building to the left of the Barber Shop.



After clearing them, continue. Around the next turn is another enemy on foot and a second sniper in the balcony above the red door.





Continue down the street until you reach a staircase. Follow the stairs up and blast the sniper up ahead, then make a quick right and nail the next enemy.



Continue along the walkway until you reach a set of black doors. Open the doors and enter the Warehouse.

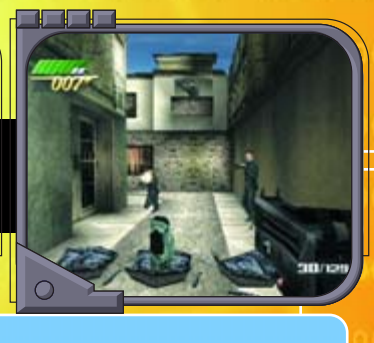


Inside the Warehouse, be ready for numerous enemies hidden among the crates. Use caution, but continue to progress steadily ahead until you reach a ramp leading down to the first floor.



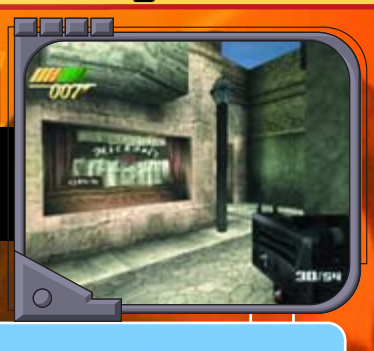
At the bottom of the ramp, grab the Heavy Armor power-up, then walk up and down the aisles blasting enemies until you reach the blue exit door, and continue down the road.





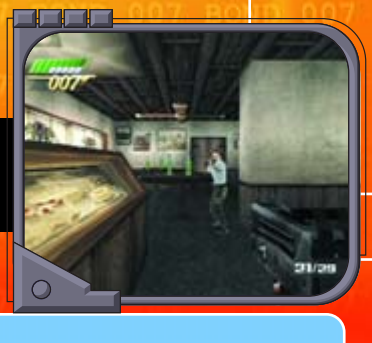
Ahead, you find a barricade of three barrels in the road, and some snipers in the distance. Duck into the opening in the left side of the road to find a Light Armor power-up and wait for the snipers to detonate the barrels.





When the coast is clear, exit the opening and make a quick break down the road. A lot of enemies are here, so stay on the move and continue to press ahead. Soon you reach the entrance to Michael's Fish and Chips restaurant.



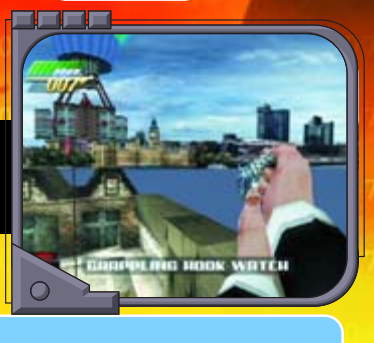


Inside, you are among civilians, so be selective with your gunfire and blast only the enemies who pull guns on you. When they are cleared, continue out the exit on the far side of the restaurant.



Back outside, continue down the road, taking out enemies as you proceed. The Female Assassin is close to escaping, so do not waste any time.



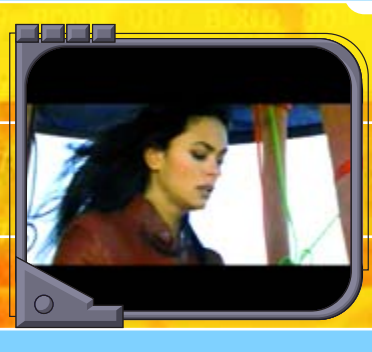


When you reach the next staircase, travel to the top and equip the Grappling Hook Watch. The Female Assassin is floating away in a multicolored hot-air balloon.



To stop her and complete the mission, aim for the rope hanging beneath the balloon basket and shoot the Grappling Hook.

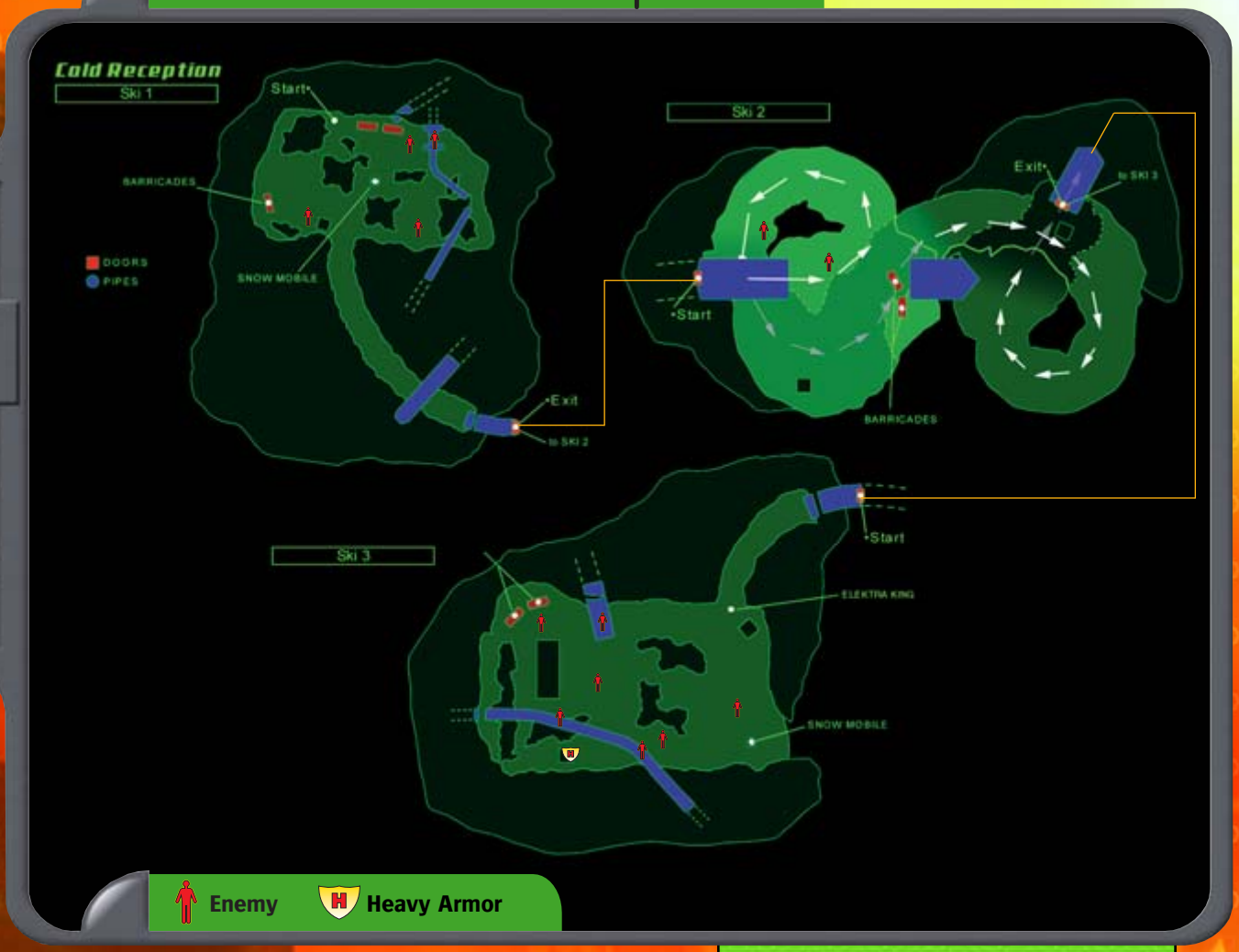






At this point, a video sequence plays. Bond pleads with the Female Assassin to tell him what she knows and says that he will protect her. She refuses, because she says there is no protection from "him." Instead, with the authorities closing in, she decides to blow up the balloon and take her own life. Bond wisely drops from the balloon to the dome below before the blast engulfs him as well.

Mission 3: Cold Reception



Objectives:

A) Protect Elektra.
B) Destroy Parahawks.

Introduction

M suspects that King's daughter, Elektra, may be the next target of Renard the Anarchist and sends Bond to protect her. Once he arrives, Bond agrees to join Elektra to inspect a site for her pipeline and they head to the upper survey to investigate on skis. However, once they arrive, Bond and Elektra are immediately targeted by hostile invaders. To protect Elektra, James draws the enemies away by leading them on a desperate dash down the hill.





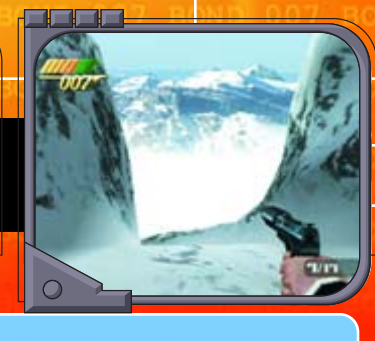
You begin atop the mountain. To start out, shoot the enemy on foot straight ahead of you, then target the two other enemies walking on top of the pipeline.



Collect any weapons that they drop, then turn right. Near the yellow signs you find another enemy on foot. Once he is cleared, ski down the trail to the left of the yellow sign and enter the pipeline.



Once you exit the pipeline, another enemy awaits behind the boxes. Take him down, then turn left and ski down the next trail.



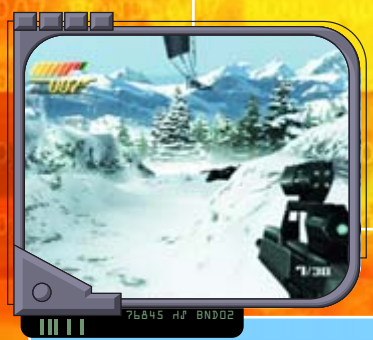
Along the way, you encounter two more enemies before reaching the next pipeline tunnel. Continue through to the next opening.



Outside the pipeline once more, you soon see Elektra waiting. Once you reach her, she immediately runs and takes cover. Use this opportunity to gun down any enemies nearby.



If you are low on health, head for the two crates underneath the pipeline and blast them. Inside is a Heavy Armor power-up. Now, at full strength, clear out all of the enemies on foot.



Once they are all eliminated, equip the Sniper Rifle. Continue firing on the enemies until they are eliminated, or you run out of ammo. In the latter case, equip the Grenade Launcher and aim at the Parahawks swarming above. To nail a Parahawk with the Grenade Launcher, wait until it lowers, then target a bit ahead of its path so that the grenade blast catches it. Destroy three Parahawks to complete the mission.



At this point, a video sequence plays. The explosion catches Bond and Elektra, sending them tumbling down the hill. Thinking quickly, Bond uses an inflatable bubble gadget to erect a protective shield around the two of them. When the bubble stops rolling, Bond cuts loose from the bubble and frees Elektra.

Mission 9: Russian Roulette



Introduction

To get information about the Parahawk attack, Bond visits an old rival, Valentin Zukovsky. Zukovsky currently runs a popular gaming Casino, ensuring that Bond will be playing a high-stakes game to acquire the information he seeks.





Objectives:

A) Interrogate Zukovsky.
B) Win money.



You begin the mission in the Casino's lobby.





Walk over toward the bar. Here you see a striking blonde. To each side of the bar is a door blocked by a member of the Casino's security force. The door to your right leads to Zukovsky's office.



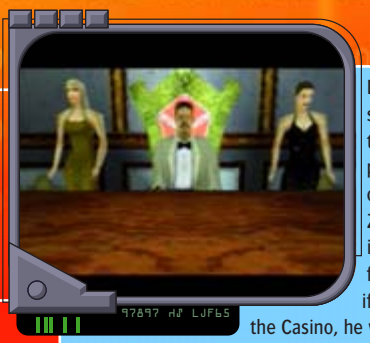
To lure the guard away from the door to Zukovsky's office, talk to the blonde woman. Apparently she is his girlfriend, and he walks over toward the bar after you talk to her.



When he leaves his post, walk over to the door and use the Credit Card Lockpick. When the door is unlocked, open it and enter Zukovsky's office.



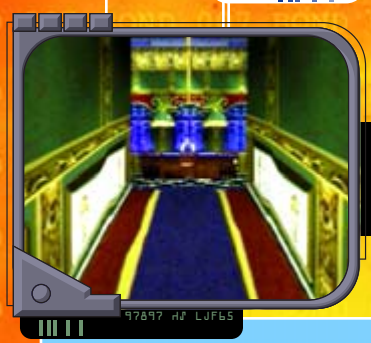
Inside, Zukovsky sits behind his desk, flanked by two women. When you talk to him a video sequence plays.



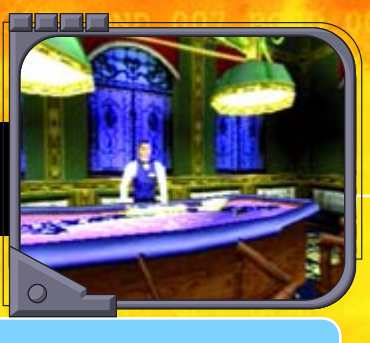
During the video sequence, Bond demands to know who Renard has planted within Elektra's organization. However, Zukovsky tells him that information does not come for free. He tells Bond that if he can win $100,000 in the Casino, he will give him the information. Bond agrees to Zukovsky's terms, and in return Zukovsky gives Bond a Credit Voucher.

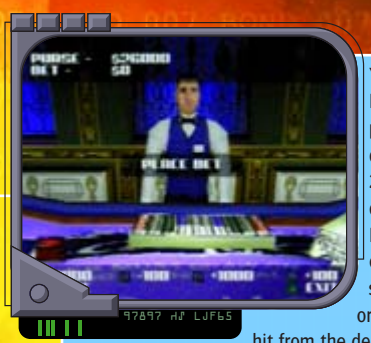


Exit Zukovsky's office and walk toward the guarded door to the left of the bar. Use the Credit Voucher and the guard stands aside, allowing you access to the VIP Room.



Enter the VIP Room and walk to the far end of the room. Here you find a single table and the game of choice is Blackjack. Take a seat and begin your run to win the needed cash.





You begin with $25,000. To win in Blackjack, you need to get as close as possible to 21 with the cards you are dealt. However, should you go over 21, you automatically lose. For a more detailed set of instructions about Blackjack, view the MI6 transmission on your Message screen. Generally speaking, if your current cards total 14 or less, you should probably get another hit from the dealer. That way, you should not go over 21 too often. Just keep your bets small (in the $5,000-10,000 range) and you won't take too hard a loss if you lose a hand.

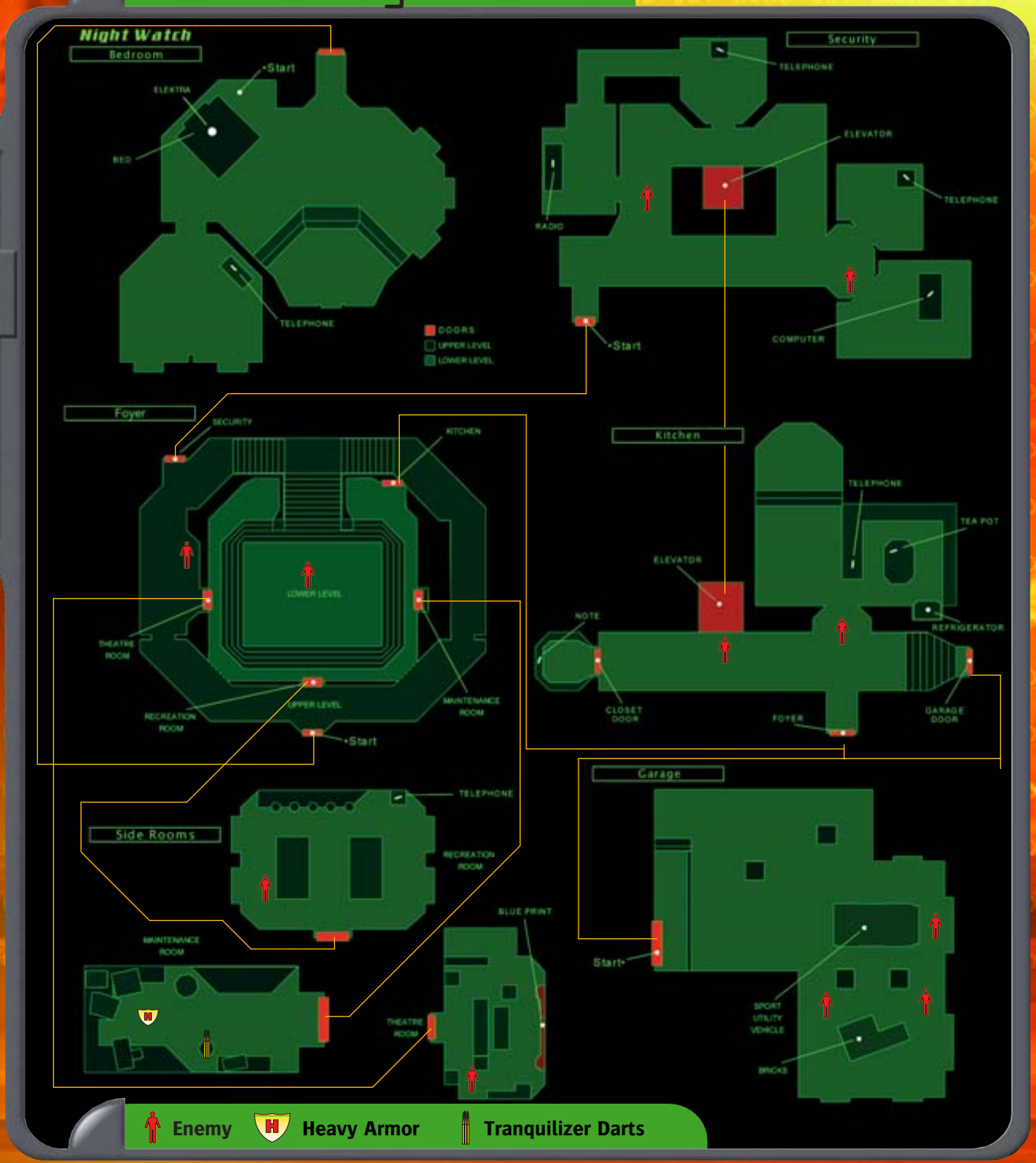


Once you have $100,000 or more, travel back to Zukovsky's office and talk to him. He answers your question by telling you that Davidov, who is a former associate of Renard's, is now the traitor within Elektra's organization. This completes the mission.



At this point, a video sequence plays. Elektra enters the Casino and proceeds to engage in a game of chance with Zukovsky. The stakes? One million dollars. Elektra draws the first card to reveal the Queen of Hearts. Drawing next, Zukovsky selects the Ace of Clubs and wins the prize. Bond tries to console Elektra, but she simply smiles and tells him "What is the point of living if you can't feel alive?"

Mission 5: Night Watch



Introduction

There's obviously a traitor within Elektra's organization, and it appears to be Davidov. MI6 wants Bond to look around Elektra's villa for anything suspicious. When Elektra falls asleep, Bond slips out of bed to investigate the villa grounds.



Objectives:

A) Bug all telephones.
B) Avoid villa guards.
C) Photograph evidence.
D) Get Davidov's ID card.





You begin the mission in Elektra's bedroom. From the bed, enter the small room with the piano to your right and use a Telephone Bug on the phone. This is the first of five you need to set.



After setting the first bug, exit the bedroom. In the hall, you have an option of two paths. Follow the path to your left.



TIP

You must not eliminate the guards in the villa. So stay unarmed and use a strong punch or two to take out each guard. However, if a guard is too far away to punch and is headed for the alarm, use the Tranquilizer Gun to harmlessly neutralize him.



Just ahead, you encounter your first guard. Drop him with a punch, then enter the door to your left.





Through the door, quickly step out into the hall and knock out the guard in the gray suit. Then enter the room to your left and set the next Telephone Bug.







Exit the room and turn left. In the corner, you reach a set of rooms. The room on the left has the third phone that you need to bug, while the room on the right contains a computer. Stand in front of the computer screen and use the Micro Camera to take a picture of the E-mail.

Now, step back into the hallway and turn left. Another guard is here, so take him down, then head back to the door you originally entered this section from.







Outside the door, turn left and head for the staircase. Equip your Tranquilizer Gun and walk down to the Entrance Hall. Another guard is stationed here, so tranquilize him, then walk to the door on your right.

The door is locked, so use the Credit Card Lockpick to unlock it, then equip the Tranquilizer Gun again before stepping inside.



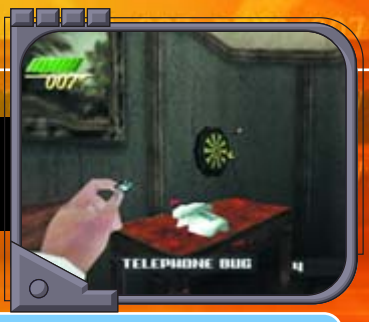




In the room, quickly step to your right and tranquilize the guard posted here, then walk back to the entrance area. If you don't stun the guard quickly, he heads for the alarm system on the wall to his right. Once the guard is down, use the Micro Camera to photograph the Blueprints on the wall.

Outside the room, walk up behind the guard and knock him out for good. Then travel to the next door on your right. This is the door directly in front of the staircase. Again, use the Credit Card Lockpick to open the door and equip your Cell Phone Stunner.







Inside the Pool Room, use the stunner to daze the guard, and then knock him unconscious. Then use the fourth Telephone Bug on the phone on the table across the room.

Exit the room and follow the same procedure at the next door on your right. This is a storage closet that holds a Heavy Armor power-up and a Tranquilizer Dart.









After you have the goods, exit the room and walk to your right. You find another door here, but this one is unlocked. Equip your Tranquilizer Gun, then enter the room and immediately take down the guard stationed ahead of you and the second guard down the hall to your left.

When they are down, step straight ahead into the Kitchen and use the final Telephone Bug on the phone that sits on the counter.









Now, leave the Kitchen and turn right. Walk to the door at the end of the hallway. Use the Credit Card Lockpick again and open the door. Equip the Micro Camera and photograph the documents on the counter. This completes the objective of finding evidence against Davidov.

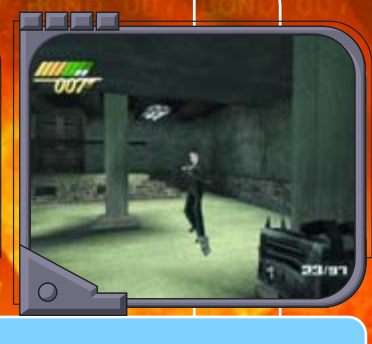
Now, return to the Entrance Hall and confront Davidov. He tells his men to destroy you and takes off running for the door that leads to the Kitchen area.

Equip your best weapon and shoot the guards that come charging down the staircase, then follow Davidov.









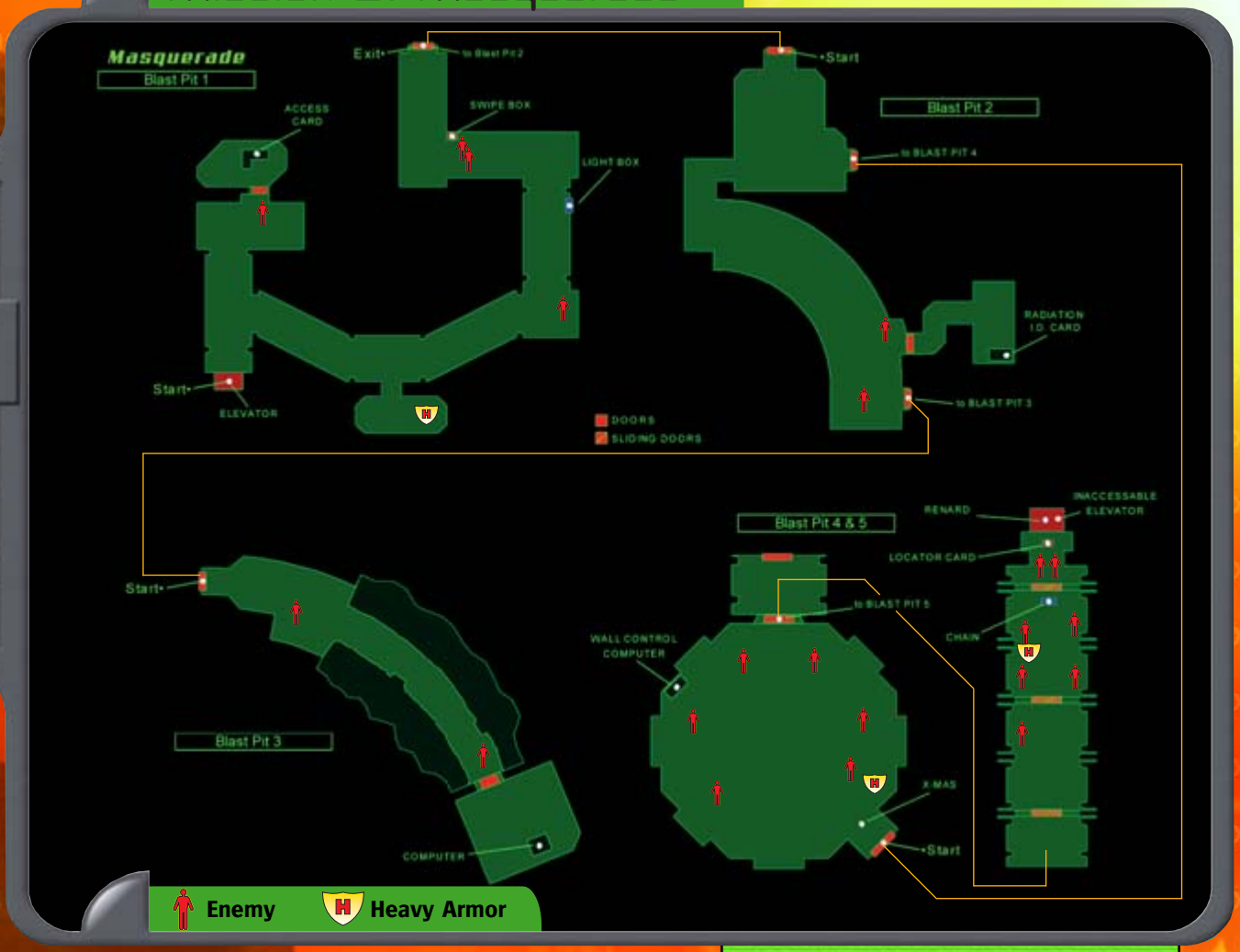
Inside the Kitchen two more of his men await. Gun them down, then turn right and head for the Garage. Use the Credit Card Lockpick to gain access, then step inside with a weapon equipped.

In the Garage, Davidov and his men are hiding behind the car. Walk toward the area and take down the men as they approach. Once they are cleared, target Davidov. He runs around a bit, but soon enough he falls from your onslaught. When he does, search him to collect his ID Card and complete the mission.



At this point, a video sequence plays. Bond travels to the rendezvous point in the airfield and meets Renard's men. When questioned about Davidov's whereabouts, Bond tells Renard's henchman that "he was buried in his work," then steps aboard the plane.

Mission 6: Masquerade



Introduction

Renard's men, disguised as IDA personnel, have taken Bond to an old Soviet nuclear facility in Kazakhstan. Posing as Dr. Arkov, Bond must infiltrate the facility and find Renard without arousing suspicion.

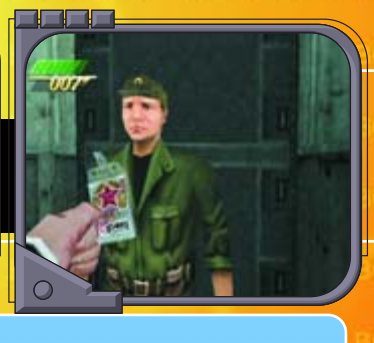




Objectives:

A) Find Renard.
B) Do not harm technicians.
C) Do not harm soldiers.
D) Retrieve Locator Card.
E) Escape.







You begin inside the facility. Walk straight ahead to the end of the hall and, when you reach the guard, use Arkov's ID Card. The guard steps aside, allowing you to enter the room.

Inside the lab room, walk to the far end of the lab table and collect the Security Keycard. Exit the lab room and walk back up the initial hallway.



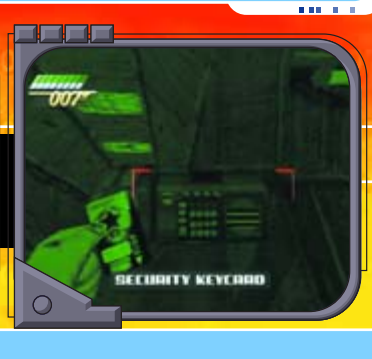




When you reach a path to your left, enter the next hallway and continue through. Stop in the first room to your right and search behind the barrels to collect a Heavy Armor power-up. Then search to the left of the missile to find an Ingalls Type 20.

Return back to the hallway and continue to your right. After you pass the next guard, look for a panel on the right wall. Touch the panel and the lights go off.







Now equip the Night Vision Glasses and continue through the hallway. Ahead you find two more soldiers guarding a security panel. Pass by them and use the Security Keycard at the panel. The security door at the end of the hall is now unlocked. Walk to the door and open it to enter a new area in the facility.

Once through the door, remove your Night Vision Glasses. When you descend the stairs, you see doors to both your left and right. The door to your left has a red light above it and is locked, so travel down the path to your right.







A bit ahead, you find another soldier guarding a door. Use Arkov's ID Badge and he steps aside. Enter this room to find another lab. Search the table behind the scientist to collect a Radiation Badge.

Exit the lab room, and walk to your left. At the end of the hall is another door to the left. Pass through the door and continue down the next hallway.



At the end of the hall you reach another soldier guarding a door. Use the Radiation Badge and he steps aside.



In the next lab room, travel to the far side of the room and activate the panel on the wall. This unlocks the door back near the staircase.

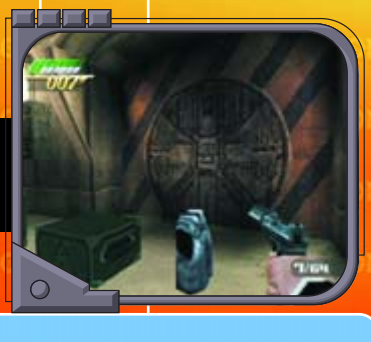


Now, travel back to the staircase area, equip the P2K, then enter the previously locked door.



Inside the room, a video sequence plays. Dr. Christmas Jones, the chief IDA physicist, confronts Bond—whom she believes to be Arkov—and asks what he thinks his men are doing? Bond tells her that they are terrorists and demands to know the location of the warhead. Dr. Jones tells him they have moved the warhead down the hall and removed the Locator Card, which is used to track the bomb's position.





When the sequence ends, equip your P2K and shoot the enemy to your right. When he is down, head over to the area behind the crates, where Dr. Jones is hiding, and collect the enemy's Belgique PS100. Equip the Belgique PS100, then collect the Light Armor power-up to your right.



Now, equipped with both plenty of Armor and heavy artillery, protect Dr. Jones and clear the room of enemies. While you take out enemies, Dr. Jones works on the control panel to open the next hallway.

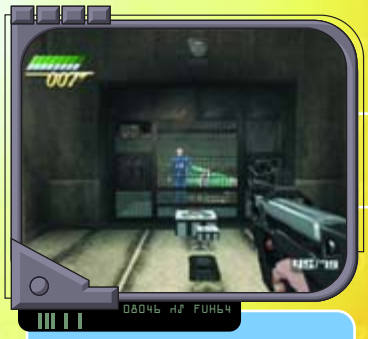


When the enemies are eliminated and Dr. Jones gives you the go-ahead, enter the next hallway. Inside, pass through the first two doors before they close, and shoot at the enemies hiding behind the crates.





In the distance, you notice a silver barrel to the left side of the hallway. Shoot the barrel to cause an explosion and remove some of the enemies. It also blows open a box to reveal a Heavy Armor power-up.



Continue to press ahead without letting the doors close on you. If they do, you fail the mission. Also, be wary of enemies that may move in behind you.



At the end of the hall you find the Locator Card and Renard. Unfortunately, Renard is behind the bulletproof doors of the elevator and has left a bomb behind that is about to detonate.



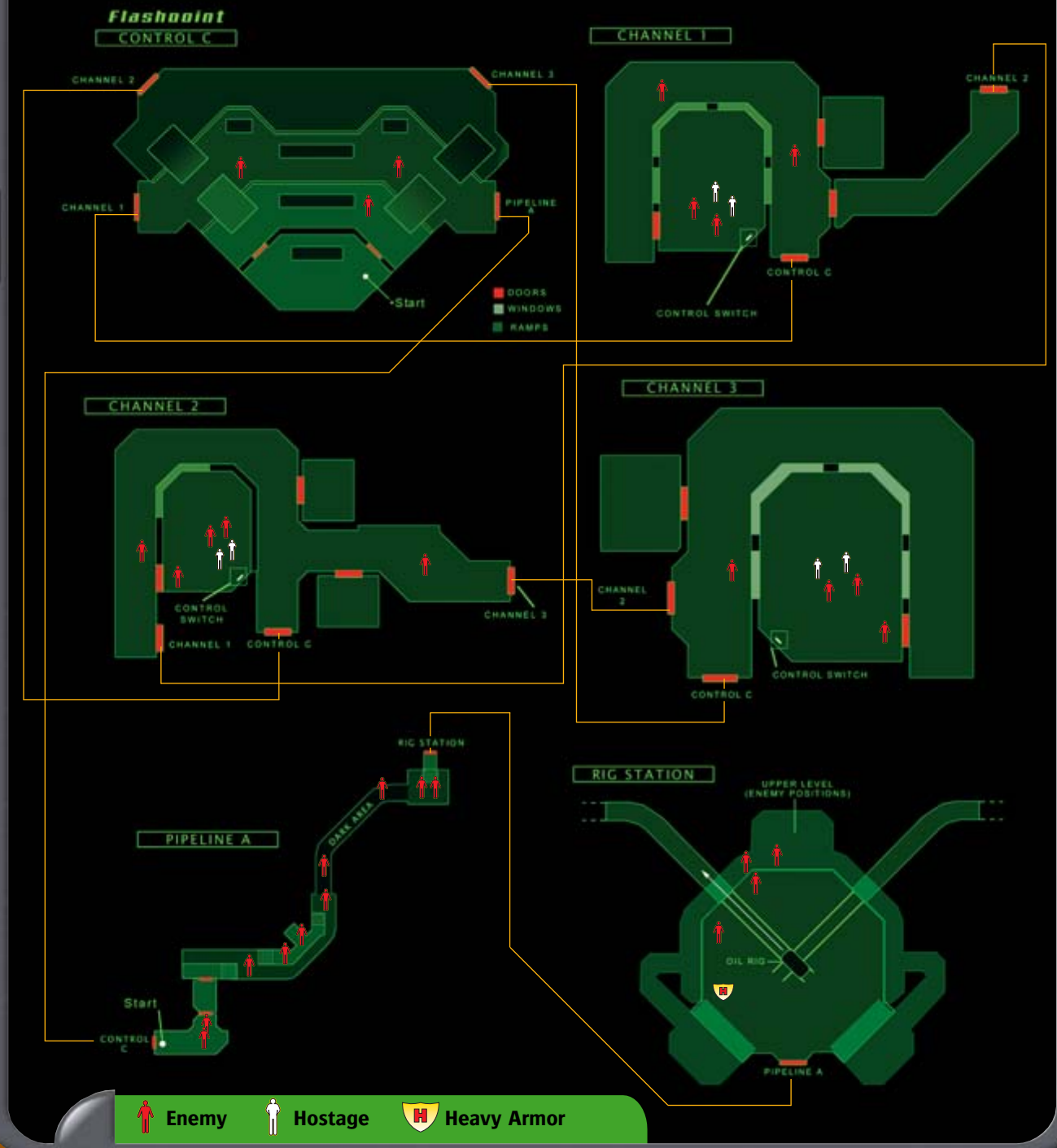
Now, you must escape. When the door reopens behind you, the Grappling Hook Watch is equipped. Aim for the red chain hanging in the middle of the section. If you hit it, you will swing to safety and complete the mission.



At this point, a video sequence plays. Swinging by the chain, Bond finds Dr. Jones back in the blast pit. Without wasting any time, the two scramble onto an elevator that leads outside. With only seconds to spare, Bond and Dr. Jones make it out of the facility before the bomb's explosion can engulf them.



Mission 7: Flashpoint



Objectives:

A) Stop the bomb.
B) Rescue the hostages.
C) Protect Dr. Jones.

Introduction

At Elektra's oil facility, Bond and M confer. Bond tells M that he suspects that Elektra may be working with Renard. Just then, a bomb is discovered in one of the oil pipelines.





From the Main Control Center, enter the door to Channel 1 and equip the P2K. Inside the hallway, be prepared to face two terrorists.





When the hall is clear, equip the Flash Bang, then enter the Channel 1 Control Room. Here you find two terrorists guarding two hostages. Use the Flash Bang to stun the terrorists, then quickly equip the P2K and blast them. Once the hostages are safely released, the channel will be cleared. Before leaving the room, use the lever at the control panel to drain the first inlet pipe.



Head back toward the Main Control Center and enter the first door on your left. Inside you find a Gas Grenade.







Now, enter the door to Channel 2. Inside you face another two terrorists in the hall. Take them down, then enter the Channel 2 Control Room.

Again, use the Flash Bang to stun the terrorists without harming the hostages, then quickly take the bad guys down. When the channel is clear, walk to the control panel and move the lever to drain the second inlet pipe.





Exit the Channel 2 Control Room and travel to your right. When you reach the first door on your left, go inside to collect a Heavy Armor power-up and a Frinesi Shotgun.





After leaving the room, take a left turn and enter Channel 3. Once more, make your way to the Channel 3 Control Room and clear the terrorists and free the hostages. When the hostages are free, move the lever to drain the final inlet pipe.



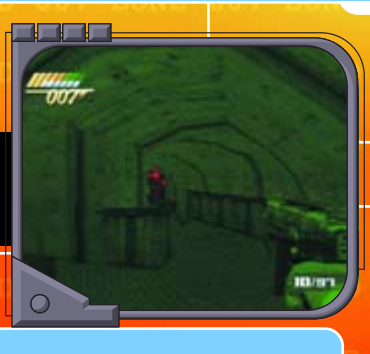


Now, with the main oil pipeline drained, head back to the Main Control Center. Three enemies wait for you here. Take them down, then pass through the door to Pipeline A.



In the next section, take out the next three enemies you face as you make your way to the pipeline.





Once inside the pipeline, travel down the staircase and equip your Night Vision Glasses. This makes it easy to identify the enemies in the darkness ahead. Climb the next staircase and blast your way through the multiple enemies along the way.



Soon you reach a large room where Dr. Jones awaits. She tells you to hold off the enemies while she enables the oil rig.



Inside the room, travel to your left and collect the next Heavy Armor power-up. Then, target the snipers above to protect Dr. Jones from their attacks. There is also one enemy hiding behind the barrels. From a distance, shoot the barrels and blow him up.



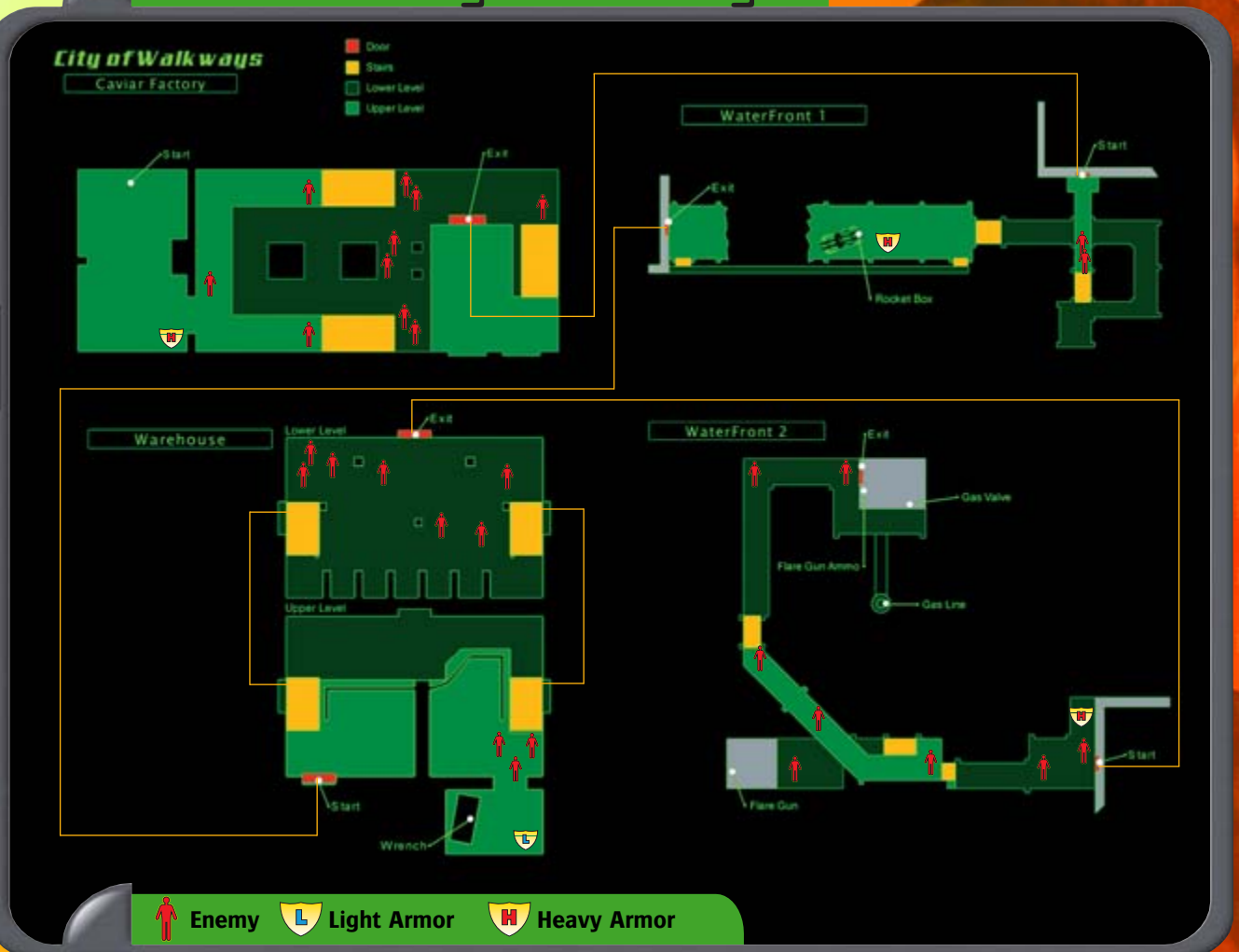
When Dr. Jones enables the rig, walk to the center of the room and get on the rig to complete the mission.





At this point, a video sequence plays. Bond and Dr. Jones race through the pipeline to defuse the nuclear device. However, once they arrive at the bomb, Dr. Jones discovers that half the plutonium is missing. After removing the other half, Bond tells her to let the device explode. Dr. Jones doesn't understand why, but she follows Bond's directive. Then, the two of them jump off the rig, allowing the bomb to travel farther down the pipeline before exploding.

Mission 8: City of Walkways



Introduction

Renard has escaped with a nuclear warhead and Elektra has kidnapped M. To get a lead on where Renard may be hiding, Bond pays another visit to his former adversary, Valentin Zukovsky. If anyone knows where Renard may be or what his plan is, it will be Zukovsky. Just then, Renard's men attack the factory.



Objectives:

A) Protect Zukovsky.
B) Protect Dr. Jones.
C) Destroy helicopters.
D) Escape across pipeline.





You start the mission in Zukovsky's office. To begin, cross the room and collect the Heavy Armor power-up by the door, then blast the enemy by the window.





Now a number of enemies begin to rush toward the office on either of the two walkways. Pick up the Belgique PS100 dropped by the downed enemy, and use it to fend off your foes.



After all of the enemies are cleared from this area, cross the room and climb the staircase. At the top, exit the door and step outside.

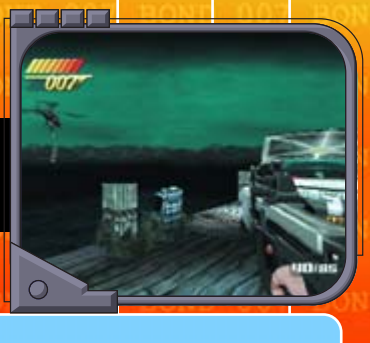


Once you do, two enemies are waiting on the walkway straight ahead. Gun them down, then equip the Rocket Launcher.



A helicopter flies nearby. To take it down, use the visual scope of the Rocket Launcher and target the helicopter. When you receive the "locked-on" cue, fire a rocket. It takes three rockets to down the helicopter.





Now, travel along the walkway until you reach Zukovsky's car. In the trunk are some additional rockets, and to the left of the car is a Heavy Armor power-up.



A deadlier helicopter now hovers overhead, so use the Rocket Launcher to take it down. Should you miss with one of your shots and run out of ammo, just search the car's trunk to reload.





Once the second helicopter is destroyed, backtrack a bit from the car and take the stairs that lead down to the pipeline alongside the pier. Travel across the pipeline to reach a new building along the docks.





Inside the building, descend the staircase and prepare to take on more enemies. Six more wait for you here. Across the room at the bottom of the next staircase is another Heavy Armor power-up.



Once the enemies are cleared, climb the new staircase and enter the small room to collect the Wrench on the table and the Light Armor power-up on the floor. Quickly turn around once you have them though, as more enemies come rushing up the stairs behind you.



When the coast is clear, walk back downstairs and open the door leading back outside. Here, be ready to face two more enemies; one straight ahead, the other to your right. When they have been eliminated, grab the Heavy Armor power-up to your right, then continue along the walkway.



At the top of the walkway, you notice a set of stairs leading down. Follow the stairs down and enter the shack to find a Flare Gun on the wall, then return to the upper walkway.



Soon, you reach a small shelter. Inside, use the Wrench to turn the gas valve.



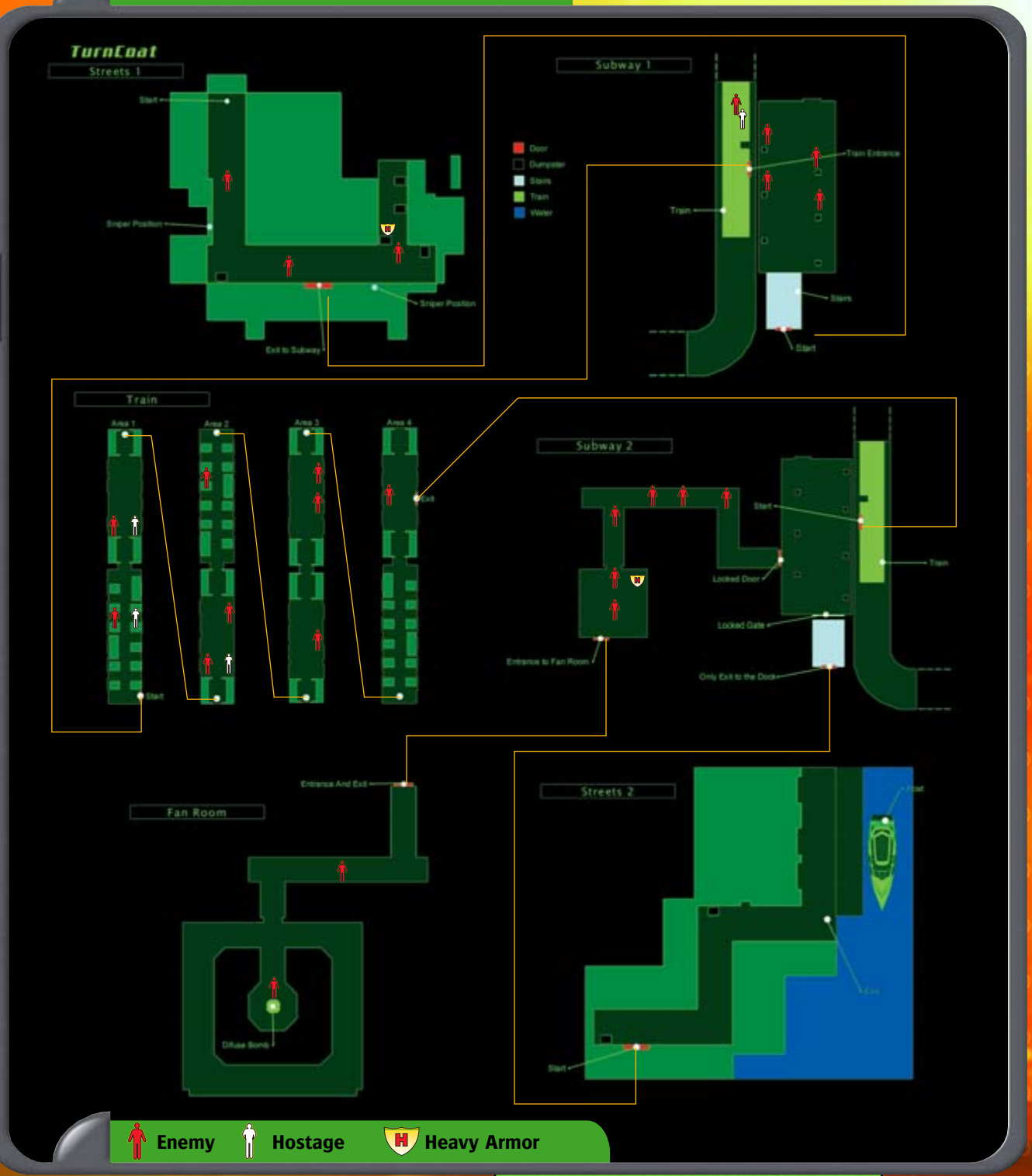
When you see gas emanating from the pipe outside the window, stay inside and use the Flare Gun to shoot the pipe and destroy the helicopter hovering above. This completes the mission. Should you miss a shot, more ammo for the Flare Gun can be found in the small box to the left of the door.



At this point, a video sequence plays. In the confusion, Zukovsky falls into a vat of caviar. Bond demands information and Zukovsky tells of the deal he made with Elektra. Basically, the money exchanged in the Casino was her payment for machinery he provided. Armed with this new information, Bond prepares to confront Elektra.



Mission 9: Turncoat



Objectives:

A) Capture Bullion alive.
B) Disable terrorist threat.
C) Protect civilians.

Introduction



M is now Elektra's captive. However, using the stolen Locator Card, she sends out a signal in the hopes that someone in MI6 can trace her position. Bond, Zukovsky, and Dr. Jones travel to a listening station in Istanbul to try to locate Nikolai's submarine. Just then, Zukovsky's men pick up an emergency signal from Maiden's Tower. Bond deduces that it must be from M, who is still held captive by Elektra. In the midst of all this, Zukovsky's associate, Bullion, slips out of the station. At the same time, Bond notices a suspicious briefcase on the table and suspects it may be a bomb. Suddenly the bomb detonates, destroying most of the facility. In the explosion, Bond and Dr. Jones are thrown to the floor, shaken but unhurt. To stop Bullion, Bond sets off on a frantic chase through the city streets.







You begin the mission in a narrow side street. To start, immediately shoot the enemy standing in front of you, then quickly move to the right wall: A sniper lurks on the roof above and this move protects you from him.



Now, slowly move forward and wait for more enemies to approach from the left corner. After you take out a couple, look up and try to target the sniper above you.



When they are cleared, pick up and equip the Kofler KSS, then turn the corner and be ready for more enemies, including the next sniper on the roof to the right.





When the street is cleared, walk forward and ignore the brown door to your right. Instead, step into the alley on the left and collect the next Heavy Armor power-up behind the first crate.



Now, head back to the brown door to your left and enter the subway system.



Inside, climb down the staircase and be ready for four enemies, hidden behind the support posts ahead. Angle yourself so that you can get a better shot at each enemy, then take them down one at a time.





When they are cleared, open the door of the subway train and step inside. Once you do, immediately turn right and target the enemy holding a hostage on the far side of the train car. When he is eliminated, step into the car.



Here you find an enemy holding a hostage. Don't go overboard with your shots or you may end up hitting the hostage after dropping the terrorist.



In the next car, another enemy has a gun trained on a hostage. The enemy stands to your left and is about halfway back in the car, so drop him as quickly as you can. When he is eliminated, another enemy comes charging out of the back section of the train.



Continue to press forward and, in each of the next three cars, you encounter two enemies without any hostages.



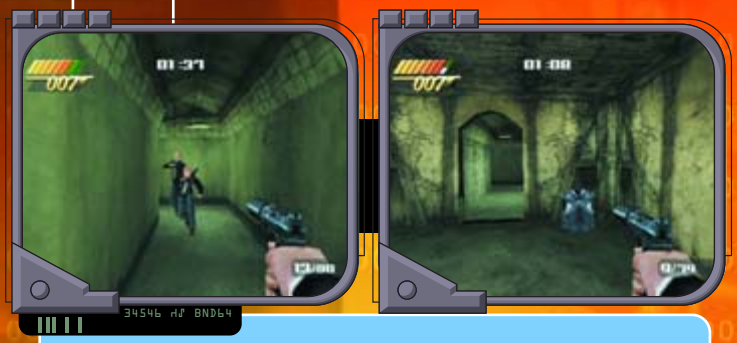
After passing through here, you reach a car with a single civilian. Head into the final car, and exit the door to your right.



When you step outside, a video sequence plays with Bullion. He tells Bond that he has set a bomb in the ventilation system of the subway and that when it explodes, a poisonous gas will be released.



After Bullion takes off, equip the Pen Explosive and use it on the brown door. After it explodes, a new passage opens for you to explore. You only have 1 minute and 25 seconds to disarm the bomb, so don't waste any time.



Enter the passage, and after taking a left turn, be ready for four more enemies. At the end of the passage is a small room. When you enter the room, turn left and collect another Heavy Armor power-up, then open the door across the room.



In the next passage, you face a few more enemies. Be wary of a few that may try to sneak up behind you as well.



At the end of the passage is the room that holds the bomb. To expose the bomb core, target each of the four square panels that rotate around the top of the bomb and destroy them. Once they are all gone, the bomb core rises out of the bomb shaft. Now, equip and use the Cell Phone Stunner to defuse the bomb.



Once the bomb's threat is removed, backtrack to the subway station and climb the stairs. Outside, you see Bullion running down the street. Follow him to the docks to complete the mission.



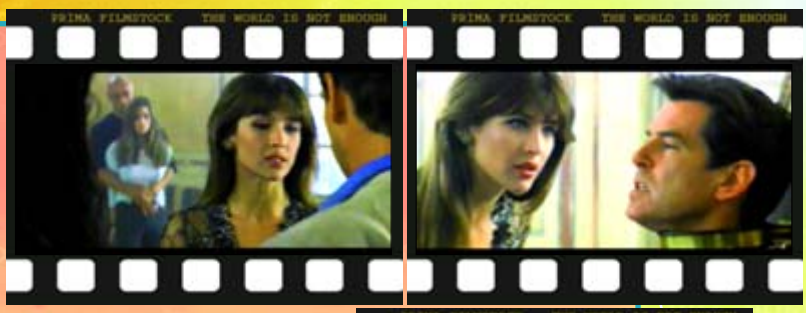
Upon reaching the docks, a video sequence plays. Bullion and his men hold Dr. Jones at gunpoint. Left without any options, Bond surrenders to Bullion and boards a boat headed to Elektra's base.

Mission 10: Fallen Angel



Introduction

As captives of Elektra, Bond and Dr. Jones have few options. Elektra gives Dr. Jones to Renard as a parting gift, and then places Bond within an ancient torture device. Elektra tells him how she could have given him the world, but now it's too late. Just then, Zukovsky arrives, demanding the location of his nephew's submarine. However, before he gets his answer, Elektra shoots him and disappears up the staircase. With his last act, Zukovsky fires a shot at the torture device, freeing Bond from captivity.





Objectives:

A) Find M.
B) Free M.
C) Defeat Gabor.
D) Confront Elektra.



You begin in a small room without any of your weapons. Step out of the room and into the hallway. There are two paths to choose from here.



Take the left path and open the first cell door on your right. Inside, you find a Heavy Armor power-up. Once you have this, exit the room, and head to your right.



Try to get the drop on a guard here and take him out with a few punches. When he goes down, collect his Kazakovich KA-57. There will be another guard behind the unconscious one. Take him out and continue following the corridor to the right until you find the guard protecting a door. Finish him and enter the room.



In this room you will find your weapons. Load up, then exit the room. Continue until you reach a room with a brown door, then pass through.



In the stairwell area, travel up to the second level and prepare to face two guards. When they are dispatched, enter the brown door to your left.





Inside, you find a guard. Drop him, then travel forward into the next hallway. At the end of the hallway you encounter another guard by two locked security doors on your left.



Once the guard is eliminated, enter the open doorway on your right. Here you immediately meet another guard. However, once he is removed, you are still not clear. That's because Bullion is hiding behind the crates.



Bullion is tough and can take more damage than a normal enemy. So if you are up to the task, take him on. If you are a bit low on energy though, you may want to grab the Heavy Armor power-up on the left side of the room first. When Bullion is stopped, search his body to find his key, then return to the stairwell and travel up to the third floor.





Take down the guard stationed here, then use Bullion's Key to open the locked door.



Inside, cross the room and enter the first door on your left. At the end of the hallway, you find another guard standing by a table. Eliminate the guard, then collect the Heavy Armor power-up on the table.



Return back down the hallway and turn left. In the next room, you find two doorways. Travel through the door to your left and be ready to face two more guards.



When they are cleared, continue through the hallway and take the stairs down to a prison cell holding M.



At this point, a video sequence plays. M tells Bond that she stole a security card, but that it will not unlock her cell. In her purse, back in her quarters, she has a Pen Explosive. M gives Bond the Keycard and tells him to get the Pen Explosive.



When the sequence ends, head back down to the second floor and return to the locked security doors. Use M's Keycard to open each door.



In the first room, search M's purse to find the Pen Explosive. Then, in the second room, collect the Ingalls Type 20 and ammo from the two tables.





Return to M's cell and set the Pen Explosive on the door. After she is free, M tells you that she is going to try to work on the computers to unlock the electronic security system. However, you need to protect her when she steps out of the cell, because enemies are lurking behind you to investigate the explosion. If M is harmed, the mission ends in failure.



Once M works on the control panel and enters the password, head to the stairwell and up to the fourth floor. Again, you encounter another guard at the door. Defeat him, then pass inside.



Upon entering the room, a video sequence plays. Elektra explains that she formed a partnership with Renard after her father would not pay the kidnapping ransom. Now their partnership ensures that the world will soon depend on her oil supply. She tells Bond that she could have given him the world, to which he responds "the world is not enough." Before leaving, Elektra orders Gabor to destroy Bond.



Gabor is a tough foe, and the danger is compounded by extra enemies who charge into the room. Your best bet is to stay mobile and pick off the additional enemies first. Gabor tosses deadly pipe bombs at you, however you can pick them up and throw them back. Just don't get caught holding one or you will pay the price.



For some extra support, three small rooms connect to this large circular room. Inside each is an extra Heavy Armor-power-up. So as your protection dwindles, collect a new one to refresh your Armor Meter. Then, go back to blasting Gabor with your weapons or use his own pipe bombs against him.



When Gabor finally falls, search his corpse to collect his Keycard. Inside one of the three small rooms is a security door. Use Gabor's Keycard to enter Elektra's bedroom.



Inside the bedroom, a short video sequence plays. Elektra tells Bond that she has a power over men and that she knows he will not shoot her.

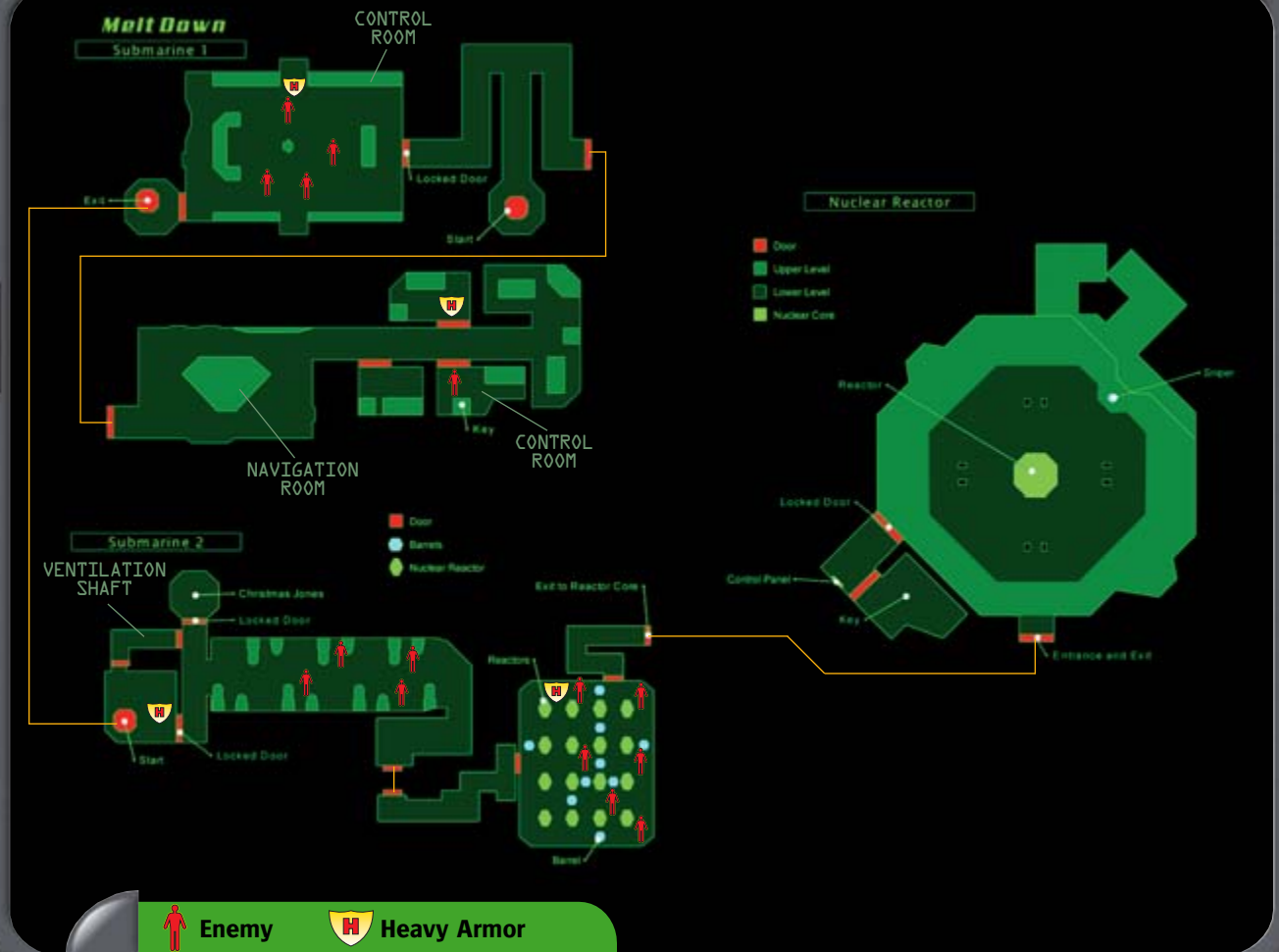


When the sequence ends, prove Elektra wrong by shooting her to save M and complete the mission.



At this point, a video sequence plays. From Elektra's balcony, Bond sees Renard's sub preparing to submerge. Left with no options, Bond dives into the waters below to try to find a way to stop Renard and save Dr. Jones.

Mission II: Meltdown



Introduction

Elektra may be defeated, but Renard still intends to carry out his devious plan to cause a nuclear catastrophe. If he succeeds, the city will be destroyed and millions of innocents will die. Before the submarine can submerge, Bond swims to the hatch and knocks out one of Renard's men. He climbs inside the submarine just before it begins its deadly voyage. Now, Bond must stop Renard once and for all, then escape with Dr. Jones.

Objectives:

A) Find and defeat Renard.
B) Rescue Dr. Jones.
C) Escape from submarine.





Inside the submarine, walk down the initial hallway. At the end of the hallway, you have two paths to choose from. Turn right and enter the next door you reach.



Here you find the Navigation Room, which is currently empty. Continue forward through this area to the next hall.



In the hall, enter the first door on your left to find a Heavy Armor power-up, then cross the hall to enter the second door on your right.



This room holds the first enemy you must face. Take him down, collect and equip his Belgique PS100, then grab the Control Room Key on the table.



Once you have the Key, prepare to face an onslaught of enemies that rush the room as you try to exit. Outside, turn right and walk to the table to collect an IAC Defender, which can be used to gun down your foes.



When they are eliminated, backtrack out past the Navigation Room and the next hallway until you reach a locked door. Use the Control Room Key here, then enter the room.



Once you step inside, spray some bullets into the room to take down the foes stationed here. You might even want to target the fire extinguisher on the wall, as the explosion can sometimes take down nearby enemies.



When the room is clear, walk to your right and collect the Heavy Armor power-up on the control panel. Then walk to the door on the far side of the room to exit this area.



In the next room, enter the hatch in the floor to proceed deeper into the submarine.



Down below, you find yourself in a room with a stuck door. Instead of worrying about the door, shoot the crate to find another Heavy Armor power-up, then press the panel on the wall behind you to slide some machinery aside.



Once the machinery is moved, shoot a hole into the ventilation shaft and crawl in. At the end of the shaft, blast another hole to exit.



When you are out of the vents, you see Dr. Jones, who warns you about Renard. She is locked in a secure room that you cannot access yet. Pursue Renard into the steam room, avoiding the steam blasts and taking out his men posted here.



After you cross the steam room, blast the next enemy around the corner, then enter the next doorway.



Because the next area is close to the reactor, there is a high level of radiation here. So equip your Radiation Detector before continuing forward.



At the end of this hall, you find a room filled with men in radiation suits. Quickly travel along the path to your right and work your way through this highly dangerous area. If you spend too much time here, the radiation will be your downfall. Before exiting, grab the Heavy Armor power-up to your left.



Once outside the room, follow Renard down to the Reactor area. Unfortunately, he is locked away in the Reactor Chamber by himself.



To reach him, shoot the computer panels along the post in the center of the Computer Room. Once all the panels are destroyed, enter the Reactor Room.



When you do, Renard is impaled by a part of the reactor core. When he goes down, grab the Cell Door Key.



Now, you must quickly backtrack to rescue Dr. Jones. The clock is ticking, so make every second count. At her locked cell door, use the Cell Door Key. When Dr. Jones is free, backtrack through one more room to the area where you dropped down from the hatch. Once you arrive, the mission and the game are complete.



At this point, a final video sequence plays. Bond and Dr. Jones use the torpedo launch bay to propel themselves out of the sinking submarine, just before it explodes. Now, with the world safe once more, Bond and Dr. Jones enjoy the Christmas holiday in style. Bond style.