

The OFFICIAL Guide to GoldenEye straight from the classified files at 

GOLDENEYE

GOLDENEYE

OFFICIAL

PLAYER'S GUIDE

Nintendo

PLAYER'S GUIDE

THE OFFICIAL NINTENDO PLAYER'S GUIDE

GOLDENEYE™





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BOND



NEVER SAY GOODBYE

Time catches up to everyone, even double-0 agent James Bond of Her Majesty's Secret Service. Nine years ago, during the height of the cold war between the West and the Soviet empire, Bond and a fellow operative penetrated a top secret chemical weapons plant in the northern district of Arkangelekk. Their mission, to destroy the weapons-making potential of the facility, met with a tragic end when 006 was seemingly captured and killed by the Soviet guards. Although Bond managed to escape and return to England, he had lost one of the few colleagues he trusted in his highly specialized and dangerous line of work.

Today, the world has changed. The Soviet Union has splintered into many nations, and the Cold War has been replaced by a confusing realignment of old friends and enemies. The new head of MI6 thinks Bond is an outdated dinosaur whose only interests are fast cars, women, gambling and vodka martinis. She isn't sure that there is a place for Bond in the new world order.

But the more things change, the more they stay the same. A new crime syndicate has emerged out of the ashes of the old Soviet order, and its plans are as twisted as those of S.P.E.C.T.R.E. from an earlier epoch in Bond's career. The key to the secret Russian GoldenEye satellite system has been stolen by former Soviet officers who now work for the mysterious Janus Syndicate. In stealing the GoldenEye key, Janus operatives destroyed a Russian satellite tracking facility and murdered all but two of the workers.

Rumor has it that the brutal leader of Janus is a Lienz Cassack—a man whose parents were betrayed by the British government. His desire for revenge has burned for decades, but now, with the GoldenEye hanging silent and lethal in orbit above any target he chooses, Janus—named after the two-faced Roman god—seems to hold all the cards. Who is this man, and how can he be stopped? In a race against time and ghosts from out of his past, James Bond must track down Janus and save England from the ravages of GoldenEye. But even with two lives to live, 007 may be running short of time.





SPY CONTROL

Just how glamorous and exciting is the life of a secret agent man? Get behind your controller and familiarize yourself with Bond's undercover maneuvers to find out. You'll be able to control the one-man army, and, by arming your controller with the Rumble Pak, you'll get shaken and stirred by every bullet you unload to save the free world.

ON HER MAJESTY'S SECRET SERVICE

James Bond is a man on a mission, but he can reach his goal only if you've mastered the controls. Make Her Majesty's Secret Service proud by familiarizing yourself with all of '007's offensive, defensive and covert maneuvers. The secret agent can execute a number of moves including crouching, sniping, bomb planting, tank driving and karate chopping. Commander Bond's most important moves, however, are quick, dead-on aiming and bullet dodging by sidestepping or kneeling.



RUN AND GUN

Once you've mastered the controls and drummed up enough confidence, try the kamikaze-style "Run and Gun" technique. When you shoot and hit your enemies, they'll be briefly stunned and unable to retaliate. Take advantage of this downtime by charging them with your automatic guns firing—your chances of hitting them again will be much greater as you close in on them. However, if you take the time to aim after hitting them, your victims may have enough time to recover and return fire.

THE MAN WITH THE RUMBLING GUN

There are eight Controller configurations in the game; four configurations are for one Controller and the other four are for two Controllers. You won't see all eight options unless you have two Controllers plugged into your system. Two players can also use two Controllers in Live and Let Die Mode.

AIM



Like the L Button, the R Button activates your on-screen targeting. To aim, hold down either the L or R Button while you use your Control Stick to move the crosshairs over your target. Once your target's in your sights, pull the Z Button to shoot.

KNEEL

To kneel, tap the bottom-C Button or push down on the Control Pad while holding the L or R Button. To stand back up, tap the L or R Button.



LOOK

It's easy to overlook areas of the ground or surveillance cameras mounted high above, so be sure to scan the ceilings and floors. To look up, tap the bottom-C Button or press down on the Control Pad. To look down, tap the top-C Button or press up on the Control Pad.



SIDESTEP

The C Buttons function exactly like the Control Pad, so by pressing the left or right controls, you'll sidestep. If you hold down the sidestep buttons while using the Control Stick to move, you'll walk considerably faster than you would using the Control Stick alone.



FIRE

Hit the Z Button to see whichever weapon or gadget you're armed with. For automatic weapons, hold it down to keep firing, but pistols fire faster if you rapidly tap the Z Button.



MOVE

The Control Stick moves you. Push up to walk forward and pull down to walk backward. To rotate in place, tap the Control Stick to the left or right. You can also use the Control Stick to steer the tank or position your weapons' crosshairs.

USE WEAPONS

To arm yourself with another weapon, press the A Button. Every time you press it, you'll equip another weapon from your inventory. You can keep tapping the A Button to go through every weapon in your arsenal or hold the A Button and tap the Z Button to scroll backwards.

ACTIVATE

By hitting the B Button, you can activate nearby items. Use the B Button to open or close doors, flip switches, power computers, or bend the tank. You can also use the B Button to manually reload your weapon before your magazine runs out of ammunition. You'll automatically reload when your magazine is empty.





MISSION DATA

TECHNIQUES

It's not just Bond's gadgets, witticisms and suave persona that have helped him escape from danger countless times. To be a successful secret agent, it takes good technique to stay alive. They say you only live twice, but why not get it right the first time around? If you perfect these five espionage essentials, you'll return to England in one piece.

FIELD TACTICS

AROUND THE CORNER

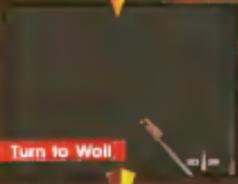
Lurking around almost every corner is an armed guard who is poised to shoot any intruder who heads around the bend. A good spy is always ready to walk into the face of danger, so whenever you make a turn, be sure that you are already facing the direction where you want to be turning. Before you reach a corner, face where you'll be turning, then sidestep until you make it around the bend. If you don't sidestep and use only the Control Stick to walk, you'll make all your turns blindly.



Go Straight



SAFE



Turn to Wall



SORRY



Sidestep & Shoot

If you turn using the Control Stick, you can't face what's around the bend until it's too late. By sidestepping, you'll already be aimed in the right direction.

THE SOUND OF SILENCE

To keep his missions covert, 007 must not let the loud sound of his gunshots attract any attention. Nearby guards know the sound of trouble and they will home in on James if they hear his weapon fire. Silence is golden, so use one of your silenced weapons when you're on the prowl.



To surprise the living daylight out of a foe, use a silenced weapon. You can silence the PP7 and OSK, while the sniper rifle always has a silencer.



THE COUP DE GRACE

You may need to shoot enemies numerous times before they fall in defeat. Head shots cause the most damage, while body shots do slightly less damage, and arm or leg shots inflict the least damage. It's often hard to tell whether or not you've beaten an enemy since they can suffer agonizingly long demises. When your enemies drop their weapons, you'll know you've fired a lethal shot.



Ridicula your enemies with bullets so they won't have time to react. How quickly you beat them depends on where they get hit, so keep firing until they drop their weapons—that's your tailcall sign of victory.

FILL IT UP!

Manually reload your weapon whenever possible to avoid having to do it in mid-battle. Defeated enemies will leave behind varying amounts of ammo. If you're a spy operating in the Agent Level, each of your victims will leave 20 rounds of ammo, while Secret Agents will find 15, and 00 Agents will find 10.



It's usually safer to manually reload your weapon, rather than waiting for your magazine to completely run out of ammo. Before engaging in battle, hit the B Button so you'll start with a full magazine.



CHECK YOUR ITEMS

Check your inventory if you get stuck in your mission. Q made sure not to pack any unnecessary gadgets, so if you have a Bomb Defuser, you can bet you'll be defusing a bomb. You may also pick up an item, such as a key card, without knowing it.



MISSION DATA

WEAPONS

Agent 007 begins every mission with a small arsenal, while his countless enemies are more ably armed with their ballistic stockpiles of weapons. Resourceful as ever, Bond can swipe their weapons to use against his foes. Before setting out to save the world, take in some informal weapons training by spying over your arsenal's bullet points.

TOOLS OF THE TRADE

Bond may be fighting against incredible odds, but with more than 20 unique weapons at his disposal, 007 should be able to outgun his enemies with firepower. For a while, at least. Most ammo is limited in both numbers and its interchangeability with other weapons. Rifle ammo will work only in rifles, while pistol ammo and automatic weapon ammo are interchangeable (except where noted).



ZOOM



The KF7, sniper rifle and US AR33 are particularly good for long-range targeting. All three have zoom aim, allowing you to get a closer look at your target through your rifle sight. The sniper rifle also has a macro zoom feature (press the top C Button while pressing your aim button). Any weapon on this arsenal list with the crosshair icon features zoom aim.

SILENCER



If you want to be the strong, silent type, arm one of the three silenced guns. If you have a PP7 or D5K with a silencer, or the always-silenced sniper rifle, you can mount an inaudible stealth attack. The pistol icons quietly point out which guns are in Bond's silenced arsenal.

PP7

MAGAZINE: 7 MAX: 800

With its silencer capabilities and the highest rate of fire among the handguns, it's no wonder that the low-recoil PP7 is Bond's weapon of choice.

KF7 SOVIET

MAGAZINE: 30 MAX: 400

It may have more recoil than the US AR33 Assault Rifle, but the KF7 rifle is considerably easier to control. Since most enemies use one.

SNIPER RIFLE

MAGAZINE: 8 MAX: 400

The sniper rifle is the most accurate of the zoom-capable guns, and its recoil will affect you only when you fire repeatedly at a faraway target.

D54 DOSTOVEI

MAGAZINE: 8 MAX: 800

The D54 Dostovei has low recoil, but it's also very loud. If you find two, you can fire both at once for two blasts of gushing.

REMOTE MINE

MAGAZINE: 1 MAX: 10

Once you have planted a remote mine, you can activate it at a safe distance by engaging the detonator on your handy G Watch.

GRENADE

MAGAZINE: 1 MAX: 12

Each grenade is not as chaotic as fire, but be careful that it doesn't bounce back your way, because it will detonate in about three seconds.

TIMED MINE

MAGAZINE: 1 MAX: 10



Timed mines are set to explode several seconds after you plant them, so be sure that you have planned out an escape route before placing them.

TANK

MAGAZINE: 1 MAX: 30



Secure the railway in Arkhangelsk and the streets of St. Petersburg to find the tank. You can fire missiles or glow over enemies.

KLOBB

MAGAZINE: 20 MAX: 800



Of all the submachine weapons, the Klobb has the worst recoil. You can no two at once, however, tank it up for its slug-gobbing power.

GRENADE LAUNCHER

MAGAZINE: 6 MAX: 12



Use the grenade launcher to jettison grenades at long-range targets only; otherwise, the explosion from its unique ammunition may harm you.

THROWING KNIFE

MAGAZINE: 1 MAX: 10



Take a stab at herding knives at enemies. You can retrieve and reuse a knife after you've thrown it, but you can carry up to only 10 of these.

PLASTIC

MAGAZINE: 1 MAX: 10



You'll have the plastic explosives when you set off to blow up the Kirghizstani site. The charges have a six-minute minimum detonation time.

D5K DEUTSCHE

MAGAZINE: 30 MAX: 800



The stealthiest of the automatic weapons is the D5K Deutsche. By adding a silencer, you can muffle the D5K's low-rate rapid firing blasts.

PHANTOM

MAGAZINE: 50 MAX: 800



With the Phantom, a manual recoil automatic weapon, you can double your firepower to 100 loaded rounds by shooting two of the guns at once.

AUTO SHOTGUN

MAGAZINE: 5 MAX: 100



To get the auto shotgun, attack one of James's men in Statue Park. Only shotgun cartridges, which carry up to five shells, will work as ammo.

ROCKET LAUNCHER

MAGAZINE: 1 MAX: 3



Rockets will lead only into the Rocket Launcher. Its blasts are devastating, so use it for long-distance fighting to avoid getting hurt.

PROXIMITY MINE

MAGAZINE: 1 MAX: 10



Place the proximity mine in an area where you're expecting enemies to arrive. When the mine detects nearby movement, it will detonate.

WATCH LASER

MAGAZINE: 1 MAX: 300



Aboard the train in St. Petersburg, you can fire your Watch Laser as a weapon, but you should onto its charges to tear open the escape hatch.

ZMG(9MM)

MAGAZINE: 32 MAX: 800



For a rapid-fire, low-recoil blast, try firing the ZMG(9MM), or put your aim into double jeopardy by aiming yourself with two of them.

US AR33 ASSAULT

MAGAZINE: 30 MAX: 400



The US AR33 Assault Rifle has less recoil than the KFF and features the zoom, so you can easily get your sights on a target in the distance.

RC-P90

MAGAZINE: 80 MAX: 800



To keep yourself big, add the quick-firing aperture will spit out more bullets per second than any other automatic.

LASER



Introduced in the Abu Moawad's, this space weapon has unlimited ammo and zero recoil. Search for it in the Arctic stage and on the Chey Moaw.

GOLDEN GUN

MAGAZINE: 1 MAX: 100



In the Egyptian stage, you can hit the man with the Golden Gun. One hit will take out a foe, but you can't use its special ammo in other guns.

HAND



When all else fails, try hand-knuckling fighting. Your silent knuckle chops are particularly handy when you're trying to escape the bank or cell.



GADGETS

The trademark of any Bond adventure is the collection of high-tech gadgets. Q Branch has developed a diverse array of gizmos and spy toys to help 007 accomplish his missions for MI6. And along the way, Bond may even stumble upon a few other useful and unique devices.

BOYS WITH TOYS

Gadgetry plays a large part in espionage, and 007 definitely has his share of toys. At MI6's Q Branch, Q masterminds the development of the agency's high-tech weaponry and gizmo arsenal. If you thought a watch would never be able to detonate a mine or turn into an electromagnet, Q will prove you wrong, so you'll never say never again. From a bomb-defusing contraption to a credit-card-sized hacking device, you can bet Q will put it in Bond's big bag of tricks.

Q Branch not only arms James with the latest high-tech toys, but it also gives him tips on accomplishing his missions.

BYELDMORVE DAN

4. Q BRANCH

INFORMATION CONCERNING SWIRLING AND CONTINUES TO BE STORED ON A COMPUTER SYSTEM IN A SECRET ONE ROOM WITHIN THE JAIL. WITH THIS REMOTE HACKER CONNECTED TO THIS SATELLITE LINK WE CAN INTERCEPT THE DATA WHEN A SHADOW IS DISCOVERED.

AS FOR SETTING DOWN THE SIGNAL, USE THE REDDER HOPE AT THE BOTTOM OF THE JAIL. USE THE PITCH BOMB DEVICE.

Bridge bomb successfully defused.



Some guards carry Key Cards that are access a high-security areas. If you shoot these, they may drop their keys.



THE Q WATCH V2.01 BETA

The ever-industrious Q has outfitted 007 with the stylish, yet practical, Q Watch V2.01 Beta that keeps track of more than just time. To check your multipurpose wrist-watch, wait until you're safe from enemy fire, then hit the Start Button. The watch face will display both the condition of your health and body armor. You can also consult your watch to review your mission briefings and objectives, as well as view holographic images of every item in your inventory.



Consult your watch to review your armor, inventory and state of health. You can also use it to vary the game's default settings or rearrange your controller to any of the eight preset configurations. The watch also shows mission briefings and whether or not your objectives are complete.

BUNGEE ROPE



To reach the chemical weapons facility, you'll have to leap off the Bionomys Deck. With great foresight, Q has equipped James with a bungee rope. The item won't appear in your inventory, but don't worry—007 will automatically use it when he takes the plunge.

DOOR DECODER



Not every door opens with a key card, so James will have to locate the Door Decoder to enter the bottling room in the dam's facility. Double agent Boak, working undercover as a scientist, has the device, so you'll have to track him down to complete your mission.

BOMB DEFUSER



Boad needs to defuse the bombs hidden in the frigate's bridge and engine room. Thanks to Q's Bomb Defuser, gone are the days of pliers and wire cutters. Attach the Defuser to a bomb, and, at the push of a button, it will automatically turn the explosive into a dud.

DETONATOR



When you place explosives, you'll want to be as far away as possible when they go off, so Q added a Detonator feature to the always-useful Q Watch. Once you've placed your remote mines in the dam's bottling room, head to high ground, then activate your Detonator.

KEY ANALYZER



Inside the observatory in Severnaya you'll find the infamous GoldenEye Key. Once you get it, you can run it through the Key Analyzer. Q's invention, which is cleverly disguised as an attack case, will decipher the GoldenEye data that encodes a copy of the key.

TRACKER BUG



The Jesus Syndicate can run, but it can't hide. MIB can monitor the whereabouts of Q's Tracker Bug no matter where it goes. James desperately awaits the Pirate stealth helicopter, so plant the bug on it—it should lead you straight to the syndicate's leader.

COVERT MODEM



MIB needs to monitor the computer operations of the dam, so Q has created a miniature covert modem. When connected to the dam's satellite link, the modem will siphon away the facility's data and transfer the information to MIB headquarters back in England.

DATATHIEF



MIB is curious about the suspicious computer operations going on at the bunker in Severnaya. Boad isn't much of a hacker, but the Datathief is. After accessing the main computer, attach the Datathief to decode and download all the necessary information.

CAMERA



Only a master spy can infiltrate the Jesus syndicate's lines of operation, so you'll have to bring back photos of your trip to show headquarters. Since racing is believing, MIB has issued 007 a Microcameras and will request that he photograph some key items.

WATCH MAGNET



James Boad has quite a magnetic personality, but it's no match for Q's Watch Magnet. By activating the Watch Magnet feature of the Q Watch, you'll be able to attract small metallic objects that may be hard to reach—like cell keys through prison bars, perhaps.



MISSION DATA

DOSSIERS

Welcome to the world of international intrigue where today's friend becomes tomorrow's foe. Even James Bond, with years of experience, has trouble keeping up with the shifting alliances. You can be sure of one thing only: the spy who loved you may also have a license to kill.



The head of MI6 can't afford sentiment when it comes to her agents. Bond is a valuable but dangerous pawn whose loyalty to the service never sways. Instead of controlling him, she sets him loose and hopes for the best.



Some of the best scientific and engineering minds in Great Britain work for Q, devising elegant, but often lethal, devices to be used by field operatives: just once, Q would like Bond to return a device intact.

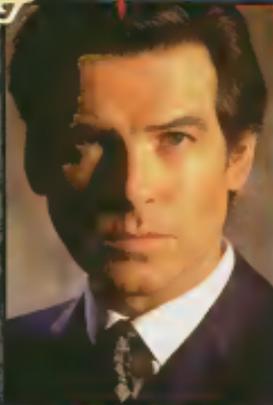


Moneypenny

Moneypenny's long flirtation with James may just be a cover for her concern, both professional and personal.

007

Commander James Bond was born of a Scottish father and a Swiss mother. When he was eleven years of age, both his parents were killed in a climbing accident in the Alps. After studying at Eton, Bond joined MI6 and moved up through the ranks to his current position, agent 007, with a license to kill. Briefly married in 1962, Bond's lifetime loyalty has been to queen and country.



ALLY

JAMES BOND

Also: Travench, agent 006, worked side by side with Bond over the years. The two agents were brought together by the circumstances of their occupations as well as their family histories. Both lost their parents at early ages. During a mission to destroy a chemical weapons plant in the U.S.S.R., 006 was apparently lost in an explosion set by 007.

CONTACT

MI6

VALENTIN ZUKOVSKY

In the old days of the Cold War, Zukovsky worked for the KGB. Over the years he had several ill-fated encounters with Bond, one of them resulting in a permanent limp. Now, Zukovsky operates an arms business out of St. Petersburg, and he is willing to sell information, even to Bond.



FRIEND?

006



NATALYA SIMONOVA

A programmer at the Space Command Center at Sevomaya, Natalya is thrown into a desperate race to stop James from using the GoldenEye satellite. Her computer expertise and Bond's covert skills prove to be an effective combination. Like many couples who meet under intense circumstances, the relationship between Bond and Natalya is a heated one.



RUSSIA

This Russian Politburo member hopes to discover who was behind the destruction of the Space Command facility at Sevomaya. He suspects Ourumov but needs proof that only Natalya and Bond can deliver. He is an unlikely ally in Bond's mission.



DEFENSE MINISTER MISHKIN

COLLEAGUES



TRAITOR?

BORIS GRISHENKO

Grishenko is a brilliant Russian computer programmer at the Sevomaya base who secretly works for the Janus Syndicate. Boris alone knows the secret codes and protocols for operating the GoldenEye satellite to make James's dream of revenge become a dark reality. Although he looks like a harmless computer hacker, Boris may be the most dangerous man in the world.



GENERAL ARKADY OURUMOV

Formerly the head of the Soviet Space Weapons Division and currently a member of the Russian Politburo, General Ourumov is playing a dangerous game of treachery. Now that he has delivered the GoldenEye satellite into the hands of James, Ourumov will be a hunted man in Russia—if anyone discovers that he was responsible. He intends to see that no one does.



XENIA ONATOPP

SUPERIOR



Beautiful and catlike, Xenia Onatopp once flew fighters for the Soviet airforce. Now she gets her thrills by squeezing the life from her lovers, who will ugly misinterpret it when she says, "I only have thighs for you." Xenia's bold theft of the experimental Pirate helicopter from the frigate *La Fayette* made possible the entire GoldenEye scheme. She may be the most dangerous Janus operative.



THE SYNDICATE

The Janus Syndicate operates around the world at the command of one man who is also known as Janus. No one knows his true identity, but it is rumored that he is a Lieut. Cosack and a Russian traitor. The Syndicate employs double agents in high government positions and other people required to execute their nefarious schemes.

ENEMY

JANUS

THE MISSION FILES

The operatives at Nintendo have compiled briefings for on each mission. These classified files have been designed to give you all the information needed to complete the three agent levels. It is recommended that you familiarize yourself with the types of intelligence provided.

MISSION DATA

FILE THIS INFORMATION



At the beginning of each mission stage, MI gives you a briefing to fill you in on mission objectives and background. It is vital that you understand what is expected of you in the field. The failure to complete any mission objective will lead to failure of the mission itself.



Q provides tips and advice for the use of specialized devices and weapons provided by Q Branch for use in the field. Although much of what he tells you may seem inane or trivial, it is recommended that you pay close attention. Q Branch, perhaps unintentionally, expects all items to be returned in a perfect working order from the field.

MISSION OBJECTIVES

Each mission objective has been listed under the skill level where you first encounter it. For example, at Agent level in the Dam stage, the first and only mission objective is to "Bungee Jump from the platform." Although it appears on red, the Bungee mission objective is required to complete Secret Agent and 00 Agent levels as well. The mission objective numbers correspond to the numbered tips and tactics that appear elsewhere in the file pages.



Agent

Easy



Secret Agent

Medium



00 Agent

Difficult

LEVEL TIPS

Look to these blocks of information for tips on how to defeat enemies, find items and make your way through specific areas of each stage or part of a mission.

KEY POINTS

In these areas, you'll find information on key points that aren't covered under mission objectives or stage files. Sometimes you'll find a listing of several key points, and in other cases you may find more detailed information about one key point.

ITEMS

Items and special weapons have been called out on the map where you can find them. If an item such as Body Armor appears in the game at a particular point, then an arrow indicates the exact location on the map. If an item is taken from a defeated enemy, then the call-out line connects to the dot that indicates the particular enemy that carries the item or weapon.

Body Armor Agent

Body Armor Agent & Secret Agent

Body Armor All Levels

ENEMIES

Enemies are shown as red dots on the maps. Most of them are optional so they may not appear exactly where their dots are on the map. You should find them in the general area.

OBJECTIVES

Although some of the objectives don't change on higher agent levels, they may be harder to carry out since enemies get smarter and more numerous at Secret Agent and 00 Agent levels. Look to these numbered entries to find out how to complete the specific objective of each agent level.

TIPS

These tips are for specific areas of a stage. The arrows point to the spots where you use the tips. Tips may be about enemies, items, traps, or any important points.

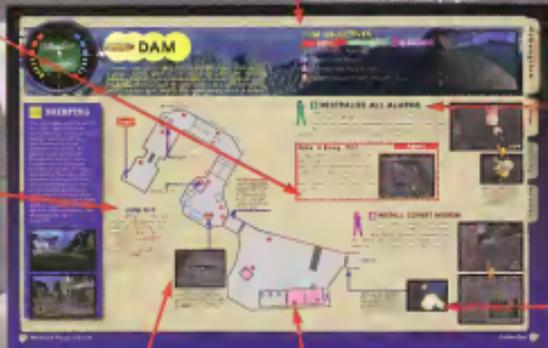
MAP KEY

Door or Gate

Stairway

Camera

Drone Gun



MISSION FILES



The following files are cleared for your eyes only. Inside, you'll find classified documents and information collected by operatives around the world to help in your current mission. You will find detailed maps of critical mission arenas, briefings from your superiors regarding mission objectives, data on the latest devices, and up-to-date intelligence on enemy tactics. Use these files wisely.

Good luck—M

Mission 1

Arkangelsk

Part 1

DAM

A remote, mountainous region of the Soviet Union holds a deadly secret—a chemical warfare facility. Access to the complex is through a dam and requires a risky bungee dive from the middle of the span. Before you reach the jumping-off point, you'll encounter alarm systems and armed guards on patrol. A lone agent should be able to find enough cover to stay alive.



BRIEFING

The nerve gas from the secret facility at Byelomorye dam has turned up in the hands of hostile regimes and terrorists. The facility is well-defended, but one or two agents might get inside. Q suggests that you use a bungee rope to jump down the face of the dam to reach the facility. Your secondary objective is to tap into their communications link with a covert modem and return with a backup of their data. Inside the facility, you'll meet with an operative, then link up with OO6 and destroy the chemicals. Do try to be on time. 007.



Dam Security Area



DAM OBJECTIVES

Agent Secret Agent OO Agent

- 1 Neutralize All Alarms
- 2 Install Covert Modem
- 3 Intercept Data Backup (Page 21)
- 4 Bungee Jump from the Platform (Page 20)



1 NEUTRALIZE ALL ALARMS

Alarms are located in the guard house outside the dam and in the guard towers on the dam itself. If you fail to destroy each of these alarms, someone will alert security and your mission will be doomed to failure. Shoot the alarms to silence them. In the case of the guard house shown on the map below, you must make sure that you destroy the alarm before a guard reaches it.



Destroy the alarms by shooting the red bell. Use the crosshair to aim at the alarm and reduce wasted shots.

Take It Easy, 007

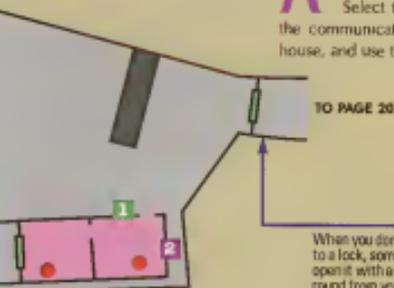
Agent

On Agent level, you'll find Body Armor on the top floor of the second guard tower, just beyond the tunnel. But don't expect to find this helpful item when you're going through the dam as a Secret Agent or OO Agent. Even with the Body Armor, you're not invincible.



2 INSTALL COVERT MODEM

In order to intercept communications from the facility, you must install the covert modem. Select the modem from your inventory, aim at the communications panel on the outside of the guard house, and use the Z Button to attach the modem.



When you don't have the key to a lock, sometimes you can open it with a well-placed round from your gun. Don't worry about making noise.



Take the Plunge

By far the toughest part of this assignment on 00 Agent level is the interior of the dam as you work your way toward the secret ops room. In the narrow corridor, you are an easy target for the sharp-shooting guards. The best strategy is to take advantage of angled areas where you can sidestep into the corridor, pop off a few shots, then step back to safety.



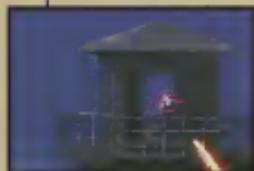
4 BUNGEE JUMP FROM THE PLATFORM

Surprisingly, the actual jump off the dam is easy. You simply step onto the platform and move to the open edge. Getting there is tougher. Each of the towers along the dam holds an armed guard. Use the sniper rifle to take them out at a distance. On 00 Agent level, you'll have to go to the ops room before returning to the top of the dam to jump.



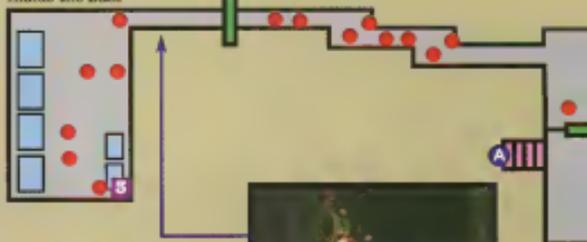
Top of the Dam
FROM PAGE 19

After removing the guard from his post, enter the door at the base of the guard tower to find the alarm inside. You'll find it mounted on the wall. Save your rifle ammo for the corridor below.



Use the sniper rifle to pick off the guard in the first tower. Since the guards won't see you until you're close by, you can close in until you have an excellent view through the zoom lens.

Inside the Dam



At the 00 Agent level, the 21 guards inside the dam won't take long to notice you and start shooting. Use the sidestep move to stay in cover as often as possible, but don't crouch behind the wooden boxes. If you use stairway A, be prepared to meet guards from both directions.



00 Agent

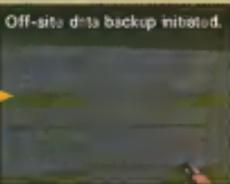
Weapons Underground

Your choice of weapon in the crowded corridor of the dam's interior may make or break this mission. You'll get the greatest advantage from the sniper rifle. Not only can you zoom in, hitting your targets before they even know you're there, but the bullets have effective penetration. When you reach the ops room, switch to the KF7 for all of the close range work.



3 INTERCEPT THE DATA BACKUP

Intercepting the data in the secret ops room in the dam is simply a matter of reaching the mainframe computer and waiting about seven seconds for the data to download. Clearing out the guards along the way isn't quite so easy. Make sure that you pick up every piece of ammo along the way. You'll need all the rounds you can get.



Q BRANCH

Try to pay attention to Q. The covert modem is attached to the communications panel outside the guardhouse before you reach the dam. But to download the backup data, you'll have to go inside the dam to the secret ops room and activate the backup sequence. The modem must be placed on the panel, not on the wall or any where else. Try not to muck it up.

The guards in the corridor often wait behind angles in the walls. When you see a slight bend or a widening of the corridor ahead, turn sideways and use the left or right C Button to sidestep. In this way, you'll pop out facing the enemy and be able to blast them before they can respond.



Mission 1 Arkangelsk

Part 2

FACILITY

The chemical weapons plant is one of the deadliest spots on earth. Not only does the facility store lethal gases, it is also guarded by a crack squad of soldiers with orders to shoot intruders on sight. To make things even worse, many areas of the facility are sealed off and locked by security systems. In some areas, you'll have to watch out for tanks of poisonous gas.

BRIEFING

This is the critical part of the mission, O07. Once you're inside the chemical weapon facility, you'll have to make your way to the bottling room where the storage tanks of lethal gas are kept. We have had an operative in position in the plant for several months—a Dr. Doak. You may be able to receive a door decoder from him if you find him in the lab area. If you can, try to prevent injury to the scientists and technicians. In any event, you are to rendezvous with O08 to complete the mission. He should be in position by the time you arrive.

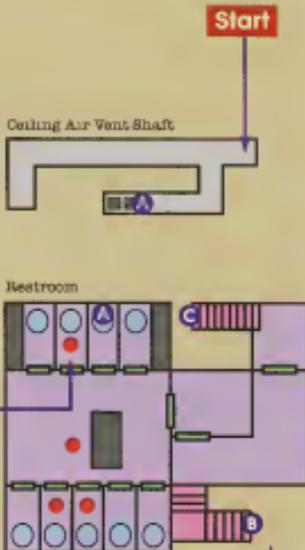


Unlocking the Way

You won't have the luxury of the sniper rifle's long distance attack during this part of the mission. Instead, you must rely on your silenced PP7 to get you started. The first task is to get the Key Card to the security room, then open the door to the main lab area. After securing the second security room, you'll head up to the second floor lab and from there go to the bottling room.



The hidden guards in the stalls could relieve you of your life. They won't start shooting until you open the door or make a racket. Use the silenced PP7. You can eliminate one guard while you're still in the air vent.



After leaving the restroom, you'll run into two guards on patrol at the bottom of the stairs. While still on the second floor, you can crouch and shoot the guards as they walk below you. If you go downstairs to meet them, you could be caught in a cross fire. You may find another guard behind you when you exit the restroom.

FACILITY OBJECTIVES

Agent Secret Agent 00 Agent

- 1 Gain Entry to the Laboratory Area (Page 34)
- 2 Contact the Double Agent
- 3 Rendezvous with 006 (Page 85)
- 4 Destroy the Tanks in the Bottling Room (Page 85)
- 5 Minimize Scientist Casualties (Page 94)



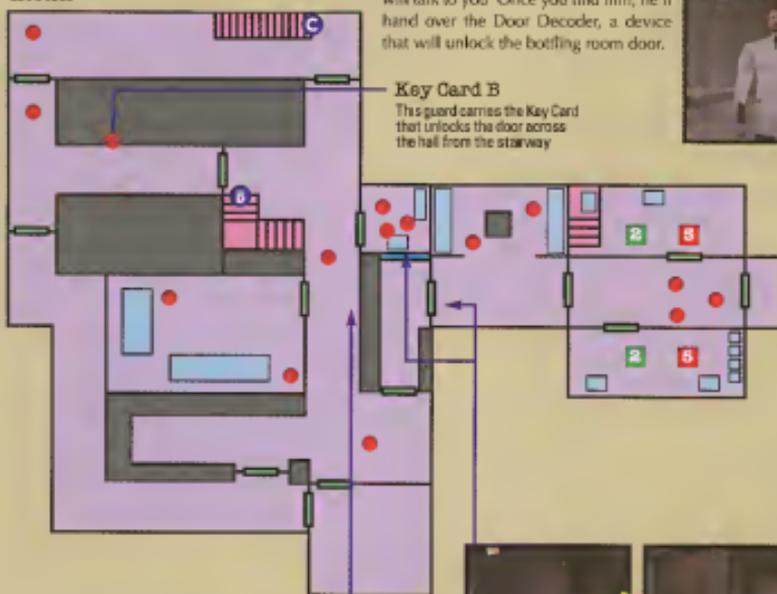
2 CONTACT THE DOUBLE AGENT



In Secret Agent and 00 Agent level missions, you must meet up with Dr. Doak, either in the second floor lab area or in the room indicated on the map here. Doak is the only scientist who will talk to you. Once you find him, he'll hand over the Door Decoder, a device that will unlock the bottling room door.



Let Floor



Key Card B

This guard carries the Key Card that unlocks the door across the hall from the stairway.

TO PAGE 24

Body Armor

Pick up this Body Armor in the Agent and Secret Agent levels. You may need it in the locker room just ahead, or when trying to get into the security room before the labs. It doesn't appear in the 00 Agent level!



After dispatching all the patrolling guards, lure the three sentries in the security room outside so you don't inadvertently blow up the computer console that operates the security door. Use the KF7 to finish them off quickly. Don't worry about the noise.

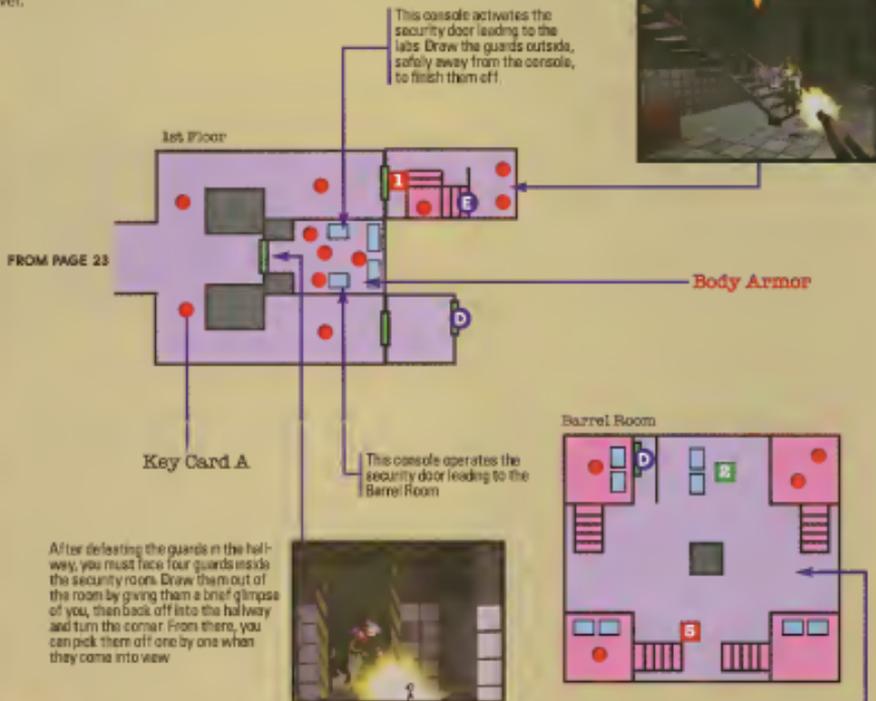
Drawing A Crowd?

The last thing you need is to draw the attention of unwanted guards as you make your way into the lab area. Use stealth and your silenced PP7. In the locker room, sidestep not from cover to pop the two guards. Then go back to the area you just cleared and take out the four guards that appear. Finally, head to the long corridor and use the doorways for cover.



5 MINIMIZE SCIENTIST CASUALTIES

The scientists in the facility may not be completely innocent, but your mission requires you to consider them as civilians and not to fire on them. If you shoot three scientists by mistake, you'll fail this mission objective.



1 GAIN ENTRY TO THE LABORATORY AREA

Once you pass the door into the lab area, you'll complete the first mission objective. The most difficult part is getting into the security room to trigger the door. It is filled with guards, and on the 00 Agent level, the guards don't miss. The caption above explains the best strategy for clearing the room. Once it's clear, head to the left console to open the door to the labs.

If you go in the Barrel Room, you'll find white barrels full of chemicals and guards on the upper platforms. Don't shoot the barrels or you'll be trapped!





3 RENDEZVOUS WITH 006

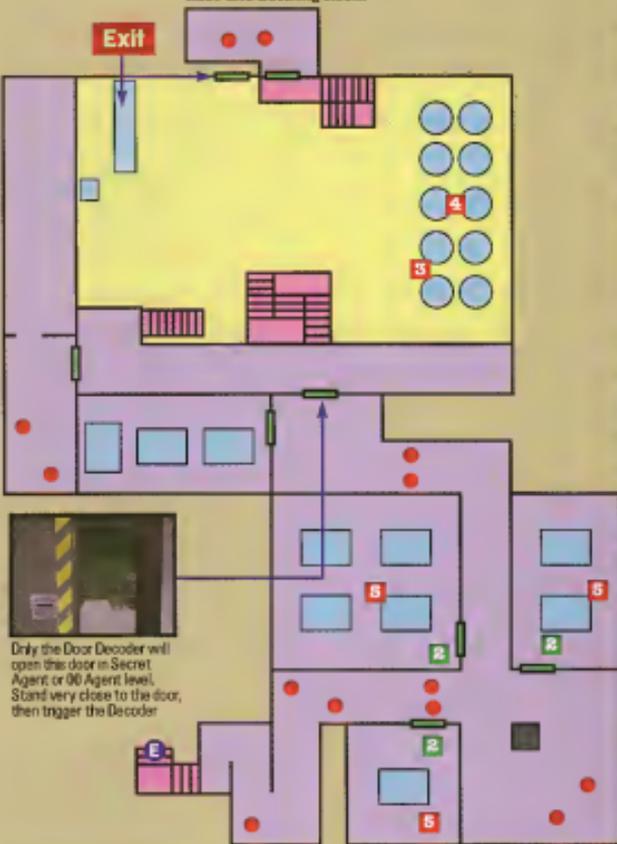
Alec Trevelyan, agent 006, has arrived in the bottling room ahead of you. Go about your business setting the remote mines on the tall tanks, but be sure to talk to 006 before detonating the mines. By talking to Trevelyan, you fulfill the third mission objective.



4 DESTROY THE TANKS IN THE BOTTLING ROOM

One mine must blow up at least two tanks. Place each mine on a tank so that it faces the tank in the other row. You can also use just three mines, placing a mine at each intersection of four tanks. Use your gun if you run out of mines.

Labs and Bottling Room



Only the Door Decoder will open this door in Secret Agent or 00 Agent level. Stand very close to the door, then trigger the Decoder.

Trevelyan: Half of everything is luck.



Cuamov: Throw down your weapons. You are surrounded!



Q BRANCH

Q Branch doesn't just sit around in labs thinking up things for you to destroy. Dr. Doof is out in the field, risking his neck for this mission. His Door Decoder must be activated and triggered at close proximity to the bottling room door for it to work. Is that quite clear?





Mission 1 Arkangelsk

Part 3

RUNWAY

Only one escape route from the chemical warfare facility offers any hope for success: the runway. But even this utilitarian airfield is being heavily defended. In addition to armed guards on patrol, you'll face a rain of fire from three gun emplacements and a missile battery. Fortunately, you'll find plenty of ordnance to help you fight back, like a well-armed Soviet tank.

BRIEFING

I won't lie to you—getting out of the chemical weapon complex could be dicey. Our intelligence indicates that a single engine plane is always kept on hand but that the ignition key is kept under guard in a bunker at the end of the airstrip. Recent satellite photos have revealed a Soviet tank parked near the loading dock. Use it to destroy the three gun emplacements and the missile battery so you don't get shot down. If you manage that, you should be able to make one of your typically death-defying escapes and be back in London in time for tea.



Preflight Check

Drive the tank on the right side of the runway and hit the guard, then angle to the left and target the guards on that side. As you approach the first gun emplacement, switch to the tank's main gun. Pivot and blast the missile battery, then head down the left side to take out the two remaining guns.



1 FIND THE PLANE IGNITION KEY

Outside the facility, to the left, is the bunker containing the plane key. Grab the grenades outside the bunker, go inside, and lob a grenade into the alcove containing the guards. The plane key, slightly singed, will be yours for the taking.



2 DESTROY THE HEAVY GUN EMPLACEMENTS

One well-armed shell from the tank's main gun will destroy a gun emplacement. Stay on the left side of the runway so that just one gun can be aimed at you and blast the guns on the left side as you approach them. Finally, pivot and shell the final gun position.



3 DESTROY THE MISSILE BATTERY

The third objective in the Secret Agent level is to take out the missile battery. You can do this using the tank or the timed mines. The tank is your best bet. Aim a bit low, at the roof of the missile tower, rather than at the battery itself.



4 ESCAPE IN THE PLANE

This objective ends mission one, no matter which game level you are playing. When you reach the plane, go up to the door and push the B Button. You'll climb in automatically and fly away.



RUNWAY OBJECTIVES

Agent

Secret Agent

OO Agent

- 1 Find the Plane Ignition Key
- 2 Destroy the Heavy Gun Emplacements
- 3 Destroy the Missile Battery
- 4 Escape in the Plane



MISSION 1
Arkangelsk

PART 1
DAM

PART 2
Facility

PART 3
Runway

Don't stand around by the plane. If enemy fire hits the plane several times, it will blow up just like crates or other objects in the game. Keep moving.

Plane destroyed



Q BRANCH

There's something you should know about the Soviet tank, OOT. Controls: Move it and pivot the gun turret separately by pushing the L Button and using the Control Stick. The tank's direction and speed is also controlled by the Stick. Since it's not one of ours, I expect you won't even leave a scratch on it.



You can use your own weapons, like the KF7, or the gun turret on the tank. When you first drive on the tarmac, use the sights on the KF7 to drop the guards, then switch to the tank gun in order to destroy the emplacements. Minimize the angle of fire from the heavy guns by staying on the left side of the runway while pivoting to shoot the missile battery and single gun emplacement on the right side.

Mission 2 Severnaya

Part 1

SURFACE

The abandoned observatory is more active than ever. Troops patrol the surface, while programmers work below. The plans to the underground bunker are hidden in a safe in one of the cabins, but the safe key is locked away elsewhere. And if finding the keys weren't enough of a problem, there are snipers who'll see that you make it only six feet under the surface.

BRIEFING

Your preference may not be "on the rocks," but, nevertheless, I'm sending you to icy Siberia to investigate the old observatory. Our spy satellite indicates a suspiciously high amount of activity going on at the snowbound complex. And speaking of the cold, it seems that General Ourumov is now the head of the Soviet space weapons division. None of this info sits too well with us, 007. Ourumov's probably operating in the underground bunker, so find the building's plans and power down the satellite dish to sever the bunker's communication from the rest of Russia.



Secret Agent

Put Them on Ice

The cabins are perfect places to hide from bullets. You can also lure troopers inside to meet their doom, or you can fight from the doorway, side-stepping behind the cabin walls for safety. The buildings also house enemies, so by launching a grenade into a full house to wipe it out.



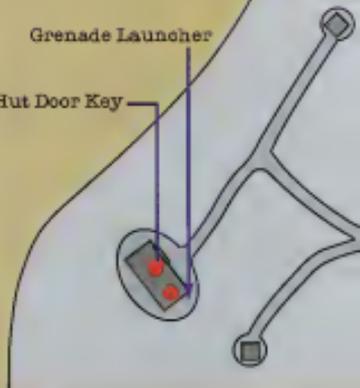
Licensed to Snipe

Though the enemies are few and far between, they can do plenty of damage before you even catch sight of them. Armed with sniper rifles, they can target you far across the tundra. Fight fire with fire by keeping your sniper rifle handy. There aren't many places where you can seek shelter from pobsnobs while on the surface, so be aware of your surroundings and frequently survey the area through your sniper scope.

From the main wall way, peer over the snowbank and take aim at the of drums in front of the cabin. If you blast them, they'll ignite an explosion that will take out both guards stationed at the entrance.

Grenade Launcher

Hut Door Key



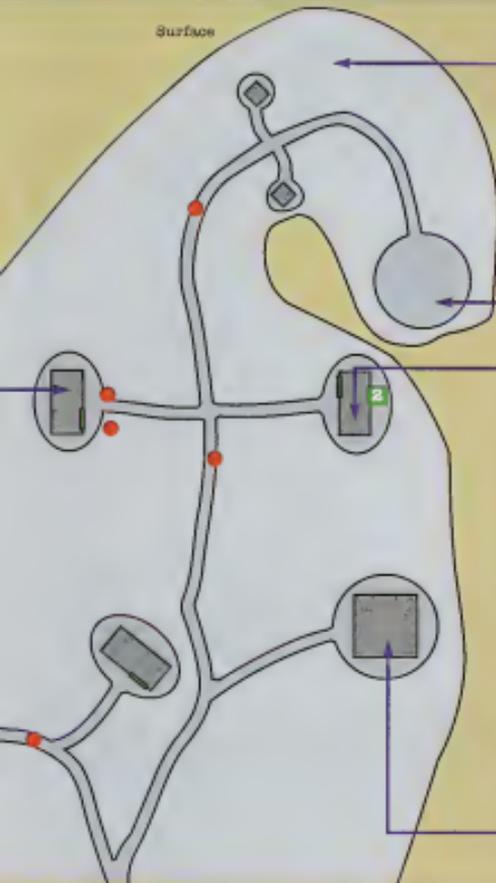
SURFACE OBJECTIVES

Agent Secret Agent OO Agent

- 1 Power Down the Communications Dish (Page 30)
- 2 Obtain the Safe Key
- 3 Steal the Building Plans (Page 31)
- 4 Enter the Base Via the Ventilation Tower (Page 30)



Surface



For a view to a hill, climb the watchtower and aim your sniper rifle, then aim toward the main road until you spy the unsuspecting guard who patrols the walkway. Fire carefully, because if you miss, he'll come running your way with reinforcements.

Start

Safe Key

**2 OBTAIN THE SAFE KEY**

To explore the bunker for Part 2 of your mission, you must first steal the building plans, which are locked in a safe. The key to the safe is locked inside the hut, and two soldiers guard the hut door key. Rather than walking into their cabin straight into danger, fire at them through the windows.



You can get a good glimpse of the surface from the top of the old observatory, but don't stay too long—snipers can easily spot you when you're perched atop the tower. The troopers can also easily trap you there, since there's only one staircase.

TO PAGE 31

Heads Up

If you'd rather speed through the mission than hunt down all of the snipers, don't bother venturing to the helipad or the pair of cabins at the bottom of the map, since neither place is crucial to getting into the bunker. Just be sure to keep an eye out for soldiers, because they may catch you off guard while you're busy with your objectives.

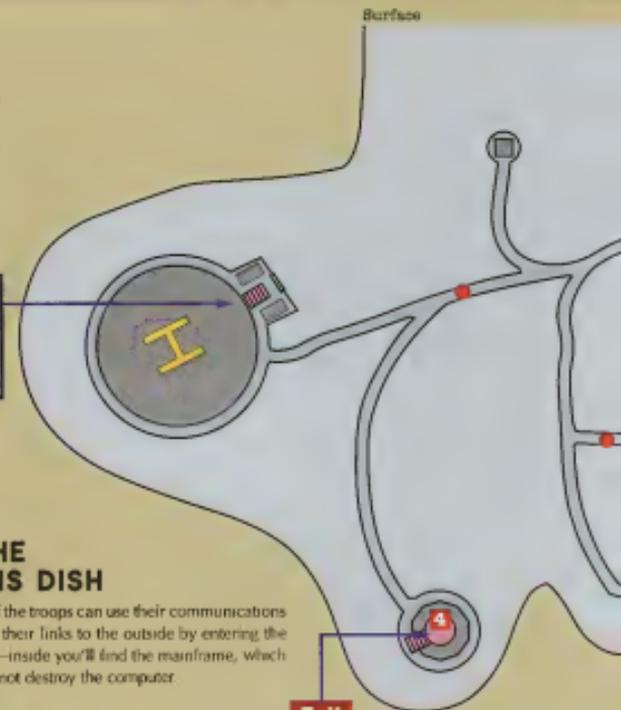


If you try to open the bunker door by the helipad, your attempt will alert an endless mob of the observatory's special military forces. Besides, guests should never walk through the front door uninvited, so mind your p's and Q's advice—enter the bunker through the ventilation tower.



1 POWER DOWN THE COMMUNICATIONS DISH

Your covert operation won't be so covert if the troops can use their communications dish to warn others of Mi6 activity. Sever their links to the outside by entering the tower and following the stairs to the second door—inside you'll find the mainframe, which you can power down by hitting the B Button. Do not destroy the computer.



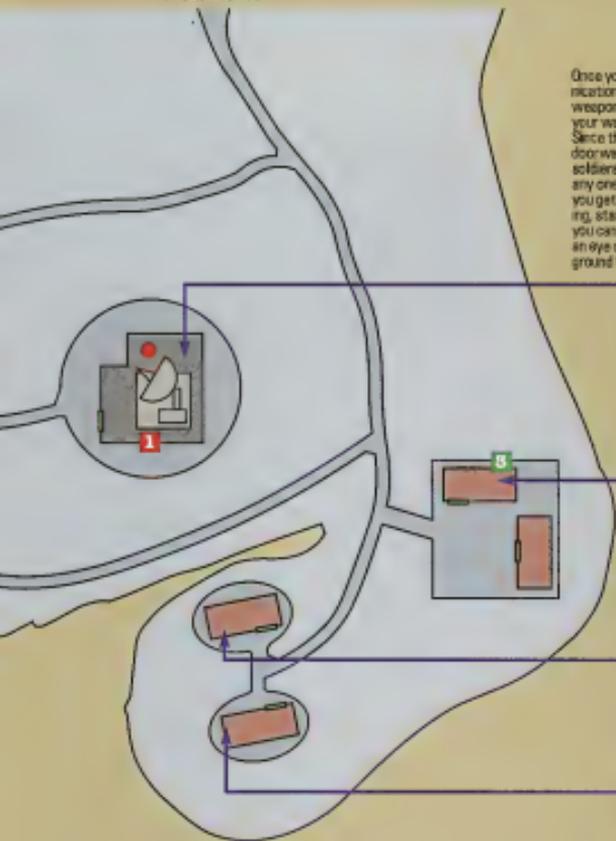
4 ENTER BASE VIA VENTILATION TOWER

Infiltrate the bunker through the ventilation tower rather than trying to go in through the door by the helipad. The entrance grate to the ducts is on top of the tower, but padlocks secure it in place. One hit from your KF7 can blow out a lock—just be sure to be on the lookout for snipers since the four padlocks may keep you distracted for a while.



Q BRANCH

No gadgets, just your FP7 and a sniper rifle for you this time, OQ? And that doesn't mean that bullets will solve all your problems. If you shoot the computer in the communications tower, it will automatically engage its emergency power and you won't be able to shut it off. So try to be a little less than your usual trigger-happy self, OQ?



Once you disable the communications dish, aim a rapid fire weapon then carefully make your way out of the tower. Since the building has three doorways, you can expect soldiers to storm through any one of the entrances. If you get trapped in the building, station yourself where you can simultaneously keep an eye on the staircase and ground floor door.



Bunker Plans



The upper cabin on the map has a camera mounted on it, while the lower cabin has an alarm. Shoot out the warning systems before entering either building. Inside the upper cabin, you'll find a grenade supply.



3 STEAL THE BUILDING PLANS

Once you steal the key to the safe from the hut, head for the left cabin in the fenced area. Inside it you'll find the safe where the building plans for the underground bunker are hidden.



Mission 2 Severnaya

Part 2

BUNKER

Four cameras keep watch over the old bunker in Severnaya. A single misstep in front of one will send infinite-troops-headed your way. Plan your moves accordingly to shoot out the cameras before they spy you, but avoid going on a shooting spree. The mainframe inside the computer room must remain intact or you'll be unable to download its data.

BRIEFING

Something's amiss at the old observatory in Severnaya. Skilled personnel have relocated to the facility, large shipments of computer hardware have arrived there, and the area has recently been excavated—all quite peculiar for an outdated bunker in the middle of Siberia, wouldn't you say, OO?? Clear up this matter for us by penetrating the installation. I realize you fancy yourself as debonair and photogenic, but try to avoid the cameras. If the surveillance equipment detects your presence, the entire secret mission will be jeopardized.



Silence Is Golden

Before entering the second half of the bunker where the main video screen is, stick with using your trusty silenced PP7. If you use the KF7, you'll blow your cover and end up fighting more guards than you'd like to deal with at one time. To avoid getting attacked from behind, make your way to the top of the map before heading for Camera 2.

Soldiers Galore

If a guard triggers an alarm, or if you're spotted by the surveillance cameras, the rush of attacking soldiers—like diamonds—will be forever. When you start your mission, you'll be facing a door. Once you open it, the guard on the left will try to trip the alarm in the room's back left corner while another guard will blast you. Put an end to them both by blowing up the computer.

Secret Agent



1 DISRUPT ALL SURVEILLANCE EQUIPMENT

As soon as the surveillance cameras catch you, endless troops of soldiers will zero in on you. To remain inconspicuous, use your silenced PP7 to shoot out the cameras. For Camera 1, shoot from the window of the first room's door. Blast Camera 2 from around the corner of the hall. Crouch by the door across from the computer room and shoot through the window to take out Camera 3. For Camera 4, fire at it before ascending the stairs.



Shoot out all cameras, but avoid stepping in front of them or a battalion of white soldiers will close in on you.



BUNKER OBJECTIVES

Agent Secret Agent OO Agent

- 1 Disrupt All Surveillance Equipment
- 2 Copy the GoldenEye Key, Leave the Original (Page 34)
- 3 Get Personnel to Activate the Computer (Page 35)
- 4 Download Data from the Computer
- 5 Photograph the Main Video Screen (Page 35)



Bunker



4 DOWNLOAD DATA FROM THE COMPUTER

The computer room where the bunker's mainframe sits is closely guarded by three soldiers. The computer contains crucial data needed by MI6, so try not to let any stray bullets destroy the terminal. If you stand at the door, you should be able to shoot at least two guards through its window. With the room secured, you can safely lead Boris Gribenko inside, where he can hack into the system. Once he gains access, use Q's Datadial to download the information.



Camera 1 →

Alarm

One guard will attempt to set off the alarm, while the other will try to shoot you. If you're not much of a sharpshooter, aim for the computer—if you overload its circuits with your bullets, it will explode, taking out the guards and the alarm.



Start

Body Armor

Security Key Card

Camera 2

Camera 3

Computer Room Key Card

TO PAGE 34

Computer Room

In espionage, stealth is the key, so avoid carelessly rushing into rooms or you'll walk into enemy fire. To enter the computer room, spy through the door's window to take aim at the guards.



Body Armor

GoldenEye Key

The Key to the Mission

From the hall, peer through the doorway and shoot the soldier who stands on the platform by the Camera 4. Quickly retreat back into the hall to take out the counterattacking soldiers who will close in on you. Once the coast is clear, shoot out the camera, then pursue Boris before he heads for the exit.

Camera 4 will spot you if you try to shoot it from atop its nearby staircase. Remain undetected by taking aim from across the room.



Camera 4

Bunker

Security Door

Alarm

Exit

2 COPY THE GOLDENEYE KEY AND LEAVE THE ORIGINAL



Fearing for his safety, computer programmer Boris leaves the GoldenEye Key behind at his workstation. You'll need the key, but only to make a copy of it. Grab it, then activate your Key Analyzer. Once it creates a duplicate, toss the original GoldenEye Key aside by hitting the Z Button.



Shoot out Camera 4 so troops won't flood in through the exit. Normally, two soldiers guard the Exit, which has an alarm to the left of the door. After blasting the camera, head to the exit and blow away the guards before they have a chance to trip the alarm to call for reinforcements.





5 PHOTOGRAPH THE MAIN VIDEO SCREEN

The bunker's personnel have been tracking their operations on the main video screen where their GoldenEye activities are mapped out. M16 needs to know of all the remote locations, so preserve the map on film with your Microcamera. When taking your snapshot, be sure you're standing far enough away so that you can get the entire screen in your picture.



3 GET PERSONNEL TO ACTIVATE THE COMPUTER

Before you can download the data from the computer, you must first get Boris to activate the computer. He's not as invincible as he thinks he is, so clear the bunker of soldiers or he may take a bullet in one of your gunfights. Once you've secured the area, confront Boris and make him lead you to the computer room. The weaselly programmer will try his best to elude you, but if you manage to reach the computer room with him, he'll access the bunker mainframe for you. Boris isn't to be trusted, however, and his log-in will alert a task force to your whereabouts. These men in black are highly-trained and strongly-armed sharpshooters, so arm a rapid-fire weapon immediately after downloading the data.



Q BRANCH

If you're not a fan of the snuffing, *OG*, but I've given you a Microcamera to photograph the bunker's main video screen. I trust that the camera won't be too difficult to figure out—just point and shoot. It's not terribly different from what you're used to doing. I also know that you're not used to hacking, so I've given you the Datathief. Simply attach it to the bunker's mainframe; it will automatically decode and download the necessary information.



Keep your eye on Boris as he leads you to the computer room. If you turn your back, he'll try to elude you and escape through the exit.



Protect Boris from gunfire until he activates the computer for you. If he gets shot, you won't be able to download data from the mainframe.

Mission
3
Kirghizstan

Part 1

LAUNCH SILO #4

Housed inside the five-story missile complex are four fuel rooms where scientists monitor and control their satellites' activities. Practice caution around the scientists as well as the armed guards—the labcoats will comply with you most of the time, but if they get caught in your cross fire or feel threatened to defend themselves, they may draw their guns on you.



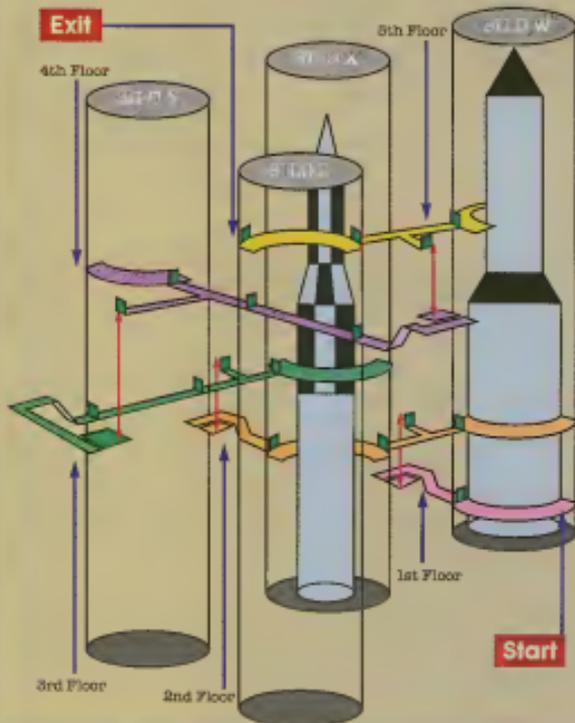
BRIEFING

MIB has received reports of unscheduled test firings from the Kirghizstani missile silo. Infiltrate the base, OOF, and find out what exactly is being launched. Intelligence reports lead us to believe that the recent activity may be a front to launch the GoldenEye weapons satellites into orbit. If our suspicions are correct, we need to have you bring us back a photo of the satellite and the DAT of its telemetric data. The silo poses a potential threat to international security, so sabotage the operation by stealing the control circuitry and destroying the complex.



Countdown to 00

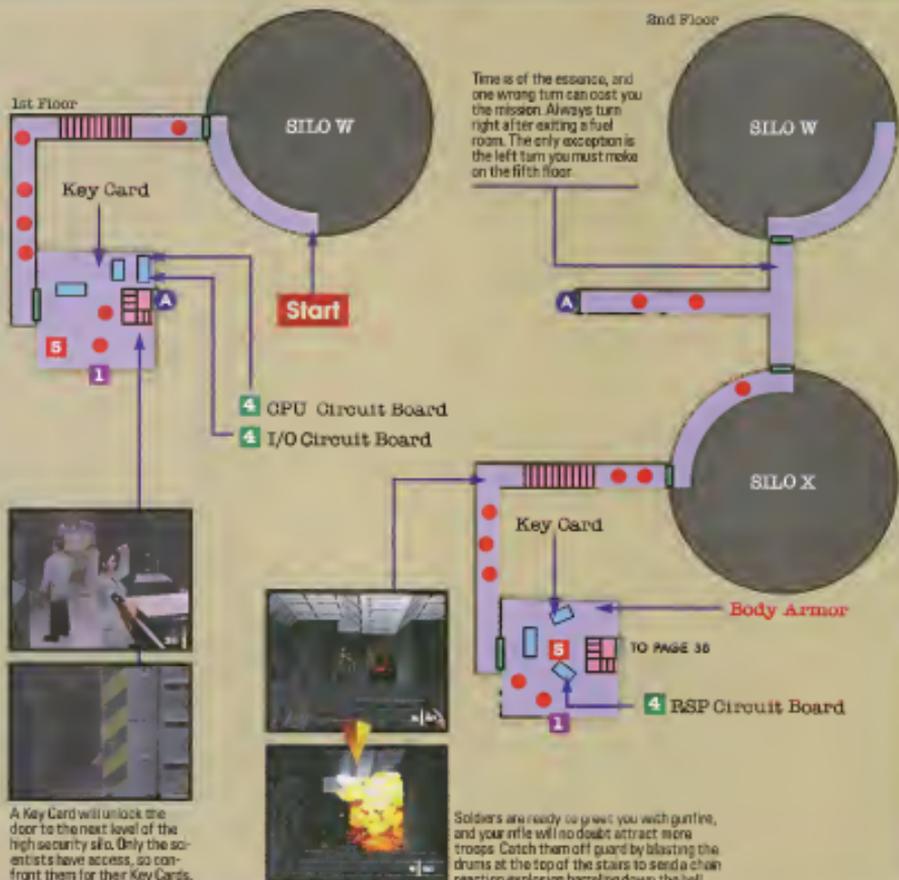
While the Agent Level of operation has no time constraints, Secret Agents must complete their missions in under seven and a half minutes, and 00 Agents must finish in less than eight and a half minutes. To save time, efficiently take out soldiers by blasting any computers that may be nearby them, but don't hurt the scientists.



SILO OBJECTIVES

Agent	Secret Agent	OO Agent
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- 1 Plant Bombs in the Fuel Rooms (Page 37)
- 2 Photograph the Satellite (Page 39)
- 3 Obtain Telemetric Data (Page 38)
- 4 Retrieve the Satellite Circuitry (Page 38)
- 5 Minimize Scientist Casualties (Page 38)

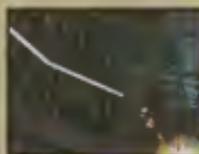


Gunshots Within Earshot

Since the alert soldiers will come running when they hear the rifle fire from your K77, use it only to pelt heavily-guarded areas such as Silo Y's third floor, Silo Z's fourth floor, and the entire fifth floor. For other areas, especially the fuel rooms, proceed around with the stealthier, silenced PP7.

5 MINIMIZE SCIENTIST CASUALTIES

You may have a license to kill, but shooting a scientist can result in an unacceptable, non-military casualty. If you take out three scientists, you'll be pulled from the mission. Remember now, you're representing the crown.



The lone soldier on the catwalk can attack you from behind while you're clearing out the right wing, so be sure to aim high and blast him when you're on the second floor of Silo X.

FROM PAGE 37



Spies running in the Agent Level will find Body Armor at all the locations that the map indicates. For Secret Agents, Body Armor is available in Silo Y and the satellite rooms. Operatives working in the 00 Level will find armor only in Silo Y.

3 OBTAIN TELEMETRIC DATA

The scientists have been monitoring the launches of their satellites and collecting the crucial telemetry data on a DAT. If you approach the scientist stationed to the right of the entrance, he'll toss you the tape.



4 RETRIEVE THE SATELLITE CIRCUITRY

To align the orbiting weapons satellites, the silo's control circuits must be installed. Personnel have left the various vital circuit boards lying around in the fuel rooms. Steal the circuits to render the satellites useless. Do it for England.



8th Floor

SIL0 X

SIL0 Y

SIL0 Y

4 RDP Circuit Board

Body Armor

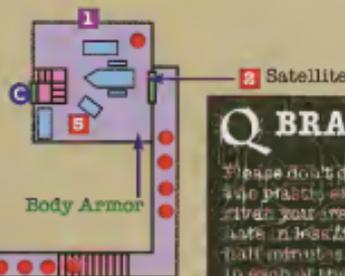
Key Card

3 Telemetry Data DAT



2 PHOTOGRAPH THE SATELLITE

Mi6 is unsure of what the scientists have been launching from the missile silo. The agency suspects the silo is related to GoldenEye, so clear any doubts by snapping a photo of the satellite with your Microcamera.



Q BRANCH

Please don't dilly dally. 007. The plastic explosives you attach your are fused to detonate in less than a minute. Place a charge in each of the four fuel rooms, and be quick! Your automatically primed explosive will bring down the house. Quite literally.

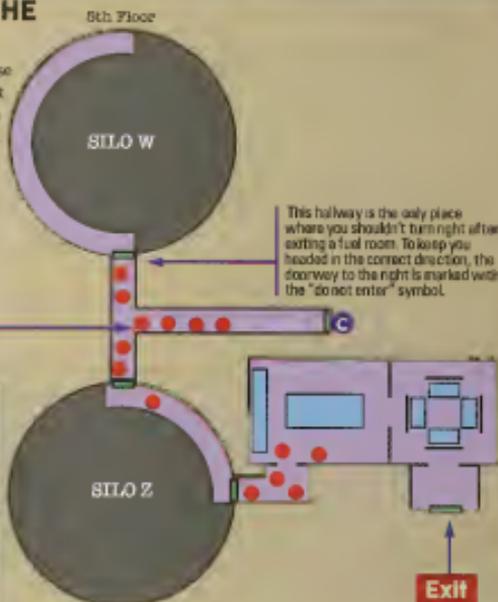


1 PLANT BOMBS IN THE FUEL ROOMS

Plant your plastic explosives wisely, because you're armed with only eight charges. The first four rooms of the complex each has a wall marked with a skull and crossbones. To destroy the missile silo, place your plastic explosives on these walls.



General Gurnumov and his troops are poised to blast you with bullets. If you're lucky enough to find a grenade, throw it down the hall once you open the door. Otherwise, wait by the door to blast the soldiers as they enter. Gurnumov will wait at the end of the hall and will flee from your fire as soon as he needs to reload. In his haste to escape, he may leave his briefcase.



Mission 4 Monte Carlo

Part 1

FRIGATE

The La Fayette is a warren of corridors, hatches and rooms, so tread softly but quickly. There are three levels: the bridge (upper) deck, the main deck and the lower deck. Hostages are being held on the bridge deck and the lower deck. You can actually get to the helicopter very easily from the outside. Just walk through hatches C and E and hop up onto the helipad.



BRIEFING

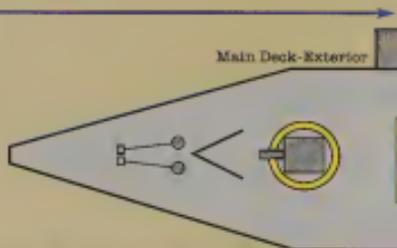
Janus operatives have taken control of the French navy frigate La Fayette and are attempting to steal the Pirate stealth helicopter. To complicate matters, Janus has taken six hostages and is threatening to blow up the ship if they are not allowed to leave safely. This is a golden opportunity to get a lead on Janus, so the French have agreed to let them take the aircraft. You are to infiltrate the ship, disarm the bombs, place a tracking bug on the helicopter and free the hostages. I need not remind you that the safety of the hostages is paramount!



Walk Softly, But Carry a Big Gun

The exterior of the ship will be clear when you board, but the interior is crawling with armed Janus operatives. Your silenced D5K should be your weapon of choice. Though it has less stopping power than the Phantoms the criminals are packing, it is accurate and less likely to draw attention. You don't want to get caught in crossfire in a confined space.

You'll begin and end the mission here. Head through the hatch marked 'C' on the map. From there, you can either go forward to the bridge or back toward the communications room. You can also go through hatch E toward the helicopter pad.



2 DISARM THE BRIDGE BOMB

While disarming the bridge bomb with your electronic defuser is a snap, getting to it without the hostage being shot can be dicey. Approach the bridge through the ship's interior. There are three enemies on the bridge, and the left hatch gives you the best line of sight on the one guarding the hostage. Take him out first. Once the hostage is free, use the defuser on the bomb. It's attached to the main console on the left side of the room.



Open the hatch but don't go in. The guards won't react at first, giving you time to aim and fire. If you walk in, the hostage will be shot almost immediately.

FRIGATE OBJECTIVES

Agent Secret Agent OO Agent

1. Release the Hostages (Page 43)
2. Escape to the Bridge Bomb
3. Disarm the Engine Room Bomb (Page 48)
4. Plant the Tracking Bug on the Helicopter

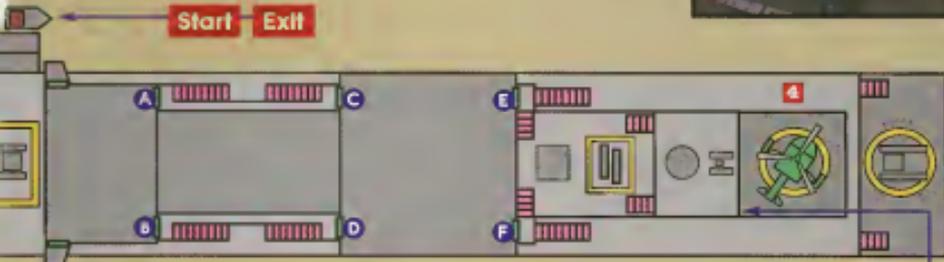


4 PLANT THE TRACKING BUG ON THE HELICOPTER

This is the easiest objective, and the one you may want to complete first. From your launch, make your way through hatches C and E. Hop onto the helipad and plant the bug. Now enter the ship through the hangar. In the hall, janus's men will be facing away from you, giving you the advantage of surprise.

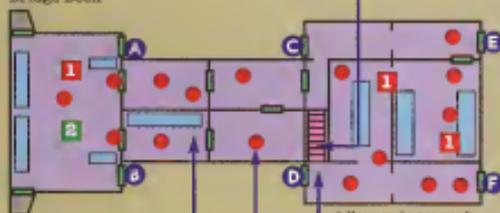


Start Exit



Bridge Deck

G TO PAGE 43



Body Armor

If you make too much noise, enemies will come running. Wait at the top of the stairs. They can't fire while running up or down.

The guard in this room is peaking two guns. If you prefer the louder but more powerful Phantom automatic, here's your chance to grab one.

There are three guards each in the two corridors past the hangar. There are more guards on the other side of the pipes in the second corridor and at the bottom of the stairs.



Agent

Hostage Crisis

Each hostage has a single guard holding him at gunpoint. If you shoot that guard, other enemies in the room will gun for you, not the hostage. If you receive the "Hostage released!" message while roaming the ship, it means that a guard has let his hostage and is now searching for you.



Hear No Evil

Be very conscious of sounds around you. If you hear the clank of a hatch but don't see anyone, it may mean that a guard has spotted you and he's run to alert his comrades. If you're right next to an area where a hostage is being held, there's a slim chance the hostage may be shot before you even enter the room.



3 DISARM THE ENGINE ROOM BOMB

The bomb is on the engine control console on the upper catwalk. Come in through the hatch nearest the console. Take out the two guards on the catwalk and any others that come running. Defuse the bomb, then stand next to the console and dispatch the guard below who's holding the hostage. You can crouch and use the targeting cursor at the same time by holding both R and the bottom C Button.



1 RESCUE THE HOSTAGES

You must save five of the six hostages to succeed on 00 Agent level. The trickiest saves are in the communication rooms on the bridge deck. It's best to approach from hatch C or E. If you come from that side, you'll have a better view of the guards holding the hostages. Stay outside the first room until it's clear, then step in and pivot to the right to see the next guard and his hostage.

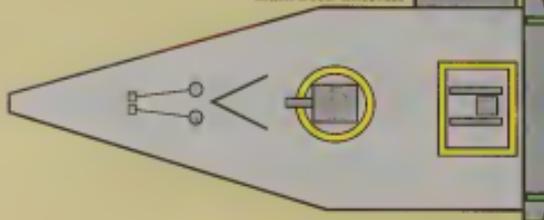


Take a moment to aim, and be careful that you don't shoot a hostage yourself. Whether a hostage is shot by you or an enemy, it will be an unacceptable loss.



Start Exit

Main Deck-Exterior



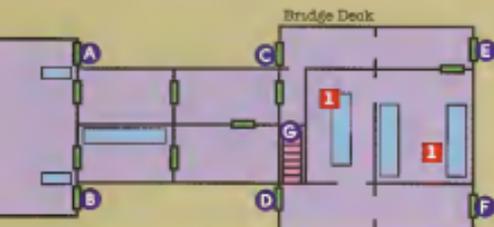
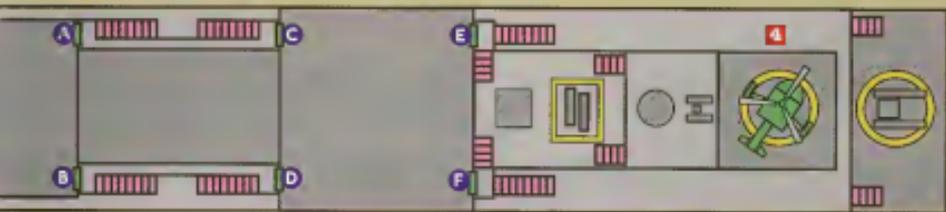
1

2

Q BRANCH

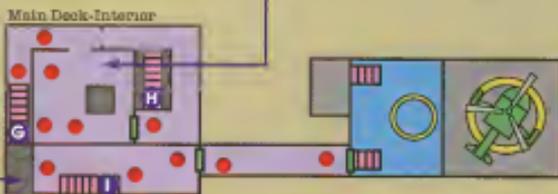
This Bomb Defuse FF-66 sample is the even you operate a 007. Bombs activate the device within a few and if the bomb is just wait a localized electromagnetic pulse and disrupt the bomb's primary and backup control systems, rendering them completely harmless. As for the Tracker, you only get the one, so do be careful how you handle the thing.



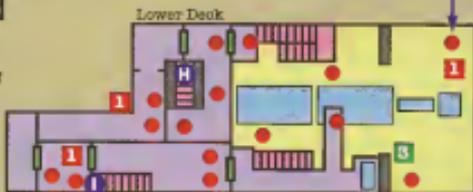


There's a wall of pipes separating this storage room and the corridor that leads to and from the hangar. No matter which side you come from, you can shoot between the pipes to tag the guards on the opposite side. If you're in the corridor, beware of the guards at the bottom of stairway.

FROM PAGE 41



If you come in from the hangar, chances are you'll meet a lot of resistance at stairway. Stand at the top of the stairs and blast Jaws's men as they scramble through the hatch below.



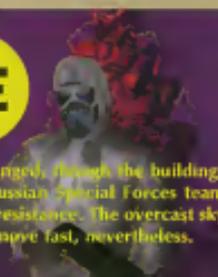
If you shoot at this guard from the catwalk and miss, he'll run to you instead of shooting his captive. If you confront him on the lower level and miss, he'll likely shoot the hostage before he targets you.

Mission 5 Severnaya

Part 1

SURFACE

The layout of the Severnaya complex is unchanged, though the buildings are now equipped with remote cameras. A Russian Special Forces team has already secured the area, so expect heavy resistance. The overcast sky will cut down on visibility, but you'll need to move fast, nevertheless.



BRIEFING

The Pirate helicopter has been traced back to the Severnaya observatory complex. Our spy satellite detected a brief battle, and now the helicopter has disappeared completely. We must find out what business Janus had at Severnaya and what he might have taken from the complex. In the meantime, the Russians have also responded to the crisis by sending a strike force to the observatory. Take care not to be captured, Bond. The Russian military will not respond to your "boyish charm" and will likely put the blame for this fiasco on a certain British secret agent!



Stealth Op

The watchwords for this operation are speed and stealth. Keep moving and use your PP7 as much as possible. You may run a little short on ammo, but you'll also avoid encountering that wimp. The Russians have unlimited reinforcements, and if you stand and fight, it will be just a matter of time before you're worn down.



The lookout towers are good places to take refuge if you're being surrounded, but don't linger in the area for long. Stay just long enough to collect some extra ammo and then move to the shack where the comm room key is located.

Comm Room Key

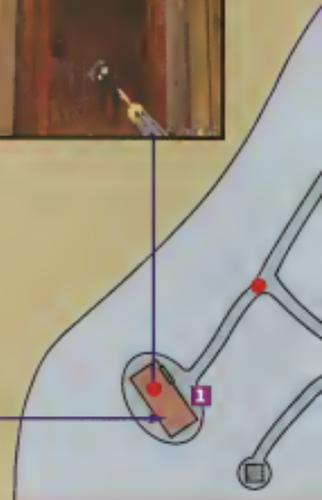
Security has been tightened, and the comm room in the observatory is now kept locked. An officer in the shack has the key. Follow the edge of the forest to avoid troops on the road. Stand back from the building and shoot the camera near the door before you charge in. If you don't, you'll probably be picked up when you open the door.



Body Armor



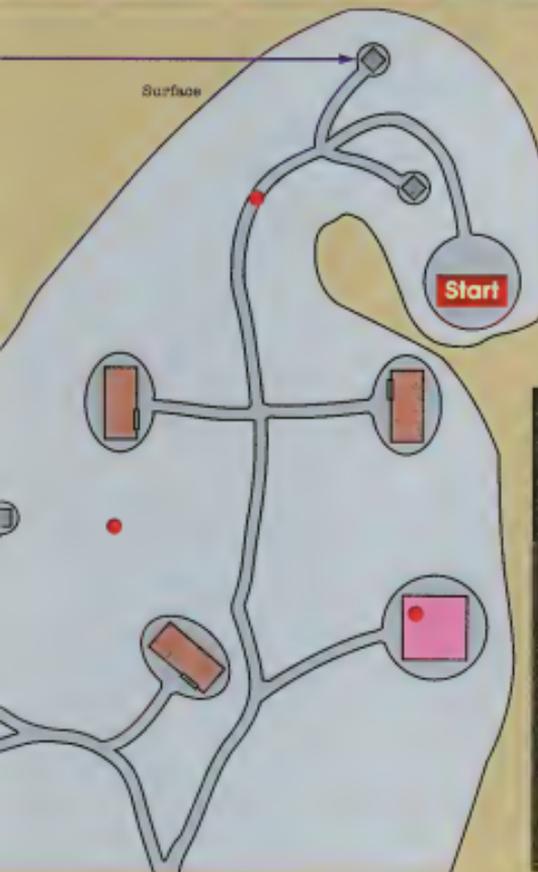
Besides the key, you'll usually find a suit of Body Armor in the corner of the shack. However, if you dare take on this mission as a 00 Agent, you'll have to make do without the extra protection.



SURFACE OBJECTIVES

Agent Secret Agent OO Agent

1. Disrupt All Surveillance Equipment (Page 46)
2. Break the Communications Link to the Bunker (Page 46)
3. Disable Spetnaz Support Aircraft (Page 46)
4. Gain Entry to the Bunker (Page 47)



TO PAGE 46



1 DISRUPT ALL SURVEILLANCE EQUIPMENT

There are four surveillance cameras that must be destroyed. One is on the same shack that the comm room key is in, one is above the catwalk beneath the satellite dish (look up as you turn the corner to go toward the comm room) and two are on buildings at the southern end of the complex. Try to hit them from far away or approach them from behind.



Q BRANCH

To avoid the sensors for your PP7 and the definite mine use all the support equipment you'll receive for this mission. OO, just use the mine on the helicopter to activate the 400-second fuse. If you miss the target the mine will deactivate.

Hound MI-4 destroyed.



Live on the Edge

After you retrieve the comm room key, head to the observatory (security patrols will be heaviest near there) and then to the shack on the southeast perimeter. Hug the edge of the map whenever possible. You'll be safe from ambush from one side, at least.



2 BREAK THE COMMUNICATIONS LINK TO THE BUNKER

On your last visit to Severnaya, you simply had to turn off the comm link. This time, you must destroy it. If you fiddle with the console at all, a technician will come on line and spot you. He'll alert the Special Forces, and you'll fail the mission.



Shoot the screen and the two hard drives. You'll first receive a message saying that the link is damaged. Keep at it until you receive a message saying that the link is destroyed. Beware of guards at both doors!



3 DISABLE SPETZNAZ SUPPORT AIRCRAFT

This should be your second-to-last task. Without the helicopter, the Spetznaz won't be able to take any evidence away from the site. Plant the mine and then take shelter away from the blast. Be sure that you receive the message saying that the objective has been completed before you enter the bunker to end the mission. It sometimes takes a few seconds after the blast for the message to appear.

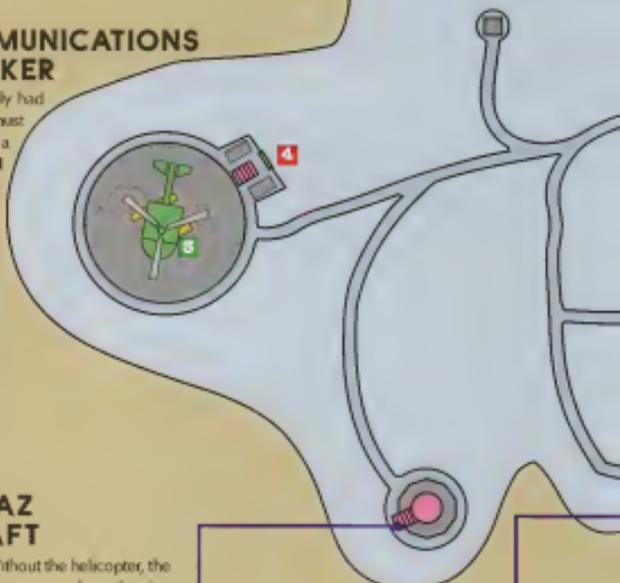


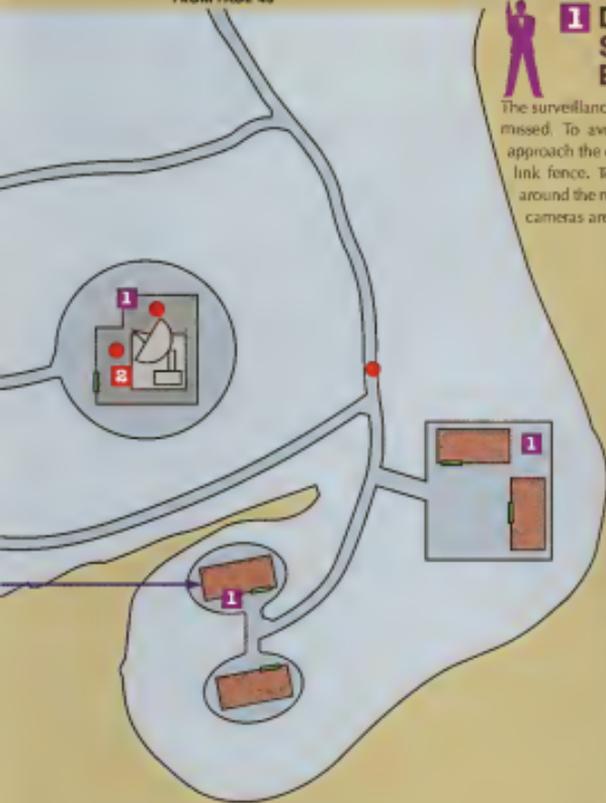
If you think the ventilation tower is your ticket into the bunker, think again. After your last mission, security had the grate welded shut. Not even a mine or a grenade can blow it open now. You'll have to try something unorthodox, like using the front door.



Expect trouble here for sure. A squad of crack Spetznaz troops is using this shack as a bunkhouse. Even if you don't set off the security alarms, they'll come pouring out at the slightest noise. Double Klobs will help you deal with this threat, especially the blue-suited Special Forces of fixers. They're wearing Body Armor and can take a lot more punishment than regular troops.

Surface





1 DISRUPT ALL SURVEILLANCE EQUIPMENT

The surveillance camera in the observatory is the one most often missed. To avoid being seen around the easternmost shack, approach the camera from the north and fire through the chain-link fence. To take out the camera at the bunkhouse, come around the north and west sides of the building. Even when the cameras are gone, security patrols will still track you.



4 GAIN ENTRY TO THE BUNKER

As stated before, you should blow up the helicopter just before you enter the bunker to end the mission. The covered entryway is actually a good place to take shelter while you wait for the mine to blow. It's far enough back to avoid the concussion from the explosion, and enemies must jump around to your front before they can fire at you. Be sure to clear out all enemies before you turn around to enter the bunker. You'll then be captured automatically.



Mission 5 Severnaya

Part 2

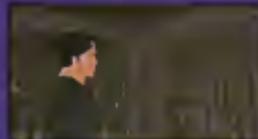
BUNKER

Most of the Bunker's security cameras are located on the main (upper) level. The primary security force is large, but, normally, it's not unlimited. However, if you're picked up on the security cameras and the alarm sounds, unlimited reinforcements will be called in. These blue-suited soldiers are much tougher than the usual troops, and they will find you.



BRIEFING

This situation is a disgrace, 007—to you, to me and to M16! I was actually beginning to think you might be worth keeping on in the Service. As it is, you'll be lucky to get out of Severnaya alive, much less remain in Her Majesty's employ. If you do manage to escape, you must erase all record of your presence in Severnaya and bring back any information available on GoldenEye. In addition, we still have not determined who the "inside" operative at Severnaya is, so it is imperative you find the staff and casualty lists and bring any witnesses out with you.



Pace Yourself

If you sign on as a Secret Agent or 00 Agent, charging around will only get you an early funeral. Proceed slowly and look for places that are easily defended, like small rooms or alcoves. If lots of guards are chasing you, retreat to one of those places until things die down. You can also lure guards to those places and ambush them.

Body Armor



Movie agents will appreciate the Body Armor, but the room is heavily defended. Keep moving and duck in and out of the alcoves to dodge enemy fire. Another strategy is to draw troops out of the room a little at a time. Stand in front of the door and fire through it or open and close it quickly, then retreat to a more defensible position.



1 COMPARE STAFF/ CASUALTY LISTS

The casualty list is usually found here, carried by one of the guards. If that particular guard moves, however, you must look for him. All the guards in the Bunker seem especially good at homing in on your current or last known location.



4 RECOVER THE GOLDENEYE OPERATIONS MANUAL

The GoldenEye Manual is tucked away in this safe, but you'll need two keys to open it. You'll find Safe Key 1 in this room. The other key, Safe Key 2, is in the computer room on the main level. The guard at the back of the room, just opposite the door, usually carries it. Stand at the door and target him through the left-hand window.



Prison Level

1

Battle Behind Bars

Your cell is one place that's easily defended. The bars will protect you from most enemy guns (except the Klöbbs), but you can fire through the bars easily. On the main level, be careful of the automatic guns in the east wing. Come up staircase A and head east. Edge around the corners and take out the guns before they see you. Guards will hear the explosions and try to sneak up behind you.



2 RECOVER THE CCTV TAPE

The CCTV tape is the only hard evidence that you were ever here, but you'll have to avoid the security cameras to get it. The camera near staircase D poses the biggest problem. If you come up staircase B, you might have trouble hitting the camera before it spots you, even if you use the scope-equipped KF7 rifle. The best bet might be to come up staircase A and approach the camera from the side. You'll be closer, and if you crouch, it will be harder for it to see you.



Control Room



3 DISABLE ALL SECURITY CAMERAS

Most of the security cameras are on the main level (check the icons on the map). You can shoot the one in the computer room through the window in the door. To target the camera in the room across the hall, stand in the hall a step or two back from the door, crouch and look up. Once that camera is gone, enter the room and walk to the left to the next hallway. Open the door and take one step through. Look straight up.



5 ESCAPE WITH NATALYA

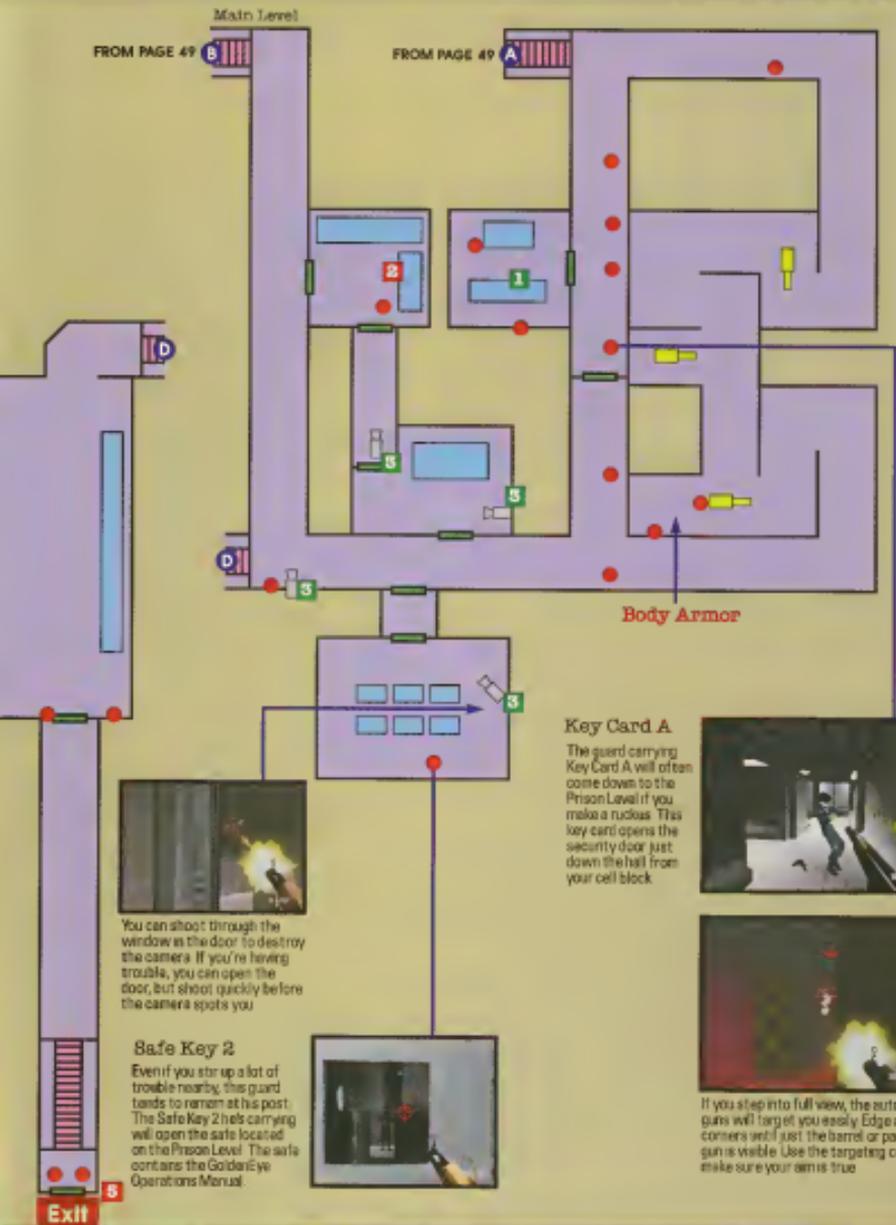
Once Natalya is free, she'll follow you wherever you go. Though the guards will often ignore her, she'll likely be caught in the cross fire. To avoid mishaps, don't release her until every other objective has been completed. Take her to the main control room near the exit. She'll discover that the GoldenEye is aimed directly at Severnaya! You'll then have one minute to escape.



After Natalya discovers that Severnaya is about to be destroyed, most of the guards will ignore you and flee. If there are any near the exit, however, they may give you a hard time about leaving the party.

Q BRANCH

Your **Landmines** work as equipped with high-powered custom cast. It uses a tightly focused magnetic beam with an effective range of up to several meters. It should be close enough to attract a small metal object, such as a key and bring it to you. As for attracting other things, I'm sure you can manage that well enough on your own.



Body Armor

Key Card A

The guard carrying Key Card A will often come down to the Prison Level if you make a ruckus. This key card opens the security door just down the hall from your cell block.



If you step into full view, the automatic guns will target you easily. Edge around corners until just the barrel or part of the gun is visible. Use the targeting cursor to make sure your aim is true.



You can shoot through the window in the door to destroy the camera. If you're having trouble, you can open the door, but shoot quickly before the camera spots you.

Safe Key 2

Even if you stir up a lot of trouble nearby, this guard tends to remain at his post. The Safe Key 2 he's carrying will open the safe located on the Prison Level. The safe contains the GoldenEye Operations Manual.



Exit

Mission

6

St. Petersburg

Part 1

STATUE PARK

Bond and M16 are stymied by the missing Natalya and the dead tracking bug on the Pirate helicopter. To flush out new leads, M has contacted Valentin Zukovsky, a former KGB agent who claims to have connections to a massive arm-smuggling syndicate. If Janus wants to unload his hot commodity, he'll try to sell it on the black market. Perhaps he would be willing to cut Bond in on a better deal.

BRIEFING

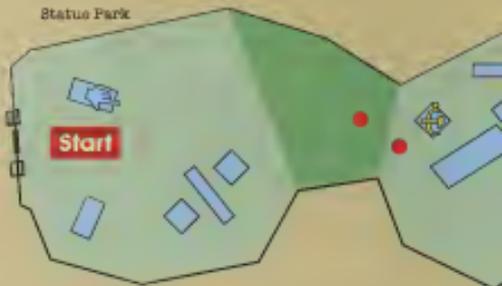
I dislike dealing with rogues, but this fellow Valentin is the only lead we have. You might remember him from a few years back when he was with the KGB. More than a few of our operatives were ferreted out by Valentin. It's rather ironic that we're working with him instead of against him in the post-Cold War. But don't think that our former enemy is working with us in the interests of world peace. I believe he's a shrewd opportunist looking for a way to move in on his business competition, and he probably thinks you're the best thing to come along since glasnost.



The Graveyard

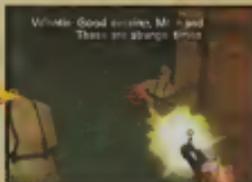
Statue Park is St. Petersburg's graveyard for the Soviet Union's fallen monuments. The park is a dangerous place in the daylight and only the foolhardy and the fearless tread here at night. Keep the odds in your favor by moving along the cover of the broken marble.

Statue Park



1 CONTACT VALENTIN

A former enemy of M16, Valentin Zukovsky became a black market trader of arms and information when the original KGB dissolved with the Soviet Union. Zukovsky claims to know Janus, so M has arranged a meeting between 007 and Valentin in the hopes of finding the missing Pirate Helicopter. The only thing disturbing about the whole arrangement is that Janus seems to be just as eager to meet with 007 as M16 is to recover the helicopter. The whole thing smells like a trap. You must meet Valentin in the cargo container and hear him out.



Valentin is waiting inside an orange cargo container near the middle of the park. Don't let the soldiers interrupt your meeting.

PARK OBJECTIVES

Agent Secret Agent 00 Agent

- 1 Contact Valentin
- 2 Confront and Unmask Janus (Page 54)
- 3 Locate the Pirate Helicopter (Page 54)
- 4 Rescue Natalya (Page 54)
- 5 Find Flight Records (Page 54)



The ground in Statue Park is wet in places, and you might find yourself wallowing as you struggle to get traction. You'll move faster across the flats than you will running up and down the hills. Of course, the sentries are lying in wait for you along the low portions of the paths.



Body Armor

Even if you're playing as 00 Agent rank, you'll still find some Body Armor lying next to a broken marble head. Equip the armor before you continue to your rendezvous with Janus in the shadow of the Statue of Lenin.



Q BRANCH

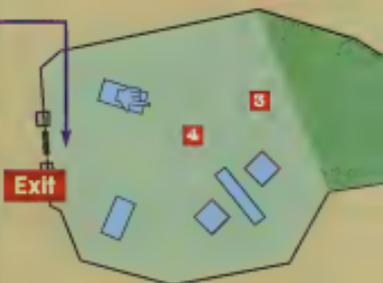
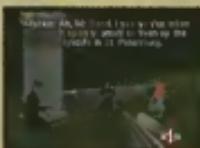
The James Bond-lookalike guards carry special weapons, but don't be fooled. While we have more powerful weapons for our Arsenal, you might be hard-pressed to find something with more stopping power in St. Petersburg. See if you can bring one back.



Take Cover

After the meeting with Janus, Statue Park will be transformed into a lethal landscape filled with elite security teams. It might be a walk in the park getting to Lenin's Statue, but you'll have a tough time maintaining the same composure on your way back out. Take advantage of the extensive cover throughout the level and remember that time is of the essence—those Janus thugs won't dare show their faces at the park gates.

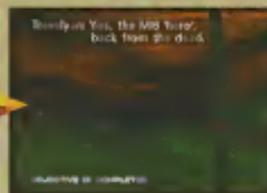
Being arrested by Defense Minister Deravn Mishkin as you're making your escape from Statue Park might sound like a grim fate, but this Russian official is your only hope for getting out of St. Petersburg alive. The confrontation is a tense standoff, so don't blow it by firing on Mishkin or his deputies. The Minister is known for his fair reputation. He's a far cry from the former Soviet officials in the Politburo, so there's a good chance he'll listen to your case.



2 CONFRONT AND UNMASK JANUS

Valentin's arranged meeting with Janus is a sticky and tense situation. The cunning syndicate leader will call off the engagement if you're anything but empty-handed. He's also paranoid enough that he'll cancel the conference

if you attempt to walk toward him when he's talking to you. Keep your distance and hear Janus out. It's impossible to catch him, but you can use the Statue of Lenin as cover when he adjourns the meeting and orders his men to finish you off.



3 LOCATE THE PIRATE HELICOPTER

Janus landed the Pirate helicopter back at Statue Park's main entrance prior to your meeting at the Statue of Lenin. This is the place where you started the stage. If you paid close attention to the landmarks on the way to the meeting with Janus, you won't have any problems retracing your route, unless you decide to take out the syndicate's operatives along the way. Remember that the enemies in this stage are endless—don't waste your time on them.



4 RESCUE NATALYA

Natalya is lying unconscious beside the Pirate Helicopter. Directly above her head is a proximity mine with a 15-second fuse.

The mine will automatically activate no matter how you approach the helicopter, and you don't have a Bomb Defuser in your inventory. The only solution is to wake Natalya and persuade her to follow you away from the helicopter before the proximity mine detonates. It's an easy task unless you procrastinate.



Janus Hot Shots

OO Agent

The Janus troops will start pouring into the park after your meeting with their head honcho goes sour. Since the enemies in this stage are endless, your best strategy is to beat a hasty retreat back up to the helicopter and Natalya, but the shotgun toting Janus team will be waiting for you when you return to pick up the flight recorder. These foes are wearing reinforced Body Armor. Try to steal one of their automatic shotguns and turn their own weapons against them.

**5 FIND THE FLIGHT RECORDER**

Built to survive the toughest crashes, the helicopter's flight data recorder will remain intact after Janus's explosives light up the night sky. The only problem is that the force of the explosion will throw the flight recorder down the hill and back into the park. No matter how many times you play, you'll never find the flight recorder in the same place twice, but the game will warn you when you wander too far.

Here's how to find the helicopter's flight recorder. Wait for me at the gate.



Mission 6 St. Petersburg

Part 2

MILITARY ARCHIVES

Bond and Natalya are being interned at the Military Archives. Mishkin demands to know about the theft of the GoldenEye, but before 007 can explain the connection between General Otarov and the stolen satellite, *Armed & Dangerous* is at the door. The General has orders for the execution of Bond and Natalya—effective immediately.

BRIEFING

First you were captured by Spetsnaz in Severnaya, now you're detained by the Russian Military Police. Your performance has been deplorable as of late, 007, something we'll discuss in detail at your next review. Your best chance for a fair trial is to win the support of Defense Minister Mishkin. The latest word from our operative in the Politburo is that Mishkin is a fair man, but there seems to be some sort of political power struggle between him and that chap you had a run-in with during the Kirghizstan operation two years ago—a certain General Arkady Otarov.



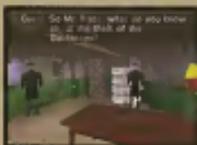
Maze Madness

Even if you've been through it a dozen times, the Military Archives can be a confusing labyrinth, especially in the smoke and confusion of battle. Until you have it memorized, find a dark corner and ambush your foes one at a time.



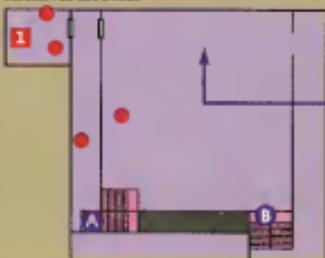
1 ESCAPE FROM THE INTERROGATION ROOM

You have several options for making your escape. The most practical is to activate your Watch Magnet so you can grab your gun and ammo at the same moment and neutralize your interrogators, but the gunnie will draw other guards into the room. If you're quick enough, you can eliminate the interrogators with your bare hands before they can react. If you don't fire your gun, the guards in the hallway won't know you're loose until you have them in your sights.



Start

Archives 1st Floor



Body Armor



If you sprint across the hallway from the interrogation room, you'll find boxes stacked in a supply room. Look for the Body Armor between two boxes.

ARCHIVES OBJECTIVES

Agent **Secret Agent** **OO Agent**

- 1 Escape from the Interrogation Room
- 2 Find Natalya (Pages 57 and 58)
- 3 Recover the Helicopter Flight Records (Page 55)
- 4 Escape with Natalya (Page 59)



Archives And Floor



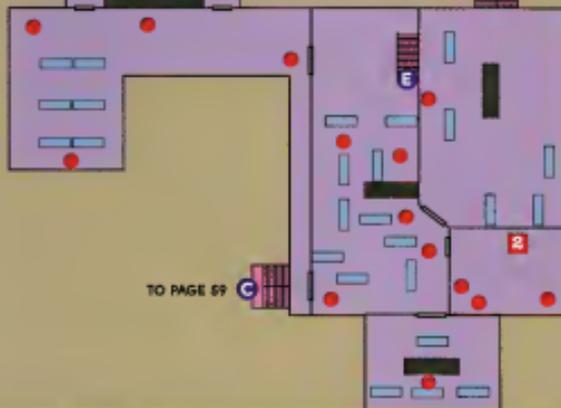
If you find this hidden passage, you can ambush the Doostover-toing guards in the crowded room. Natalya will run here if you lose her during a firefight.



2 FIND NATALYA

The interrogators are covering Natalya, and, unlike the terrorists on the Frigate, they'll open fire on you instead of taking her out first. Unfortunately, these officers are intelligent enough to stand behind Natalya and use her as a human shield. They won't harm her, but if you're not careful, you will. Use your cross hairs to target each interrogator and watch your back—the noise from this tricky firefight will bring other sentries to assist their companions.

TO PAGE 59



The Records Department

Compared to the interrogation level, the records department inside the Military Archives is lightly defended with a handful of bored sentries. The seemingly endless bookcases and numerous dark corners are great places to seek refuge from Ourumov's troops and the wool-coated intelligence officers.



2 NATALYA ON THE RUN

Aside from her harrowing experience in Severnaya, Natalya hasn't been around you enough to trust you with her life.

She'll rely on her own instincts and take flight if she finds herself in the midst of a swarm of flying lead. If Natalya says she's scared, she'll flee to another part of the complex. The soldiers won't shoot at her—they know you're the one licensed to kill. If you lose Natalya, try searching for her at one of the three locations indicated on the map.



3 RECOVER THE HELICOPTER FLIGHT RECORDER

General Ourumov's execution order is in direct violation of the Politburo's new policies for dealing with spies.

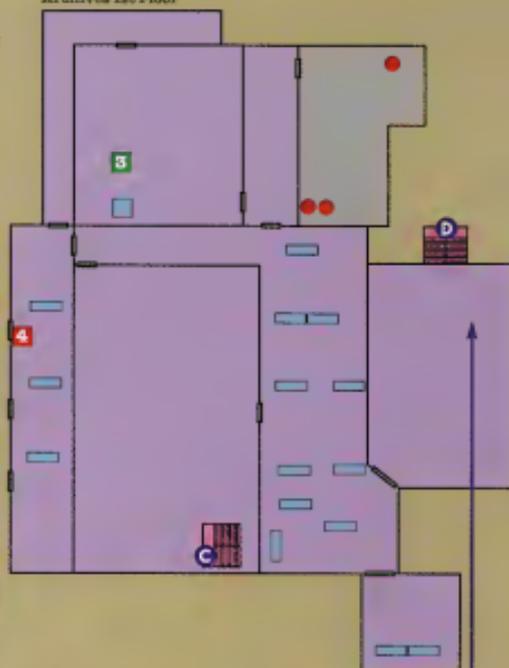
Defense Minister Mishkin is waiting to talk to you about Ourumov and the helicopter flight recorder in the basement. If you keep your cool, Mishkin will give you the key to the safe that holds the flight recorder. Don't turn your back on the door.

Don't Blow It

Secret Agent

Minister Mishkin has picked a dangerous place for a rendezvous. He's waiting for you in a room packed with explosives. A few stray rounds will obliterate everything except the safe in the corner. Keep your finger off the trigger until you have the safe key. After Mishkin leaves, you can use this chamber as a trap. Lure Ourumov's guards into room, then blast the crates before they realize that they've made their final mistake.

Archives 1st Floor



Body Armor



If you're playing Agent rank, you'll find Body Armor waiting for you on top of a box. Put it on before the will-be guards spot you. Blast the boxes next to the charging troops and let the resulting explosions do the work for you.





Archives 2nd Floor

FROM PAGE 58



If Natalya has run off and you can't find her, she's probably up in the attic. It's a dark and massive chamber if you search all the corners you'll find her hiding spot.



4 ESCAPE WITH NATALYA

Break the glass and leap out of any one of these three library windows to make your escape from the Military Archives. Natalya will follow you unless she has told you that she is scared by the gunfire. If Natalya is frightened, you'll have to track her down in the archives and persuade her to follow you. The mission will be a complete failure if you jump out the window without Natalya close behind you.



Mission 6

St. Petersburg

Part 3

STREETS

Bond and Natalya barely make it out of St. Petersburg's Military Archives, before a black sedan screeches to a halt in front of them. A car door opens and General Ourumov grabs Natalya and thrusts her into the car. Bond tries to draw his gun, but he knows he might hit the girl if he fires. The General's car vanishes in a cloud of smoking tires.

BRIEFING

With Ourumov's cover blown, it's only a matter of time before Trevelyan and the General flee from Russia. We don't have any leads as to where they might run, but they're the only link we have to the stolen GoldenEye Satellite. Stay close on their tail, but don't create an international incident by accidentally bumping into the citizens of St. Petersburg. If you contact Valentin Zukovsky he might know a way to slow down Ourumov's vehicle.



Two Ways to Chase

St. Petersburg is a fast-paced maze filled with Ourumov's troops. The key to completing your mission is not to waste precious time engaging the enemy. You can complete this mission using the tank or running on foot.



1 CONTACT VALENTIN

Valentin is waiting for Bond up an alley near the archives. Talking to him will give you six minutes to complete the mission instead of only three, which makes your objectives easier to complete. Valentin will take his time speaking with his associates, so it's important to talk to him while you still have at least fifty seconds left on the timer.

Valentin: Ah, Mr. Bond, I see you've chased the devices of Military High-Tech.



Streets Grenade Launcher

Body Armor

No matter which agent tank you're playing, you'll always find this Body Armor up the alley.



Minefield

If you're driving the tank, it's best to clear the minefield with your tank's gun, a hand grenade or a grenade launcher before proceeding. The mines won't explode if you're on foot.

STREETS OBJECTIVES

Agent Secret Agent 00 Agent

- 1 Contact Valentin
- 2 Pursue Ourumov and Natalya
- 3 Minimize Civilian Casualties



Q BRANCH

You've let the girl carry the flight recorder? Now Ourumov has the recorder and the girl again? A gentleman should always carry his luggage. Oo? I don't have any gadgets for you to lose, but you might see if Valentin can spare a grenade launcher.



2 PURSUE OURUMOV AND NATALYA

Any true Bond fan will remember the famous St. Petersburg tank chase from the GoldenEye movie. You can pursue Ourumov by commandeering the tank near the beginning of the stage or by running through the streets on foot. If you remember to take every right turn, you won't get lost. You must complete the entire course before the timer expires—or General Ourumov will get away.

Exit

2 3



Body Armor

Someone left Body Armor neatly folded on the sidewalk. The street is heavily defended and this item is probably bait for a trap.



3 MINIMIZE CIVILIAN CASUALTIES

With all the gunfire and explosions, the stunned citizens of St. Petersburg are running around in a blind panic, abandoning their cars in the middle of the city streets. The last time they experienced anything of this nature was during the Second World War. Do your best to swerve and avoid all pedestrians, especially if you're driving the tank. Ten casualties will end the chase, even if the civilians are inadvertently injured by the sentries trying to stop you.



Mission 6

St. Petersburg

Part 4

DEPOT

General Ourumov's car slogs through the muddy potholes surrounding the abandoned military depot near St. Petersburg. 007 would have to be a fool to follow him here. These rusting warehouses contain the entire weapons inventory of the Janus syndicate, and the elite guards here are more than adequately equipped to deal with a solitary British Secret Agent.

BRIEFING

A report from our operative in Libya indicates that the Janus syndicate is trying to sell a modified version of the Pirate stealth helicopter to international terrorist groups. They probably blew up the original because they found a way to improve upon the French design. The world could become a better place if you found a way to steal those blueprints back from Trevelyan, 007. Make sure that you have them before the train leaves the station.



Warehouses For Warfare

The Depot is packed with Body Armor on the Agent and Secret Agent levels, but that's because the Janus troops defending the warehouses are equipped with heavy arms and armor, and they know exactly where you're hiding. The key to survival here is to keep moving constantly and to complete your objectives as quickly as possible.

Body Armor

You're probably already wearing Body Armor, but it's important to remember where you can find a spare, especially if you have a run-in with the elite guards firing two DSKs. Reck track to this Body Armor when you need it.

Body Armor



You can enter one of three bay doors to reach this Body Armor, but don't be surprised if you're followed. Watch your back and don't exit from the same door that you entered.



A Body Armor Bonanza

The abandoned St. Petersburg Military Depot has more Body Armor stockpiled for Agents and Secret Agents than any other stage in the game, but the crack Janus troops guarding the facility are going to make you pay dearly for this luxury. You'll encounter endless ambushes around every dark corner while you grope through your mission objectives. Make a note of which Body Armor you've already picked up so you won't have to waste time visiting the same locations twice.

Agent



DEPOT OBJECTIVES

Agent Secret Agent OO Agent

- 1 Destroy the Illegal Arms Cache (Page 64)
- 2 Destroy the Computer Network (Page 64)
- 3 Obtain the Safe Key (Page 64)
- 4 Recover the Helicopter Blueprints (Page 68)
- 5 Locate Trevalyan's Troop (Page 68)



Loading bays

TO PAGE 64



Body Armor

If you're on the run and looking for a breathing room, don this Body Armor and wait to ambush the roving Janus guards searching for you.



Body Armor



If you're new to playing Secret Agent level, be sure to grab this Body Armor. You'll need it when you confront the troops near the computer center.

Body Armor

This Body Armor is available only on Agent level, but there are three sentries waiting for you in this corner. You can find easier item pickings elsewhere in the level.



Part 1
Park

Part 2
Archives

Part 3
Streets

Part 4
Depot

Part 5
Train

Start

Roving Guards

There are fewer stationary guards in the second half of the Depot. Most of the sentries are actively roving around the dark corners of the buildings. Spend as little time as possible retracing your route by taking out the Janus computer network before eliminating the illegal weapons cache.



1 DESTROY THE ILLEGAL ARMS CACHE

The illegal arms cache is locked away in the brown crates in the middle of the warehouse. Pick up the rocket launcher, proximity mines and other weapons before you blast the crates. You'll find that you can save ammunition by shooting the middle crates and letting the resulting explosion consume the surrounding boxes. Your objective is complete once all the crates are destroyed.



Body Armor



2 DESTROY THE COMPUTER NETWORK

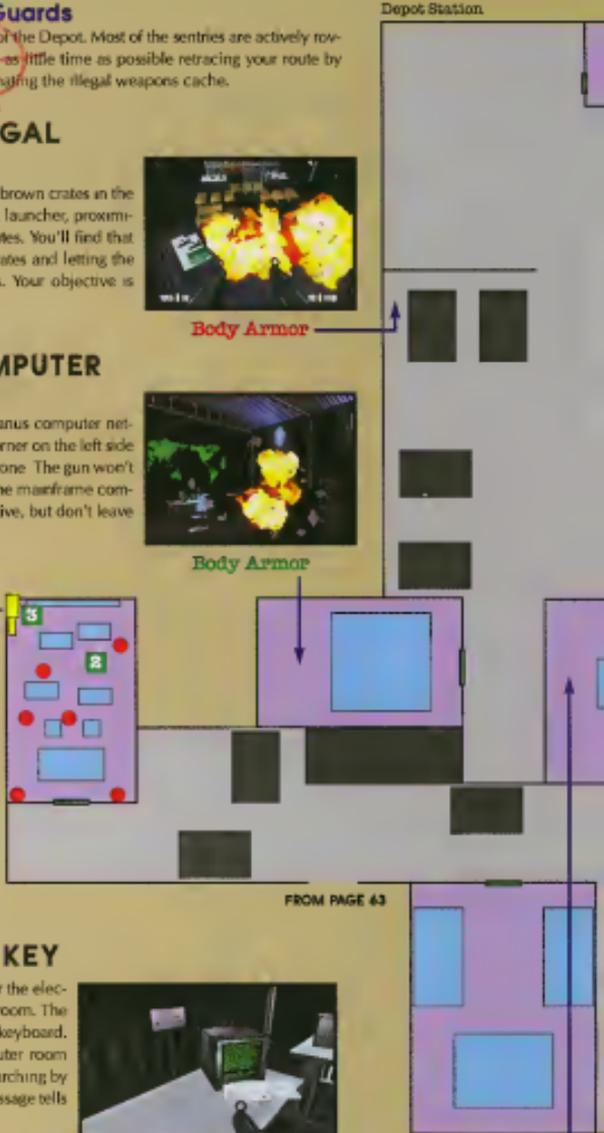
A computerized drone gun is guarding the Janus computer network. To destroy the gun, peek around the corner on the left side of the stack of boxes until you see less than half the drone. The gun won't be able to see you, so it won't shoot back. Destroy the mainframe computers and the electronic map to complete the objective, but don't leave until you locate the safe key.



Body Armor



The computerized drone gun has a higher rate of fire than your guns, so try knocking it out by peeking around the corner without letting it spot you.



3 OBTAIN THE SAFE KEY

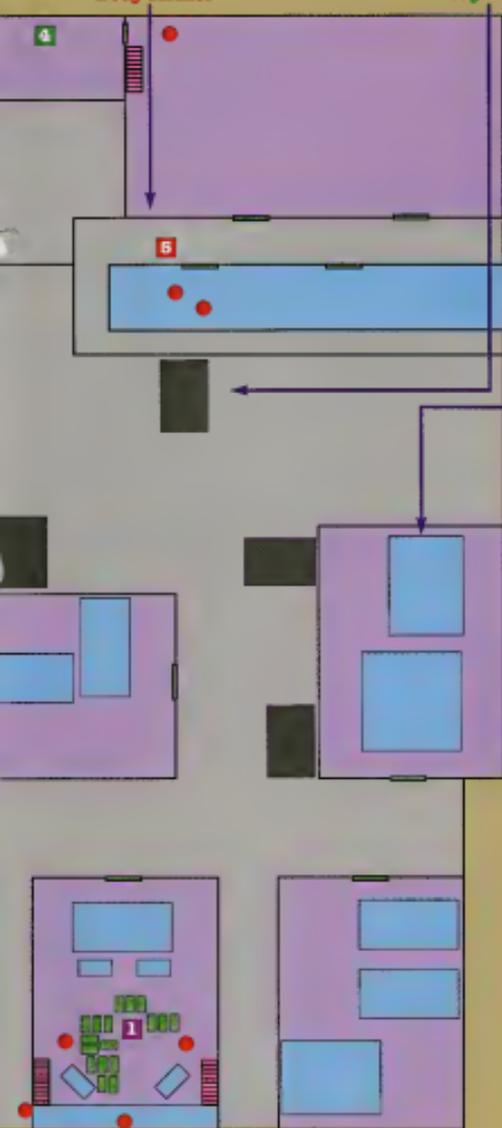
The safe key is lying on one of the desks near the electronic map screen in the network computer room. The tiny, brass key is resting next to a computer keyboard. If you've had a tough engagement with the computer room guards, the key may have fallen onto the floor. Try searching by walking around each desk in the front row until a message tells you that you've picked up the key.



Body Armor

Body Armor

Body Armor



Q BRANCH

Apparently the Janus grenade manufacturers and distributors probably mines similar to the ones our operators used during the 1981 Falkland Islands campaign. If you come across a cache, you might find the devices rather useful for discouraging tailgaters. While the mines stick to any surface, you can also drop them behind you like bread crumbs. Those Janus blokes might stumble across a nasty surprise that quite literally blows their socks off.

Body Armor



4 RECOVER THE HELICOPTER BLUEPRINTS

Use the safe key you found in the computer room on the safe on the second floor of the Depot Station Office. If you're clever enough to plant proximity mines behind you, make sure you don't leave one on the office door or you'll get burned by the explosion radius of your own booby trap. Double check the completed objectives on your watch before attempting to board the train.



5 LOCATE TREVELYAN'S TRAIN

To reach Trevelyan's train, you'll have to enter the Depot Station office, climb up the stairs, enter the warehouse, then open the cargo bay door. This train transported missiles during the Cold War, so don't expect windows or a dining car. Board the train by opening the sliding doors marked with the yellow and black stripes. You can dispatch the guards yourself or leap into the train and watch the animation do it for you.



Mission 6

St. Petersburg

Part 5

TRAIN

One of the tougher but shorter missions you'll encounter, especially at the 00 Agent level, takes place on the Janus command train. The narrow confines and sharp-shooting guards on the train make it a death trap. You must memorize all enemy locations and plan each shot with care, staying out of the line of fire whenever possible.

BRIEFING

I shouldn't have to tell you that hostage situations can be the most volatile and unpredictable I don't need a cowboy running loose on that train. Take your time, avoid risks and scout out the positions of the enemy before walking into possible ambushes. You can destroy the brake units to stop the train, then it's vital that you get Natalya to locate the Janus Syndicate's secret ops center. If she can hack Boris Grishenko's computer password, you'll have all the data you need to end this business. And I want it ended now. Is that clear?



In Training

On Agent level, you can Rambo through the cars without taking much damage. But at 00 Agent level, it's another story. In the first car, take out the guard on the far right, then edge along the corridor until the guard on the left is barely visible. Edge along a little farther until the second guard appears. Each time a guard is barely in view, use your crosshair to line up the shot.

Q BRANCH

I'd appreciate it if you didn't treat this laser watch as a toy, 007. Now pay attention. Once you activate the laser, you'll have 300 charges to burn away the hinges on the floor panel. Aim the laser and move the beam along the four sides of the panel. Even a child could do it.

Train Car 1



1 DESTROY THE BRAKE UNITS

Each of the six train cars has a brake unit that must be destroyed in order to stop the train. After defeating the guards in each car, shoot the brake unit until it blows up. In some cases, such as at the end of the first and second cars, you should defeat the guards in the adjoining car before destroying the brake units.



TRAIN OBJECTIVES

Agent **Secret Agent** **00 Agent**

- 1 Destroy the Brake Units
- 2 Rescue Natalya (Page 66)
- 3 Locate Janus's Secret Base (Page 66)
- 4 Crack Boris's Password (Page 66)
- 5 Escape to Safety (Page 66)

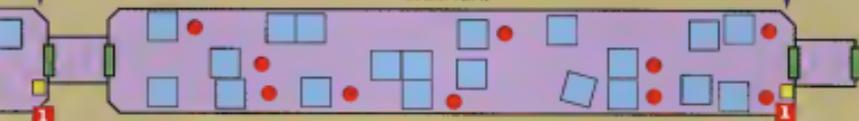


After opening the double doors and ducking back to the right, angle yourself toward the door and move backward until the guard on the far left barely comes into view. Take the shot, then move carefully until the second guard appears, and so on. This will keep you out of the line of fire.

If you stand near the crates when the guards storm in from the third car, you could be hurt in an explosion. It's better to wait off to the side of the door.



Train Car 2



TO PAGE 68

Between a Box and a Hard Place

Agent

You can hide behind the wooden crates only as long as you're unseen, or if you're seen only by the enemy you're shooting. If more enemies see you, they'll blow up the crate and you'll take damage. Metal crates are another matter. In the second train car, after you make it past the first set of guards, use the stacked metal crates for cover. Angle your view to the right and inch out until you see the guard on the far right. Take him out, then inch a little farther, taking out guards as they come into view. It's usually preferable to maneuver for the safe shot than to rush in to a welcome of flying lead.



You Only Knock Twice

Several guards hide in locked cabins on the train and won't appear until after you've passed. If you're aware of them, you can wait for the guards to appear, then take them out. The first hidden guard is in the restroom in the third car. He appears after you defeat the six guards outside. Two guards wait in the second cabin of the fourth car. A guard in the fourth car restroom appears only after you pass through most of the fifth car.

Restroom Rumble

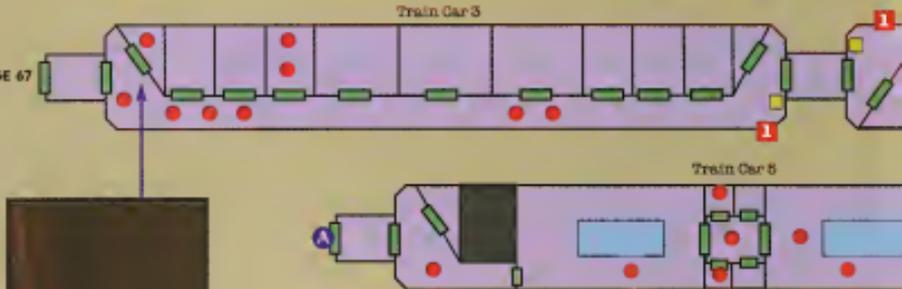
A short hall in the fifth car is flanked by two restrooms and is one of the deadliest parts of the train. Two of the three guards will come out of the door with their guns blazing. Wait for them on the right side and shoot slightly low to take out the kneeling guard. If you kneel, you might avoid taking a stray bullet. You'll pick up twin ZMCs for even more fire power.

Agent



Train Car 3

FROM PAGE 67



Once you've shot all the guards in the hallway here, continue down the aisle several steps, then return to the restrooms with the locked door. The guard there should be just emerging and you'll be able to take him before he raises his gun.



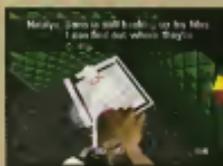
2 RESCUE NATALYA

As you enter the front area of the train, you'll stumble upon General Ourumov holding Natalya at gunpoint. Behind them in the shadows are Trevelyan and Onatopp. When the General warns you to stop moving, do so. Take aim and send Ourumov to the great mess hall in the sky. Immediately after that, take aim at Onatopp in the distance. If you hit her, you'll gain precious extra time to escape from the train. Do not hit Natalya under any circumstances.



3 LOCATE JANUS'S SECRET BASE

While you cut away the hinges on the floor panel, Natalya will be at the computer console attempting to discover the whereabouts of the hidden GoldenEye control center. There's nothing you can do but wait for her to locate Boris. At that point, if you're playing Secret Agent level, you can jump out of the train and escape.



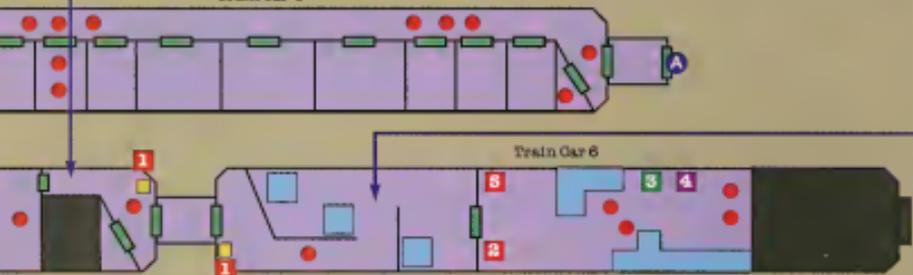


Once you enter this area of the train, the guard who was locked in the restroom back in the fourth car will now make his way forward. Go back to the parlor area through the last door and wait for him to come to you.

TRAIN CAR 4



As soon as you shoot out the final brake unit, you'll see a message indicating the success of your first objective. Now turn and face the corridor to the right. Two guards will rush into view. Before they can react to your presence, gun them down.



4 CRACK BORIS'S PASSWORD

It's up to Natalya to crack the code.

Your job is to cut away the floor panel and be ready to jump. If you left any of the guards alive behind in the train, they will make their way forward. Be prepared. If you didn't shoot Xenia earlier, you will have slightly less than five seconds to get out of the train once Natalya gets Boris's password. Wait for Natalya to say she has it, then immediately jump.



5 ESCAPE TO SAFETY

This can be the trickiest part of all, particularly in 00 Agent level. Begin by using the watch laser to cut through the gray hinges on the floor panel until it drops away. If you



shot Xenia after Ourumov, you'll have extra time once Natalya has Boris's password. In that case, once you drop through the floor panel, turn right and race toward the front of the train, dodging to avoid the fire. If you didn't shoot Xenia, turn to the left toward the guards by the side of the track. With luck, Natalya will escape the blast from the train.

Mission 7 Cuba

Part 1 JUNGLE

While satellite reconnaissance haven't been able to locate any physical traces of a space control center, the coordinates recovered from the smoking Janus computers at the Depot in St. Petersburg convince M that a facility exists in the jungles of Cuba. It's up to Bond and Natalya to check it out on the ground.

BRIEFING

Natalya Simonova will accompany you on your mission to Cuba. If our assumptions are true and Janus has GoldenEye, we'll need Ms. Simonova's skills to disable their computer system. We've contacted Jack Wade from the CIA and he has been able to give her some basic firearm training. He said she fared better than most of his trainees, but that doesn't surprise me considering the meager funds the United States appropriates to the CIA these days. Get her in to do the job, then get out of there.



Murky Mist

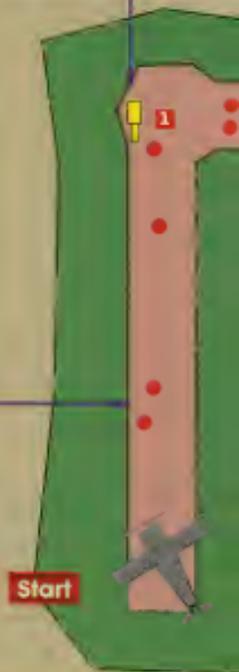
A thick, steamy vapor hangs in the jungle air, limiting your visibility. Your first priority is to grab one of the enemy's AR33 Assault Rifles. Even if you don't have ammo, you can use the rifle's telescoping sight to spot the dangerous details in the distance.



The explosion from your wrecked plane will draw the attention of two nearby guards. This isn't necessarily bad because Natalya can knock both of them out before you have time to line up your shot. Make sure you pick up the enemy's AR33, especially since you can use the rifle's telescoping sight to scout out the trouble lurking in the murky mist. The AR33 also has more stopping power than most weapons in the game.

Body Armor

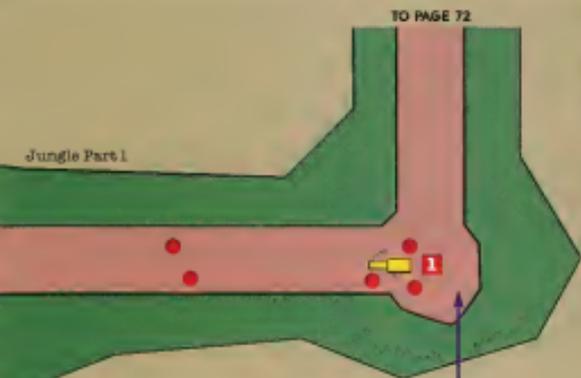
Finding this Body Armor is a lucky break, especially for 00 Agents searching for protection. Even if you neutralize the sentries in the jungle without taking a hit, you'll need this precious item for your double-barreled confrontation with Xonia Drottapp.



MISSION OBJECTIVES

Agent Secret Agent OO Agent

- 1 Destroy the Drone Guns (Pages 71, 72 and 73)
- 2 Eliminate Xenia (Page 72)
- 3 Blow Up the Ammo Dump (Page 76)
- 4 Escort Natalya to Janus Base (Page 76)



TO PAGE 72

Jungle Part 1

Body Armor

Grab this Body Armor if your other one is already frayed or gone, or save it in case your confrontation with Xenia Ostapenko turns terribly sour. It might seem like a long retreat, but remember that you can lay mine mines behind you and weaken Xenia—or she might blow herself up as she attempts to return fire with her grenade launcher.

Q BRANCH

Here are six portable mines, Q07. These devices are exactly like the ones you used some years ago in the Arkángelsk mission. How they're used is completely up to your discretion, but I thought you might find them useful for dispatching Janus troops holed up in fortified positions.



1 DESTROY THE DRONE GUNS

There is a total of seven drone guns you must destroy before entering the Control Center. Unlike the video-camera-controlled drone guns you found in Severnaya and the St. Petersburg Depot, these drone guns are controlled by a motion-sensing radar. Thankfully, the range of the gun sensor is shorter than your eyesight, so you can use your AR33's sights to blast the guns before their electronic circuits register that you're there. While all guns can rotate and track targets, the sensors can see targets only in front of them. If you can sneak up behind a gun or take it out from a perpendicular angle, it will never know what hit it.

The Cage

Xenia Onatopp patrols the bridge leading to The Cage, a twisted series of caverns packed with Janus troops. Make use of the forest cover and save your best weapons for the final push to get through the doors of the Control Center.



1 DESTROY THE DRONE GUNS

You'll have to get by two drone guns before you can enter the caverns known as The Cage, but only the first gun will give you trouble. Stand behind the trees on the right or left side of the forest to take out the drone gun beneath the wooden tower. The other drone gun is facing away from the bridge, so it won't return fire unless you walk past it.

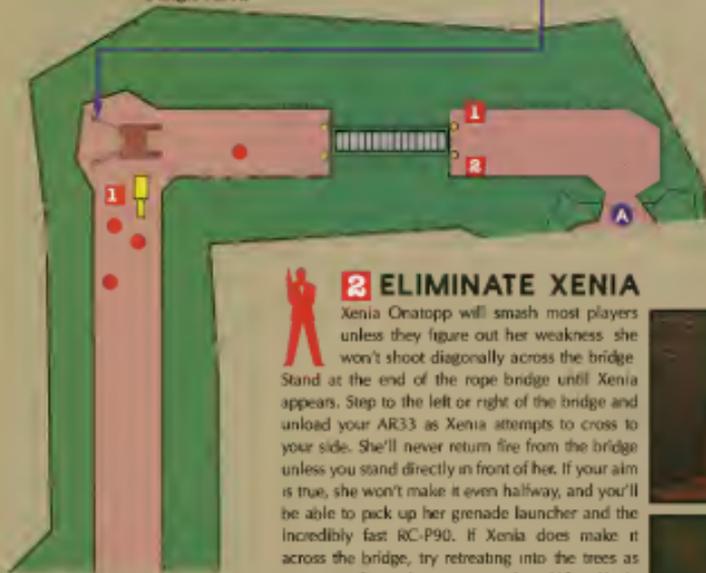


Body Armor

You'll find Body Armor behind the tower if you're playing as Agent or Secret Agent rank. If you've used up only one Body Armor, you might find it easier to retrace your steps to the armor back at the last corner so you can save this one in case you need it while fighting Xenia or the guards inside The Cage.



Jungle Part 2



FROM PAGE 71

2 ELIMINATE XENIA



Xenia Onatopp will smash most players unless they figure out her weakness: she won't shoot diagonally across the bridge. Stand at the end of the rope bridge until Xenia appears. Step to the left or right of the bridge and unload your AR33 as Xenia attempts to cross to your side. She'll never return fire from the bridge unless you stand directly in front of her. If your aim is true, she won't make it even halfway, and you'll be able to pick up her grenade launcher and the incredibly fast RC-P90. If Xenia does make it across the bridge, try retreating into the trees as you return fire and use remote mines. When Xenia uses her launcher, the grenade may bounce off a trunk and hit her.





1 DESTROY MORE DRONE GUNS

Even if you take the long, winding slope up to the top of The Cage, you'll want to retrace your steps and eliminate the remaining two drone guns from the ladder. This is easy to do if you remember to crouch on the ladder and peek up over the side of the cliff. You can destroy the gun before it sees you. The other gun can't detect you from this angle, so you'll have all the time in the world.



4 ESCORT NATALYA TO JANUS BASE

The Janus troops in front of the entrance to the Control Center are endless, so you should eliminate as many as you can and then sprint to the complex doors before reinforcements can run up and take the places of their fallen comrades. Since the sentries are hiding behind steel crates, your best means of dispatching them is to use explosive devices such as grenades or remote mines. The guards are aiming for you, and most of them will ignore Natalya.

3 BLOW UP THE AMMO DUMP

This is an easy task once you figure out how to neutralize the two drone guns guarding the dump. The trick is to approach the dump from the ladder. There's a drone gun covering this entrance, but if you crouch on the ladder, you can pick off the gun before it registers that you're there. From this angle, you'll have an easy shot at the other drone gun covering the second entrance. Make sure that Natalya is clear of the area before you blast the crates.



Mission 7 Cuba

Part 2

CONTROL CENTER

Bond knows he has only a few minutes before the GoldenEye Satellite will fly above the city of London and obliterate nearly half of the European market in one blinding flash, plunging the world into economic chaos. He has to get Natalya into the Janus Control Center so she can shut down the satellite.

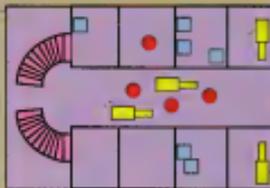
BRIEFING

Work as a team with Natalya Simonova to shut down the GoldenEye Satellite, 007. She'll take care of breaking into the computer software while you're smashing the Janus hardware. I don't know how she will handle things under pressure, but she's our only hope for shutting down their computer network. Beware of traps. Remember that a former OO Agent designed this massive underground complex, and he's undoubtedly borrowed from our own book on the tricks of the trade.



Blast Doors

Natalya can work on getting the first door open for you, but the rest of the doors in the Control Center won't open unless you complete certain tasks.



The drone guns suspended over this hallway have a limited range, so you can plug them from a distance. The two icons on the right above show two more hidden drone guns waiting for Sector and 30 Agents. If you run past them, they won't have time to track and hit you.

Control Center 1st Floor



TO PAGE 76



Boris: "Hurry over here! You've got to see this!"



Boris: "What's in the room?"

Ignore Boris and go about your business. If you hurt him, Natalya will abort your mission by refusing to cooperate. If you've seen the GoldenEye movie, you already know that he'll get what he has coming to him.

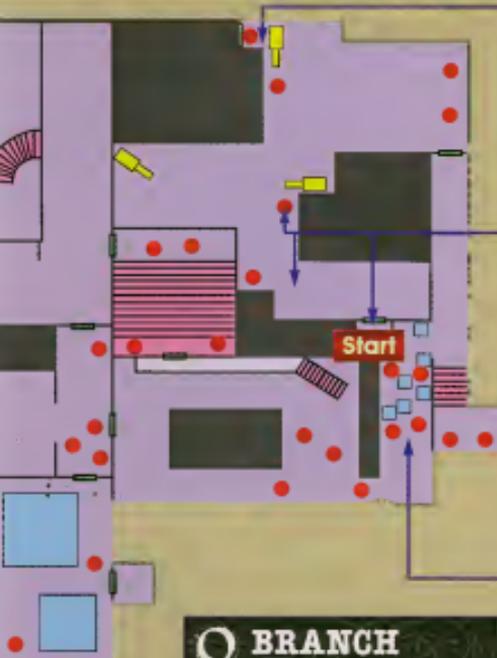
CONTROL OBJECTIVES

Agent

Secret Agent

OOAgent

- 1 Protect Natalya (Page 76)
- 2 Disable the GoldenEye Satellite (Page 77)
- 3 Destroy the Armored Mainframes (Page 77)



Natalya can hack into the security computers and open one of the blast doors for you, but then it's up to you to clear the Control Center of Jaws troops so she can finish the work on the GoldenEye Satellite computers.

Mattias: The blast doors have been disabled by the security computers.



Prioritize your targets at the start of the stage. Let the guards come to you and neutralize each one as he rounds the corner. Once the chamber is clear, start working on the drone guns. The three arrows are pointing to key safe spots where you can stand and knock out the guns. The trick is to carefully aim around the corner and shoot at only a portion of the gun so the drone's sensor can't detect you. If you can see the entire gun, it can see you, too.



Q BRANCH

"I figured you would use up my remote mines before you entered the Control Center, but I wish you would have saved a few for the armored mainframes. You'll need a bomb or something to knock those monsters off line. Perhaps you'll find more explosives somewhere."



Treat the sentries behind the crates like drone guns: peek around the corner just enough to hit them without being detected. Just remember that unlike drone guns, these cunning foes may toss a grenade to throw you off.

Glass Walls

The most complicated room in the Control Center is the Computer Room with the GoldenEye tracking screen. Make a note of the room's four entrances and the location of each glass wall. You must cover all these areas while protecting Natalya.



Body Armor



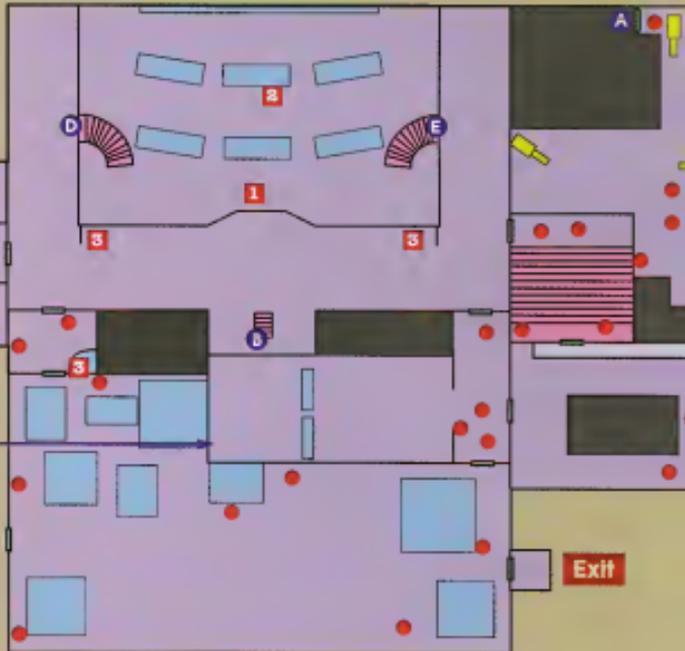
After Natalya is clear of danger, work your way to this corner and pick up the Body Armor before attempting to get to the elevator. You'll need some extra protection when you run Trevelyan's heavily fortified gauntlet waiting for you inside the warehouse.



Alec Trevelyan taunts you as he jumps into this elevator, but there's no way to catch him, even if you do manage to throw a grenade inside the closing door. Duty to your country comes first—you'll have to settle your score with him in a later stage of the game.

Protecting Natalya is one of the stickiest and trickiest objectives in the game. Some Janus troops will target you while others will aim for her. You can't pick your targets, so your only chance is to watch the entrances and eliminate every approaching threat.

Control Center 1st Floor



1 PROTECT NATALYA

Protecting Natalya in the Computer Room is the most dangerous objective in this mission. Pick up the Body Armor on the third floor before you lead Natalya to the terminal. Stand in the front of the room and do your best to cover all four entrances as the Janus troops start to charge. Snive guards will target you to throw off your aim, while others will focus only on taking Natalya out. You can't pick your targets—eliminate everyone before he can pull off a shot.



Control Center 3rd Floor



Control Center 3rd Floor

**Body Armor**

While you don't have to follow Barba—and he probably would prefer that you didn't—if you do, you'll discover his own private stash of Body Armor hidden away in this short, narrow corridor.

2 DISABLE THE GOLDENEYE SATELLITE

If you manage to protect Natalya in the midst of the wild cross fire, she'll find a way to alter the satellite's trajectory, driving it into the heat of the earth's atmosphere. But keep an eye on all of the entrances—Janus's men will still try to jump out of the shadows in an attempt to stop Natalya.



3 DESTROY THE ARMORED MAINFRAMES

On the first floor you found a box containing eight remote mines. Like Q mentioned, the only way to disable Janus's armored mainframes is with explosive devices. There is a total of six mainframe computers, so don't waste your remote mines on the guards. You can also try using a grenade or two on a computer, but remember to aim carefully so the grenade doesn't rebound and come rolling back to you.



Mission 7 Cuba

Part 3

WATER CAVERNS

Even as the GoldenEye Satellite slowly sinks toward the earth, Alec Trevelyan is struggling to regain control of his space weapon by reprogramming the telemetry data from a remote terminal on the submersible satellite dish. It's up to Bond to intervene, and shut down the Janus Syndicate once and for all.

BRIEFING

Remember your priorities and stick to them, 007. Ignore your grudge with Alec Trevelyan and concentrate on destroying the Janus operation before their scientists figure out how to reprogram GoldenEye's navigation instructions. Jack Wade has offered assistance in the form of a detachment of US Marines, but he needs to know the exact coordinates of the secret base and the satellite dish. If you can call him on the radio and lock up the base's water pumps, he'll know exactly where to send in the troops.



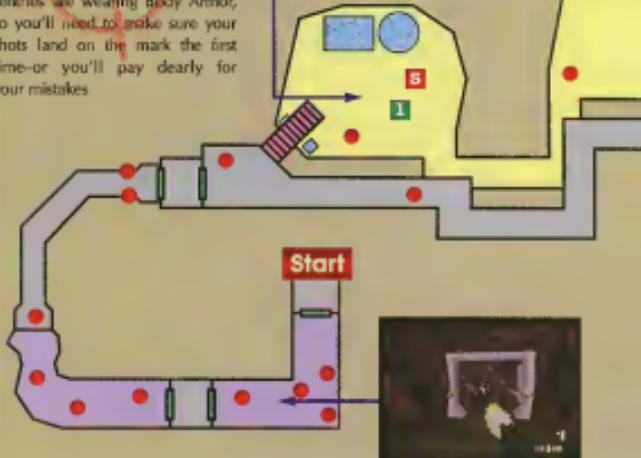
Aim High

The Water Caverns beneath the Janus Control Center are packed with the best equipped guards in the game, making it one of the most challenging stages in GoldenEye. Ammo conservation is critical while you're exploring the first few chambers in the stage, especially if you're playing at Secret Agent or 00 Agent rank. All sentries are wearing Body Armor, so you'll need to make sure your shots land on the mark the first time—or you'll pay dearly for your mistakes.

Body Armor



There's Body Armor resting on this crate if you're playing at Agent rank. Make sure you blast open all the crates and collect the extra ammo inside for the rooms ahead.



Alec will flee as soon as he sees you open the elevator door. You can't do anything to catch him, so take your time and eliminate his escorts before they can turn and point their guns at you.

CAVERNS OBJECTIVES

Agent

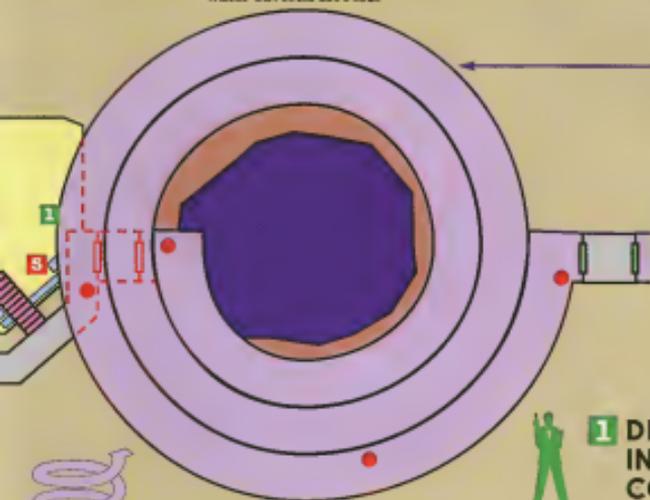
Secret Agent

OO Agent

- 1 Destroy the Inlet Pump Controls
- 2 Destroy the Outlet Pump Controls (Page 80)
- 3 Destroy the Master Control Console (Page 82)
- 4 Use the Radio to Contact Jake Wade (Page 82)
- 5 Minimize Scientist Casualties (Pages 78 and 83)



Water Caverns 1st Floor



If you have extra rounds to spare in your AR33, you can use your rifle sight to neutralize the guards on the spiraling walkway from a distance. You won't sustain any damage if you rely on long range combat throughout your climb up the dome's spiral passage.

TO PAGE 80



Side view



1 DESTROY THE INLET PUMP CONTROLS

Technicians must engage the four computer consoles to activate the inlet pump controls that allow water to fill the lake concealing Tevelyan's submersible satellite dish. Shoot the timid scientists away from the computers, then destroy the consoles with your guns or timed mines. Select your ordinance based on your agent rank. Use mines if you're a OO Agent—you'll need to conserve your rounds for the guards waiting to ambush you in the long, damp corridors ahead.



5 MINIMIZE SCIENTIST CASUALTIES

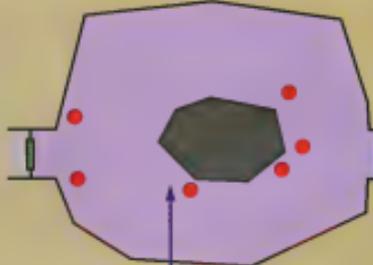
There are three scientists operating the four inlet pump controls. They'll begin to

flee as soon as they see you, but sometimes one or two will panic and blindly run in circles. Lead the confused civilians to safety before you destroy the computers.



Water Caverns 2nd Floor

FROM PAGE 79

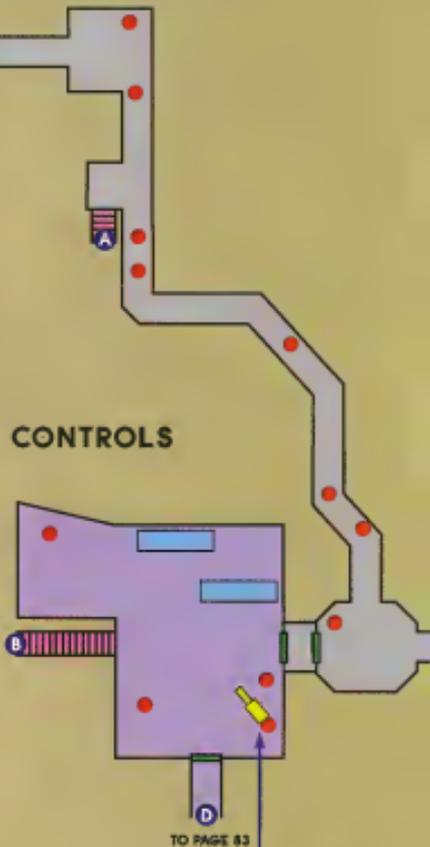


The sentry on guard in this chamber carries two ZMG SMGs, which means you can be a two-fisted gunman when you recover his weapons. You'll use both of these guns until you claim one of the RC-P30s or a pair of AR33s used by the sentries at the end of the stage.



Double-Decker Danger

The second half of the Water Caverns is a double-decker corridor crammed with trouble. If you take your time and cash in on the weapons cache, you should be able to dispatch the guards on both levels without taking a hit. Be sure to use the secret passage leading to the outlet pump controls.



TO PAGE 83



2 DESTROY THE OUTLET PUMP CONTROLS



Four computers activate the outlet pump controls that allow the lake water to drain from around the satellite dish. The best way to access the room containing the consoles is through the secret passage behind the lockers in the ammo cache chamber. This approach isn't covered by security, and you'll be able to bypass the forces waiting to intercept you on the steel walkways in the adjacent chamber. Remember to destroy the drone gun before you attempt to leave the room.



Use the sights on your AR33 to disconnect the drone gun above the blast door. Two calm and collected sentries are savvy enough not to bolt under the explosion, and they'll wait to hit you when you climb the stairs. They won't give you trouble if you remember to expect them.

Code Key Cards

Before you leave the Water Caverns, you'll have to collect three Code Cards that will open the doors leading to the stage exit. Alec Trevelyan will be waiting for you, so be ready for a last-second dirty trick or two.

Exit



5 MINIMIZE SCIENTIST CASUALTIES

The only scientists remaining in this section of the Water Caverns are controlling the master control console. Don't bother them until you've dealt with all the sentries. You'll need to persuade them to leave the premises so you can destroy their computer. Scientists will typically raise their hands and stand still when you approach them, making it difficult to get around them. If you shoot your gun near their feet, they'll catch a clue and bolt for the exits. Injuring three scientists will end your mission.



4 USE THE RADIO TO CONTACT JACK WADE

The radio is in the corner of the chamber opposite the master control console. There are a dozen barrels of flammable liquid stacked to the left of the radio and one more behind the radio table. You need to lure the guards away from the barrels before you take them out. The best way to do this is to shoot at the wooden crates outside the room and lure the guards one at a time through the automatic doors. Select the AR33 and use your crosshairs to aim at each target. Use the radio only after all the sentries have been neutralized.

Jack Wade: Got your bottoms Jimbo!
Ma and my boys are on
our way.



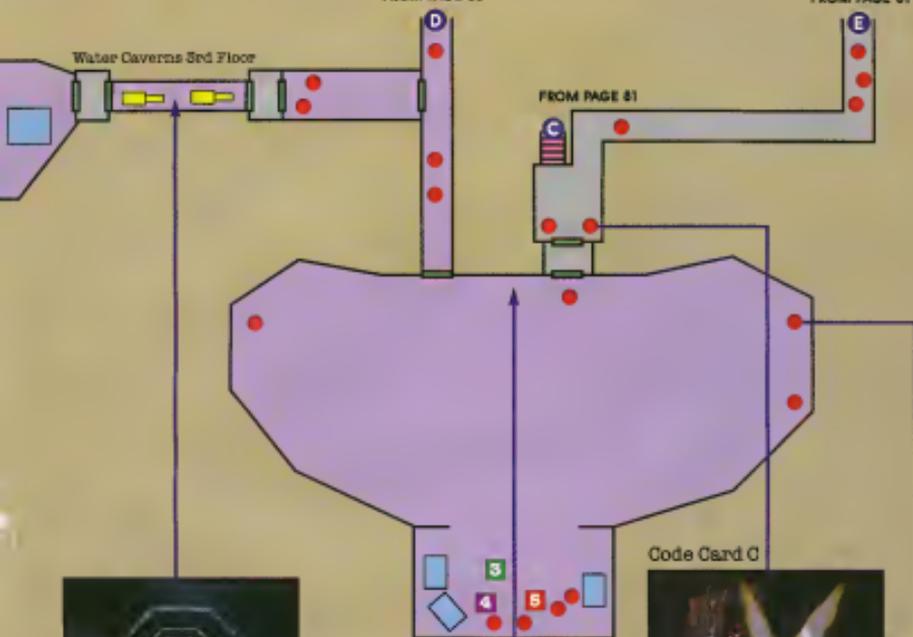
3 DESTROY THE MASTER CONTROL CONSOLE

The master control console operates the water pumps that immerse the satellite dish in Janus's artificial lake. This is the final piece of equipment you'll need to immobilize the satellite dish. Do not destroy this computer until you've contacted Jack Wade on the radio. Several barrels of flammable liquid have been stored next to the computer, and a chain reaction will wipe out the radio before you can contact Wade. The trigger-happy guards will also blast themselves into oblivion, so try to lure them out through the automatic doors where you can dispose of them on the steel walkways. After you've eliminated all the guards, persuade the scientist to leave by aiming your pistol near his toes and forcing him to dance his way to safety.



FROM PAGE 80

FROM PAGE 81

Trevelyan: So slow, James
— 3:17:59pm

Alec's taunt is actually a signal to the guards sneaking up behind you. Turn around and neutralize the guards before you use your AR33 to knock out the drone guns in the distance. If you've fulfilled all your mission objectives, you can run down the corridor after Trevelyan and move on to the final stage.

Body Armor



If you're playing on Agent or Secret Agent rank, you'll find Body Armor waiting for you on top of this crate. This is the only Body Armor in the entire level, so try to make it last through your confrontation with Alec Trevelyan beneath the drone guns.

Code Card C



The sentry waiting outside this door is carrying Code Card C. This card will open the blast door leading to Alec Trevelyan and exiting out of the Water Caverns.

Code Card B



Code Card B opens up the blast door on page 80. Do not return to this blast door until you've called Jack Wade on the radio and destroyed the master control console.



Mission
7
Cuba

PART 4

ANTENNA CRADLE

Almost everyone at MIB believes that the Janus satellite communications system has been destroyed—everyone except Q. After a scan of real-time footage by a passing Keyhole-T ELINT Satellite, he has noticed cables leading to a shed on the dish. If Q is correct, London is far from safe. Trevelyan may be able to reprogram GoldenEye if he can reach the dish antenna.

BRIEFING

Jack Wade has called in the US Marines, and we want you out of there, 007. I think you're letting this personal vendetta with Alec Trevelyan cloud your judgment. As far as I'm concerned, your mission is over and you should be on your way back to England. Of course, you'll have to make time for travel arrangements and your usual extracurricular activities. What you do on your own time is your own business, and I don't think we need to know anything else about what goes on out there on the Antenna Cradle. All we care about is that you get home, James—alive.



Three Minutes Until the Antenna Aligns!

Elite sentries equipped with Body Armor and ZMGs are pacing every girder on the Antenna Cradle. You'll have three minutes to knock out the computer remote terminal in the shed, then you can deal with Trevelyan and his troops.

The Former 006 is up to His Usual Tricks

Agent

Alec knows you have more than enough time to disable the computer in the shed, so he's ordered his troops to trap and delay you on the spans of the Antenna Cradle. In the event that you reach the shed, Trevelyan will leap from the shadows and taunt you. Alec's guard uniform allows him to blend into the hostile crowd, but you can easily identify him by the star-shaped muzzle flash from his customized AR33. All of the other soldiers carry one or two ZMGs. Knock out the computer before you attempt to chase Trevelyan. And don't trip over the grenades that he leaves behind as he flies from you.

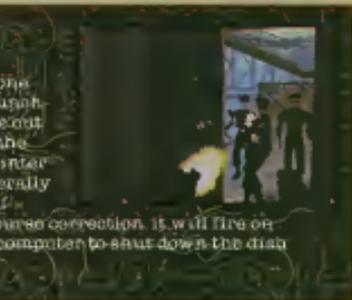
Trevelyan: From the cradle to the grave—your grave, James.



Q BRANCH

Trevelyan must have done some heavy number crunching in his head to figure out how to manually reset the dish antenna so that it intercepts GoldenEye. It's literally a shot in the dark, but if

GoldenEye receives a course correction, it will fire on London. Knock out the computer to shut down the dish for good.



CRADLE OBJECTIVES

Agent

Secret Agent

OO Agent

- 1 Destroy the Control Console (Page 86)
- 2 Settle the Score with Trevelyan (Page 87)



Antenna Cradle Upper Level

Body Armor



This Body Armor is available for all agent ranks, but it's actually bait for a trap. If you run down the long passage to reach it, the Janus troops will close in behind you and cut you off from Trevelyan and the Antenna Cradle control console inside the shed.

Body Armor

Always grab the first Body Armor behind the post at the start, but don't go for any of the armor on the outlying parts at the top of the Antenna Cradle unless you've already demolished the computer control console activated by Trevelyan inside the shed.



TO PAGE 86

Body Armor



Like the Body Armor on the far left, this armor is a fatal attraction. Janus troops will seal off the corridor behind you, blocking your access to the Antenna's lower levels. You'll use up the armor just trying to fight your way back out of your predicament.

Start



2 SETTLE THE SCORE WITH TREVELYAN

The toughest part of your battle with Trevelyan is dispatching his guards, but if you take your time and make these sentries a priority target, you'll have enough ammunition to keep the former 006 reeling. As you chase Trevelyan, you'll notice that there are several locations where he always stops and waits for you. If you remember where Alec's ambush locations are, you'll be able to anticipate his next move and sidestep his AR33 and grenades. Like most enemies in the game, Trevelyan has a weak spot. The more times Alec gets hit in the head, the sooner he'll come to his senses and challenge you to "finish the job" at the bottom of the Cradle inside the maintenance shed. When you receive Alec's final challenge, follow Trevelyan through the hole in the Antenna Cradle Maintenance Shed and nail him before he can hit you. You'll need to complete all the stages at Secret Agent rank to move on to Mission 8.



Mission 8 Teotihuacán

Part 1

AZTEC COMPLEX

While Hugo Drax's remains are floating somewhere in deep space, fragments of his corporation still exist. The Drax Corporation is still involved in small, uncensored space exploration and military research. Bond has orders to reprogram the next shuttle launch so M16 can capture the spacecraft and determine what the renegade company is planning to unleash on the world.



BRIEFING

NASA isn't sure how many shuttles they lost during the Moonraker operation, so we're assisting them by checking out the locations where we've detected unauthorized launches. The South American site you'll have to penetrate is close to the original Drax complex. Since NASA designed the computer systems on their shuttles, they've furnished Q with a computer patch program that will reprogram the craft's guidance system as soon as it reaches orbit. Your job is to infiltrate the Drax complex and upload the patch into the shuttle's program before it leaves the launch pad.



The Toughest Level?

Infinite guards, hidden drone guns and an oversized lug named Jaws are the three reasons most operatives consider the Aztec Complex the toughest mission in the game. Even if you know exactly what to do, luck plays a significant role in determining your success—but gambling with the ultimate stakes is a way of life for James Bond.

Key Card



Jaws is holding the Key Card you'll need to locate the shuttle guidance program and launch protocol. This metal-mouthed giant is toting a pair of AR33s and plenty of attitude. Hit Jaws once to get him to follow you, then run circles around the Aztec Complex Stairway connected to point C on the map. Jaws will quickly ratify if you shoot at him from a diagonal angle while he chases you around the stairs.

Q BRANCH

I know how you dislike cracking computers, so I've simplified the guidance data patch program on this 35" diskette so it will do most of the work for you. All you have to do is plug it in. Oh yes, I almost forgot—you'll have to find a BAT containing the Drax launch protocol. We can't steal their shuttle unless you can get it off the ground.



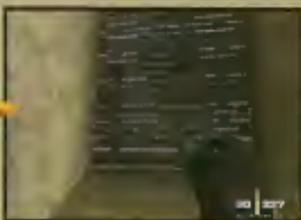
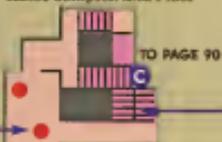
AZTEC COMPLEX OBJECTIVES

Agent Secret Agent OO Agent

- 1 Reprogram the Shuttle Guidance System (page 90)
- 2 Launch the Shuttle (page 90)



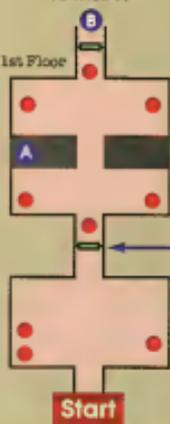
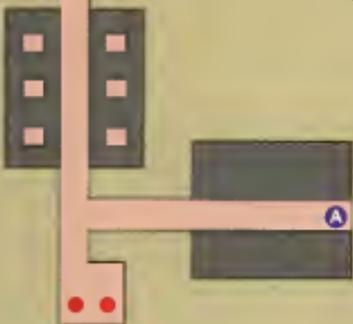
Aztec Complex 2nd Floor



The trick to eliminating the drone guns in the hanger is to shoot them from the other side of the vent grating. While you can see the guns, they can't see you. In fact, the drone guns behind the control room window won't detect you until you break the glass. The only drawback with this location is that you'll have to go through Jews to get here. Since legions of guards will start pouring into the complex after you defeat Jews, you might find it easier to knock out all the drone guns from Point E on page 91.

TO PAGE 91

Aztec Complex 1st Floor



It's difficult to find the first door in Mission 6, but the light-colored bricks give away its location. Remember to reload before you attempt to open it.

Take Out the Drone Guns First

Guards will pour into the Aztec Complex the moment you defeat Jaws, making your task of reprogramming the shuttle guidance system nearly impossible to complete. Luckily, there's a trick to reaching the shuttle hangar before you confront Jaws. You can accomplish this task by foiling the deadly exhaust bay trap and knocking out all the drone guns protecting the hangar.



1 REPROGRAM THE SHUTTLE GUIDANCE SYSTEM

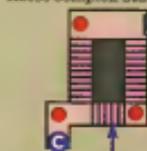
Before reprogramming the guidance system, you'll need to get the Key Card tucked inside Jaws's pocket. But before you march off to fight this major monument to orthodontia, you should clear the guards from the Shuttle Hangar. Stand outside the exhaust bay door and blast the computers blocking the vents on the other side of the room. Run through the exhaust bay and clear out the hangar from point E on the map on page 91. Next, defeat Jaws and use his Key Card on the door inside the Launch Guidance Center. Shut the door behind you before you use Q's disk on the computer. The guards are searching for you, so watch your back while you're uploading the data. Grab the DAT with the launch protocol and fight your way back to the Shuttle Hangar.



Q's guidance data has been uploaded.



Aztec Complex Stairway



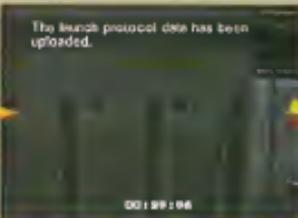
FROM PAGE 90

Lure Jaws into chasing you around the circular stairway. Jaws will only shoot if he can aim in a straight line. The trick here is to shoot at Jaws from a diagonal angle across the gap in the stairs. If you keep doing this, he won't be able to return fire. Continue running around the stairs until Jaws surrenders his Smart Card. At this point, legions of guards will begin pouring into the Aztec Complex, so you'll need to hurry in order to complete your mission.



2 LAUNCH THE SHUTTLE

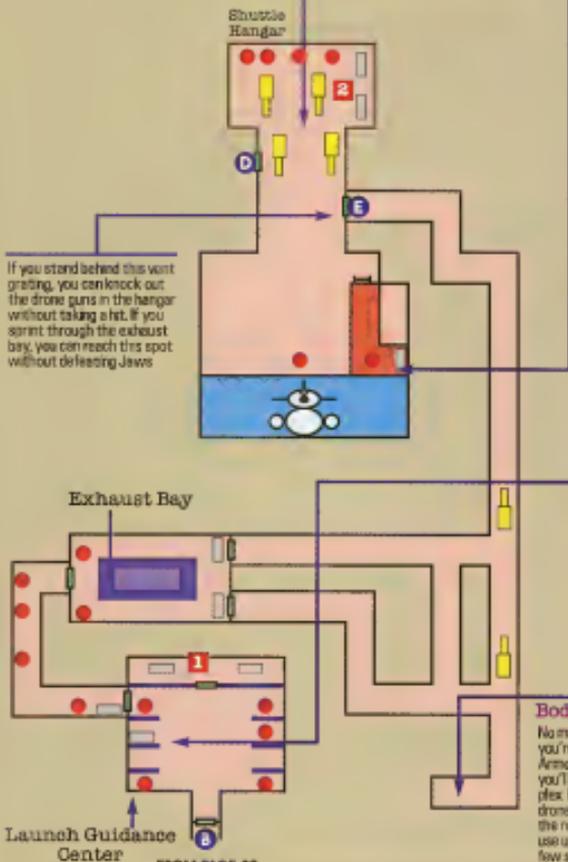
If you have uploaded Q's guidance data into the computer system and picked up the DAT inside the Launch Guidance Center, you're ready to launch the shuttle. Fighting your way back to the Shuttle Hangar won't be difficult if you cleared out the sentries before you defeated Jaws. The remaining guards are more of a nuisance than a threat. At the back of the Shuttle Hangar you'll find the computer mainframe. To load the DAT into the mainframe, you'll have to select and use the DAT the same way you would choose and fire a weapon. Since you'll be defenseless during the loading, make sure you turn around and clear the hangar of any charging guards. The launch sequence will begin after the tape is loaded, but the countdown will hold at ten seconds if the shuttle exhaust bay doors are closed. Return to the computer above the hangar to open the doors and watch the launch.



You'll have to climb a ladder to reach the computer terminal perched high inside the Shuttle Hangar. This console controls the opening and closing of the shuttle exhaust bay doors. Keep the exhaust bay doors closed until you've loaded the DAT containing the shuttle launch protocol onto the hangar computer, then you're ready for blast off.



This computer terminal, which is perched on a platform above the Shuttle Hangar, operates the exhaust bay doors. You must close the doors to reach the launch guidance center and reopen them to launch the shuttle.



If you stand behind this vent grating, you can knock out the drone guns in the hangar without taking a hit. If you sprint through the exhaust bay, you can reach this spot without defeating Jews.



You'll find an inoperative computer mainframe inside the launch guidance center. This obsolete piece of junk is actually a hidden door leading to the exhaust bay. Activate the nearby console to open the door. Shoot away the computers blocking the exhaust bay vents to avoid the shuttle's test-fire trap.

Body Armor

No matter which agent rank you're playing as, this Body Armor is the only protection you'll find in the entire complex. Knock out the pair of drone guns suspended over the narrow corridor or you'll use up your armor within a few seconds.



FROM PAGE 87

Mission 9 el-Saghira

Part 1

EGYPTIAN TEMPLE

Scaramanga was vanquished when James Bond duelled The Man With the Golden Gun, but the whereabouts of the assassin's weapon has not been revealed—until now. MIB has received a blood-spattered letter. Baron Samedi, a sorcerer Bond crossed machetes with in *Live and Let Die*, possesses the gun and has issued a challenge: A duel to the death among the tombs of the pharaohs.



BRIEFING

I have some unsettling news, 007. Despite Solitaire's eyewitness account that you dispatched Baron Samedi, our Q Branch handwriting analysis machine has matched the scribbled blood on this letter with the voodoo master's old Haitian income tax statements. This challenge was written by the same person. Scaramanga's Golden Gun is tantalizing bait for a trap, but I'm certain that you will use discretion and extreme care in dealing with this matter. This cannot be an MIB operation, so I presume you're here to request leave. A vacation to sunny el-Saghira, perhaps?



Dark Passage

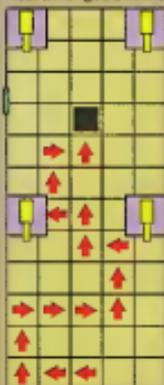
The Egyptian Temple at el-Saghira is a dark and foreboding maze, packed with infinite guards and one resurrected voodoo master. The maze gets darker as you draw closer to the final confrontation with Samedi. It's easy to get caught up in all the tricks, traps and bewildering stone passageways, but the less time you waste completing your objectives, the more the odds for survival and success will tip in your favor.



1 RECOVER THE GOLDEN GUN

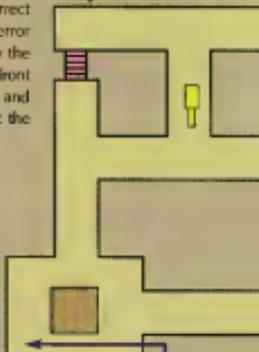
The Golden Gun inside Scaramanga's Shrine is protected by a puzzle. Finding the solution can be bewildering since you haven't encountered any other puzzles in the game. The trick is to step on the correct tiles leading to the Golden Gun. You can use trial and error to figure out the puzzle for yourself, or you can follow the path on the map inset below. Once you're standing in front of the Golden Gun case, the bulletproof glass will drop, and you'll be able to collect the gun and the bullets. Exit the room through the hidden door in the left wall.

Scaramanga's Shrine



If you step on the wrong tile, Scaramanga's trap will activate. Even if you destroy all four drone guns, you won't be able to reach the Golden Gun.

Temple 1st Floor



Body Armor



Save this Body Armor for last, because this is the final location where you'll encounter Samedi. It will probably be dark by the time you get here, so find the armor before you engage the enemy.

EGYPTIAN TEMPLE OBJECTIVES

Agent

Secret Agent

OO Agent

- 1 Recover the Golden Gun
- 2 Defeat Baron Samedi? (Page 94)



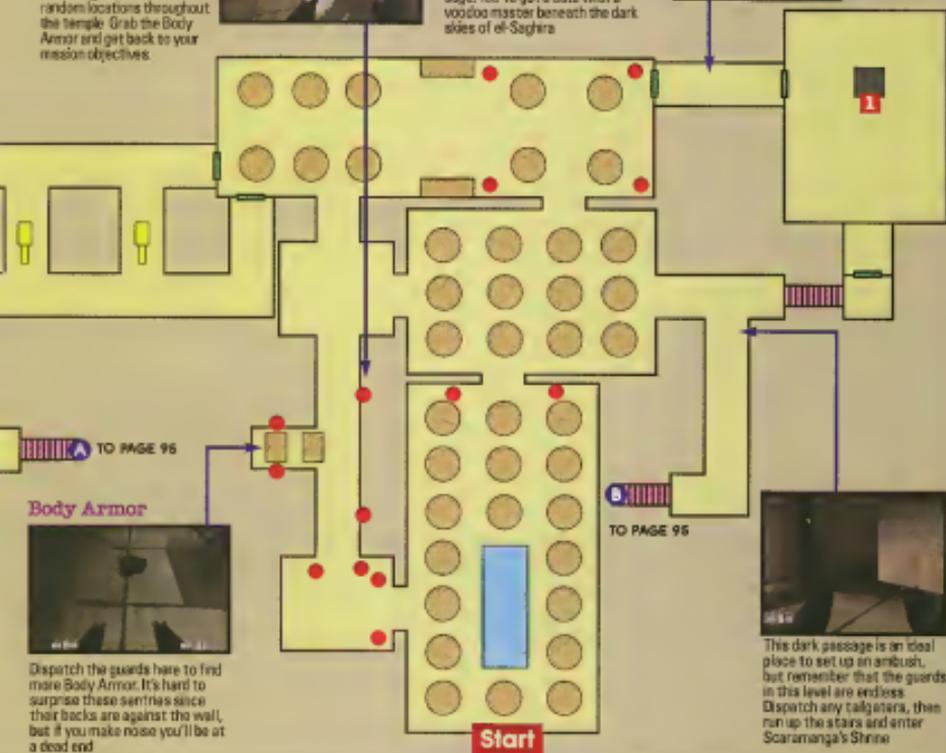
MISSION 9
el-Saghirra

Unless you're looking for Body Armor, try to avoid the shadowy corridor. While you can dispatch the sentries lying in wait around the corners, more guards will eventually take their places, and the new guards will hide in random locations throughout the temple. Grab the Body Armor and get back to your mission objectives.



Body Armor

Once you have the Golden Gun, you can exit Scaramanga's Shrine by sliding open the hidden door behind the white engraving on the wall. Grab the Body Armor and run for the door at the end of the one-way passage. You've got a date with a voodoo master beneath the dark skies of el-Saghirra.



Body Armor



Dispatch the guards here to find more Body Armor. It's hard to surprise these sentries since their backs are against the wall, but if you make noise you'll be at a dead end.



This dark passage is in a cool place to set up an ambush, but remember that the guards in this level are endless. Dispatch any taggers, then run up the stairs and enter Scaramanga's Shrine.

Part 1
Temple

The Golden Gun

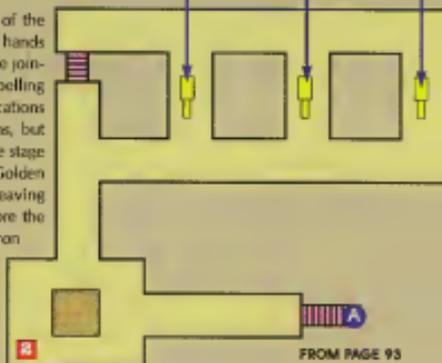
As the song says, "One golden shot means another poor victim has come to a glittering end." The Golden Gun can neutralize any foe in the game with a single bullet. Unfortunately, Baron Samedi has three times the lives as a normal person—four times if you count your encounter with him on Haitian—and you have but one life to give to your country. While Scaramanga's lethal weapon has made you the man with the Golden Gun, you need to know where Samedi is waiting for you and how to get between the rendezvous points while sustaining minimal damage.

If you run past the drone gags in this corridor you won't sustain a single hit, but you may be delayed by guards wandering the long hallway. You can also take out the drone gags by climbing the stairs on the left side of the map and shooting down at them before they can turn around and return fire. Clearing out the drone gags does consume valuable time—something you won't have when the guards eventually close in on you.



2 DEFEAT BARON SAMEDI?

Baron Samedi's haunting laugh reverberates through the halls of the ancient, stone temple. This massive structure was carved out by hands that have long gone on to their final resting place. You'll soon be joining the ancients if you don't devise a plan for dispatching Samedi and dispelling his voodoo ways. To win, you'll have to defeat him at three different locations inside the temple. The Baron can be neutralized with normal weapons, but you'll have to replenish your ammunition at least a dozen times before the stage ends. The best method is to hit him with three bullets from Scaramanga's Golden Gun. Search for Samedi as soon as you exit the passageway leaving Scaramanga's Shrine. You'll find the Baron directly in front of you. Ignore the infinite guards and concentrate on taking out Samedi. As soon as the Baron is defeated, you'll hear his laughter emanating from the pool where you started the level. Return to the pool, defeat Samedi again, then run for the black obelisk in the lower left corner of the map. Grab the Body Armor next to the obelisk and finish the job with a final shot. Then sit back and watch the animation as Samedi's laughter echoes into oblivion.



FROM PAGE 93



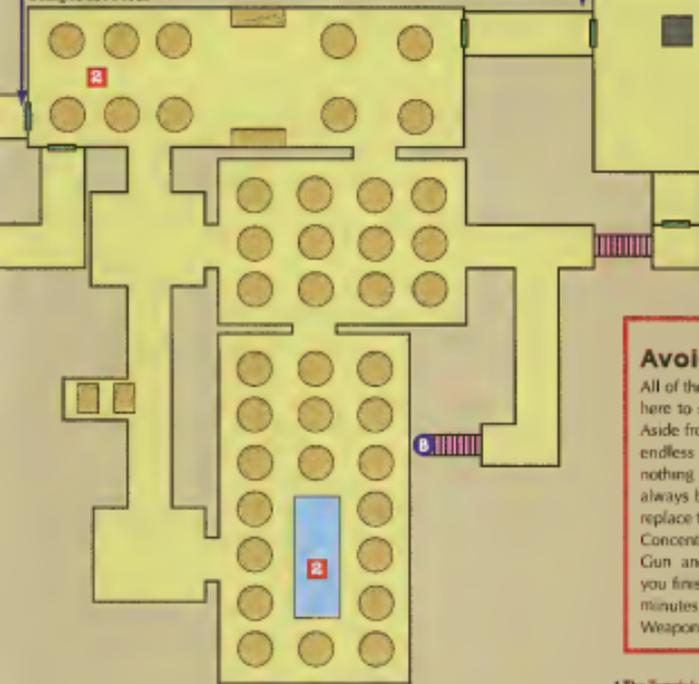
After you defeat Samedi at the pool, you'll hear his laughter as the sunlight is blotted out by black clouds. While your visibility is limited, this shouldn't prevent you from making a run to the black obelisk and your final confrontation with the voodoo master. Ignore the infinite guards and concentrate on lining the work you started.

There are two hidden doors in the corner of the room where you meet Baron Samedi for the first time, but the upper door at the far end of the chamber is a one-way exit. There is no way to climb up into the door. This upper door can serve as an ambush location, but eventually the guards will hunt you down and take you out when you're not paying attention to the long hallway behind you.



Even if you trigger the trap in Scaramanga's Shrine, you can still make a run for the door at the side of the room and attempt to solve the tile puzzle again. This handy escape route does have one drawback: sometimes a wandering guard will enter the room through the door. If the guard spots you, he'll charge toward your position and unwittingly activate the trap.

Temple 1st Floor



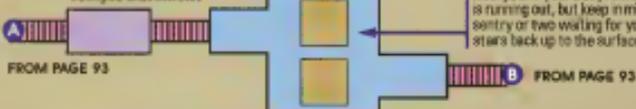
Agent

Avoid the Guards

All of the guards in this mission are here to slow and wear you down. Aside from a handful of ZMCs and endless ammunition, they have nothing to give you, and there will always be more sentries waiting to replace the ones you've eliminated. Concentrate on getting the Golden Gun and finishing off Samedi. If you finish this mission in under six minutes, you'll earn the All-Weapons Cheat Option.

The Temple's water-filled basement is the safest route to take to the black obelisk. You won't find any guards here unless a random sentry has stumbled down the stairs. This underground passage is an ideal path if your Body Armor is wearing or your life is running out, but keep in mind that there may be a sentry or two waiting for you when you climb the stairs back up to the surface.

Temple Basement





MISSION DATA

KILLER TIMES

As you would expect in a game devoted to spies and covert operations, GoldenEye is filled with secrets. Some of the secret Cheat Options are just for fun, but others give you awesome abilities. Once you earn a Cheat Option, a Cheat Menu will appear at the beginning when you enter the Cheat Mode game files.

A LICENSE TO CHEAT

When you complete a stage in GoldenEye within a target time and at a specific agent level, you'll earn a special Cheat Option that appears on the Cheat Menu. The special options include fun stuff like the big-headed enemies in DK Mode or the god-like powers of invincibility. Beating most target times won't be easy. The chart below lists the stages, agent levels and target times for each Cheat Option.



DK Mode



Paint Ball



Double Hunting Knives

STAGE	AGENT (Easy)	SECRET AGENT (Medium)	OO AGENT (Hard)
Dam	None	Paint Ball 2:40	None
Facility	None	None	Invincible 2:05
Runway	DK Mode 5:00	None	None
Surface	None	Double Grenade Launchers 3:30	None
Bunker	None	None	Double Rocket Launchers 4:00
Silo	Fast Mode 3:00	None	None
Frigate	None	No Radar (MULTI) 4:30	None
Surface 2	None	None	Tiny Band 4:15
Bunker 2	Double Throwing Knives 1:30	None	None
Statue Park	None	Fast Animation 3:15	None
Archives	None	None	Invisible 1:20
Streets	All Enemies w/Rockets 1:45	None	None
Depot	None	Slow Animation 1:40	None
Train	None	None	Silver PP7 5:25
Jungle	Double Hunting Knives 3:45	None	None
Control	None	Infinite Ammo 10:00	None
Caverns	None	None	Double RC-P90s 9:30
Cradle	Gold PP7 2:15*	None	None
Aztec Complex	None	Double Lasers 9:00**	None
Egyptian Temple	None	None	All Guns 6:00***

*Cougar Magnum if over 2:15

**Single Laser if over 9:00

***Golden Gun if over 6:00

LIVE AND LET DIE



This is where the real down-and-dirty business of covert operations begins. It's just you and one, two or three other agents running loose in a maze and armed to the teeth. Who lives, who dies, who stabs who in whose back—it's all up to you. Long after you've mastered the intricacies of the Mission Mode of GoldenEye, you'll still be learning, playing and loving the Multiplayer Mode, which we fondly call Live And Let Die.

LIVE AND LET DIE

RULES OF ENGAGEMENT

Unlike most multiplayer games, GoldenEye gives you not one but an almost endless number of ways in which to triumph gloriously over hapless friends. Your options include a variety of scenario rules for determining the winner, eleven mazes, lots of weapons and eight GoldenEye characters.

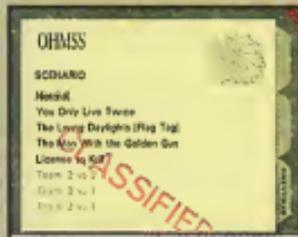
PLAYERS

From two to four players can mix it up in Live And Let Die Mode, stalking each other through new versions of stages from the Mission Mode. Each player can choose his or her own character and handicap. You can team up against other players or go at it solo. Either way, Live And Let Die Mode is fast-paced, intense action that never gets old.



SCENARIOS

Live And Let Die matches aren't just the simple hunt-and-kill death matches like those found in many games. Each GoldenEye scenario changes the rules of engagement and the strategies needed for winning or playing the game. Since you can customize other elements of the match, such as the type of weapons used, the variety becomes almost endless. In addition to the differences in rules found in the scenarios, you can play team matches, as well.



NORMAL

In a standard mode, players try to score the most points within a set time limit or be the first to reach a certain number of victories. You can set the time and point totals to be five, ten, or 20 minutes or points.

YOU ONLY LIVE TWICE

One life for your dreams and one life to live doesn't leave much of a margin for error. In this scenario, each player has just two lives to give to his or her country, and the last person alive wins.

THE LIVING DAYLIGHTS

In this mode the idea is to find the flag and hold on to it for as long as possible. The player who holds it longest wins. The downside is that you can't hold a weapon while holding the flag.

THE MAN WITH THE GOLDEN GUN

One shot is all a real 00 Agent needs, and that's all it takes if you have the Golden Gun. In this scenario, one Golden Gun has been placed in the arena. If you don't have it, someone else probably does.

LICENSE TO KILL

The ultimate challenge can be found in Licenses To Kill, in which every hit results in a victory—or a defeat if you're on the receiving end. Staying alive in this scenario is almost impossible.

TEAM

There are three team modes for three- and four-player matches, 2 vs. 2, 3 vs. 1, and 2 vs. 1. Only the very best agents will be able to go two-on-one or three-on-one and win.



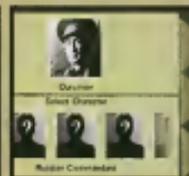
LEVEL

In this option, you get to choose the stage or setting of the upcoming battle. The eleven areas are the Temple, the Complex, the Caves, the Library, the Library Basement, the Library Stacks, the Facility, the Bunker, the Archives, and the Egyptian Temple. Some of these areas, like the Caves and the Complex, aren't even in the Mission Mode.



CHARACTERS

If you've ever wondered how other people see you, you'll never have to wonder again. You can be any one of eight characters from the GoldenEye Mission Mode, including James Bond, Natalya, Trevelyan, Xenia, General Orumov, Boris, Valentin or Defense Minister Mishkin. They all have the same abilities in the Live And Let Die Mode, but when you meet your fellow players in the halls, they'll look just like the characters from the game.



GAME LENGTH

You can set the length of a match in the normal scenario, The Living Daylights, The Man With the Golden Gun and License To Kill. Game lengths can be set at five, ten, and 20 minutes or Unlimited for a true marathon session. In many scenarios, you can also set the number of points needed to win.

RANDOM

If you choose the Random setting, the computer selects one of the available areas at random for the ensuing fight.

TEMPLE

COMPLEX

CAVES

LIBRARY

LIBRARY STACKS

LIBRARY BASEMENT

CAVERNS

FACILITY

BUNKER

ARCHIVES

EGYPTIAN TEMPLE

These six multiplayer battlefields are always available, whether you've played any of the Mission Mode or not. Even though several of the maps are based on mission maps, such as the Library, which is based on the Archives in the Mission Mode, you'll find many differences between Mission and multiplayer areas. Some maps, such as the Caves and Complex, were designed just for Live And Let Die Mode.

These final five areas become accessible only after you play the corresponding stages in the Mission Mode. Once again, you'll find substantial differences between most of the Mission and multiplayer version maps, although some, like the Bunker, haven't changed much.

TOP SECRET

HIDDEN CHARACTERS

Once you finish the game on Agent level or above, you'll get extra characters to use in the Live And Let Die Mode. Twenty-five new characters appear in all, giving you an overall choice of 33 characters. In addition to characters that you encounter throughout the game, you'll find characters from Bond movies other than GoldenEye. How would you like to play as the giant, jaws, or as the mystical voodoo sorcerer Baron Samedi from Live And Let Die?

WEAPON OF CHOICE

Nothing changes the nature of a multiplayer game quite as much as the choice of weapons you select. In the case of some selected weapons, such as Throwing Knives or Slappers, the entire match is played out with just that one type of attack available to all players. But when you choose a specialty weapon like the Laser or Remote Mines, you'll find those weapons in just a few special locations, while you'll find more conventional weapons elsewhere. In addition to finding weapons, you can take them from defeated opponents. Finding Body Armor can have an even more dramatic impact on your success, and Body Armor always appears in the same locations. Learn the stages and item locations for a huge advantage.



ROCKETS

Talk about overkill! One well-directed rocket is about all an opponent can take. Unfortunately, you can carry only a few extra rockets.



GOLDEN GUN

Scaramanga may have the names of his victims printed on the golden bullets, but you'll have to live with being able to finish off anyone with a single shot.



PISTOLS

In the handgun category, you can pick up the DD44 Dostover, a silenced PP7, and a Cougar Magnum with its unique, hard-hitting bullets. Accuracy wins the day.



AUTOMATICS

Your choice of weapons will include the Kobb and DK5 Deutsche along with assorted lesser weapons. Be sure to grab lots of ammo.



SNIPER RIFLES

The only reason to use Sniper rifles is to hit targets at long range. In some mazes, the angles are so restrictive that using these weapons can be a liability.



REMOTE MINES

If you know an area geographically well, using remote mines can be very effective. Place the mines in a high traffic area, then activate them at a distance.



TIMED MINES

Thicky Very tricky! Once you plant mines, you have about three seconds to evacuate the area while hoping that an enemy comes into range.



OTHER WEAPONS

When a special selected weapon has been chosen, that weapon may give players a big advantage in the arms race, but other weapons also will appear. A well placed bullet from a PP7 can be just as effective as a burst of Las or fire. Ammo and weapons will be found throughout the mazes in quantities great enough to supply a small army, so you should seldom have to resort to karate chops, also known as slappers. Remember to pick up weapons from defeated opponents.



LASERS

The Moonraker Laser can fire an endless number of shots in rapid succession. It's great for leaving messages on walls or tattooing your enemies.



SLAPPERS ONLY

Forget about weapons. Slappers—also known as your own two hands—are the only means of offense in this option.



THROWING KNIVES

Throwing Knives and nothing but. Throwing Knives is what you get in this embarrassing brutal mode. You need to be close and accurate to be effective.



POWER WEAPONS

Who has the biggest gun of all? The automatic shotgun is nice, but opt for the RC-PS0 any day. This rapid fire monster holds 80 rounds in a clip.



GRENADES

Grenades require patience and accuracy. These are great weapons to use in ambush situations when you look down on opponents, or when they run into dead ends.



GRENADE LAUNCHERS

All the fun of exploding grenades but with the added benefit of being able to shoot them at a distance. Like rockets, you can carry only limited rounds of ammo.



PROXIMITY MINES

These mines are triggered by people coming within a short distance of them—the ultimate ambush weapon, because you don't have to be anywhere nearby.

LIVE AND LET DIE TECHNIQUES

LOOK-THROUGH POINTS

Any time you can target an opponent and get a hit without exposing yourself to return fire, you'll have an advantage. In many of the multiplayer areas, you'll find ledges, ramps and open lofts from which you can spy on opponents, take aim at leisure and defeat them in relative safety. Of course, if you can hit them, they can probably hit you, too. Sniping from an upper or lower level is not a foolproof strategy.



Look-through areas allow players to see opponents on upper or lower ledges or floors. You'll have a huge advantage if you stalk out such sites and wait for the little flies to be snared in your devious web.

BEST SITES

There are three major considerations for any location in multiplayer mode. First, how good is your line of sight? Can you see all entry points so that you can take the first shot? The second priority is having an avenue of escape. The final consideration is hiding. You can hide in the shadows and around corners, and in some areas you can walk through metal grates, becoming invisible to players who are on the other side.



Four players have stumbled into the same room, but it's floppy that only one will leave safely. The player in the lower, right-hand corner has the best view of all the other players, plus he has an easy escape route he can back into quickly. Each of the other players has at least one blind spot or a limited escape route.



LIVE AND LET DIE FILES

Shaded areas indicate ledges or walkways above a main floor. These areas may be ideal for ambushing unwary opponents on the floor below.



S START

 BODY ARMOR

 SELECTED WEAPON

 SELECTED WEAPON AMMO

 STANDARD WEAPON

 STANDARD WEAPON AMMO

 FLAG


The number of golden Bonds indicates how good an area is as an ambush spot. One Bond means the site is pretty good while three Bonds means it's a great place to wait.

Look-through areas have been noted on the multiplayer maps with numerals indicating where the line of sight crosses on both levels. A numeral 2 on a higher level will be written sight of a numeral 2 on a lower level. The file entry will describe special tactics that can be used in some of these areas.



GOLDEN GUN

There is only one Golden Gun per arena, and its location is noted on each map. If you're in a non-Golden Gun match, the it will be replaced with the Selected Weapon chosen for the scenario. Any nearby ammo caches will always contain cartridges that can be used with the available weapon.

FLAG

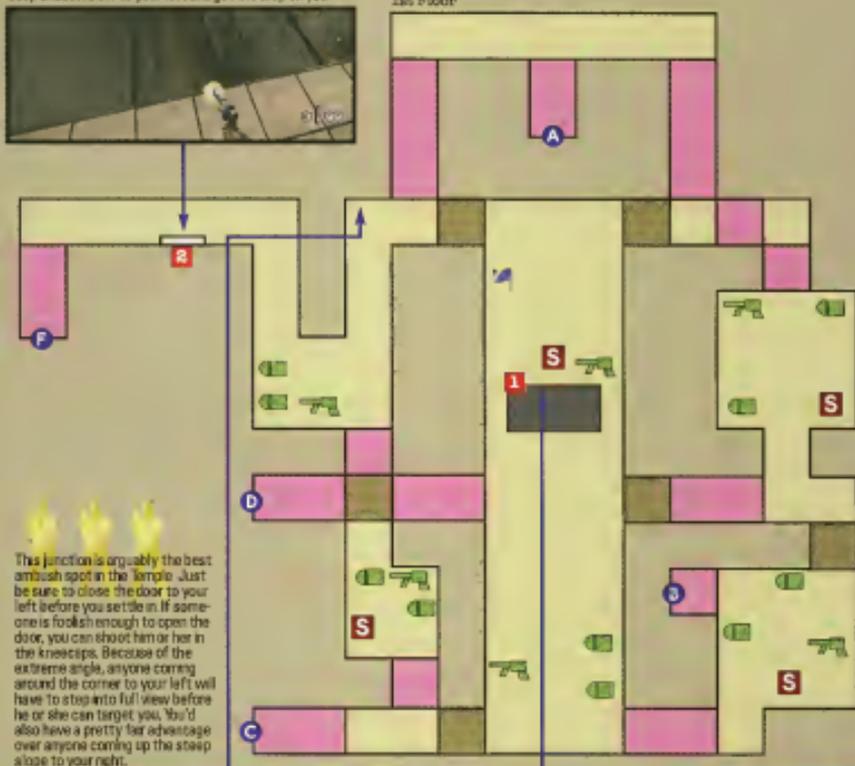
Like the Golden Gun, the flag in The Living Daylights scenario is always in the same place in the beginning. That location is shown on each area map.



From this vantage point, anyone trying to enter or leave the basement will have to cross your line of fire, if only for a moment. Players often forget that the look-through is here, and since an opponent's radar will show that you're on a different level, he or she may not be on guard for an ambush. Just don't allow yourself to be distracted by the view down below, though. Someone could easily hide in the deep shadows off to your left and get the drop on you.



1st Floor



This junction is arguably the best ambush spot in the Temple. Just be sure to close the door to your left before you settle in. If someone is foolish enough to open the door, you can shoot him or her in the kneecaps. Because of the extreme angle, anyone coming around the corner to your left will have to step into full view before he or she can target you. You'd also have a pretty fair advantage over anyone coming up the steep slope to your right.



Many players just stand at the edge of the look-through and shoot, but there are sneaker strategies. If you're on the first floor, use the radar to gauge your opponent's position and lob mines, grenades or rockets through the hole from a distance. If you're in the basement, you can also lob explosives through the hole, but a better play would be to plant mines on or shoot rockets at the ceiling. The explosions will penetrate the ceiling and tag your pursuer from below.



LIVE
AND LET
DIE

COMPLEX

You'll probably spend a lot of time looking over their shoulder. It's difficult to tell from the radar if someone is on the same or a different level from you, and you'll often charge around a corner to find...nothing!

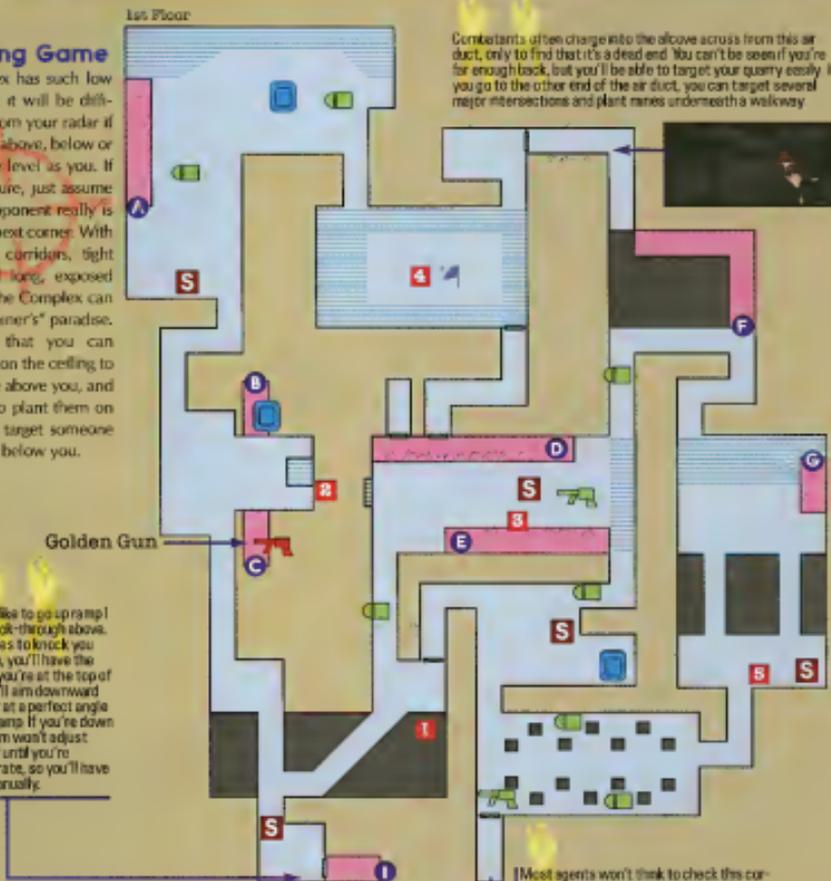
Guessing Game

The Complex has such low ceilings that it will be difficult to tell from your radar if an enemy is above, below or on the same level as you. If you're not sure, just assume that your opponent really is around the next corner. With its winding corridors, tight corners and long, exposed walkways, the Complex can also be a "miner's" paradise. Remember that you can plant mines on the ceiling to hit someone above you, and you can also plant them on the floor to target someone on the level below you.

Golden Gun

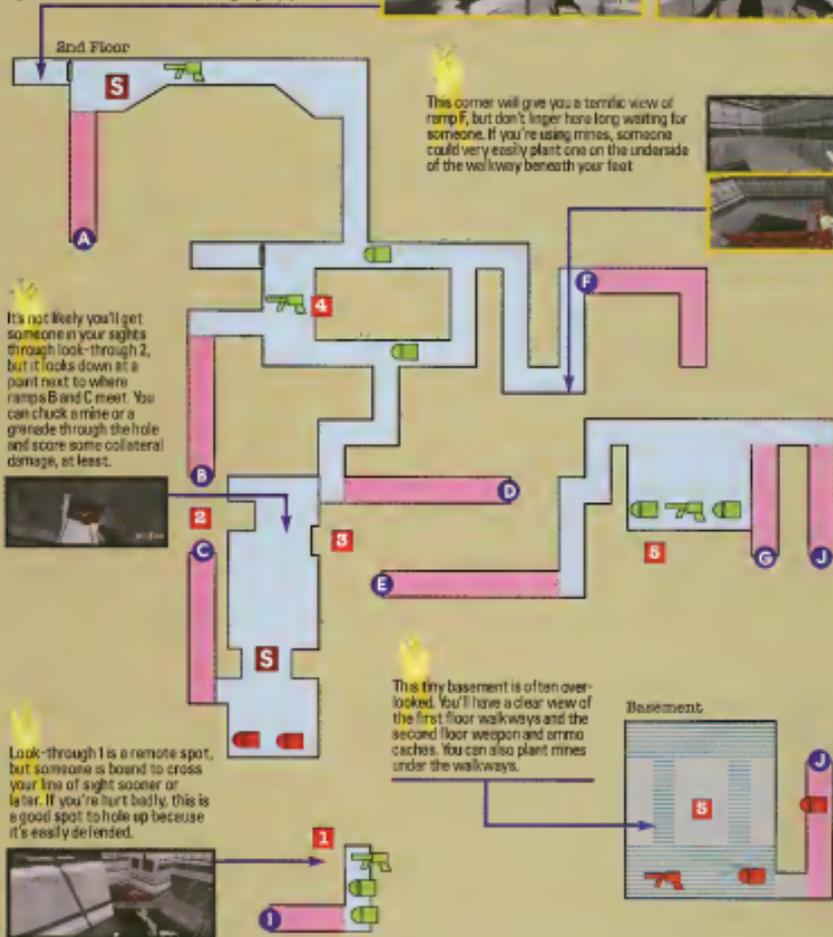
Many agents like to go up ramp and use the look-through above. If anyone comes to knock you off your perch, you'll have the advantage. If you're at the top of the ramp, you'll aim downward automatically at a perfect angle to guard the ramp. If you're down below, your aim won't adjust automatically until you're through the grate, so you'll have to adjust it manually.

Combatants often charge into the alcove across from this air duct, only to find that it's a dead end. You can't be seen if you're far enough back, but you'll be able to target your quarry easily if you go to the other end of the air duct, you can target several major intersections and plant mines underneath a walkway.



Most agents won't think to check this corner for a camouflaged alcove. If you stand back far enough in it, even if a foe sees you on radar, he or she may think you're in another room and not a threat. Well, surprise!

From the outside, you'll see just a blank wall. In reality, there's a camouflaged alcove here. If you're standing in the alcove, you'll be able to see out, but you won't be able to shoot through the camouflage. Someone standing on the outside of the alcove, however, will be able to shoot into it. If you're coming up ramp A or running along the walkway, you might want to fire a few shots in this direction, just in case there's someone waiting to jump you.



It's not likely you'll get someone in your sights through look-through 2, but it looks down at a point next to where ramps B and C meet. You can chuck a mine or a grenade through the hole and score some collateral damage, at least.



Look-through 1 is a remote spot, but someone is bound to cross your line of sight sooner or later. If you're hurt badly, this is a good spot to hide up because it's easily defended.

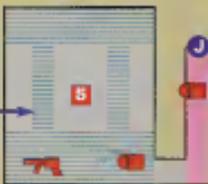


This corner will give you a terrific view of ramp F, but don't linger here long waiting for someone. If you're using mines, someone could very easily plant one on the underside of the walkway beneath your feet.



This tiny basement is often overlooked. You'll have a clear view of the first floor walkways and the second floor weapon and ammo caches. You can also plant mines under the walkways.

Basement



LIVE AND LET DIE

CAVES

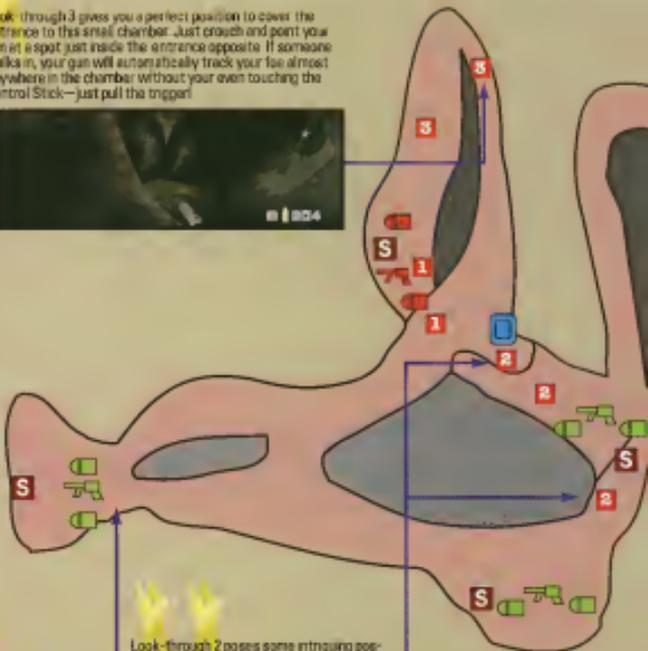
The Caves seem more complex than they really are because it's so easy to get turned around in the shadows. There are lots of look-through points, and whoever holds the high ground will hold a definite advantage.

Uphill Battle

If you like proximity mines, then you'll love the Caves. There are lots of shadowy passages in which to hide mines, and opponents won't see them even at close range. Combatants with dark clothing will also find this a particularly friendly environment. The lack of clearly defined floors or levels is confusing, and the steep angles on the ramps and look-through points give the advantage to anyone on the upper levels. Practice running and shooting uphill simultaneously. The auto-aim function does not work well on an uphill target, so you'll have to aim manually.

This corner is off the beaten path, so if you appear here after being defeated, you might actually have a few seconds to gather your wits before someone shows up. Grab the weapon and ammo and back up against the wall. The shadows will provide some camouflage, and you'll have a good line on anyone coming to grab the goodies. The auto-aim feature won't work well on any target near or beyond the rock formation ahead of you, so watch for movement.

Look-through 3 gives you a perfect position to cover the entrance to this small chamber. Just crouch and point your gun at a spot just inside the entrance opposite. If someone walks in, your gun will automatically track your foe almost anywhere in the chamber without your even touching the Control Stick—just pull the trigger!



Look-through 2 poses some intriguing possibilities. The southeast ledge is easily defended and is probably the best vantage point. From there, you have a good angle on the intersection below, on the path heading north and on the ledge across the way. The northeast ledge is brightly lit, exposing anyone who tries to collect the Body Armor. On the other hand, this ledge does allow you to cover much of the lower passage heading east. You'll just have to keep an eye on your radar to make sure that no one sneaks up on you.



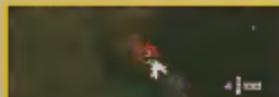
Stand between the second and third pillars on this ramp. You'll have a good view of most of the room below, including the starting point in the alcove across the way. You'll be able to tag anyone coming from either entrance, and, if you want to be very un sporting, you can shoot unarmed combatants as they pop back into existence. In addition, most combatants will assume that the slope in front of you is too steep to climb, so they will try to swing around to your right and come up the ramp. In fact, you can run up and down the slope quite easily. You'll be able to jump down, swing around and catch your opponents from behind!



Golden Gun



Look-through 5 is an ambush spot that, despite its many opportunities, often goes unused. If you stand in the shadows opposite the top of the ramp, you can cover the ramp, the two ammo caches to your left and the Body Armor to your right. Unless you're wearing light-colored clothing, your foes won't even know what hit them.



This ambush spot is one of the most un sporting in the game. From this vantage point, you can cover the bottom of a ramp and a well-lit passage to the north, as well as two ammo boxes and a starting point to the east and southeast. Chances are that if an opponent pops into existence at the starting point, he or she will be facing the wall. Even if your hapless foe survives the initial assault and manages to get his or her bearings, the closest available weapon will be right next to your position, and the only escape routes will be directly in your line of fire. Brutal!



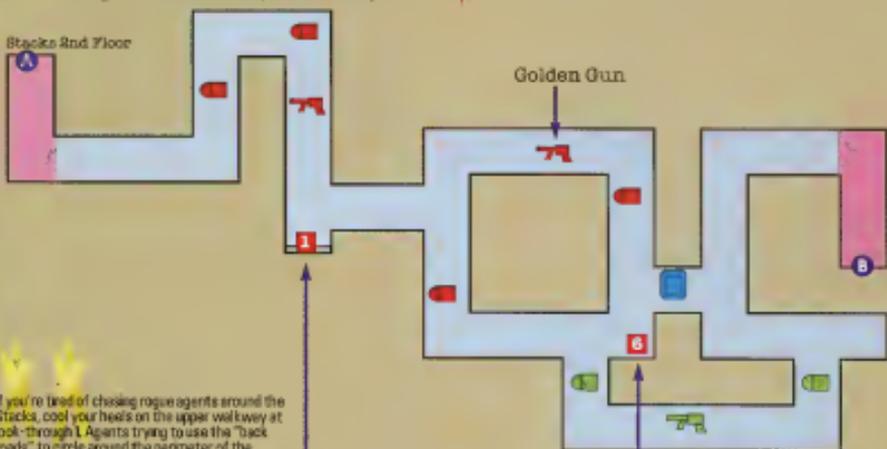
LIBRARY STACKS

The Stacks will accommodate almost any group of weapons and lots of different strategies. With all the secret passages, a fleet-footed agent can run rings around the competition before they realize what's happening.

One Arena Or Two?

The Library is actually made up of two areas: the Stacks (the upper two floors) and the Basement. If you select either the Stacks or the Basement for your match, the other area will not be open to you. If you choose the Library, you'll be able to move freely between the two areas. More than any other area except perhaps the Facility, the Library Stacks favor those who keep moving, who are very good at weaving around blind corners, and who are quick on the draw.

Stacks And Floor



If you're tired of chasing rogue agents around the Stacks, cool your heels on the upper walkway at look-through L. Agents trying to use the "back roads" to circle around the perimeter of the Library will often pass right below you from right to left or left to right. Most people tend to forget that there's a look-through here, and since the radar will show that you're on another level, they won't even think to look up. The room below has a starting point right out in the open, and it's also a major thoroughfare for people going to or coming from the Basement via ramp C.

This ambush spot is particularly nasty if you stand in this corner; you'll be able to cover all of the upper entrances and most of the gallery below. You can lob mines, grenades or rockets at the entrance to the secret passage as soon as you see it begin to open. If you don't have any explosives, just wait until your opponent is well into the room before opening up. That way, he or she will be far from any cover. There's also a starting point beneath the walkway to your left. Leave a proximity mine on the walkway above it as insurance against any unexpected visitors. In fact, if you plan to stay a while, plant proximity mines above all of the entrances.



LIVE
AND LET
DIE

LIBRARY BASEMENT

Despite the fact that the Basement is not very big, it is sometimes very easy to get lost in it because so much of it looks the same. Just keep in mind that the Body Armor is at the very center of the maze.

Grate Disaster

If you're using the entire Library complex, remember that you don't have to move up to the Stacks or down to the Basement to confront your opponents. There are grates you can shoot through, and many of the larger rooms above and below overlap, making it easy to lay booby traps on ceilings and floors with mines. If you're limited to the Basement, use the pillars and alcoves for cover as much as possible, but beware of mines planted on pillars near weapon and ammo caches. Space is tight, so get used to maneuvering in close quarters. Sidestepping is essential to your survival.

There's a grate above this weapon cache that leads through the ceiling and into the first floor of the Stacks. (Check the map on page 109 for look-through 5 to see where the grate leads.) You can wait here and watch your radar for anyone passing overhead. The alcoves that line this hallway are also prime mine-laying territory. If you know someone is coming from a certain direction, plant the mines on walls facing the opposite direction, so your opponent won't spot them.



Like look-through 5 around the corner, look-through 4 leads into a corridor in the Stacks above you. The corridor above is not very wide, so spray the entire grate with gunfire. You may not be able to see your target, but with luck, you'll score a few significant hits. Don't be too distracted by what's going on above you, though; you're vulnerable to attack from the side, and it wouldn't be hard for someone to come along either passage and take you by surprise.



If you're using only the Basement area, this is one of the better spots to hang your hat. Position yourself in the center of the hall with your back to the grate. Aim your gun straight down the center of the corridor and crouch. Now if anyone tries to peek around the corner to your right or around one of the pillars at the end of the corridor, your gun will track your opponent perfectly without your having to touch the Control Stick. Another tactic is to stand right at the intersection and look down the corridor toward the Body Armor. Besides the fact that the armor is a very desirable item, it also marks the center of the maze, and someone is bound to come through that intersection sooner or later. Grenades and mines won't reach from one end of the hall to the other, but rockets will!

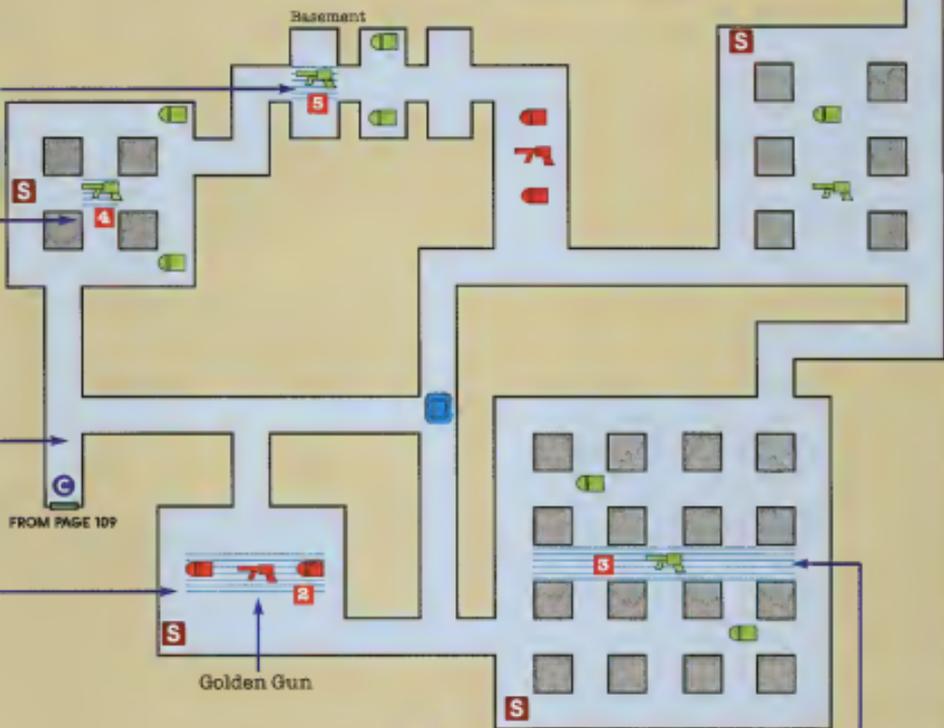
Look-through 2 is dangerous whether you're in the Stacks or in the Basement. The grate is between a popular weapon and ammo cache in the Basement and one of the main routes to and from ramp 5 in the Stacks. If you just wait here, someone is bound to cross above or below you. If you're in the Basement, you have the advantage of being in a large room and being able to dodge out of the line of fire. Your victim on the first floor will be stuck in a narrow passage.



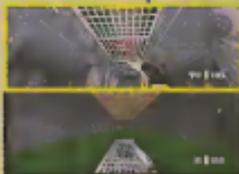
If you're using the Basement area only, this position is easily defended. With your back to the locked gate, the auto-aim function will serve you well yet again. The trouble may come in luring opponents to this spot, since the risk in challenging you here is obvious. If your opponents are wary, you may just end up being very lonely.



FROM PAGE 109



This is the same look-through we discussed on page 109. The shooter in the Basement has a big advantage at being able to dodge to one side or another, while the victim above is stuck in a narrow passageway. You should wait until your opponent is in the center of the passage before you open fire. That way, he or she will have to struggle to the end of corridor to reach safety. If you want to be especially cruel, line the length of the grate with mines.



LIVE
AND LET
DIE

WATER CAVERNS

The weapon and ammo caches are spread out, so you must get your bearings quickly. Even if you have to cover only a few steps to grab a weapon, if an enemy is near, things could be over very quickly.

Explosive Consequences

You'll spend a lot of time on the walkways, so if you want to cause a lot of grief, find a spot where they run parallel, one above the other. Lay a string of mines fairly close together beneath the upper walkway. This way, the explosions will engulf both levels. Detonate the mines all at once or shoot the last one in line and watch them explode one by one. If you lay mines on the floor of the upper level, the explosions won't always reach the lower level.

This ambush spot affords you a view of both the upper and the lower walkways, and anyone coming up stairway A will be a sitting duck. You'll also be right next to the only starting point on the west side of the Caverns. The chamber behind you is a dead end, so if you make sure it's clear before you set up shop, you won't have to worry about being ambushed from behind. It's crammed with weapons and ammo, too, so if you're running low, you can dash in and stock up.

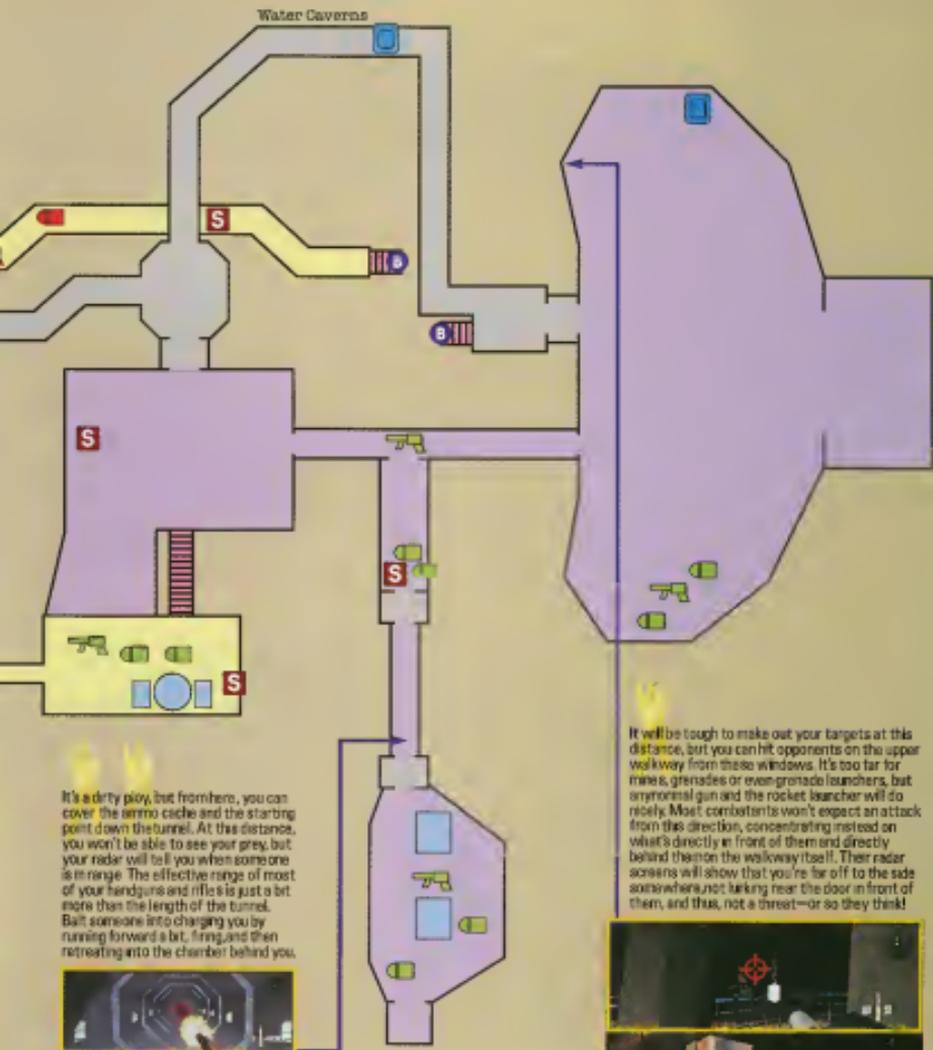


There's a dark, narrow tunnel that connects this cavern with the pump control room. Hide in the shadows at the tunnel entrance and snick anyone who tries to come into the cavern from the walkway. You can wait for your target to get to the center of the chamber and then blow up the drum that's sitting there. The drum regenerates, so you'll be able to pull this trick more than once—if your adversaries are gullible enough to fall for it, that is. Just watch your radar and be careful that someone doesn't sneak up on you from the other end of the tunnel.



Golden Gun





It's a dirty ploy, but from here, you can cover the ammo cache and the starting point down the tunnel. At this distance, you won't be able to see your prey, but your radar will tell you when someone is in range. The effective range of most of your handguns and rifles is just a bit more than the length of the tunnel. Bait someone into charging you by running forward a bit, firing, and then retreating into the chamber behind you.



It will be tough to make out your targets at this distance, but you can hit opponents on the upper walkway from these windows. It's too far for mines, grenades or even portable launchers, but a symmetrical gun and the rocket launcher will do nicely. Most combatants won't expect an attack from this direction, concentrating instead on what's directly in front of them and directly behind them on the walkway itself. Their radar screens will show that you're far off to the side somewhere, not taking near the door in front of them, and thus, not a threat—or so they think!



BUNKER

The Bunker is well-suited to three- and four-player challenges. Despite its size, the Bunker has a floor plan that is easy to remember, and it is brightly lit, making it a good place to train novice agents.

Diagonal Death

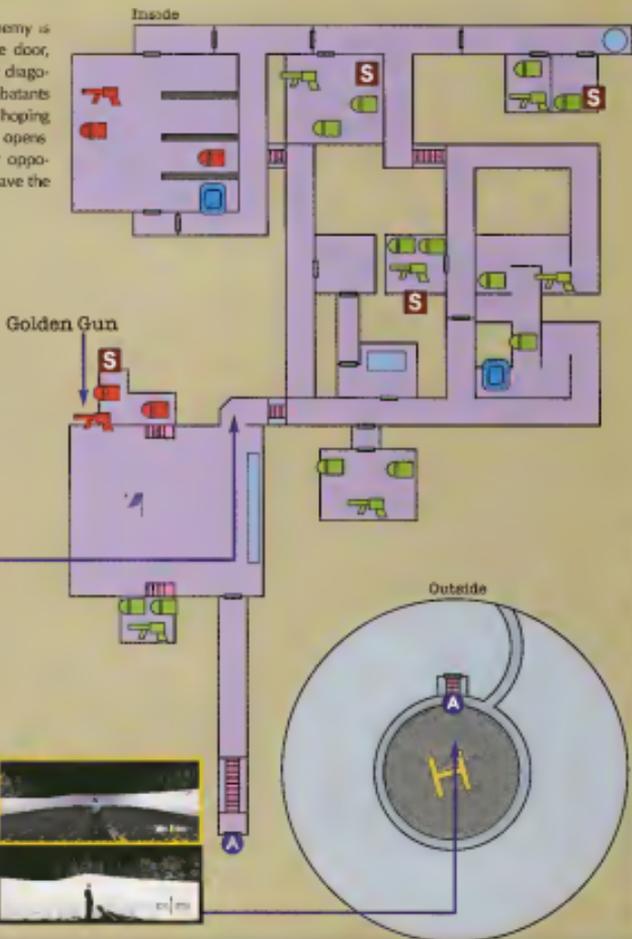
If you see on your radar that an enemy is right on the other side of a double door, stand to one side and face the door diagonally before you open it. Most combatants stand at the center of the doorway, hoping to fire the first shot as the door opens. Chances are you'll be out of your opponent's direct line of fire, but you'll have the drop on your opponent!



This small alcove at the bottom of the stairs is one of the most strategic spots in the Bunker. From here, you can target opponents on the raised platform all the way across the control room, and if you face the other way, your gun can track and hit targets anywhere along the hall, even someone just rounding the corner at the very far end. Just stand with your back to the wall and face down the hall. If a bright yellow blip hits the 12 o'clock position on your radar screen, grab 'em both barrels!



Most agents don't realize that there is a rather large open area outside the Bunker in this mode. Few people think to come out here, since there are no weapons and ammo caches to be had, but it would make a great arena for an old-fashioned, Wild West-style shoot-out. Cowboy Magnums at 10 paces, perhaps? Or would you prefer something a little more aggressive, say, rocket launchers?



LIVE
AND LET
DIE

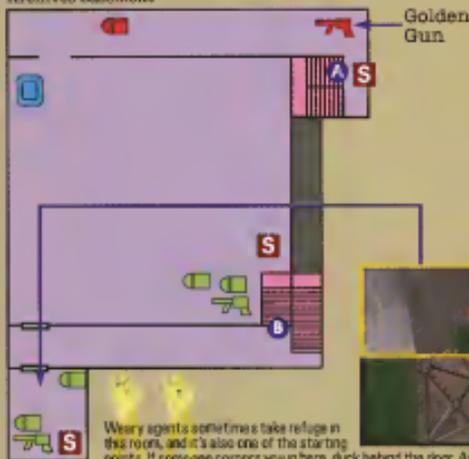
ARCHIVES

The Archives is another small arena best suited to two-player challenges; that is, unless you don't mind having a huge body count! There are lots of highly flammable crates, so be careful where you take cover.

Brute Force

The action tends to be fast and furious in the Archives. As in the Complex, it's often hard to tell from the radar screen when someone is on the same level as you, and having the battle confined to such a compact area just adds to the tension. It's no surprise, then, that brute force takes precedence over finesse. Curiously, explosions don't always penetrate through the floors and ceilings, so you'll just have to get in your opponents' faces.

Archives Basement



Wary agents sometimes take refuge in this room, and it's also one of the starting points. If someone corners you in here, duck behind the door. An assailant will have to come all the way around to shoot you. If you're the one barging in, don't just stand in front of the door when you open it. Stand to the left of the door and then sweep from left to right, firing in an arc as you go.

Archives 1st Floor



The offices can be good places to take cover, but just pray that your opponents don't have mines, grenades or rocket launchers! If you crouch behind the low walls, enemies will have to put themselves at considerable risk to target you. Shoot out the office windows and try to cover any corners and intersections that you can see. If you're daring, you can also sidestep out into the hall while crouched to see what's going on and take a few pot shots. Remember, though, that you move more slowly while crouching, and once you're out from behind cover, you'll be an easy target.



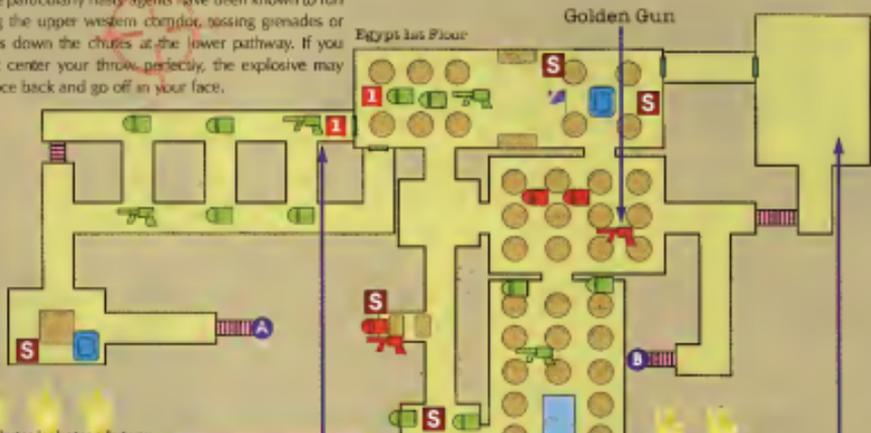
LIVE AND LET DIE

EGYPT

There's lots of cover here—almost too much, in fact! The pillars will often interfere with your line of sight and force you to take the battle up close and personal. Once again, you'll have to trust your radar and your instincts.

Pyramid Peril

The upper and lower routes are rather roundabout, but they can be useful for flankings your opponents. Some particularly nasty agents have been known to run along the upper western corridor, tossing grenades or mines down the chutes at the lower pathway. If you don't center your throw perfectly, the explosive may bounce back and go off in your face.



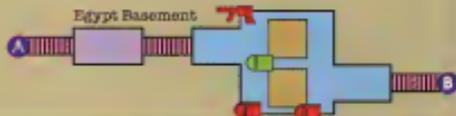
The chutes look steep, but you can run up and down them easily for a surprise ambush or a quick getaway. Another tactic is to run sideways along one of the paths, parallel to your opponent above or below, and fire your gun so you go. You won't deal as much damage as you might with an explosion, but you won't have the ricochet problem, either.



Agents often stumble into this room thinking the pillars will protect them from any long-range sniping. If you stand here, however, you'll be able to cover both the north and west entrances to this chamber, as well as the starting point to the northwest. Anyone popping up at that starting point will naturally go for the nearby weapon and ammo and will likely cross your line of fire several times.



This is the only large, open space in the entire stage. Clever foes aren't liable to just waltz into any old trap, but you can try to seed the floor with mines. Even if no one falls for that trick, it may give your enemies pause and make them retreat. You can then head to the look-through to the west and set up an ambush or jump back down to the main floor and outflank your foes.





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A movie poster for James Bond: Tomorrow Never Dies. The background is a close-up of Pierce Brosnan's face, looking slightly to the right. The scene is bathed in a warm, orange-red light. In the foreground, a hand is visible holding a handgun, with a finger on the trigger. The overall aesthetic is high-tech and action-oriented, with white circular lines overlaid on the image, suggesting a globe or a complex system.

007

Tomorrow Never Dies

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