

# GOLDENEYE 007™

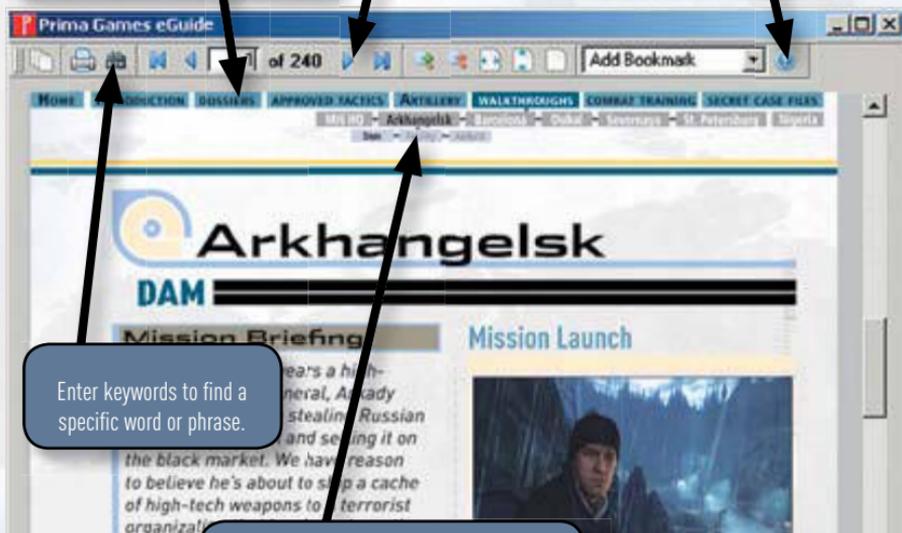
## HOW TO USE THIS GUIDE

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Goldeneye* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

# GOLDENEYE 007™

## TABLE OF CONTENTS

<b>Introduction</b> _____	<b>2</b>	<b>Airfield</b> _____	<b>48</b>
<b>Acknowledgments</b> _____	<b>2</b>	<b>Barcelona</b> _____	<b>58</b>
<b>How to Use This Field Manual</b> _____	<b>2</b>	<b>Nightclub</b> _____	<b>58</b>
<b>Wii Remote Presets</b> _____	<b>7</b>	<b>Dubai</b> _____	<b>68</b>
<b>Dossiers</b> _____	<b>8</b>	<b>Carrier</b> _____	<b>68</b>
<b>Agent Profiles</b> _____	<b>8</b>	<b>Severnaya</b> _____	<b>78</b>
<b>Criminal Dossiers—Current</b> _____	<b>8</b>	<b>Outpost</b> _____	<b>78</b>
<b>Backlogged Dossiers—Expired</b> _____	<b>9</b>	<b>Bunker</b> _____	<b>87</b>
<b>MI6-Approved Tactics</b> _____	<b>11</b>	<b>St. Petersburg</b> _____	<b>98</b>
<b>Watch for Patrol Patterns</b> _____	<b>11</b>	<b>Archives</b> _____	<b>98</b>
<b>License to Live...</b> _____	<b>11</b>	<b>Tank</b> _____	<b>108</b>
<b>Combo Attacks</b> _____	<b>11</b>	<b>Station</b> _____	<b>113</b>
<b>Stealth Above All</b> _____	<b>11</b>	<b>Memorial</b> _____	<b>119</b>
<b>Be Decisive and Commit</b> _____	<b>12</b>	<b>Nigeria</b> _____	<b>128</b>
<b>Conserve Ammo and Body Armor</b> _____	<b>12</b>	<b>Jungle</b> _____	<b>129</b>
<b>Headshots</b> _____	<b>12</b>	<b>Solar</b> _____	<b>139</b>
<b>Rush and Attack</b> _____	<b>12</b>	<b>Cradle</b> _____	<b>150</b>
<b>Silence Is Golden</b> _____	<b>12</b>	<b>Combat Training Ops</b> _____	<b>156</b>
<b>Stop Whistle-blowers First</b> _____	<b>12</b>	<b>Multiplayer Accolades</b> _____	<b>156</b>
<b>Hack Turrets</b> _____	<b>13</b>	<b>Splitscreen Intel</b> _____	<b>159</b>
<b>Don't Be Trigger Happy</b> _____	<b>13</b>	<b>Training Operations (Multiplayer Modes)</b> _____	<b>160</b>
<b>Use Your Radar</b> _____	<b>13</b>	<b>Training Arenas</b> _____	<b>160</b>
<b>Artillery</b> _____	<b>14</b>	<b>Secret Case Files</b> _____	<b>174</b>
<b>MI6 HQ</b> _____	<b>20</b>	<b>Online Multiplayer Unlockables</b> _____	<b>174</b>
<b>Training</b> _____	<b>20</b>		
<b>Arkhangelsk</b> _____	<b>23</b>		
<b>Dam</b> _____	<b>23</b>		
<b>Facility</b> _____	<b>36</b>		

# Introduction

## ACKNOWLEDGMENTS

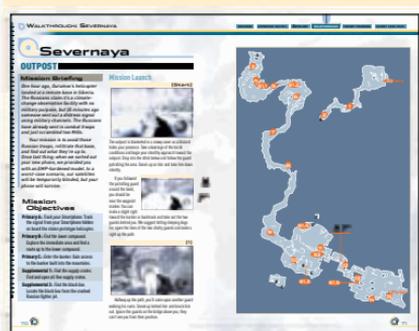
Believe it or not, I've been working on this guide for 13 years. No, I'm not a slow typist. What I mean is, that my journey through writing this guide actually began in 1997 with the original *GoldenEye 007* for the N64. Were it not for the countless hours I spent playing the original (complete with a makeshift cardboard divider) with my friends, I would not have been as well equipped to handle this second mission as a 007 agent. That being said, I'd like to dedicate this book to a great group of friends who were always much better than I at *GoldenEye 007* multiplayer... well, maybe not all—David Magnan has never been better than me at anything. The others, though—Alexis Pappagianis (top left quadrant), Nico Pappagianis (top right), Tracy Narandan (bottom left), and Andretti Balat (bottom right)—were always amazingly skilled agents. I'm sure they will find that they still are. Game on, fellas.

I'd also like to thank my close friends here at Prima. Thank you to Aaron Lockhart and Don Tica for being great project managers. Were it not for their tireless efforts, I'd be a 007 without an MI6. Finally, thank you to all the great people at Activision. You worked so hard on making this an amazing game and, somehow, you still found a way to deal with all of my pestering. Many, many thanks.

## HOW TO USE THIS FIELD MANUAL

Welcome back, 007. The following pages have been declassified for use during this mission only. Once the mission is complete, all photos, intel, and other collected material should be destroyed.

## Mission Walkthroughs



Before embarking on a mission, open up the mission walkthrough for blueprints, mission briefings, and other classified intel, such as primary and supplemental objectives. Remember, James; preparation is key. You've always been exceptionally gifted at playing off the cuff, but there's no need if you simply follow the mission walkthrough as we've laid it out for you.

We've taken the liberty of marking critical map locations with a number. These numbers correspond to screenshots in the walkthrough. So if you see a 1 on the blueprints before a mission, look for the 1 over the corresponding screenshot to verify your location on the blueprint. The arrows on the map indicate which direction you'll be facing in the screenshot.

Screens labeled on the top left corner refer to top screen. If its labeled on the top right corner, then it is referring to the lower screen.

## Q-Branch, Bond Sense, and Mission Boxes

As you progress through each mission, look for these boxes to provide you critical intel:



## Q-Branch

Q-Branch boxes have one purpose and one purpose only; to make you a better agent. Whether it is pointing out the location of an alternative path, where to find body armor in 007 Classic mode, or the location of a particularly useful weapon, the Q-Branch box will help you accomplish your mission quickly, efficiently, and, most importantly, safely. You don't have to read these bits of info (they're not required for mission completion), but we highly suggest you do.

## Bond Sense

Unlike other boxes, these Bond Senses won't make you a better agent or keep you alive. They will, however, shed light on some interesting aspect of the game or even this field manual. Read them if you have the time, but not at the cost of the mission, James.

While technically inaccurate (since you will most likely die more than once), these boxes also have only one purpose. They won't provide alternative paths or weapons, but they will keep you alive! They may point out an especially dangerous opponent or trap, so make sure to read these every time you see them.

## Mission

## Objectives

As you may know, nearly all missions have multiple objectives. Some are primary (critical to mission completion) while others are supplemental (only available in specific modes). As you progress through the mission, look for locations on the blueprint labeled S1, S2, or S1.1, S2.2, and so on. These correspond to the locations of the supplemental objectives. So if you're looking for the location of the first supplemental objective, then look for S1 on the blueprints. If a supplemental objective has more than one part—say, three, for example, then look for S1.1, S1.2, and S1.3.

## Primary and Supplemental Objectives Table

We've provided this table to you as a quick reference guide for all primary and supplemental objectives across every mission. Use it wisely, James.

### Bond Sense

Certain objectives appear only in specific difficulty settings. Refer to the table to find out which difficulty levels have extra objectives.

## Objectives

DAM
Infiltrate the dam. (Primary Objective)
Secure transport and then infiltrate the dam.
Gather intel on the EMP-hardened helicopter. (Primary Objective)
Locate the EMP-hardened helicopter and send photographic intelligence of it (three photos) to MI6.
Download the flight plan. (Agent & 007 Objective)
Find a computer terminal from which you can download the helicopter's flight plan.
Erase the security footage. (007 Objective)
Locate and erase two sections of security footage of Agent 006 and yourself infiltrating the dam.
FACILITY
Infiltrate the weapons facility. (Primary Objective)
Infiltrate the weapons facility by using the air ventilation shafts.
Release the lockdown. (Primary Objective)
Proceed to the master engineer's office and release the security lockdown.
Enter the inner facility. (Primary Objective)

## INTRODUCTION

Proceed through the lockdown door to the inner facility.

Rendezvous with Agent 006. (Primary Objective)

Navigate through the interior of the facility and rendezvous with Agent 006 by the fuel tanks.

Sabotage the fuel tanks. (Primary Objective)

Sabotage the fuel tanks by planting six remote mines on them.

Rendezvous with Agent 006. (Primary Objective)

Rendezvous with Agent 006 again to execute the final stage of the mission.

Gather intel for MI6 analysis. (Agent & 007 Objective)

Search for valuable items of intelligence and take photographs of them (three photos) with your Smartphone for analysis by MI6.

Download the trade manifests. (007 Objective)

Ourumov is selling weapons to multiple terrorist organizations. Download the trade manifests to uncover his activities.

### AIRFIELD

Escape from the facility. (Primary Objective)

Fight your way to the runway to find a means of escape.

Neutralize the helicopter gunship. (Agent & 007 Objective)

Use the surface-to-air missile emplacements to engage the Russian helicopter gunship.

Destroy the air-tracking consoles. (007 Objective)

Destroy the air-tracking consoles within the air control tower to prevent the Russians from tracking your escape.

### NIGHTCLUB

Locate Sergeant Garcia. (Primary Objective)

Search the main club for Sergeant Garcia. Use the facial recognition application on your Smartphone to confirm the sergeant's identity.

Meet with Zukovsky. (Primary Objective)

Follow Sergeant Garcia to gain access to Zukovsky's office.

Escape from Zukovsky's nightclub. (Primary Objective)

You have been framed for Zukovsky's murder; find an exit out of the club before the police arrive.

Obtain Zukovsky's contact list. (Agent & 007 Objective)

Search Zukovsky's office for his secret list of criminal contacts.

Obtain the nightclub's security footage. (007 Objective)

Download the security camera footage showing who assassinated Zukovsky.

Photograph evidence of Zukovsky's arms deals. (007 Objective)

Find and photograph Zukovsky's weapon shipment crates.

### CARRIER

Meet with Sky Briggs. (Primary Objective)

Locate Sky Briggs, your contact at the arms fair.

Pursue Ourumov and Onatopp. (Primary Objective)

Pursue Ourumov and Onatopp, and prevent them from stealing the prototype helicopter on board the carrier.

Plant your Smartphone on the prototype helicopter. (Primary Objective)

Get to the prototype helicopter and plant your Smartphone on it. This will allow MI6 to track its location.



Escape from the carrier. (Primary Objective)

Escape the prototype helicopter's attack and proceed to the front of the carrier.

Rescue all hostages. (Agent & 007 Objective)

Locate and rescue the three crew members taken hostage on the carrier.

Disarm the explosive charges. (007 Objective)

Find and disarm the three explosive charges that have been placed on the carrier.

### OUTPOST

Track your Smartphone. (Primary Objective)

Track the signal from your Smartphone hidden on board the stolen prototype helicopter.

Find the lower compound. (Primary Objective)

Explore the immediate area and find a route up to the lower compound.

Enter the bunker. (Primary Objective)

Gain access to the bunker built into the mountains.

Find the supply crates. (Agent & 007 Objective)

Find and open all five supply crates.

Find the black box. (007 Objective)

Locate the black box from the crashed Russian fighter jet.

### BUNKER

Investigate the bunker. (Primary Objective)

Investigate the bunker, locate the server room, and discover what Ourumov's men are looking for.

Continue the investigation. (Primary Objective)

Navigate your way through the bunker and locate the server room.

Escape the bunker. (Primary Objective)

Escape from the bunker before it is destroyed by the explosive charges set by Ourumov's men.

Follow the Russian girl. (Primary Objective)

Follow the Russian girl and help her find an alternative exit.

Gather intel from the bunker. (Agent & 007 Objective)

Find and photograph intelligence located within the bunker regarding its purpose (five photos).

Disarm explosive charges. (007 Objective)

Disarm the five explosive charges planted within the bunker.

### ARCHIVES

Escape the military archives and pursue Ourumov. (Primary Objective)

Escape from the military archives and pursue Ourumov. He will lead us to Janus.

Destroy the servers. (Agent & 007 Objective)

Destroy all the server units in the server room, erasing all Russian intelligence on MI6.

Recover the interrogation footage. (Agent & 007 Objective)

Recover the interrogation footage, proving that Ourumov assassinated Defense Minister Mishkin.

Gather Russian intelligence for MI6. (007 Objective)

Obtain secret project files and Russian intel on Janus (three items).

### TANK

Pursue Ourumov. (Primary Objective)

Ourumov is escaping with Natalya. Give chase, but do not eliminate him.

## INTRODUCTION

### STATION

Enter the train. (Primary Objective)

Find a way onto the derailed train.

Escape the burning carriage. (Primary Objective)

Shoot the latches and remove the hatch in the floor to escape from the burning train carriage.

### MEMORIAL

Investigate Memorial Park. (Primary Objective)

Investigate the Janus presence at Memorial Park.

Obtain intel on Janus technology. (Agent & 007 Objective)

Obtain intelligence on Janus technology and arm—take three photographs.

Record the encrypted transmission. (007 Objective)

Locate the Janus communications equipment and covertly record the encrypted transmission.

### JUNGLE

Locate the Pan African Power solar plant. (Primary Objective)

Navigate through the jungle and locate the Pan African Power solar plant.

Neutralize Xenia Onatopp. (Primary Objective)

Fight your way past Onatopp's soldiers and then eliminate her.

Disable the drone guns. (Agent & 007 Objective)

Disable all nine of the drone guns.

Destroy the ammunition caches. (007 Objective)

Destroy the three Janus ammunition caches located within the jungle.

### SOLAR

Infiltrate the Pan African Power solar plant. (Primary Objective)

Navigate your way through the solar plant.

Acquire explosive charges. (Primary Objective)

Acquire explosive charges so that you can sabotage the underground power plant.

Sabotage the cooling towers. (Primary Objective)

Sabotage the cooling towers in the underground power plant by planting your explosive charges on them.

Enter the cradle. (Primary Objective)

Make your way up to the cradle to confront Alec.

Disable the perimeter defenses. (Agent & 007 Objective)

Hack the two computers in the power plant to disable the solar plant's perimeter defense system.

### CRADLE

Defend Natalya. (Primary Objective)

Eliminate the threat to Natalya and the computer consoles while she tries to destabilize the GoldenEye's orbit.

Get to the machine room. (Primary Objective)

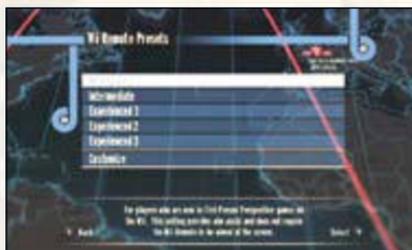
You have four minutes remaining to prevent Alec from restabilizing the GoldenEye's orbit.

Create a system overload. (Primary Objective)

Get to the antenna and create a critical system overload that will destroy the cradle and end Alec's plan.



# WII REMOTE PRESETS



We've made great strides in mission control schemes since your last mission, Bond. The field of control technology has grown by leaps and bounds over the last few generations. We've even appointed a control scheme specialist to assist Q-Branch in developing new technology.

As such, we've developed six different Wii Remote presets for all types of agents, from fresh out of training to battle-hardened. We don't presume to know your preference, so please read on to find out the differences between presets.

## Accessible

For players who are new to first-person perspective games on the Wii, this setting provides aim assist and does not require the Wii Remote to be aimed at the screen.

If you feel uncomfortable aiming the Wii Remote at the screen or would like a bit of assisted aiming, then this control scheme is for you. While not necessarily designed for "newbie" agents specifically, this preset will help guide new agents into battle with few hiccups.

## Intermediate

For players who are new to first-person perspective games on the Wii but want to aim using the Wii Remote, this setting provides aim assist.

This setting is great for new agents who want the added challenge of targeting things with the Wii Remote. While it does add aim assist, some amount of precision is required while aiming the Wii Remote at the screen.

## Experienced 1

Experienced 1 is for players who have played first-person perspective games on the Wii. This setting allows for increased control using the Wii Remote but does not apply aim assist.

This is one of the most commonly used presets among agents. Its aim assist is great in battle, while the increased control allows for more precision while navigating the field.

## Bond Sense

Full disclosure, 007: We experimented with every control scheme available across several different controller setups, but the walkthrough was created using the Experienced 1 setting with the Classic Controller and Classic Controller Pro.

## Experienced 2

For players who have played first-person perspective games on the Wii: This setting allows for increased control and quicker turning using the Wii Remote, but requires precise aiming.

Like Experienced 1, this setting incorporates quicker turning controls into the previous setting.

## Experienced 3

For players who have played first-person perspective games on the Wii: This setting allows for full control and quicker turning using the Wii Remote, but requires more precise aiming.

Experienced 3, like Experienced 2, adds another layer of depth to the previous control scheme. In this case it requires even more precise aiming.

## Q-Branch

Use the Customize feature in the Wii Remote Presets menu to tailor your control experience even further. You can change everything from turning sensitivity to camera styles.

# Dossiers

The enclosed dossiers have been declassified for use during these missions and Combat Training Ops (multiplayer) only.

## AGENT PROFILES

### James Bond

**Details:** Agent 007 of the MI6 secret service. Son of Andrew Bond and Monique Delacroix, James Bond is considered to be Her Majesty's most lethal secret agent.

**Personality profile:**

Dangerous, physical, and aggressive, Bond owns a unique combination of skills with which to take down the most intimidating foes in the most challenging circumstances.

**Training and expertise:** Trained in karate, judo, jujitsu, tae kwon do, boxing, and wrestling. Graduate of the Britannia Royal Naval College. Having served on the HMS *Exeter*, HMS *Turbulent* and in the Special Boat Service, Bond subsequently enlisted with the elite commando 030 Special Forces Unit, embarking on undercover assignments in Iraq, Somalia, Iran, and Libya. After achieving the rank of Commander, Bond was recruited into the RNR Defense Intelligence Group before joining MI6.



### Alec Trevelyan

**Details:** Two-faced agent of MI6 (previously 006), Trevelyan is the founder of the Janus forces and seeks to set off the electromagnetic GoldenEye weapon so as to erase any record of the huge sums of money he has stolen from the Bank of England.

**Personality profile:** Resentful and merciless.

**Training and expertise:** Quickly reached "00" status at MI6. As a result of his parents' death by the British Army, Trevelyan seeks revenge by selling illegal weapons to clients.



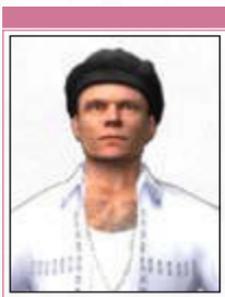
## CRIMINAL DOSSIERS—CURRENT

### Valentin Zuckovsky

**Details:** Leader of the competing crime syndicate to the Janus forces in Russia.

**Personality Profile:** Dangerous and brutish leader of the Russian mafia.

**Training and expertise:** An ex-KGB agent with a significant knowledge of weaponry, Zuckovsky can instantly recognize Bond's signature firearm.

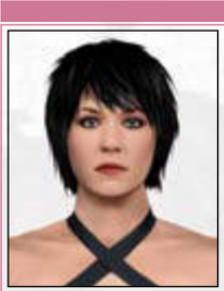


## Xenia Onatopp

**Details:** Loyal to Trevelyan and a key member of his Janus crime forces.

**Personality profile:** The definition of femme fatale.

**Training and expertise:** A Soviet pilot by training, Onatopp is skilled at luring opponents and seducing men to their demise.



## General Arkady Ourumov

**Details:** Schemes with Trevelyan to build the Janus syndicate and acquire the GoldenEye weapon.

**Personality profile:** Merciless, fraudulent, crooked, and powerful.

**Training and expertise:** Previously head of the Soviet Arkangel Chemical Weapons Facility and later promoted to general, Ourumov subsequently became head of the Space Division of the Russian Army.



# BACKLOGGED DOSSIERS—EXPIRED

The following personalities can only be accessed via back logs found in our Combat Training Ops (multiplayer).

## Jaws

**Details:** Born Zbigniew Krycsiwiki, his teeth and jaws were destroyed when arrested by police. Later nicknamed “Jaws,” he was found by Karl Stromberg, who sponsored several operations to replace his dismantled mandible. Jaws subsequently worked for Stromberg as an enforcer.

**Personality profile:** Standing at 7’2” with a razor-like smile, Jaws is seemingly unbreakable.

**Training and expertise:** Jaws relies on his huge physical prowess and lethal bite to intimidate opponents.



## Oddjob

**Details:** Servant and right-hand person to Auric Goldfinger.

**Personality profile:** Smaller in stature, Oddjob is skilled at the art of throwing his lethal hat.

**Training and expertise:** An expert in martial arts, Oddjob is a worthy enemy who knows a host of different ways to take down a man.



## Natalya Simonova

**Details:** Computer programmer for the Russian military at the Space Weapons Research Center in Severnaya.

**Personality profile:** Dependable and inventive; a talented programmer.

**Training and expertise:** Natalya is an expert of satellite systems. She is able to break into Janus’s command center with Bond to reprogram the second GoldenEye satellite.



## DOSSIERS

### Dr. No

**Details:** One of SPECTRE's leaders, Dr. No is considered an expert in the field of radiation.

**Personality profile:** Dr. No has an unusual condition whereby his heart is on the right side of his body and he has metal hands as a result of experimental research gone awry.

**Training and expertise:** An expert in radiation, Dr. No maintains his own criminal organization in Jamaica, through which he controls the actions of a team of killers known as the Three Blind Mice, who keep his Jamaican operations in check.

### Baron Samedi

**Details:** Master of the occult and voodoo and known to frequent cemeteries.

**Personality profile:** He has a white, skeleton-like face and an ominous laugh.

**Training and expertise:** With a penchant for black magic, the Baron is experienced in watching over the dead.

### Francisco Scaramanga

**Details:** Menacing figure and the world's most expensive assassin.

**Personality profile:** The Man with the Golden Gun.

**Training and expertise:** Recruited and trained by the KGB early in his career, Scaramanga subsequently offered his services to anyone, for a hefty price.

### Dmitri Mishkin

**Details:** Russian Defense Minister.

**Personality profile:** Intuitive, fearsome, outspoken.

**Training and expertise:** Interrogation and the ability to uncover inconspicuous details.



### Rosa Klebb

**Details:** High ranking officer of SPECTRE.

**Personality profile:** Stout, troll-like woman. Loyal follower of Blofeld, but a dominatrix otherwise, Rosa Klebb takes pleasure in wielding her power over others.

**Training and expertise:** One of the most powerful women in the Soviet Union, Rosa Klebb was head of operations for the Soviet counterintelligence agency SMERSH before defecting to SPECTRE.

### Donald "Red" Grant

**Details:** SPECTRE's unrestrained killer.

**Personality profile:** With an impressive physique, the resentful and greedy Red Grant is a cunning villain who enjoys playing games.

**Training and expertise:** His strength and persistence set him apart from other trained killers. A former boxing champion, Grant worked as the chief assassin for SMERSH and was recruited by SPECTRE.

### Ernst Stavro Blofeld

**Details:** Founder of the terrorist organization SPECTRE (Special Executive for Counter-intelligence, Terrorism, Revenge, and Extortion).

**Personality profile:** Scar from his right eye down to his right cheek. Often seen in a Mao style suit while petting his Persian cat.

**Training and expertise:** Like a chameleon, he has a unique ability to change his appearance drastically. He worked at the Ministry of Posts and Telegraphs to acquire information and, ultimately, wealth and power. Founder of the TARTAR spy network to sell secrets and intelligence, Blofeld also has significant experience in stealing hydrogen bombs and developing bacteriological and space weapons.



# MI6-Approved Tactics

The following training documents have been accrued over many successful (and many unsuccessful) MI6 sanctioned missions. The tactics are tried and true, so keep to the letter and you'll never meet with mission failure. Diverge and you may find that being a rogue O07 is far less rewarding...

## WATCH FOR PATROL PATTERNS

Sure, General Ourumov may have military men for manpower, but even the most well-trained soldiers can fall into patterns as they patrol their area. Take advantage of this habit and watch the soldiers as they patrol. Once you've learned their pattern, you can effectively predict their location. Use this to your advantage by allowing the soldiers to assume their positions and striking when the time is right.

## LICENSE TO LIVE...

You're an agent of MI6, Bond, not a rogue assassin. That means that you don't have to kill everyone in sight to get the job done. In many cases you can more easily accomplish your task by simply sneaking past unwitting guards and letting them live. In fact, in many cases, you can save time by sneaking past, and you risk being exposed by going after enemies unnecessarily. If you've gotten to your objective without detection, there's no need to kill.

### Q-Branch

A bonus of this merciful approach is that you'll also save on ammunition for targets that *do* need to be eliminated.

## COMBO ATTACKS

Enemies tend to be chatty. Go on enough missions and you're bound to run into more than one pair of lazy guards that simply stand around chatting rather than patrolling or keeping alert. This plays into your hand, of course, as they won't see you coming. The only problem is that since they are so close together, one will immediately be alerted when the other is shot. The best tactic to use against chatty guards is to silently approach them until you're almost within melee distance. Once you are, take out one guard with

a headshot, then stand up and rush the second before an alarm can be sounded. Strike with a devastating melee blow and you'll take out two guards in one fluid combo attack!

### Q-Branch

Chatty guards also have the foolish tendency to stand around explosive objects such as barrels, gas tanks, and extinguishers. Use this to your advantage as well by detonating the object and allowing the explosion to do the work for you. Don't do this while other guards are nearby, of course, as the explosion will alert the remaining goons. Instead, only use this tactic when the chatty guards are the only remaining targets.

Be aware that if you fail to keep your presence a secret (or if you choose to go in guns blazing) you'll automatically draw more enemies into the area once you've been detected.

### Mission

## STEALTH ABOVE ALL

As you've noticed, many of MI6's approved tactics involve stealth. This is because, even though it is the slowest approach to a mission, it is definitely the most efficient approach. Stealthily sneaking about and using melee attacks will keep you from running out of ammunition quickly, being detected, and, best of all, alerting extra guards! There will be missions where you will not be able to stealthily accomplish your goals, of course, so this tactic isn't always sound. In cases in which you should sneak, however, always keep crouched to silence your footfalls. Before sneaking into a new area, watch for the enemies to reveal their patterns and assume their final positions (if they're not continuously patrolling), and plan ahead before you commit to your stealthy assault.

## BE DECISIVE AND COMMIT

When the time comes to commit to an assault, do so in full. Do not do so tentatively or halfway. The longer you linger about for fear of being detected, the longer you risk giving away your position. It sounds obvious, but that's because it is! There's little room for fear or indecision in this field. That means that you should be decisive in your approach; once you've decided how to approach a situation, do so and don't stop until the job is done.

That also means that if the assault does not go as planned, you must commit in full to a "run-and-gun" approach. Your enemies will not hesitate to rush you when you've been detected, so you should not be afraid to sprint across a room guns blazing as you rush from cover to cover. The job is paramount, flair and style are not.

## CONSERVE AMMO AND BODY ARMOR

Enemies will drop weapons and ammunition. However, you may find that, sometimes, your weapon is better than the ones being dropped. When that is the case, be sure to conserve ammo. Use short, controlled bursts and lower the fire rate of your weapon to use fewer bullets. If you can stealthily eliminate a target without fear of detection, do so to save ammo. Body armor is even more difficult to come by. The following mission walkthrough will delineate the locations of every body armor vest, but just because you know where the next one will be, it doesn't mean you can behave recklessly. Furthermore, just because you happen upon a piece of body armor, that doesn't mean you must pick it up. You can always come back and get it once your current armor has been severely depleted. Use body armor only when it will replenish half or more of your current armor.

### Q-Branch

Body armor only appears in the 007 Classic difficulty level. In all other difficulty levels, retreat to a covered position to allow your health to replenish after taking damage.

## HEADSHOTS

Be efficient, Bond. Save time and ammunition by eliminating enemies with headshots when melee attacks aren't preferable. Many weapons, such as sniper rifles, make headshots easy. Pistols, on the other hand, should only be used for headshots from close to medium range. If a headshot doesn't eliminate the enemy right away, follow up with several shots to the body to bring the target down quickly. Speed is of the essence, as you know, since an enemy will attempt to alert comrades when shot. If you follow up with several body shots, the thuds of your bullets will keep them off balance and allow you to finish them off before they can react.

## RUSH AND ATTACK

Not all enemies will be easy to sneak up on. Some require you to get within close proximity but may still be out of arm's reach. When that is the case, use a rush-and-attack technique: Sneak up as close as possible, then stand up, run, and use a melee attack before they can turn around to see who is chasing. This tactic works on patrolling enemies as well as enemies standing near awkward objects like crates, around corners, or close to explosive objects.

## SILENCE IS GOLDEN

Use silenced weapons as frequently as possible to avoid giving away your position. Sniper rifles, pistols, and even submachine guns can be equipped with suppressors, so keep an eye out for silenced variations of your favorite weapons.

## STOP WHISTLE-BLOWERS FIRST

If you're spotted, always eliminate the target nearest an alarm. This will keep them from sounding the alarm and bringing down more heat on you. Unfortunately, enemies rarely need an alarm to call for help since they can simply scream for help or alert company with the sound of their gunfire. But in rare cases when you see an alarm on the wall nearby, target the foe nearest the alarm first!



## HACK TURRETS

Even though most missions will be a one-man show, that doesn't mean that you can't use your enemies' weapons against them. Always keep an eye out for computer consoles that control defensive turrets. Sneak within hacking range of the computer (usually within 12 meters or so) and hack it with your Smartphone. This will turn the turret on the nearby enemies and do the dirty work for you. This also alerts other enemies nearby, of course, so be sure that the turret can eliminate every enemy once hacked.

## DON'T BE TRIGGER HAPPY

Be mindful of enemy triggers. Enemy triggers are areas, doorways, or rooms that will cause new batches of enemies to appear. Because certain enemies won't show up until you reach a specific area, it can often be dangerous to traipse into a new area without first patrolling the entire area you're in. In many cases, you may clear a room and approach the exit only to find that as you approach the exit, a new batch of goons rushes out of the door. To avoid this phenomenon, carefully sweep an area before exiting, or sneak toward your waypoint marker to make sure that you're not in for an ambush.

## USE YOUR RADAR

In the heat of battle it is easy to keep your eyes peeled forward rather than to look down at your radar. This, in some cases, can get you killed. Even though you may not be able to see around a corner, you can often follow an enemy's movement on your radar if one previously crossed your line of sight. Enemies will only appear in your radar if you've seen them with the naked eye. After a short while out of sight, they fade from your radar. That is why it is paramount that you take note of their movements on the radar while they still register as little red blips. We give you these tools and gadgets for a reason, Bond. We expect you to use them!



# Artillery

The following information is meant to help you make better decisions about your choice of weaponry on any given mission. Remember, James—you won't come across every weapon in every mission, and we'll even point out specific weapons for you to use in certain situations, but we've provided you the information nonetheless. That way, you can make decisions based on your preferences should you choose to do so.

Weapon	Pistols	Damage	Min. Distance	Max. Distance	
	P99	26.4	10	20	
	Torka T3	27.72	14	25	
	Hawksman M5A	28.38	16	35	
	Kunara V	23.1	10	20	
	Wolfe .44	100	16	50	
	Golden Gun (only available in multiplayer mode)	150	8	20	

Weapon	Submachine Guns	Damage	Min. Distance	Max. Distance	
	Sigmus	19.8	14	21	
	Sigmus 9	21.78	16	23	
	Stauger UA-1	26.4	18	25	
	Vargen FH-7	23.76	13	23	
	Strata SV-400	27.72	24	28	

## Bond Sense

Take note, Bond: There are silenced, scoped, and grenadier versions of many of these weapons around, but the base stats have been listed in the table.

	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	15	23.1	24.75	92.8	74.8	83.8	5
	19.5	19.8	23.76	90.4	79	84.7	4
	25.5	23.1	25.74	91.6	80.8	86.2	6
	15	19.8	21.45	89.2	73	81.1	15
	33	50	75	86.8	60	73.4	3
	14	150	150	94	88	91	1

	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	17.5	13.2	16.5	90.4	73	81.7	15
	19.5	16.5	19.14	91.6	79.6	85.6	15
	21.5	21.12	23.76	92.2	76	84.1	10
	18	19.8	21.78	92.8	72	82.4	15
	26	23.76	25.74	94	85	89.5	15

Weapon	Shotguns	Damage	Min. Distance	Max. Distance	
	SLY 2020	41.25	12	15	
	SEGS 550	28.05	16	20	
	Drumhead Type-12	33.825	17	22	
	PT-9 Interdictus	38	18	25	
	Masterton M-557	24.75	14	20	

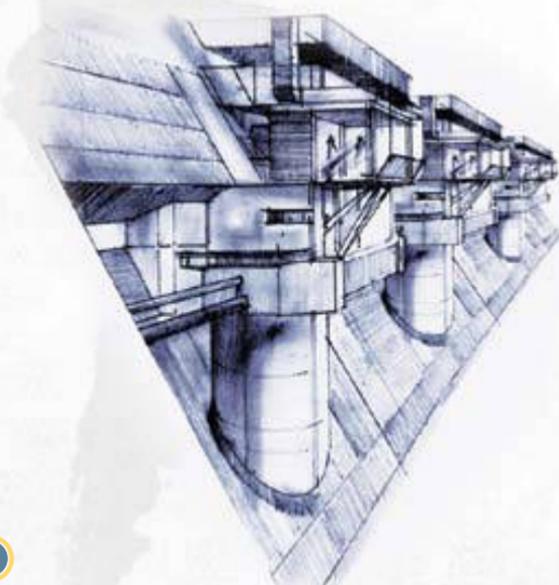
Weapon	Assault Rifles	Damage	Min. Distance	Max. Distance	
	AK-47	23.1	25	45	
	Kallos-TT9	26.4	30	45	
	Anova DP3	25.08	20	40	
	Terralite III	29.7	25	45	
	Ivana Spec-R	32	20	40	

	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	13.5	16.5	28.875	79.6	79.6	79.6	1
	18	20.625	24.3375	79.6	79.6	79.6	1.1
	19.5	22.275	28.05	79.6	79.6	79.6	1.1
	21.5	10	24	79.6	79.6	79.6	1
	17	14.85	19.8	79.6	79.6	79.6	6

	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	35	15.18	19.14	85.6	68.8	77.2	10
	37.5	22.44	24.42	88	71.2	79.6	10
	30	22.44	23.76	89.8	73	81.4	15
	35	23.1	26.4	91.6	80.2	85.9	15
	30	30	31	85.6	82	83.8	15

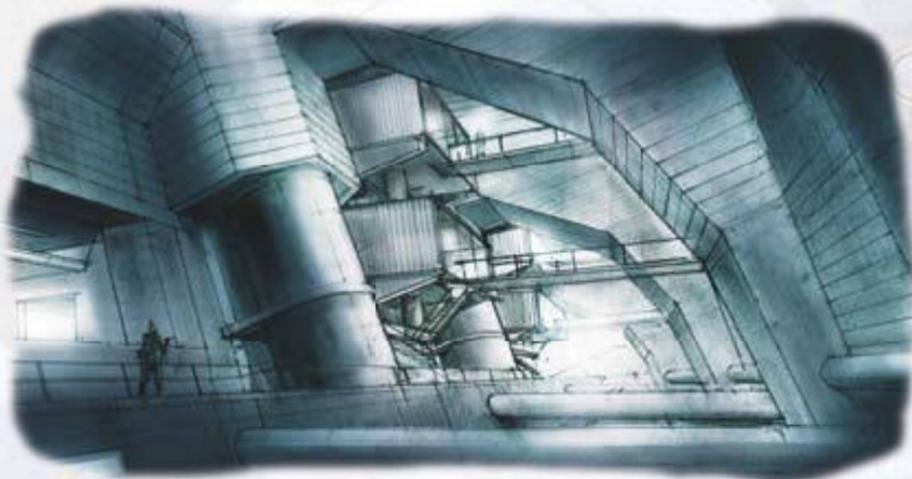
Weapon	Sniper Rifles	Damage	Min. Distance	Max. Distance	
	Pavlov ASR	120	80	150	
	Toros AV-400	145	95	165	
	Talon HL 450	135	85	155	
	WA2000	140	90	160	
	Gambit CP-208	160	100	170	

Weapon	Rocket Launcher	Damage	Min. Distance	Max. Distance	
	AK-47	23.1	25	45	



	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	115	56.1	88.05	70	40	55	1
	130	59.4	102.2	71	40	55.5	1.6
	120	66	100.5	72	40	56	1.1
	125	66	103	73	40	56.5	1.4
	135	66	113	74	40	57	0.55

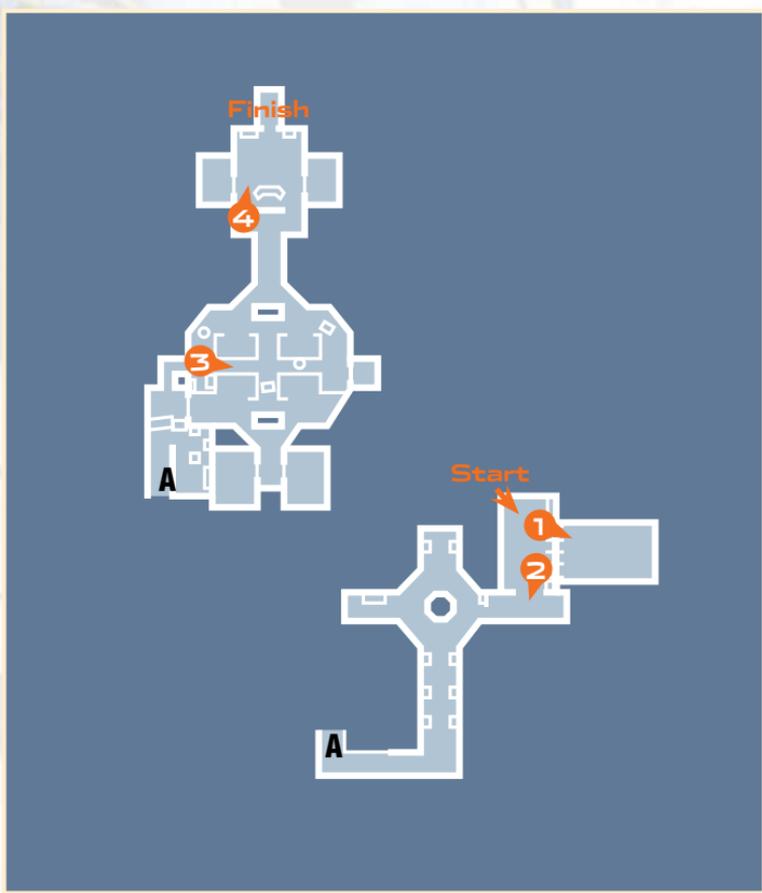
	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	35	15.18	19.14	85.6	68.8	77.2	10





# MI6 HQ

## TRAINING



### Mission Objectives

**Primary:** Acquaint yourself with the controls

**Supplemental:** Choose a control scheme that is right for you



## Welcome Back, Bond



It looks like M has a new mission for you, so let's spend some time getting acquainted with your controls.

Saunter over to the small counter on the left and pick up your trusty P99. Walk over to the second stall on the right and draw.



Follow the onscreen commands to position the reticle over the target, then fire. Pop off a few rounds from your pistol as you shred the targets down the lane. Shoot all five targets to move on to the next exercise.

[1]



When the next targets pop up, this batch is smaller; follow the onscreen commands to learn how to zoom in and fire with greater accuracy and how to shoot from cover. Destroy the next batch of targets and then walk back to the weapons table to pick up a secondary weapon.

## Training Run

[2]



Well done, Bond! Now that you can shoot again, it's time for a practice run through a mini-mission. Now turn and approach the locked door on the right. Follow the onscreen commands to open the door, then make a right into the hall. Hop over the small gate as you approach the security desk and follow the waypoint marker to the left.

[3]



reach the end of the vent, quietly push out the next vent cover and sneak out.



Stay crouched as you approach the guard from behind. When you're within striking distance, follow the onscreen command to quietly subdue the guard before he knows what is happening.

## Bond Sense

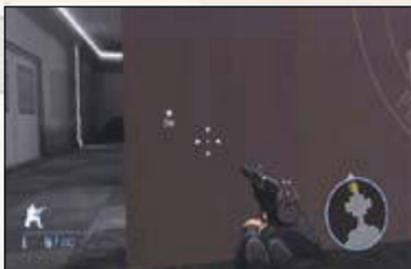
Note that Q-Branch keeps saying "follow the onscreen commands" rather than telling you what they are? That's because the commands vary depending on which type of controller you're using. Furthermore, the commands change depending on which control scheme you've chosen.

## Q-Branch

These stealthy takedowns are the best method for quietly eliminating enemies without raising suspicion to your presence or triggering alarms. Practice this technique as often as possible to keep your presence a secret.



After dispatching the first guard, make a left out of the maze of cubicles and follow the waypoint marker past the planter, toward the next section of HQ.



The far wall splits in two directions, but both directions rejoin on the other side of the wall, so pick your poison. Once you've decided, creep out from behind the wall, still crouched, and take aim down the hall.

[4]



A guard near the far end immediately detects you. Take aim and silence the guard before he can raise the alarm! Zoom in and bring him down with a single headshot. If you miss, follow up with several shots to the torso to keep him off balance until he's dead behind him.

[Finish]



With both guards down, you're free to finish your training exercise and enter the elevator at the far end. Hit the elevator button on the left and ride the elevator out.

## Bond Sense

For the sake of all interested parties, we've prepared a thorough walkthrough of every mission completed at the 007 Classic difficulty level—the most difficult of them all. The following mission walkthrough guarantees that you will emerge victorious across all difficulties. So if you see the Class health and armor display on the screen's HUD, now you know why.



# Arkhangelsk

## DAM

### Mission Briefing

For the past three years a high-ranking Russian general, Arkady Ourumov, has been stealing Russian military equipment and selling it on the black market. We have reason to believe he's about to ship a cache of high-tech weapons to a terrorist organization that has been targeting our embassies. Along with Agent 006, your mission is to infiltrate his base of operations, destroy the weapons cache, and, if need be, eliminate General Ourumov.

Agent 006 has already surveyed the facility. Time is of the essence, 007. An unmarked cargo plane is already en route, due to pick up the weapons for the terrorists in 45 minutes.

### Mission Objectives

**Primary A:** *Infiltrate the dam. Secure transport and then infiltrate the dam.*

**Primary B:** *Gather intel on the EMP-hardened helicopter. Locate the EMP-hardened helicopter and send photographic intelligence of it (three photos) to MI6.*

**Supplemental 1:** *Erase the security footage. Locate and erase two sections of security footage of Agent 006 and yourself infiltrating the dam.*

**Supplemental 2:** *Download the flight plan. Find a computer terminal from which you can download the helicopter's flight plan.*

### Mission Launch

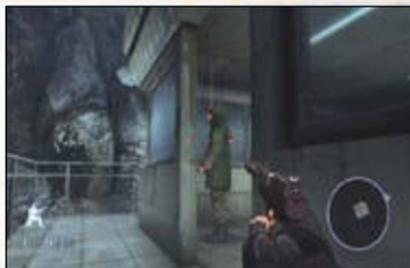


After joining with Alec, wait for the trucks below to pass you by. When they do, follow 006 down the embankment to the two guards by the concrete divider.

[1]



Quietly sneak up behind the pair of guards and subdue the guard on the right. As you do, 006 eliminates the one on the left. With both guards silenced, Alec creeps away to secure the nearby truck, leaving you to secure the guard tower to the left.







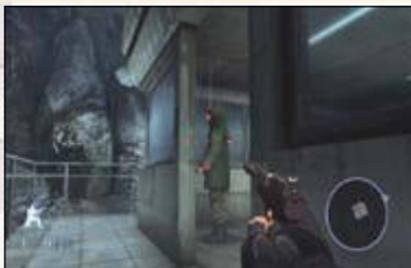


Stay crouched and quietly creep across the bridge on the left. As you approach the tower, strafe to the left of the concrete dividers to cover your approach. The L-shaped dividers will hide you from the guards ahead—two atop the tower, another below.

[2]



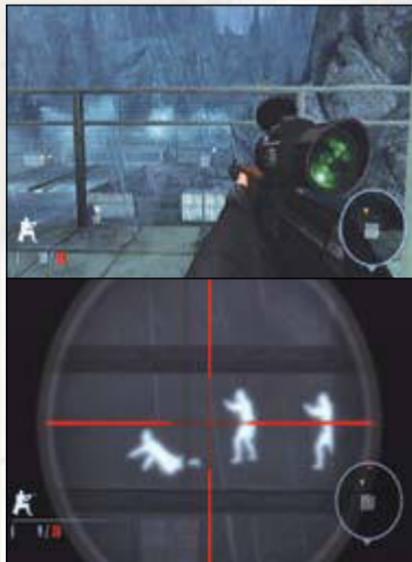
Strafe left, keeping your eye on the guard on ground level, and sneak to the rear of the tower. As you do, the guard on ground level will end his conversation with the sniper atop the tower and walk away. Wait for the conversation to end with, "All right, we will wait." When it does, slink up the stairs on the left of the tower and subdue the sniper with a silent takedown.



While still crouched, pick up the **silenced Pavlov ASR with thermal scope**, and turn right atop the tower. Follow the walkway to the tower interior, where another guard waits to be knocked out silently.

Equip your sniper rifle and immediately turn right to face the area across the bridge—the area where you and Alec took out the first two guards. Wait for five guards to file out of the distant tunnel and quickly snipe them as they approach.

[3]



As soon as you eliminate the first, the rest will scramble behind cover, so use the inside of the tower door as cover if you need to reload. Pick off the guards, then slide down the stairs inside the tower to exit.

## Q-Branch



Bond, there is body armor inside the guard tower; grab it before leaving!

## Bond Sense

Do note, Bond, that even though Q-Branch was kind enough to point out the body armor nearby, body armor only appears when you're playing on 007 Classic difficulty. If you search for it during any other difficulty setting you'll be wasting precious time chasing ghosts.



[4]



Leave the tower and get into the truck by the tunnel ahead of you. Alec is waiting inside.

### Checkpoint!



The truck is quickly stopped by a pair of guards eager to do their job to the letter. With no time to waste, 006 eliminates both with two well-placed shots of his gun. You manage to secure one of the guards' rifles in the process!

### Checkpoint!

With your cover temporarily blown and the mission six minutes behind schedule, Agent 006 slams on the gas and barrels through the tunnel. Take aim down the barrel of your AK-47 and wait for another truck to pull ahead of you. When the soldier at the rear of the truck opens fire, take him out!



[5]

Alec will chauffeur you past the truck ahead of you to find another transport in your way. Once again, obliterate the soldier firing on you and your partner before 006 rams the truck in your way.

[6]

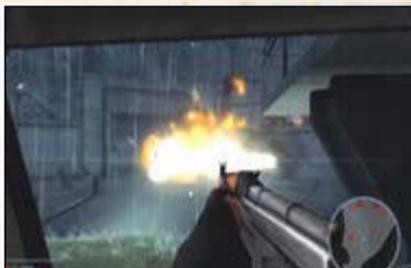


As you emerge out of the first tunnel section, another truck—this one with a high-caliber weapon mounted on it—will veer in from the right. Turn right and quickly take out the gunman. Just then, several more trucks speed into the fight!



Unfortunately, the enemy trucks are too much for Alec to contend with and you're both nearly run off the road! In the commotion, a wily guard manages to open your door and get hold of your weapon! Follow the onscreen command to knock the guard away!

[7]



The truck continues to speed in and out of the tunnel sections until it emerges back out into the rain where a



large tanker is parked. Take aim at the long, fuel-filled tanker and blow it up to easily eliminate the soldiers nearby.

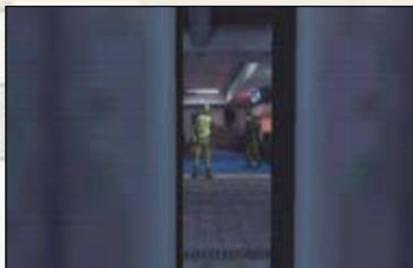


The explosion destroys the nearby soldiers, but the truck is still speeding toward disaster. When you exit the next tunnel section a guard perched atop a tower hits you with an RPG (rocket-propelled grenade)! The truck turns over and nearly knocks you unconscious!

[8]



Luckily, Agent 006 is able to escape the crash and subdues the guard. Meanwhile, you escape the truck with nary but a slight headache. As Agent 006 opens the gate to the tower, an EMP- (electromagnetic pulse-) hardened helicopter flies by overhead!



Join Alec in the elevator shaft leading down into the dam interior and slide down the elevator cable to

the elevator doors that are cracked open. You can spy guards through the crack.

[9]



On 006's mark, breach the door and quickly swing your weapon toward the second of three guards—he'll be the one lunging at the alarm on the far left wall. Take him out first before he reaches the alarm!

## Q-Branch

Immediately following any breach, you will be granted a moment of slow-motion time. Use this slow-motion time to assess the situation, designate your primary target, and eliminate all threats. During this particular breach, we suggest you do not zoom in with your scope—it will only use up valuable slow-motion time. Instead, use only the default reticle to eliminate all three guards.

## Checkpoint!

## Q-Branch



Don't forget to pick up the body armor on the table near the computer consoles.



If you allow the guard to sound the alarm, he'll bring a hornet's nest of enemies swarming on you from the corridor on the left! This will also affect how you approach the next section of the level.

## Mission

### Erase the security footage (1 of 2)

The first section of this two-part supplemental objective is in the security room nearby.



Approach the locked door on the far end of the room and remove the lock with a melee blow. Step inside and then use your Smartphone to hack the Wi-Fi node and erase half of the security footage.

## Q-Branch

You can also shoot locks off if you're in a hurry, but we recommend that you simply knock them off with a melee blow to conserve valuable ammunition. As always, Bond, it's up to you in the end.

[10]



Make a left into the next corridor and sneak down the steps. A lone guard is waiting by the stairs; crouch, then sneak up on him and eliminate him silently with a melee attack from behind.



With the first enemy dispatched, stay crouched and slink to the far left wall. There are four more guards nearby, two near the far outer edge and another pair chatting at the front of the truck on the right.



Sneak up to the first two, leaving the guards by the truck alone for now. As you approach the first pair of soldiers, shoot the one on the right in the head with your silenced weapon, then silently take down the one on the left with either a melee blow or a headshot.



Now turn your attention to the guards by the truck. Hug the right side of the truck as you sneak up on the unwitting pair of guards. Take aim at the first guard's head and pop it with a shot from your silenced pistol. As he goes down, rush the second guard and bring him down with a melee attack. Do this very quickly, otherwise the second guard will sound the alarm before you reach him.

[11]



With all enemies dispatched, proceed toward the far wall, where a large hatch blocks the way deeper into the dam.



At this point, you can approach the next section of the dam two different ways. One is to use the wall switch on the left to raise the hatch, granting you access to the next dam section. This, unfortunately, will alarm the enemies to your presence, so instead turn left.

## Q-Branch

If you're feeling a bit bold, or at the very least confident in your ability to hit multiple moving targets, feel free to open the hatch, then rush into the hall on the right with guns blazing. You'll be able to eliminate all of the enemies far more quickly this way as they rush into the corridor. Since this is 007 Classic difficulty, however, we highly suggest you take the path of least resistance, and even less ammo use. Read on to find out how.

[12]



Remove the lock from the door, then step into the small room. It's empty aside from a small shaft leading down. Hop down the shaft to a small set of winding tunnels. Follow the tunnel out to the dam exterior!

## Checkpoint!

[13]



Climb up the ladder ahead of you until you're atop a catwalk. Quickly turn right to find that new guards are taking defensive positions near the hatch you just bypassed. Allow them to get into position, then sneak left so that you're behind them.

**Do not leap over the railing here!** If you do, you'll leap directly into a guard's line of sight. There is a lone guard near the far left edge of this area. Instead, sneak all the way down the catwalk, past the guard, until you're behind him.

## Mission

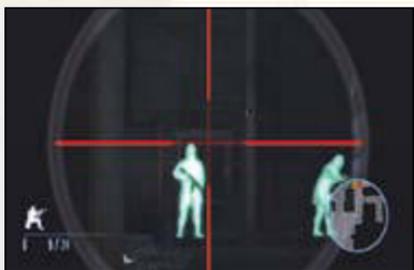
[14]



Carefully take down the first guard near the catwalk, then creep up on the next few. Eliminate the next soldier positioned near the small concrete dividers before moving on to the one on the right, then the far left.

The coast is clear now. Follow the waypoint into the next hall to a set of doors leading back out to the top of the dam. As you exit the dam interior, you spy the EMP-hardened helicopter perched on a helipad ahead of you.

### Checkpoint!



Equip your silenced sniper rifle and slowly creep up the stairs. Watch as the guards patrol their area and do their rounds. Stay crouched near the top of the stairs (but not all the way up) and wait for them to rotate and get into position near the docks, leaving two soldiers behind—one facing you from a distance and another facing the water as he mans a computer console.



Use carefully placed headshots from your silenced sniper rifle to take out the enemies from left to right. First take out the enemy facing you, then the one manning the computer console. Hug the left wall and sneak out toward the dock. Strafe along the wall, looking right as you go, until you see the two guards on the far dock. Snipe them also, again from left to right.

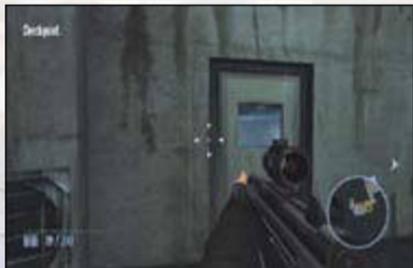
[15]



Finally, turn right sharply until you locate the last three guards on the L-shaped dock near several explosive barrels. Fire one shot at the barrels and take them out in one fell swoop.

### Q-Branch

Intelligence reports indicate that there is a small weapons crate on the L-shaped dock containing a **Sigmus with reflex sight** submachine gun. That's a great weapon, Bond, I highly suggest trading your AK-47 for it.



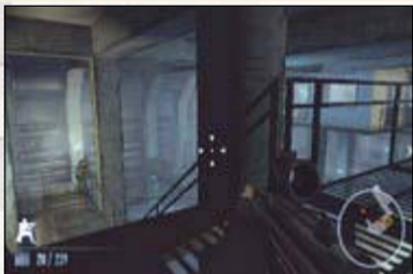
With the area free of enemies, approach the far gate and remove the lock. Follow the steps down to a small area with a door and a small vent.

## Q-Branch

Another approach in this area is to make a mad dash to the gate and open it before the boats arrive at the docks. That way, you'll only have to melee one soldier before reaching the door.

## Checkpoint!

[16]



You can approach the next room two different ways. Enter through either the doorway or the vent. Both lead to the same large room, but only one allows you to do so

stealthily. Leave the door be and instead remove the vent cover on the left.

Quietly glide out of the vent and slide to the right, just behind the first guard. Take him down with a melee blow from behind, then bring out your silenced sniper rifle. Crouch-walk left, back to the vent exit, and shoot the camera in the far left corner of this chamber. With the camera no longer functioning, turn the scope of your rifle toward the guard leaning on the rail below and ahead of you and eliminate him.



Do the same with the other guard leaning on the rail. He's farther down the catwalks on the right. The immediate area is now free of foes, save for the two in the control room high above the chamber on the right.

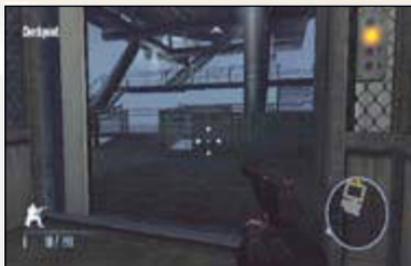


Sneak down the ramp ahead of you and slide down the first ladder. It leads to the walkways on the bottom of the chamber. Follow the walkways right until you're underneath the control room. To your left are stairs, to the right is another ladder. Both lead into the control room.

[17]



Take the ladder on the right. If you go up the stairs, you risk passing directly in front of a camera. The ladder leads to the opposite side of the room where neither the camera nor the guards can see you. Once you're in the room, shoot the camera, then sneak up on both guards. Shoot the first in the head and rush the other with a melee attack.

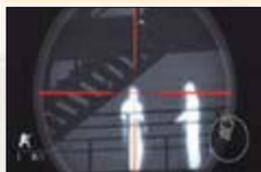


Follow the waypoint out of the room and into an elevator. Hit the switch and ride it up to the base of the helipad.

### Checkpoint!

## Q-Branch

Immediately upon exiting the elevator under the helipad, search the area to the left. There is a small weapons crate containing ammunition for your Pavlov ASR and body armor.



Equip your sniper rifle and take aim across the base of the helipad. You'll find two more guards chatting with each other. Snipe them quickly from a distance, then walk out onto the catwalks beneath the helipad.

[18]



Follow the stairs up to the helicopter and take out your Smartphone. Take a picture of both mounted machine guns and the helicopter's body section before moving on. If you don't send pictures of all three sections to MI6, you won't complete this objective.

### Checkpoint!



No sooner do you snap three photos of the heli than two guards come sauntering up the stairs behind you. Whip around and quickly take them out with a few bursts from your Sigmus.

## Q-Branch

There's no point trying to be stealthy from this point on. You must now rely on that top-notch MI6 training.



Take position atop the stairs leading to the helipad and whip out your sniper rifle. Take aim across the top of the dam toward the control tower. A lone sniper is firing on you from afar! Return the favor with one well-placed shot and bring him down.



Keep the sniper rifle out and eliminate the rest of the guards below you atop the dam. If any rush up the stairs, use melee blows to dispatch them quickly. Now switch to the Sigmus and carefully fight your way down the stairs onto the top of the dam. Pass through the gate and make a sharp right. When you reach the second truck, several enemies come pouring out of the distant tower. Take them down as they approach!

## Q-Branch

There's plenty of cover on the dam, Bond. Duck behind either the trucks or the concrete supports lining the right of the dam to avoid taking too much enemy fire.



After taking out the first batch of soldiers, sprint to the rear of the truck ahead of you and quickly take cover! Hide in on the enemies as they run for cover and open fire.

## Download the flight plan

After eliminating the second wave of enemies, rush up the stairs to the guard tower and use your Smartphone to download the helicopter's flight plan

[S2]



from the Wi-Fi node on the right. If you do complete this objective, however, another wave of enemies will rush the control tower. So take out your sniper rifle and survey the area across the dam from the direction you came.

Snipe the enemies as they approach the tower. After dispatching the first three enemies, exit the tower and sneak down the steps leading back down to the top of the dam, but do not go all the way down. Switch to your Sigmus and drop any foes that rush up the stairs. If there aren't any enemies attempting to sneak up on you, rush back and rely on your sniper rifle to pick off the enemies below. Move back and forth between the tower and the stairs, as needed, until you've eliminated every enemy that attempts to rush the tower.

## Q-Branch

If you use up too much Sigmus ammo, sweep the area nearby to pick up a fallen soldier's AK-47. Switch the weapons then pick up more AK-47 ammo until you're fully stocked.





Approach the elevator at the base of the tower and ride it back down into the dam interior.

## Checkpoint!

### Q-Branch



As soon as you exit the elevator turn left. You'll find a small security room on the other side of a small glass window. Aim your silenced P99 through the small opening in the window and shoot off the lock from the door on the other side of the room. This unlocks the door for later. If you don't use a silenced weapon, you'll alert the guard in the next room.

[20]



Sneak into the next room and pounce on the lone guard by the window. Cross the room to find a ladder leading to the level below you and slide down.

[21]



The guards on the level below are waiting for you. So put away your sniper for now and take out the AK-47. Slowly edge out so you can see down the long stretch of dam to the right and open fire. Take out the nearest enemies first, then rush across to the other side of your end of the dam to clear that area too.

Before rushing down the long stretch of dam, make sure you've eliminated all enemies nearest to your end of the long dam section. Carefully strafe back and forth across your end of the dam, eliminating enemies down the stretch of dam before treading across. As you do, keep your back to the left side of the dam, near the stairs, and keep your weapon trained right in case you missed any enemies.

### Q-Branch

The sniper rifle is also very useful in this section of the dam. Use it to snipe distant enemies down the long stretch.

## Erase the security footage (2 of 2)

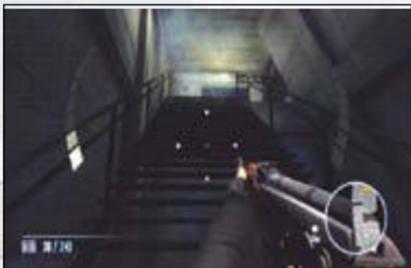
After clearing this section, go up the stairs on the left side and enter the now-unlocked

security room. Use your Smartphone to erase the second batch of security video to complete your supplemental objective.



You quickly distract the guards with your chute as you turn and leap down the dam! You land safely in the water below, where 006 is waiting for you.

## Checkpoint!

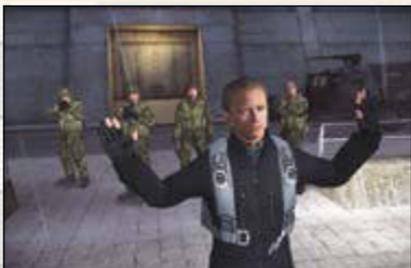


Follow the waypoint marker out to the next section of the dam. Rush up the stairs, through another dam section, and finally reunite with 006 before escaping the dam.



Agent 006 pulls you out of the water, ready to take on the next leg of the mission.

[Finish]



As you reach 006, the Russian soldiers reach you. While you're being held at gunpoint by several Russian soldiers, 006 is at the base of the dam waiting on you to join him. Luckily, you're 007, so even in this situation, you've got a way out.

## FACILITY

### Mission Objectives

**Primary A:** *Infiltrate the weapons facility.*

Infiltrate the weapons facility by using the air ventilation shafts.

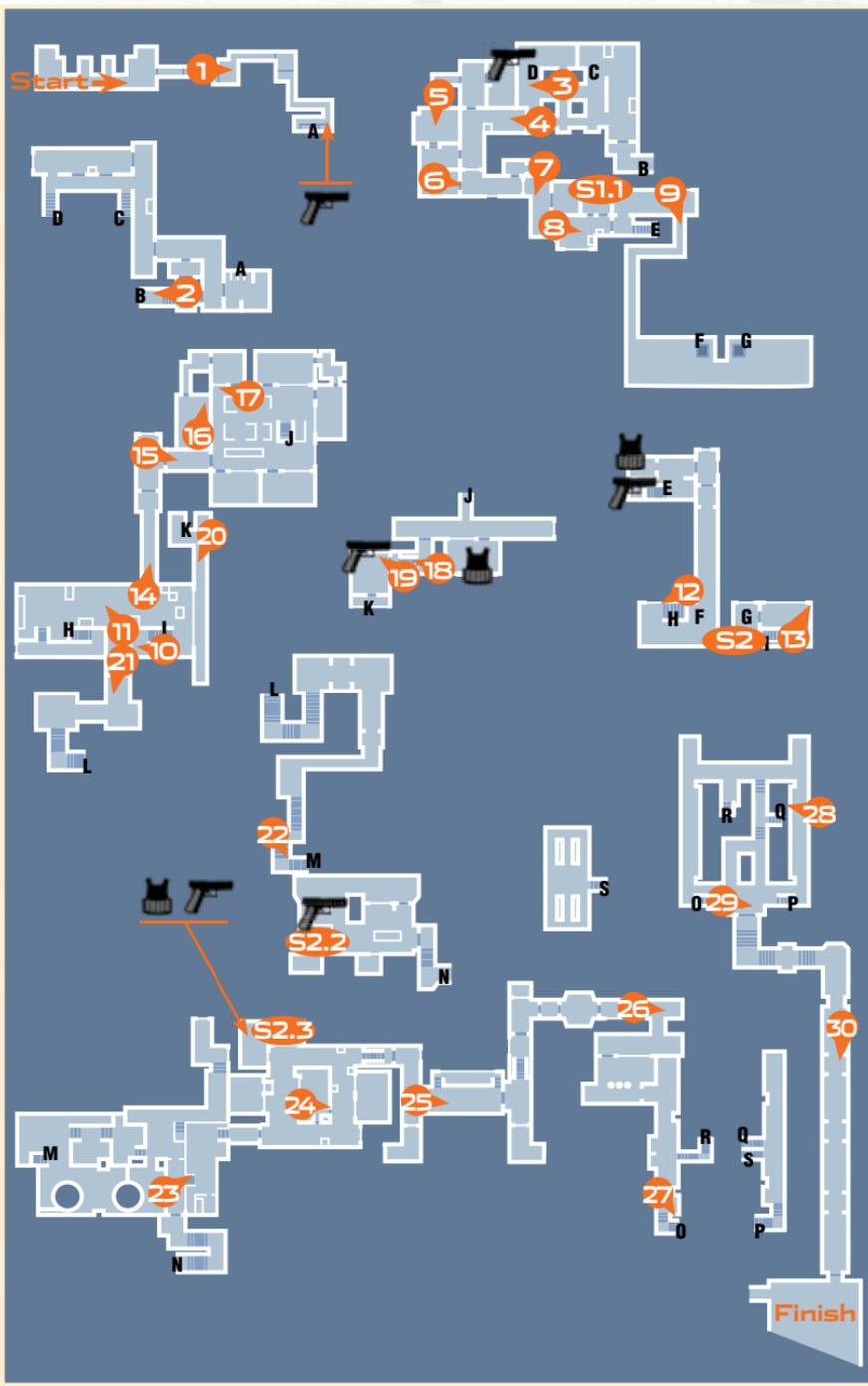
**Primary B:** *Release the lockdown.* Proceed to the master engineer's office and release the security lockdown.

**Primary C:** *Enter the inner facility.* Proceed through the lockdown door into the inner facility.

**Primary D:** *Rendezvous with Agent 006.*

Navigate through the interior of the facility and rendezvous with Agent 006 by the fuel tanks.

Dam - Facility - Airfield



**Primary E:** *Sabotage the fuel tanks.*

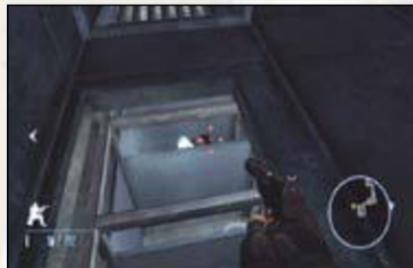
Sabotage the fuel tanks by planting six remote mines on them.

**Primary F:** *Rendezvous with Agent 006.*

Rendezvous with Agent 006 again to execute the final stage of the mission.

**Supplemental 1:** *Gather intel for MI6 analysis.* Search for valuable items of intelligence and take photographs of them (three photos) with your Smartphone for analysis by MI6.

**Supplemental 2:** *Download the trade manifests.* Ourumov is selling weapons to multiple terrorist operations. Download the trade manifests to uncover his activities.



Approach the vent ahead of you and hop in. Follow the short vent as it winds around to the top of a bathroom stall inside the facility. When you reach its end, look down to find a soldier in a bathroom stall.

Put the guard to an end either by shooting him in the head with your silenced **P99** or sneak to the vent above him and follow the onscreen commands to drop in on him from above.

## Infiltration

[Start]



The reunion with Agent 006 doesn't last long. As soon as you rejoin him, you must once again split up to complete this leg of the mission. You hoist Alec onto the catwalk above and he goes about his way, and you must now go about yours.

**Checkpoint!**

[1]



## Q-Branch

Once you've flushed the man's life down the toilet, examine the stall on the far left. There's an **AK-47** waiting to be claimed.

**Checkpoint!**

[2]

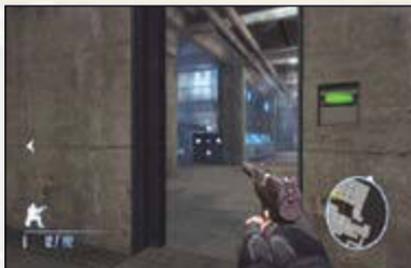


This next section has two doors—one leads to the top level of the next large room, the other door leads to



a small walkway that eventually takes you to the lower level of the same large room. As you enter this room, a lone guard is walking down the walkway into the next chamber's lower level.

Calmly walk to the first door on the left and follow it down the walkway. When you see the guard ahead of you, rush up to him and take him out with a melee blow before he realizes what is going on!



The next part requires a bit of patience to complete. Crouch and walk up to the door on the right so it opens, then back away a little bit so you're not standing directly in the doorway. Watch for the first guard to come down the stairs toward you on the far end of the room and make a right (your left) into the center of the room. Let him go for now.

As he walks his route, another guard passes him by as he walks toward the stairs. Sneak through the door, hug the wall on the left, then gently creep up behind the second guard as he begins to go up the stairs; shoot him in the head. Creep up behind the guard only until you have a clean headshot—you do not need to be within striking distance.

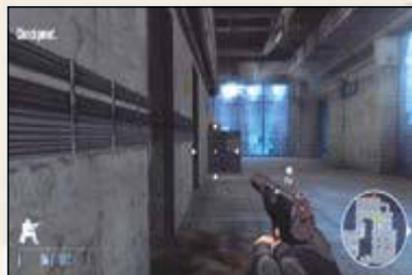


By this time, the first guard should be going back up the stairs on the opposite side of the room. Crouch down and make a sharp left into the room. Hug the wall as you creep left, then strafe right into the center of the room while you keep your P99 aimed at the pair of guards chatting ahead of you. Shoot the guard on the right in the head, then rush the other with a melee attack.



Finally, follow the first guard up the stairs and pop him from behind as he saunters back down to the other side of the room. The room is now clear. Walk back down to the lower level of the room and approach the door in the left corner.

[4]



Drop to a crouched position and carefully approach the left side of the door so it opens. Slide toward the left wall as you do so that the crate far ahead of you hides your approach and wait for the security breach message to finish blasting over the intercom. If you're standing directly near the center or the right side of the sliding doors, you'll be spotted immediately. While you're navigating the heavily guarded facility, Alec is trapped! He needs you to release the lockdown!

**Checkpoint!**

[5]



When the message over the loudspeaker is over, sneak across the short hall into the door on the right and enter the first office. There's a guard seated at a desk on the right. Sneak up to him and put him to bed. Do an about-face and locate the small vent behind you.

Slide into the vent and follow it around into the next pair of office rooms. As you emerge from the vent, shoot the camera in the far right corner with your silenced pistol, then incapacitate the guard at the desk on the right. Finally, sneak deeper into the offices and take out the final guard at the desk near the camera.

[6]



Make a left out of the offices and remove the lock from the door on the left, then go through into the next section of the facility.

**Checkpoint!**

[7]



Follow the next vent into a new hallway where two guards pass by a security camera. Exit the vent and shoot the camera to hide your approach.

Make a left into the next room, where a guard is fiddling with a vending machine and another man a computer in a small room on the left. Sneak into the room first and subdue the guard at the computer. Then creep back out into the main room and eliminate the soldier at the vending machine.

[8]



## Gather intel for M16 analysis (1 of 3)

[S1.1]

After taking out both guards, walk into the second room on the left. A large map is hanging on the wall directly across from the glass wall. Use your Smartphone to take a picture of it and upload it to M16 for analysis. Then enter the next section of the facility.



## Checkpoint!

### Q-Branch

Upon entering the next section of the facility you'll come upon a flight of stairs. Go down the stairs and make a U-turn so that you're underneath them. Lo and behold! There's a weapons locker holding an **AK-47 with reflex sight**, better yet, the small alcove on the right has a body armor as well.



[9]



You have two options in this next section: You can either go down the steps and boldly cross the bridge ahead of you, or you can take the vent from this upper level and sneak across the rafters, bypassing the bridge. Since our goal is to minimize damage, we suggest you take the vent. The vent is also the only way to reach the Wi-Fi node needed to download the trade manifests.

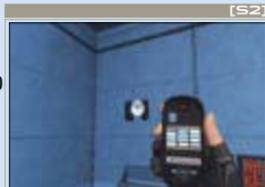
Pop the vent then sneak inside. Follow the vent system out to a series of rafters high above the bridge area. As soon as you exit the vent, make a right and follow the narrow pipes out to the first corner where they turn left. Stop at the corner and look to the right to find a guard resting at a railing beneath you. Take aim with your silenced P99 and pop him in the head for a silent takedown.

Follow the pipes across to the roof of the offices on the other side of this area. Bypass the first office and make a beeline to the hole above the second one.



### Download the trade manifests

Drop into the office and turn around to find the Wi-Fi node behind you. Use the Smartphone to hack it and download the trade manifests, thus completing one of your supplemental objectives.

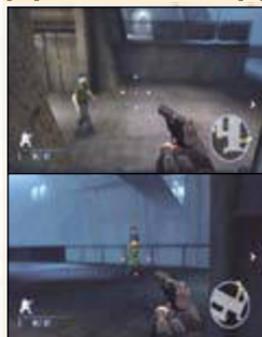


[52]

### Q-Branch

The next few guards will require precise timing and exact precision, so stop and limber up if you need to. Or, perhaps read a few steps ahead in the following section before committing to the tasks at hand. In any event, you should have no problem stealthily taking out all enemies in the following sequence of events.

[10]



[11]

There are several soldiers patrolling the area outside these offices, so quickly shoot the camera in the corner and exit this office. Crouch and calmly creep down the stairs as you exit the building. As you descend the steps, a guard passes



by in front of you as he begins his patrol. Quickly vault over the railing so you land behind him, and use a melee attack to incapacitate him before he notices you.

As soon as he's out cold, drop back into a crouch and back up into the corner behind you. Turn right and wait for another guard to come across the bridge, make a right, and pass you by. When he does, sneak up behind him and take him down stealthily. Ignore the two guards on your right, by the end of the bridge, for now.

[12]



The second guard was heading into the first building where a third soldier is occupied by a computer console. Keep walking straight, following the path the guard was heading along, and make a left up the stairs. Just before you enter the office, stop to shoot the camera above you. With the camera out of order, sneak into the room and use a melee attack on the soldier from behind.

## Q-Branch

If you time it right, you can also eliminate the last three soldiers with one bullet, Bond. As you descend the steps from this office, a new guard should be crossing the bridge as he makes his way toward the first office you entered. From a distance, shoot the red barrel just as he's about to reach the two guards stationed at the

bridge and the fire will make him stop in his tracks. Of course, the ensuing explosion will also take out all three at once. If you'd rather not cause a commotion, however, continue reading.

[13]

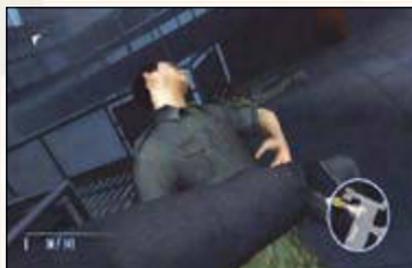


Backtrack out of the office, back down the steps, and sneak back into the office you first entered. While you were incapacitating the soldier in the second office, another foe finished his patrol and is now stationed in the first office you entered. Sneak past the two guards watching over the bridge up the stairs into the first office you entered and silently eliminate the new guard.

Do not try to eliminate the two guards by the bridge before taking out the new guard in the office. He finishes his patrol directly overlooking the bridge. If you take down the pair of guards, you'll be in his direct line of sight and he'll sound the alarm. If you stay crouched and sneak past the pair of guards, however, he won't see you at all.

## Mission

[14]



Finally, sneak back out of the office and approach the two guards. Either line up the guards and shoot two



quick bullets at them, or pop one in the head with your silenced pistol, then rush the other one with a melee attack before he can react to his partner's death.

## Q-Branch

You could very easily shoot the red barrel next to the final two enemies and blow them up.

Also, if you were to take the lower-level entrance into this area and cross the bridge rather than traverse the vent system leading to the rafters, you could eliminate the guard in the first office before sneaking down and taking care of the rest. Unfortunately, you'd have to backtrack through the vent system anyway to drop in on the office where you must download the trade manifests—that's the only entryway into the office.

[15]



Now that all enemies are removed, cross the bridge and go through the sliding doors into the next area.

## Checkpoint!

## Q-Branch

This next section also requires a fine amount of precision to accomplish with minimal to no damage. You may want to read ahead a bit before giving it a go.

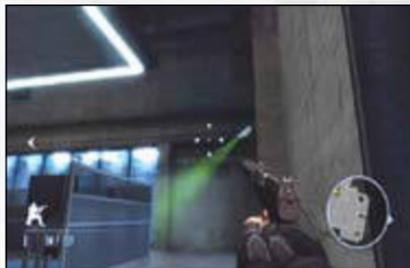
[16]



Make a right into the next room where several guards patrol the area. As you enter, a guard is walking away from you toward a security camera. Quickly take aim at his head and pop him with your P99. As he goes down, shift your aim at the camera and disable it!

Now veer left a bit and sneak up on the guard using the computer console. Bludgeon him from behind so he doesn't make a peep. With him down, turn around and enter the office behind you to find another hapless guard using a computer. You know what to do—sneak up and stealthily silence him.

[17]



The vent system on the left (north) side of this room leads into the other offices lining the lower level. Use it to reach the second office. Peek your head out of the door and turn right. Another camera is surveying the room from the corner. Pop it.



Turn left and locate another soldier nearby using a computer at a cubicle station. Just beyond him is a guard stationed by the water cooler—he must be very thirsty. Luckily, the thirsty guard can't see you sneak up

on his friend and unplug him from his console.

Finally, edge out of the incapacitated soldier's cubicle, aim down your P99's sight, and shoot the soldier by the cooler in the head or blow up the fire extinguisher to his right to knock him out.

## Q-Branch

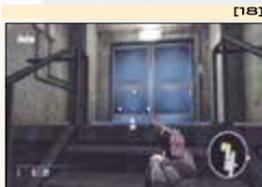
Both levels of this room are now clear! The first room on the top level, just



across from the stairs, has body armor for you. Not that you need it, what with all your stealthy tactics.

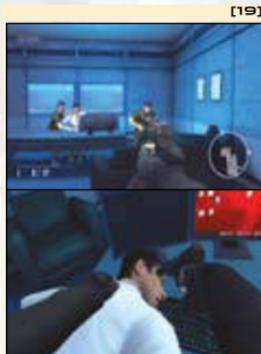
Should you tire of stealth, however, you could very well take out all of the guards in this office without ever leaving the rear of this room. Try using headshots to take out every guard and both cameras from the rear of the room. You can clear this section with minimal movement around the area.

With the room clear, go up the stairs and follow the waypoint deeper into the facility.



## Checkpoint!

The next door requires that you breach it. On the other side of the door are two guards and the master engineer. Upon breaching the door, be sure to shoot only the guards and avoid killing the master engineer sitting at the desk!

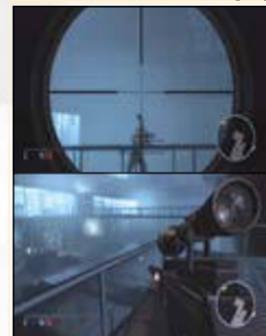
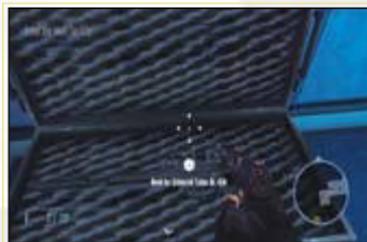


Take down both soldiers, then approach the cowering engineer on the ground. Gently coerce the labcoat into inputting the security codes into his computer to release the lockdown. When he doesn't do so at first, follow the onscreen commands to convince him. Finally, put the man to sleep.

## Checkpoint!

## Q-Branch

Search the weapons crate just left of the engineer's desk to find a silenced Talon HL 450.



Equip your fancy new silenced sniper rifle and exit the master engineer's office back into the area with the two officers and the bridge. Five new guards are patrolling the familiar walkways. Wait for the guards to separate from

each other so that you don't eliminate one and alarm the rest.

Once the guards are far apart from each other, use your sniper rifle to pick them off one by one with clean headshots.

## Q-Branch

Remember to lead your shots. The Talon HL 450 is a powerful rifle capable of killing enemies with one shot, but they have to be critical shots, like headshots. Watch your target's patrol and place the reticle ahead of him where his head will be. When the guard strolls into your crosshairs, pull the trigger!

Also, be sure to save at least four bullets in your sniper rifle for the next section. You'll need them.

[21]



When all five guards are eliminated, jump over the railing and follow the waypoint to your next objective.

## Checkpoint!

Follow the waypoint marker through a short series of tunnels. You emerge in a large open room with several guards in it. Better still, you reunite with your friend Alec. As he takes position above you and covers your approach, you

[22]



must take to the lower level and clear the area. Begin by making a right and slipping down the stairs. As you descend the steps, a guard passes by in front of you. A headshot from your P99 should do the trick.

Now strafe left across the lower level until you can see the remaining five guards ahead of you. Take out your sniper rifle and get to work. Begin by popping the guard in the gray suit on the right, then eliminate the two green guards on the left.



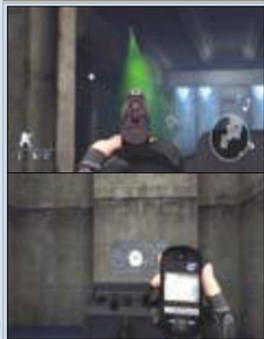
The final two guards require a bit of finesse, since they're facing each other. When you shoot one, the other will notice. Get a bit closer so that your sniper scope will have less distance to travel from left to right as you shift targets. Take out the one on the left, then quickly shift your aim to the one on the right and pop him before he can whip out his weapon!

## Gather intel for MI6 analysis (2 of 3)

With the room clear of all enemies, go through the door on the right wall. Take the stairs up to a small control room with two guards and a security camera.

Shoot the camera before sneaking in, then creep up on both guards. Take them out silently before turning to the far wall and snapping a photograph of the map for MI6.

[52.2]





[23]



Follow the waypoint marker to the door on the far wall of the lower level.

## Checkpoint!

This leads to a room with four guards—three are stationary, two are chatting nearby, and a third is farther down the hall. Shoot the camera before entering the hall, then sneak out into the room hugging the right wall as you go.

Remove the vent on the left and creep in before the patrolling guard can see you.

Slink inside the vent and follow it to its end. You should see the legs of the patrolling guard pass you by as you reach it. Remove the vent cover as he passes you by, then quickly sneak out and shoot him! If you can't get a clean headshot, drop him with a few shots to silence him quickly.

[24]



Turn left in this hall, still crouched, and locate the lone stationary guard. Zoom in on his head and drop him with a well-placed headshot.



Finally, backtrack to the entrance to the room, still hugging the right wall, and locate the fire extinguisher to the right of the two chatty guards. One bullet is all it takes to blow up the red canister and extinguish the remaining enemy presence in this room.

## Gather intel for MI6 analysis (3 of 3)

With the room clear of all enemies, approach the small console in the far left corner



of the room. It's just left of where the final two guards were chatting. Activate it to open the sliding door on the left and go inside. Round the corner in the room to find the final piece of intelligence for MI6 to analyze.

## Q-Branch

Inside the room with the map is also a weapons locker containing an Anova DP3 with ACOG scope and a piece of body armor! Get both before leaving!



[25]



Follow the waypoint marker out to a small room overlooking a laboratory full of scientists. As you enter, you see 006 sneak into the lab through a vent. Equip the Smartphone and hack the Wi-Fi node across from you, just above the lab's exit door. This sounds the alarm and urges the scientists to flee, thus clearing the room of all but one careless labcoat that remains trapped inside! No matter; Alec puts him to sleep, then unlocks the door on your right.

### Checkpoint!

[26]



Follow the hall out of this observation room—006 will unlock the doors in your way. When you exit the labs, you come upon a lone guard in a dark hallway. Sneak up on him and eliminate him.

### Checkpoint!

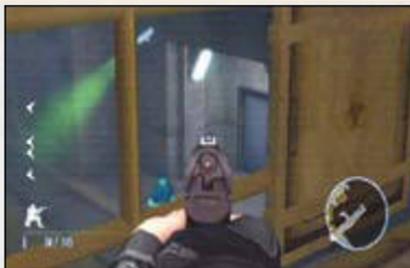
Make a right and follow the waypoint marker to another hall where you can see 006 sneak up on two guards and incapacitate them. You're near the fuel tanks now. Wait for your partner



to unlock the next door, then sneak in and follow the marker to the fuel tanks section.

Immediately upon entering, turn right to locate the first guard. Equip your P99 and shoot him in the back of the head to drop him silently. Walk up to the nearby tank on the left and place the first bomb charge.

[27]



Sneak right to the end of the walkway, placing a second charge on the next tank as you go, then look left, over the railing. You'll spy two guards and a security camera—one guard is stationed under the camera, the other is patrolling by. Let the guard patrol past the camera and the stationary guard, then shoot the soldier standing still.



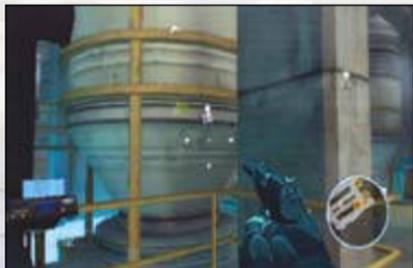
Edge out to the steps on the right and shoot the camera to disable it. You're now free to descend the steps to the lower level. Slowly slink down the steps as a patrol passes by underneath you. Let him pass so his back is to you,

then snap off a headshot from your P99. By this time, another guard should be descending the steps directly across from you.

Go all the way to the lower level, but veer right as you go so you're hiding in the area directly beneath the disabled camera—the same place where the stationary guard was standing just a few moments ago. When the guard comes down the stairs, he'll make a sharp U-turn, allowing you to sneak up behind him and shoot him in the head.

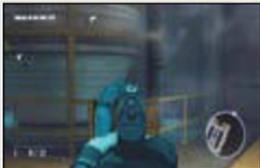


[28]



Cross all the way to the other side of the room so you're directly underneath the catwalks overhead and shoot the camera on the far left corner of the room. Begin placing more charges on the nearby tanks as you slide up the far wall.

[29]



There are two more guards in the room, but you only need to eliminate one. Sneak up on the uniformed man repairing a nearby control unit and incapacitate him. Place the charge on the tank directly to his left, then shoot the camera



on the far left wall before placing the final charge on the last tank.

With your objective complete, follow the waypoint marker out to rendezvous with Agent 006.

## Checkpoint!

[30]



As you traverse the long hall, you find that your partner has gone radio silent. He's not responding to your calls.

[Finish]



Unfortunately, while you were busy placing the bomb charges, Alec got himself captured! When you reach your exit point, you find that things have gone from bad to worse. Ourmov is holding 006 with a gun to his head. Before you know it, the situation spirals out of control and Alec is shot! Follow the onscreen command to blow the charges and escape!

## AIRFIELD

### Mission Objectives

**Primary:** *Escape from the facility.* Fight your way to the runway to find a means of escape.

**Supplemental 1:** *Neutralize the helicopter gunship.* Use the two surface-to-air missile emplacements to engage the Russian helicopter gunship.

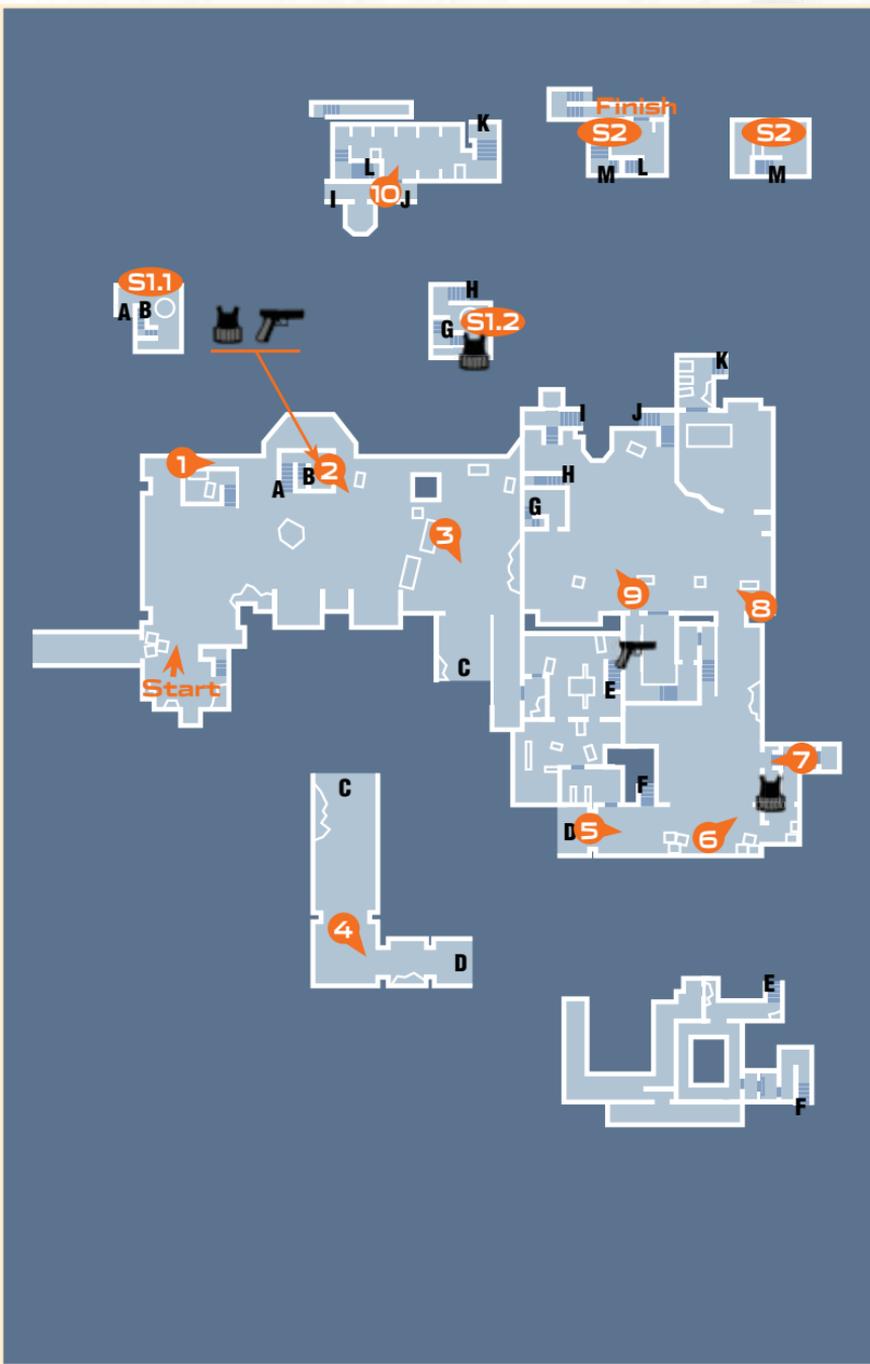
**Supplemental 2:** *Destroy the air-tracking consoles.* Destroy the air-tracking consoles within the air control tower to prevent the Russians from tracking your escape.

### Escape

You may have escaped Ourmov's clutches, but you still need to escape from the facility. The conveyor belt that served as your escape route now delivers you to the airfield, where enemies and a helicopter gunship await your arrival!

[Start]

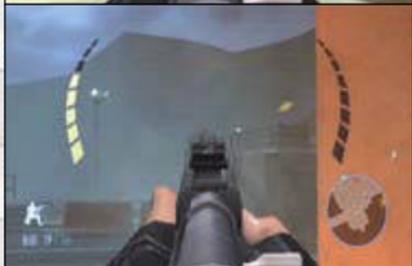




## Checkpoint!

### Q-Branch

This section requires lots of speed and daring, Bond. Be prepared to take some unwanted damage. You're not going to stealthily slip through enemy defenses this time. Speed is of the essence here, James.



As soon as you're crouching behind the crates, edge to the right just enough to pick up an **AK-47**. There are three soldiers ahead of you—two directly in front and a third near the missile emplacement controls. Pop out from your cover and fire at the barrels in the distance, directly ahead of you, to blow up the two soldiers ahead.

With the two soldiers down, dash to the stairs on your right and hug the right wall. This will protect you from the gunship and the third soldier's incoming fire. Wait for the helicopter gunship to fly away, then slowly creep out to the end of the wall and shoot the third soldier by the missiles.



The coast is clear momentarily, allowing you to quickly sprint across the courtyard toward the area where the barrels exploded. Crouch and stalk around the left side of the raised area so that the enemies near the base of the missile emplacement can't get a clean shot at you.

The helicopter gunship constantly readjusts to make sure it's got the best shot on you, so always keep an eye on its location. If you lose sight of the gunship, chances are it's directly over you, ready to rain death on a 007.

## Mission



Round the back of the raised area and stand up to sprint to the rear of the missile emplacement. A soldier is at the base of the stairs leading up to the missiles;

spray him with your AK-47 as you run past and go to the rear of the missile emplacement.

Rather than take the stairs outside the emplacement, round the back of the structure and find an open doorway on the left side. Rush inside and open the weapons locker. Grab the weapon of your choice, then pick up the body armor on the left.

## Q-Branch

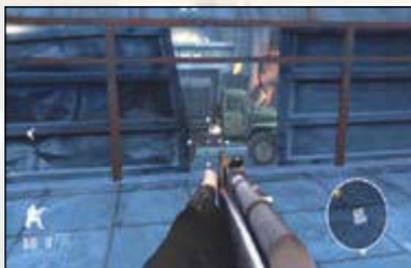
The weapons locker has a great selection of weaponry, 007. You can pick up the **Drumhead Type-12** shotgun for getting up close and personal, an **Anova DP3 with ACOG scope** for long-distance precision shooting, or stick with an **AK-47 with reflex sight**. Personally, I love the combination of the Anova and AK-47.

## Neutralize the helicopter gunship (1 of 2)

Once you've stocked up on weapons and ammo, and equipped the body armor, speed



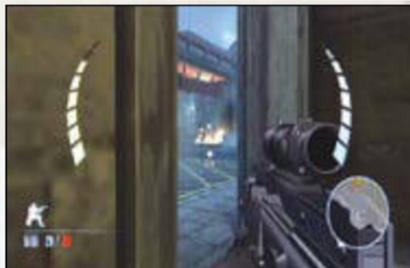
up the stairs inside the emplacement and round the steps quickly to find the control console nearby. Slam your hand on it to fire off a missile and blast the helicopter gunship overhead! The blast isn't enough to destroy it, but it does make it think twice about another strafing run over you.



Though the gunship is out of the way, a truck speeds into the courtyard below the missile emplacement. Crouch to make yourself a hard target to hit and locate the truck's red fuel tank on its right side. Fire on it from your current position to blow it up and a few soldiers along with it!

If any soldiers were lucky enough to survive the blast, pick them off from your elevated position before descending the stairs back into the emplacement interior.

[2]



Back downstairs, approach the left doorway, but don't exit! Several more soldiers rush in to attack from the left side of the courtyard. Position yourself near the door so you can peer outside, but safely within the walls of the emplacement structure. Pick off the attackers with your AK-47 as they approach. Exit the missile emplacement structure and dash to the far left wall of the area.

**Be mindful of your surroundings, Bond! If you've left any enemies alive and wander too close to a red barrel, your foes will not think twice to exterminate you via violent explosion.**

**Mission**



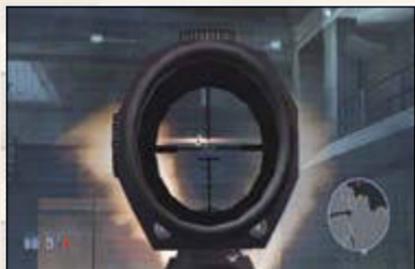
[3]



Strafe along the back wall facing down the long open area across the courtyard. Equip your Anova and aim your crosshairs at the top of the building across from you. A soldier will pop his head up and fire at you from afar. Return the favor

and destroy him. As you do, two soldiers run out of the door on the lower left side of the area. Let them go and instead focus on the foe that emerges on the walkway above them.

Rush all the way to the left wall and slowly move up. Two riflemen fire at you from above and to the right. Locate them on the walkway and open fire. A few well-aimed shots should do the trick!



The last soldier in this area is an RPG-wielder who is perched directly across from you on a catwalk just beneath the roof of the building. Wait for him to pop his head out then pop his head!

[4]



Rush down the path ahead. As you go, an explosion rocks the area ahead and to the left of you. Make out

the silhouettes of the two soldiers as they emerge from the rubble and quickly put them down. Make a left and follow the path up to the next section of the airfield.

## Checkpoint!

[5]

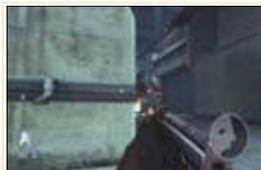


The next courtyard is completely engulfed in fire and destruction. Explosions rock the area while soldiers scramble to and fro, desperately seeking cover. Quickly take aim at the red barrels near the center of the yard and blow them up to eliminate a few of the scrambling soldiers.

Then turn your attention to the Russians hiding behind the truck on the right. Pick them off as they leave their cover to fire at you!

## Q-Branch

You can easily find yourself in a pinch in this area since the path ahead



is extremely dangerous, Bond. If you need to drop back into cover, use the two buttresses on the left and right to hide you from incoming fire. Drop back to reload or simply to avoid taking fire.



Don't stay in one spot for too long, Bond! Clever foes will happily toss grenades at you and blow you up!

## Mission

[6]



From the safety of your cover, pick off the soldiers in the courtyard ahead of you. Make sure the coast is clear directly ahead of you, then quickly sprint across the yard to the right side of the truck. You may take some fire, so be careful as you go. As soon as you reach the truck, crouch.

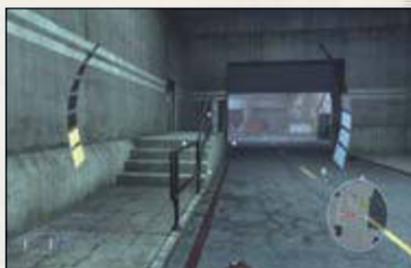
Stay behind the right side of the truck and look left, into the small bunker area ahead of you. Eliminate the soldiers entrenched inside, then leave your cover and sprint into the bunker!



Take cover in the bunker and turn back around to face across the yard the way you came. Now you can spot enemies on the other side. Open fire as you pop in and out of cover and take them all down!

## Q-Branch

There's body armor in the front left corner of the bunker, Bond! Grab it before you leave!



Make a right out of the bunker and sprint toward the waypoint marker. You'll enter the next area, where even more enemies await! This time, however, they're once again accompanied by the helicopter gunship.

## Checkpoint!

[8]



As soon as you enter the next area, take cover behind the concrete pillar on the right. Crouch and pop out of cover only to fire on the soldiers rushing across the area. The helicopter gunship overhead won't hesitate to open fire on you, so don't stay in the open for too long.



Turn left and sprint down to the next concrete pillar. Crouch again as soon as you reach it. Several more enemies will swarm out into the yard, so stay low and wait for them to reveal their position. When they do, pop out of cover and fire on them.

The area directly across from you has a small balcony where several soldiers like to perch. Wait for them to take their position there, then shoot the red star emblem above them to bring it crashing down on their heads.

## Checkpoint!

### Q-Branch



While at the second pillar, turn around and look directly behind you. A door leads into a small garage with a truck in it. Retreat into the garage for a breather and to replenish ammo from the small weapons locker inside!



From the cover of your garage, edge up to the doorway and peer outside. Locate the gunship and make sure it's on the move and unable to fire on you right away. When you do, slip outside and dash to the concrete dividers on the left. Sprint left one more time to the next concrete pillar and take cover! Take a minute to scour the area for more enemies and dispatch them from your cover.

### Q-Branch

The concrete pillars and dividers are not as sturdy as you think. Your bullet fire can chip them and expose your enemies behind them. Of course, this also means that you can be just as easily exposed, Bond.

I know the truck at the far left end of the area is a tempting cover, but don't rush toward it. The helicopter's guns are powerful enough to pierce the truck's fuel tanks with ease, and the ensuing explosion will splatter you all over the back wall. Instead, you should detonate the truck before approaching it so you're sure it won't explode all over you.

### Mission

[9]



Rush around the far end of the truck (after it has exploded) and sneak up on the guard by the door on the left. The door leads to the next missile emplacement.

## Neutralize the helicopter gunship (2 of 2)

Once inside the missile emplacement structure, crouch and walk up the stairs to

the roof. You'll find the next control console directly above you. Slam on the button and blow up the helicopter gunship!



[S1.2]

down the steps toward the center of the yard, then make a sharp left at the bottom to go back up another small flight of steps along the far left wall.

[10]



Slowly fight your way up the steps, following the waypoint marker, until you reach a door on the left. Open it and quickly fire at the soldier directly in front of the doors!

## Q-Branch



There's body armor just left of the console you used to blast the heli out of the sky. Pick it up before leaving the missile emplacement building!



Walk left, across the roof of the structure, and fire on the enemy on the far left steps. There's another foe waiting for you on the steps below, so carefully creep



Swing your reticle right across the room before entering and bring down three more soldiers. Two are hiding behind desks in the far left corner and the third is near the right corner along the far wall.

Once the trio of trouble is down, turn left and strafe away from the door to spot the fourth and final foe in this level of the building.



Two more soldiers are waiting for you upstairs. Slowly creep up the steps and come out firing! Take them down with short controlled bursts and clear the second floor of the tower.

## Destroy the air-tracking consoles

The air-tracking consoles are located on this floor and the one above it. After clearing out the two enemies here, destroy the two computer consoles on the right wall



before going upstairs. The third floor has two guards preoccupied by their computers. Sneak up on them and take them out with melee blows or just spray them with bullets. Once they're gone too, blow up the rest of the computers on this floor to complete your objective.

[Finish]



Once the entire tower is clear of enemies, follow the waypoint marker to the door on the second floor and exit!

## Checkpoint!



You find a motorcycle near the runway as a plane is taking off. Without hesitation, you take the motorcycle and chase after the plane! Just as you speed down the runway, two guards pull up next to you on bikes of their own. Pop them both with your pistol and get them out of your way.

Now aim at the plane ahead of you and wait for a third enemy to emerge from the plane's hatch. Shoot him quickly as he comes out. When you do, another helicopter fires on the plane and kills its pilot!



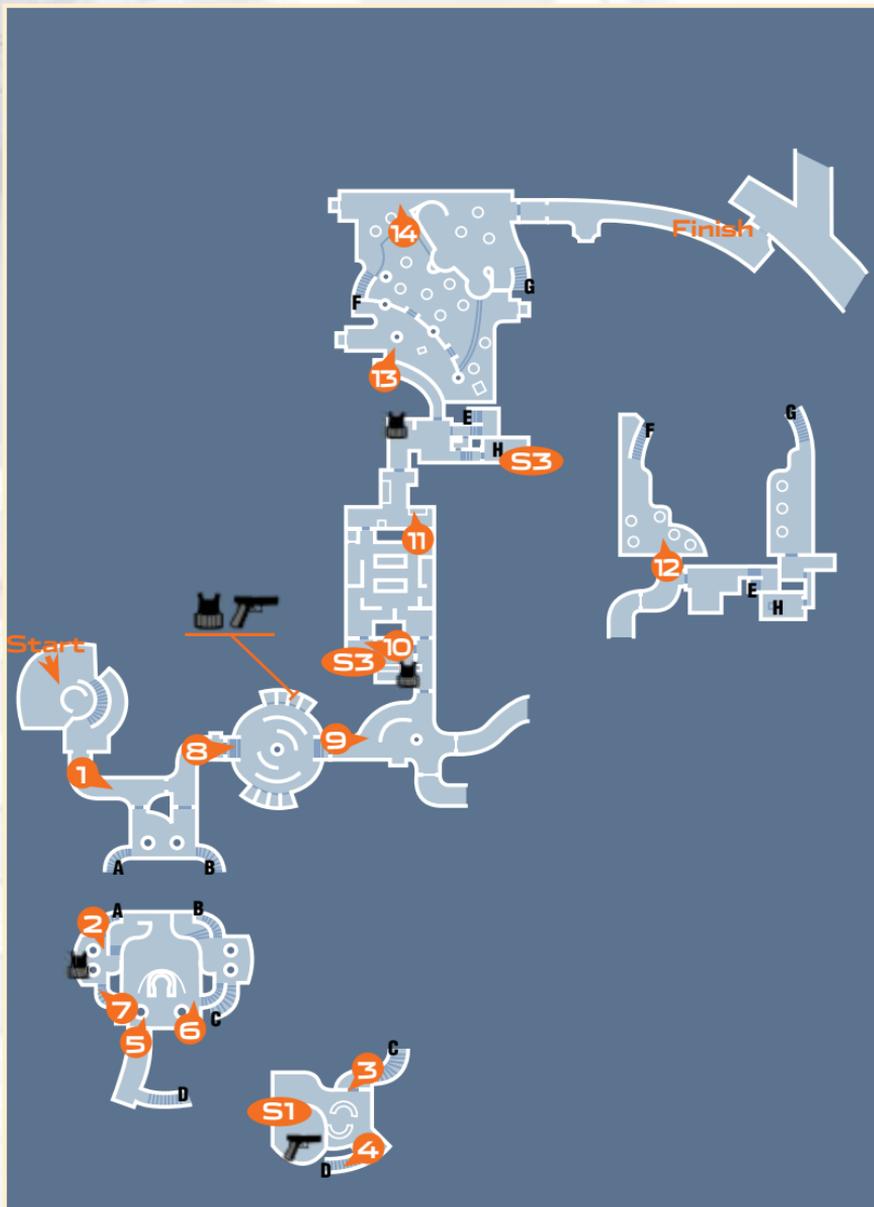


You chase after the rogue plane as you both run out of runway and begin to free fall! Follow the onscreen commands mid-free fall to catch up to the plane and pull yourself in. After reaching the dead pilot, once again follow the onscreen commands to pull the plane out of its fall and level it off.



# Barcelona

## NIGHTCLUB



## Mission Briefing

We've discovered that Ourumov has been receiving large cash transfers that trace back to a Nigerian shell corporation known as the Janus Group. Moreover, he made a phone call last night to a Russian gangster named Zukovsky, who is looking for an EMP-hardened helicopter. The Russian operates out of a nightclub in Barcelona.

The local police have a mole inside, Sergeant Garcia, who can make the introduction. Zukovsky's only known characteristic is a terrible scar across his right cheek.

## Mission Objectives

**Primary A:** *Locate Sergeant Garcia.* Search the main club for Sergeant Garcia. Use the facial recognition application on your Smartphone to confirm the sergeant's identity.

**Primary B:** *Meet with Zukovsky.* Follow Sergeant Garcia to gain access to Zukovsky's office.

**Primary C:** *Escape from Zukovsky's nightclub.* You have been framed for Zukovsky's murder; find an exit out of the club before the police arrive.

**Supplemental 1:** *Obtain Zukovsky's contact list.* Search Zukovsky's office for his secret list of criminal contacts.

**Supplemental 2:** *Obtain the nightclub's security footage.* Download the security footage showing who assassinated Zukovsky.

**Supplemental 3:** *Photograph evidence of Zukovsky's arms deals.* Find and photograph Zukovsky's weapon shipment crates.

## Mission Launch

[Start]



Zukovsky may be a hardened arms dealer with a history, but he has not softened on his love of the nightlife since your last encounter with him, Bond. Locate the waypoint marker as soon as you step into the nightclub. The club is dark and lit only by the mood lighting, so use the waypoint marker as your guide as much as possible.

## Bond Sense

Zukovsky's choice in nighttime haunts is rather impressive. This Spanish locale is adorned with beautiful pieces reminiscent of Picasso's *Guernica*. I highly suggest you look it up whenever you're done with your mission.



[1]



Once you're done taking in the ambience, walk up the stairs and make a left into the purple



hallway. Don't worry about the man arguing with the bouncer, just stroll on by toward the waypoint marker. Shortly after you pass the men by, your Smartphone rings. Answer it.



Thanks to MI6's gadgetry, you can use your Smartphone's face detection technology to locate Sergeant Garcia in the darkened club. Begin by taking out your phone and scanning the nearby clientele.

[2]



Make a right in the purple hall and pass through the doors into the main club. Using your Smartphone, walk around the club scanning people's faces. When you've scanned everyone upstairs, go down the stairs on the right toward the bar to the right of the dance floor. A waitress stops to peddle a bottle of counterfeit vodka. When you expose the expensive liquor for a disguised bottle of cheaper vodka, she scampers off to help another customer. Don't mind her, though, she was just doing her job.

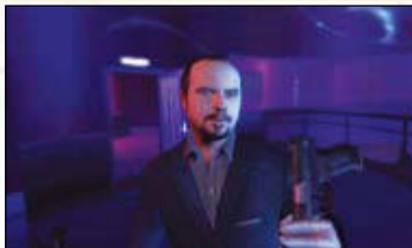


Continue your search for Sergeant Garcia using your facial recognition app on the Smartphone.

## Q-Branch

Take the time to search the majority of the faces in the club. Not only must you properly scan several club-goers before the sergeant appears, but the sergeant will appear in different places in the club depending on your playthrough. Unfortunately, I can't tell you where to look right away.

[3]



Once you've located the sergeant, follow her to Zukovsky's office overlooking the dance floor at the rear of the club. As expected, the guard outside of Zukovsky's office removes your weapon before you enter. Make a left into Zukovsky's VIP area and approach his office door on the right.



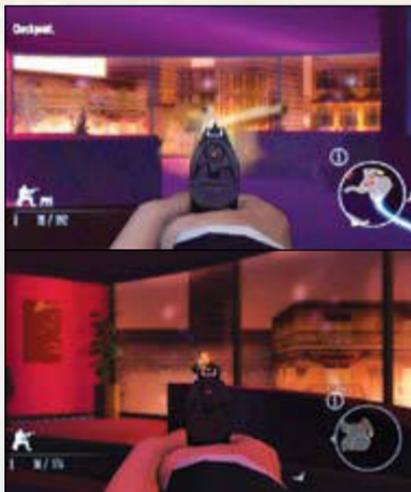
When you arrive at Zukovsky's office, he's busy entertaining a friend. Allow the friend to leave before getting down to business with your old "friend." Follow Zukovsky out of his office and ask the arms dealer about the conversation he had with Ourumov. He quickly tells you the same thing he told the general: "Go to the arms fair in Dubai."





Just then, glass breaks and you hear the sudden burst of several pistol shots! The waitress from earlier is standing just to your left with the smoking gun. Before you can react, she tosses the gun at your feet and fingers you as the assassin!

### Checkpoint!



Pick up the gun and take cover. Zukovsky's men waste no time in rushing you, so stay low and wait for them to scramble for cover as well. As they do, pop out of your cover and blast them!

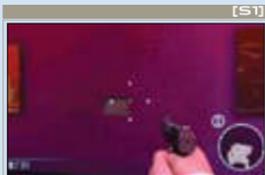
After taking down the first two guards, crouch-walk right, into Zukovsky's office. Watch for more guards to show up, and greet them with a few bullets in the head.

### Q-Branch

Zukovsky left a Wolfe.44 sitting on the coffee table in his office. Pick it up before leaving.

## Obtain Zukovsky's contact list

Zukovsky's love for art rivals only his love for himself, so it's no surprise that



he would use an Andy Warhol-style portrait of himself to hide his valuables. Wait for a lull in the firefight and approach the painting of Zukovsky on the right wall of the office. Fire at it a few times to bring it off the wall and then search the safe in the wall to find his criminal contact list.

[4]



Eliminate all of the guards near Zukovsky's office first, then carefully approach the steps at the rear of the VIP area. Slowly descend. As you go, another of Zukovsky's scumbags rushes into position at the bottom of the stairs and opens fire. Greet him with a bullet from the Wolfe .44 to put him down quickly.

### Checkpoint!



The guard at the bottom of the stairs drops a **Sigmus 9**. Pick it up and make a right back toward the

dance floor. Stop before opening the door and make sure that all of your weapons are properly reloaded; you're in for a firefight.

[5]



Crouch and open the doors. Quickly strafe to the left side of the wall immediately after the doors. Don't go too far onto the dance floor or you'll be showered with bullets. Instead, take cover against the left wall and train your sights right, across the center of the dance floor. A lone gunman will seek cover in the small circular area near the center of the floor. Wait for him to pop his head out and then eliminate him.

You are automatically at a disadvantage in this engagement, Bond. The enemy has the upper hand—literally; they have an elevated position from nearly every point in the main nightclub room. If you move too quickly from your covered position without first spotting and eliminating foes, they'll overwhelm you with gunfire and kill you.

## Mission

### Q-Branch

You know, Bond, you can also turn the tables and gain an advantage by rushing back upstairs to the VIP area for an elevated position. Once you're back upstairs, smash the window and rain death on the guards on the dance floor below. Personally, however, I think the lower path is better because you'll have a better line of sight to your targets. Even though you can shoot the enemies from above, they'll be much harder to see from that room.



Slowly creep out of your covered position and look for enemies perched near the far right bar and the elevated area at the middle of the nightclub. Sneak ever-so-slightly out of your cover and carefully fire on the enemies when they reveal their positions.

### Q-Branch

The nightclub is extremely dark, making it almost impossible to locate enemies at a distance. To find enemies quickly, rely on your assisted aiming ability to tell you where enemies are hiding. After creeping out a little bit, press the Zoom In button to lock onto nearby enemies. Once you can see them, refine your aim and squeeze the trigger.

Of course, you can always rely on your radar to reveal enemy positions and movement as well, as long as they're within your line of sight.



Once the enemies on the far right and center of the nightclub are gone, sneak out of your cover and slowly strafe right while turning your aim left very sharply so you can see around your left corner. Eliminate all enemies near the left bar before slowly slinking right along the back wall, toward the far right bar.

[6]



Run from cover to cover along the back wall until you reach the second large pillar support near the base of the steps leading to the bar. Walk up to the base of the steps just enough to coax out three more goons, then back away to the cover of the niche on the right. Once again, carefully creep out of your cover long enough to pop the three new Zukovsky henchmen. Once you're done clearing this side of the room, backtrack to the left side of the room.

[7]

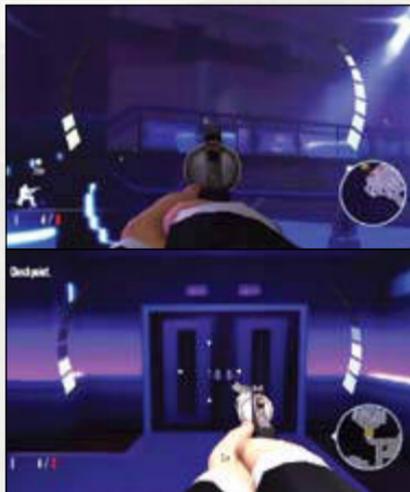


Carefully climb up the steps on the left toward the bar. Take out the three guards that rush out, then quickly leap over the bar for cover! From your new position, occasionally stand up and search across the nightclub for new enemies. Clear the area before venturing out.

## Q-Branch

Congratulations, Bond. Not only are you in a covered position, but you've also managed to land yourself right next to some body armor. Search the left end of the bar for a vest.

[8]



Hop back over the bar and take cover near the right pillar directly in front of the bar and look up the stairs on the left. Several new foes will come pouring out. Pick them off as they scramble for cover behind the glass panels of the railing, then rush up the stairs!

Follow the hallway right toward the next waypoint marker. When you get to the next doorway, stop and make sure your weapons are reloaded. Equip your best pistol or revolver.

## Checkpoint!



Breach the door and quickly eliminate the three goons waiting to ambush you. As soon as you've taken down the third one, drop to a crouched position and strafe to the left wall. Two more enemies attempt to rush you from the center of the room, so reload or switch to a fresh weapon and dispatch them as they approach.



The final guard in this room is on the left side. Turn left to face the wall that is providing you cover, then stand up quickly to locate the gunman. Zoom in and open fire!

## Q-Branch

Listen up, Bond. There are two very useful items in the second door on the right upon entering this room. Sneak in when the coast is clear and pick up a fresh body armor and a **Wolfe .44**.

[9]



Leave your cover and sneak to the left side of the room. Follow the waypoint marker ahead as you hug the short waterfall wall for cover. Keep the wall on your right and wait for more enemies to rush into the room ahead of you. As they rush in, open fire to bring them all down.

Enter the next room and quickly eliminate as many guards as you can. They'll be rushing from right to left as they search for cover. Open fire as you enter the room to bring a few down, then crouch behind the small potted plant on the left. It won't offer much cover, but it's better than nothing.



Make a left in the next room and approach the far doors.

## Checkpoint!

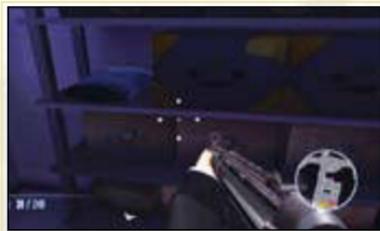


The next area is a small storage room leading into the nightclub's kitchen. As you enter the room, two goons enter from the doors opposite you. Greet them with a few well-placed bullets.

Stay low and get up against the left wall. Another guard is waiting on the other side of the short wall on the left and will not hesitate to spray you with bullets if you walk into his line of sight. Reload, then quickly stand up out of cover and shoot through the window on the left to take out the next guard. With the other guard out of commission, make a left into the small storage room.



## Q-Branch



Come in, Bond. Do you read me? Great. There's another piece of body armor in this small storage room. Upon entering the room, examine the shelf on the far left wall. The body armor is on the left corner of the shelf.

While I have your attention, please note that you can take two different paths here. You could rush out of the small storage room on the right into the main kitchen. We're going to direct you to the left, however, so that you can pick up better weapons and complete a supplemental objective.

[10]



Carefully approach the door ahead of you in this small room. The window is fogged up, so you can't see into the room. An enemy waits for you on the other side, though. Swing open the door and take down the cowardly goon hiding behind a slab of meat.

## Photograph evidence of Zukovsky's arms deals

This small refrigerator room is also home to a supplemental objective



point. After taking out the guard by the slabs of meat, turn left to locate a stack of weapons crates. Snap a picture for MI6 using your Smartphone and complete your objective!

## Q-Branch

Intelligence shows that Zukovsky is dealing impressive weaponry. Shipment manifests recovered by other operatives show that he is storing a cache of **Ivana Spec-R with reflex sight rifles**. Smash off the lock from the top weapons crate and pick one up!



Once you've stocked up on ammo and picked up a new weapon, do an about-face and walk up to the door behind you. Crouch to make yourself a smaller target and open the door. As you exit, pick off the enemies



ahead of you. They'll be hiding behind cover, so don't rush out; instead, slowly sneak out to get a better view of the situation ahead.

Creep across the kitchen, blasting enemies as you go. Use the propane gas tanks and fire extinguishers in the kitchen as explosives. Detonate them while enemies are near them to take out multiple foes with only a few bullets.

[11]



With the kitchen clear, follow the waypoint marker to the next section of the nightclub and make a left. Two guards will be waiting by the doors on the right after you turn left, so shoot the extinguisher behind them to take them both out at once. With the goons out of the way, go through the door they were guarding.

## Checkpoint!

### Q-Branch



Immediately after entering this room, make a beeline across to the far wall. There's a body armor vest on the counter across from you. Pick it up!

Now that you have fresh body armor, let me tell you a bit about this room. There are two paths out of this room. The first is the door on the left (north) wall. Another is a small vent on the right (east) section of this room - find it on the left wall while on the stairs leading to the security room. You'll need to use both to clear the next room thoroughly.

[12]



Crawl through the small vent and go upstairs. Sneak out of the far doorway and look right. You'll find several guards waiting for you. Pick them off, then rush back downstairs to the small room with the vent.

[13]



The guards in the area upstairs overlooked the bar downstairs. So now that you've cleared the area upstairs, go through the door and slink out into the bar area. Stay low so the bar covers your approach, and slowly sneak out to the bar's far end. Slide out of the bar and into the small niche on the left, just outside the bar. Edge out far enough to spot enemies behind their cover.

## Bond Sense

If you haven't already realized it, Zukovsky's taste for the finer things in life colors his surroundings. Just as he has his art up on his walls, he also plays fine music in his club. The song playing in his club is a remix of George Gershwin's *The Man I Love*.

### Q-Branch

The club is lined with far too many glass panels. Shatter all the panels and clear your line of sight across the club. With the frosted glass gone, you can now more easily spot your enemies as they scramble about.



[14]



Stay in this small niche and pop in and out of cover to eliminate enemies. Stay near the edge of the wall to keep protected and take out as many enemies as you can. Once the coast is clear, leave your cover and rush out to the far glass wall and make a sharp right.

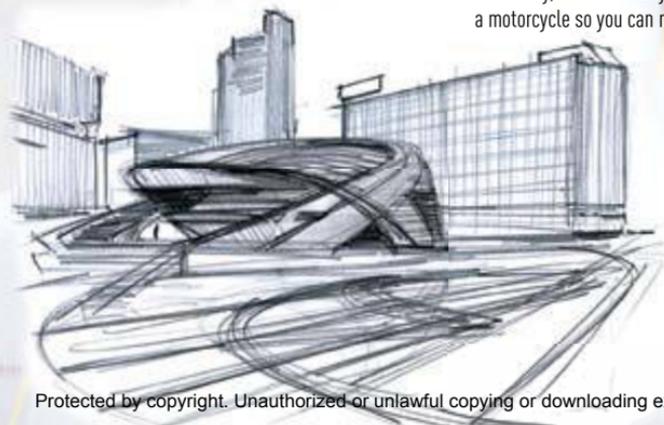
## Obtain the night-club's security footage

The next supplemental objective point is up the stairs on the right side of the club. As you follow the windowed wall right, make a slight right and go up the stairs. Enter the room, then sneak into the vent. The vent will drop you into the security room where you can obtain the security footage. Once you've got it, unlock the door and backtrack into the club again.

[52]

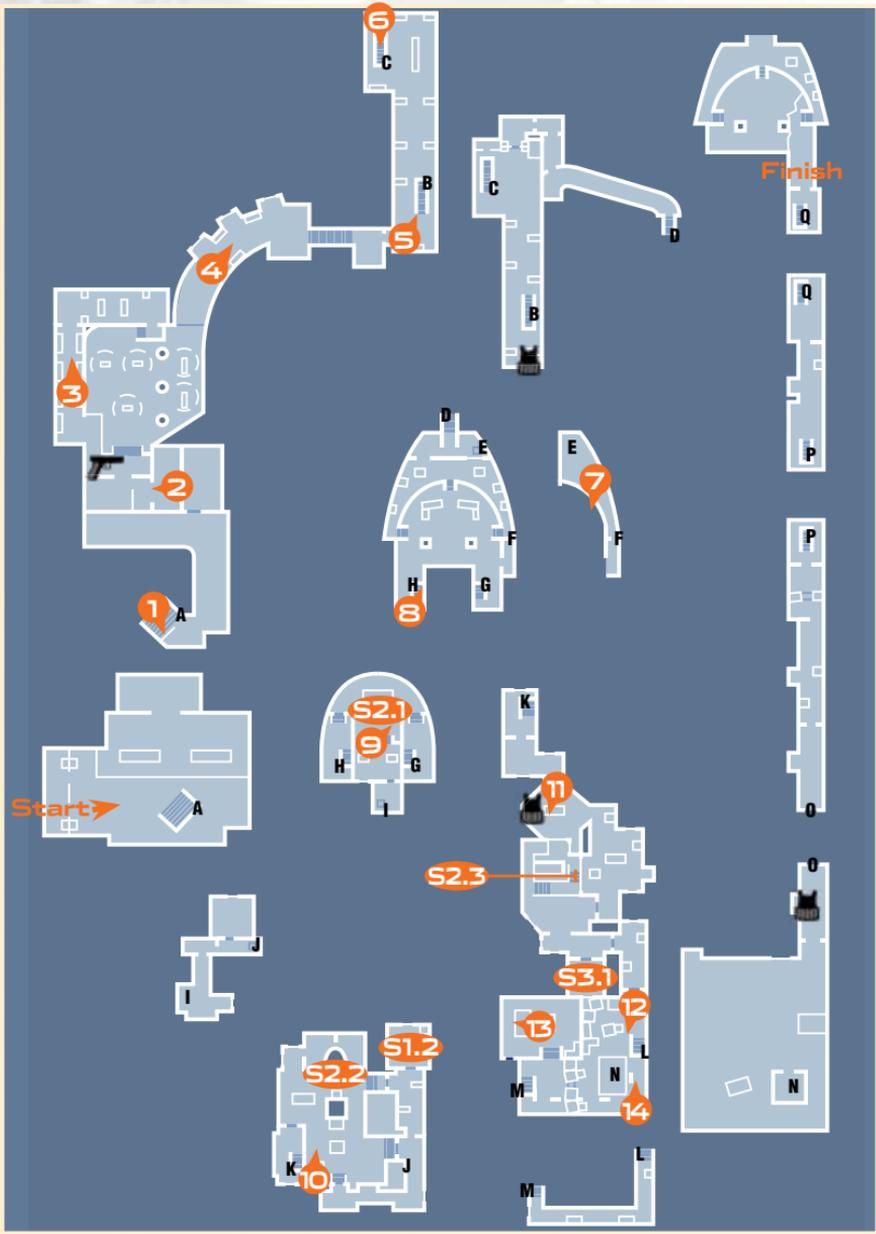


Finally, follow the waypoint marker out of the club to a motorcycle so you can make your escape!



# Dubai

## CARRIER



## Mission Briefing

We've identified the woman who murdered Zukovsky as Xenia Onatopp. She's ex-Russian military assigned to General Ourumov during the Russian invasion of Georgia. The two of them entered Dubai last night on false passports, presumably to attend the annual military arms fair featuring a demonstration of a brand-new EMP-hardened helicopter.

Your mission is to make sure that helicopter doesn't fall into Ourumov's hands. Your contact at the Dubai fair is Sky Briggs.

## Mission Objectives

**Primary A:** Meet with Sky Briggs. Locate Sky Briggs, your contact at the arms fair.

**Primary B:** Pursue Ourumov and Onatopp. Pursue Ourumov and Onatopp, and prevent them from stealing the prototype helicopter on board the carrier.

**Primary C:** Release the lockdown. Reroute the engine pressure to end the lockdown and release the bulkhead door.

**Primary D:** Plant your Smartphone on the prototype helicopter. Get to the prototype helicopter and plant your Smartphone on it. This will allow MI6 to track its location.

**Primary E:** Escape from the carrier. Escape the prototype helicopter's attack and proceed to the front of the carrier.

**Supplemental 1:** Rescue all hostages. Locate and rescue three crew members taken hostage on the carrier.

**Supplemental 2:** Disarm the explosive charges. Disarm the three explosive charges that have been placed on the carrier.

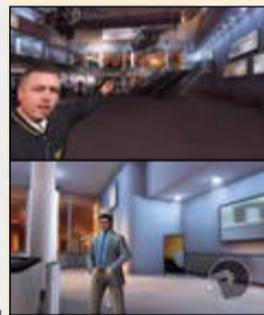
## Mission Launch

The arms fair is busy as you enter. High-ranking generals mingle with arms dealers amidst a large display of miniaturized tanks, Gatling guns, and other various weapons.

Ignore the flashy weapon displays and instead make a beeline to Sky Briggs, who's waiting for you atop the stairs. Surprisingly, Sky is American. He confidently leads you to the rear of the fair, where he assures you that the helicopter is safe.

[Start]

[1]



Before he can introduce you to the pilots, however, you experience a familiar scene. Onatopp shoots Briggs as he enters the next room and then she quickly scampers off! Ourumov and his lackeys have beaten you to the helicopter—they're already here!

## Checkpoint!

[2]



As Onatopp and Ourumov flee, you find the pilots assassinated. Give chase and begin your pursuit of the duo!

[3]



Stop at the next door on the right. It leads to a large showroom infested with Ourumov's men. Stop at the door and peer inside. Locate the small weapons crate in the showroom and shoot off the lock. When the lid pops open, rush inside and grab the **Sigmus 9** from the crate.

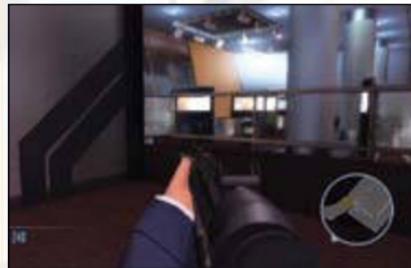
Equip your new weapon then rush to the far left side of the showroom. It's a long hall lined with display cases. Aim down the hall and ambush the guards that rush out of the far doors.



Make a right as you enter the doors and sneak up on the guards inside the next small room. Stay low,

however, as you are now in a small room with several display cases that can provide you excellent cover.

Slide up against the right wall and walk up to the computer near the window. Use your Smartphone to hack it and turn the turrets in the main showroom on the rest of Ourumov's men.



As the turret shreds most of Ourumov's lackeys, sneak out to the doors on the opposite side of the room and help the turret pick them off as they scramble.

**Remember, Bond, you're in a small room with two entrances. If you miss any foes that the turret doesn't get, they may very well sneak up behind you! To make matters worse, these men are also carrying grenades, so keep a sharp eye lest you be terminated.**

## Mission

### Q-Branch

Don't bother trying to use any of the weapons on display, Bond. They're behind bulletproof glass.



Stay in the small room, using the display cases as cover until you've eliminated all of the enemies in the



larger room. When the coast is clear, exit the room via the far door and immediately turn left to hack the Wi-Fi node on the wall. The Wi-Fi node lifts the locking gate, allowing you to proceed deeper into the building.

[4]



Leap over the railing on the left and make a sharp left to go up the incline. Destroy the enemies in your way as you go until you reach the stairs at the far end.

[5]



The door at the top of the steps is wide open. Reload your weapon and creep up to the doorway.

## Checkpoint!



Sneak into the room and turn left to locate the gunmen down the long room. Two of the men are hiding behind a display panel near the center of the room. Shoot the top part of the panel to bring it down on them, then dispatch the other enemies hiding behind the chairs in the room.

## Q-Branch

You've two options here, Bond. Either carefully descend the staircase on the right to the lower level or fight your way across the top level, then descend the stairs at the rear of the room. Either way, your destination is downstairs. We suggest you fight your way across the top level since there are fewer enemies here and you'll be closer to the waypoint marker once you cross the long room and descend the far staircase.

[6]



Strafe right, to the top of the stairs nearby, and locate the goons on the bottom floor. Get a bead on them and take them out.

With the top floor clear, sprint across the room to the rear and slowly descend the staircase on the left. You'll see several enemies with their backs to you. Open fire! When you do, the others will turn around, so quickly back away to get cover, then descend the steps again as you pick them off.

## Q-Branch



There's a body armor vest on the lower level. Examine the seats across the room just under the far stairs to find it. Grab it before you exit!



Clear the lower level of all Orumov scum, then make a sharp left toward the security scanner at the rear of the room. Eliminate the guard by the scanner, then vault over the railing. Exit the room and enter the carrier!

### Checkpoint!

## Q-Branch

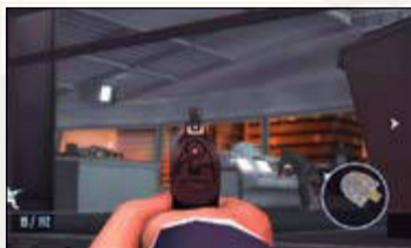
Upon entering the carrier, you can infiltrate the next room via two different paths. To the right is a door leading directly into the first room. To the left is a small vent system that leads to the rear, left of the first room. We suggest taking the vent so that you can gain access to the guards' defense turret.



Make a left upon entering the carrier and drop into the small vent. In a crouched position follow the vent system as it leads down into the carrier. As you go, spy through the grating and locate the control console for the defense turret in the next room. Use your Smartphone to hack it, and let it clear the room for you.



Equip the suppressor on your P99 and rush across the room. Crouch and sneak up the stairs in the far right corner.



As you ascend into the next room, turn right and locate the first of two guards. Wait for the guard to turn and face the rear of the carrier while the distant guard fiddles with a console. Silently blast the nearby guard in the head with your P99 and take him down. The second guard is too busy manning his console and won't notice.

[S1]



Now go up the small steps ahead of you, still crouched, and sneak up on the second guard. He won't notice you if you sneak up on his left. As you approach, take note of the two guards farther down the room with their backs to you. Ignore them for now and use a melee attack on the guard manning the console to take him down.



With the second guard down, do an about-face and sneak up on the pair of chatty goons. Pop one in the head to bring him down quickly, and immediately use a melee attack on the other to knock him out. The room is now clear.

### Disarm the explosive charges (1 of 3)

With the room clear, turn back around and locate the explosive charge on the table behind you. It is between where the first two guards were. Defuse the bomb!



[S2.1]



Follow the waypoint marker into the next room. The room is empty and has a ladder leading down into the carrier interior.

### Checkpoint!



As you descend the ladder, Ourumov loyalists seal the hatch on the right as they flee. Make a left and follow the carrier corridors as they wend deeper into the ship.

### Rescue all hostages (1 of 3)

As you traverse the hall locate an unlocked door on the left—it has a lock that



[S1.1]

is glowing green and is just before the next ladder leading down. Listen for the frightened screams of the carrier worker to know you're near. Approach the door and breach it. Take aim at the lone guard in the room and shoot him to free the first hostage.

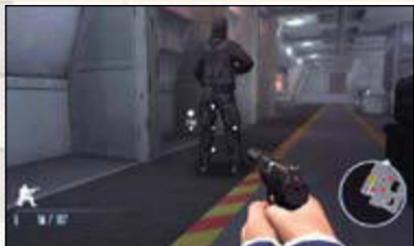


Slide down the next ladder into a new level of the carrier.

## Q-Branch

The labyrinthine corridors of the carrier offer you various routes for the mission. While you can make a right and rescue the next hostage or even proceed into the next large room, we suggest you make a left immediately after sliding down the ladder. This way offers you the best route for stealthily dispatching foes.

[10]



Make a left as soon as you descend the steps, and follow the hall to the rear of the next room. Sneak into the room and slide left to locate the nearest guard. Attack him from behind with a melee strike to silently take him down, then strafe right back toward the door you used to enter.

Wait near the door and watch the two guards on the right. The near guard will keep his back to you while the distant guard patrols back and forth. Wait for the distant guard to begin walking away, and pop the near guard in the back of the head with your silenced P99.



With the two closest guards properly dispatched, you can now eliminate the patrolling third guard either by shooting him with a headshot from a distance—though you risk alerting him if you don't kill him right away—or by backtracking into the hall where you entered this floor and opening the hatch near his patrol route. This will give you a closer vantage point for a clean headshot.



To eliminate the final two guards that are chatting off to the far left side of the room, sneak up to the second explosive charge and turn left. Don't defuse the bomb yet; instead take aim at the explosive barrel near the two men and fire one bullet at it. The ensuing explosion wipes both men out.

## Disarm the explosive charges (2 of 3)

Now that the room is clear, approach the explosive charge on the console near the far end of the room and defuse it.



## Rescue all hostages (2 of 3)

After defusing the bomb, backtrack to the main hall where you entered this floor. Follow it to its end to the unlocked door and breach it. As soon as you kick the door open, take out both of the guards holding the seaman hostage. Take out the one on the right first, then the one on the left.

[S1.2]



Be careful to not accidentally shoot the red barrel in the room or you'll kill the hostage as well!



Silently creep around the left corner to find two more guards busily fiddling with computer consoles. Edge forward just enough so that you can get clean headshots on both of them. Take out the one on the right first, then the one on the left.

Now backtrack to the area where you ambushed the first guard and vault over the railing to the lower level. Turn left as you land to find another of Ourumov's men arming an explosive charge—shoot him in the head.

[11]



Follow the waypoint marker up into the next level of the ship, where you find a lone guard by a series of computer consoles. As you enter this area, MI6 updates your objectives. You must now reroute the engine pressure to end the lockdown and release the bulkhead door. Sneak up on the first guard and stealthily take him down with a melee attack from behind.

### Q-Branch

There's body armor on the right console as you enter this area, Bond. Pick it up for extra protection.

### Q-Branch

If you eliminate this guard before he arms the explosive charge, then you won't need to disarm it to complete your objective. If you take too long, however...

## Disarm the explosive charges (3 of 3)

After dispatching the guard on the lower level, walk up to the charge on the left side of the computer console and disarm it!

[S2.3]





Finally, sneak up the stairs across the room and quickly take out the final guard as he patrols back and forth across the top level. With the entire room clear, you're free to go about your business and complete your objectives.

The first of the two Wi-Fi nodes needed to release the lockdown is on the lower level near the area where you dispatched the guard arming the explosives. The second Wi-Fi node is on the upper level's left side where the two guards were manning their computer stations.



With both Wi-Fi stations hacked, follow the waypoint marker toward the next room.

## Rescue all hostages (3 of 3)

As you follow the waypoint marker out of this room,



listen for a hostage in distress. His screams can be heard from the small room on the right as you exit. Breach the door and get two clean headshots on the hostage-holders in the room. The guard on the left is standing, making him an easy target. The guard on the right is sitting in front of an explosive barrel. If you miss his head, you'll blow up the hostage, so aim true.

[S1.3]

## Checkpoint!

Enter the next room and sneak up behind the guard on the right. Use a melee attack to take him down silently, then sneak up the stairs to the second guard. Dispatch him silently as well before moving on to the third guard farther up the catwalk. After silently eliminating all three guards, vault over the railing on the right and sneak up to the final two guards, who are chatting near a stack of crates. Pop one in the head, then rush the other with a melee strike!

[12]



The room is now clear. Vault over the small stack of boxes near the final two guards and approach the waypoint marker near a computer console.

[13]



Switch to a submachine gun and activate the console. As soon as you do, rush to the right, crouch, and hug the small row of crates on the right side of this area. Turn to face the wall and wait for it to explode as three guards rappel into the room. Ambush them with heavy fire and take them all down!

The switch you activated lowered a cargo lift into the center of the room, so quickly rush down the steps toward the cargo lift. Stop near the crates you vaulted over—where the two chatting guards were previously

[14]



located—and duck for cover. Pick off the guards that rush into the room through the door you used to enter.

Use the red barrel near the left side of the cargo lift to destroy several enemies at once. After whittling down the number of enemies, vault over the crates and hug the right wall (the cars on the cargo lift provide cover for you); pick off the rest of the enemies in the room.

**Be careful, Bond. Ourumov's henchmen will rush up the catwalk and shoot down on you from above, so keep an eye on the stairs.**

## Mission



Step on the cargo lift near the control handle and turn toward the door. Reload your weapon, then activate the lift so it rises to the carrier's top. As it does, three more henchmen rush through the door. Spray them with bullets to make sure they don't eliminate you as you escape.

As you emerge from the carrier, you find that Ourumov and Onatopp are escaping with the helicopter! Rush the helicopter to place a tracker on it, then drop down!

Turn left toward the far door and greet more of Ourumov's men with a hail of gunfire. When the goons are gone, go through the door to begin your escape sprint!



## Checkpoint!

### Q-Branch



As soon as you enter the long hallway leading to the front of the carrier, look down and to the left. You'll find a body armor vest on the ground. You'll need this one, 007, so be sure to grab it!

### [Finish]



Sprint up the hall and avoid the fire lining the left side. Allow the helicopter to fire ahead of you as you duck for cover. When it's done firing, sprint across the next section. Follow the stairs down, then back up again, until you reach the end, where one last goon will make an attempt on your life. Take him out and sprint to the end.

The helicopter's final volley sends you diving into the icy water. You're wet and cold, but you're alive.

# Severnaya

## OUTPOST

### Mission Briefing

One hour ago, Ourumov's helicopter landed at a remote base in Siberia. The Russians claim it's a climate-change observation facility with no military purpose, but 25 minutes ago someone sent out a distress signal using military channels. The Russians have already sent in combat troops and just scrambled two MiGs.

Your mission is to avoid those Russian troops, infiltrate that base, and find out what they're up to. Once last thing; when we sorted out your new phone, we provided you with an EMP-hardened model. In a worst-case scenario, our satellites will be temporarily blinded, but your phone will survive.

### Mission Objectives

**Primary A:** *Track your Smartphone.* Track the signal from your Smartphone hidden on board the stolen prototype helicopter.

**Primary B:** *Find the lower compound.* Explore the immediate area and find a route up to the lower compound.

**Primary C:** *Enter the bunker.* Gain access to the bunker built into the mountains.

**Supplemental 1:** *Find the supply crates.* Find and open all five supply crates.

**Supplemental 2:** *Find the black box.* Locate the black box from the crashed Russian fighter jet.

### Mission Launch

[Start]



The outpost is blanketed in a snowy cover as a blizzard hides your presence. Take advantage of the harsh conditions and begin your stealthy approach toward the outpost. Drop into the ditch below and follow the guard patrolling the area. Sneak up on him and take him down silently.

If you followed the patrolling guard around the bend, you should be near the waypoint marker. You can make a slight right toward the marker or backtrack and take out the two guards behind you. We suggest letting sleeping dogs lie; spare the lives of the two chatty guards and make a right up the path.



[1]



Halfway up the path, you'll come upon another guard walking his route. Sneak up behind him and knock him out. Ignore the guards on the bridge above you; they can't see you from their position.



[2]



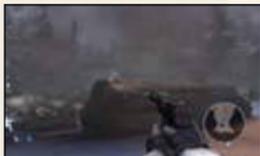
Keep trekking up the path until you come upon another guard, this one walking across a fallen tree overhead. Spray him with a few bullets to bring him off his perch.

When you reach the next waypoint marker, you hear a loud crackling noise in the distance. The outpost releases a booming electromagnetic pulse (EMP) that knocks all electrical equipment out of commission! Before you can react, a jet and a helicopter come crashing down near your location!

## Checkpoint!

[3]

Despite being nearly crushed by the falling helicopter, you narrowly escape with your life. Ourumov's men in the area ahead didn't fare as well. The jet crash killed many of the general's men, leaving the rest either injured or scrambling to help the wounded. Now is your chance to rush the outpost!



Wait for the men to rush past you, leaving a wounded man behind leaning on a log. Sneak up to him and disable him with a melee attack. Another man ahead of

you desperately tries to fix a busted snowmobile. Sneak up on him as well and silence him with a blow from behind.



The area ahead, a smoky bridge underpass, is inhabited by several more henchmen. Luckily, the majority are wounded and can't breathe properly through the smoke. Creep inside and dispatch the nearest soldier, who's standing guard by a large slab of broken pillar. While you silence this goon, another guard attends to a wounded comrade off by the far left wall. Leave them be for now.



Sneak deeper into the smoky underpass until you find a soldier leaning against a bridge support on the right. You know what to do. Sneak and attack!

Continue past the bridge supports until you're on the other side of the underpass. The smoke will clear a bit and reveal another coughing soldier. Dispatch him silently before turning around and backtracking into the smoky area.

[4]



By now, cries that the pilot has been found will have called away the soldier who was attending to his comrade by the far left wall, leaving the wounded soldier by himself. Sneak up on him and put him out of his misery. As soon as you eliminate him, turn left to ambush a soldier patrolling the far end of the bridge. Time it right and he'll walk directly into your crosshairs for a headshot. Finally, shoot the soldier leaning against the tree on the right, then sneak up on the guard crouching by the fire and put him to sleep.

### Find the supply crates (1 of 5)

After eliminating the guard by the fire, turn left into a small niche under the bridge. You'll find a weapons crate containing a WA2000 rifle! Shoot the lock off to open the crate and take the weapon.



[S1.11]

### Q-Branch

Also nearby is body armor. Just across from the weapons crate is another open crate with the vest. Grab it before continuing on your mission!



[5]

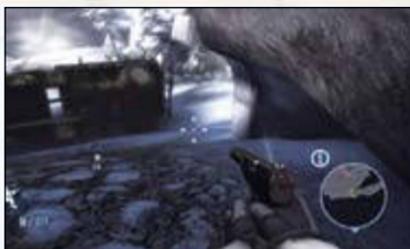


Climb up the small hill to the right of the bridge. You'll come upon an area covered in wreckage. Crouch to avoid being detected, and creep forward.

### Checkpoint!



Stay low in the ditch and follow it to the far end of the bridge. As you go, a soldier drops down in front of you. He leaves his back to you, allowing you to launch a sneak attack from behind and knock him out.



Follow the waypoint marker to the far end where the area drops off to the right, just above a demolished truck.

### Checkpoint!



Stay above and behind the smoldering truck and quickly snipe the guard attending to the snowmobile ahead of you. If you take too long to snipe the first enemy, you risk alarming the new batch of guards as they arrive on their patrol, so be quick! Once the new batch of enemies arrives, back away and let them get into position.

One will stand by the snowmobile, another will patrol the area to the left, while another pair will station themselves on the tree trunk overlooking the area. Make a right and sneak up the tree trunk to dispatch the guards perched above you.



[6]



From your elevated position, look down on the guard by the snowmobile and eliminate him with a headshot. Wait for the patrolling guard to pass underneath the trunk, then shoot him too.

## Find the supply crates (2 of 5)

With the area clear of all enemies, come back down to the smoldering truck and

examine the crate in front of it. Knock off the lock to open it and grab the weapon inside.

Two down, three to go.



[7]



Follow the waypoint marker up the snowy path until a small rockside indicates it's time to slow down.

## Checkpoint!

Though your ascent is trouble-free, you can hear a fierce firefight in the distance—Ourumov's men are engaging another group! Slow down and equip a good long-range weapon. If you still have the WA2000, bring it out and slowly move forward. Take aim down your scope and locate the enemies on the path ahead of you. Take them down, then aim across the long chasm and bring down the other men.



Continue creeping up the mountainside, disabling enemies from behind as you go, and occasionally stop for cover to snipe the enemies ahead of you. It doesn't matter who is fighting whom at the moment; they're all in your way, and they're all armed.

[8]



Reach the waypoint marker before crossing the small wooden plank bridge, and shoot the soldier above and behind you. Once he's down, turn back around



toward the bridge and sprint across! Enter the cave ahead of you and exit through the cave's other side. You'll come upon another war-torn battle area.

## Q-Branch

Don't worry about the firefight on the bridge high above you, Bond—the two groups of soldiers will not notice you as you scamper along.

## Checkpoint!

Carefully sneak down the embankment into the area covered in fiery debris. Make a left and dispatch the soldiers on your way to the structure ahead. When you get to the demolished house, go up the steps on the right and strafe right (keeping your aim left), eliminating soldiers as you go.

[9]



Sweep the area around the house to make sure you've eliminated all enemy presence, then approach the door at the far end of the dilapidated structure.

## Bond Sense

The goons near the house are heavily involved in a firefight with the mysterious group of soldiers, so don't be surprised if they start dropping dead before you pull the trigger.

[10]

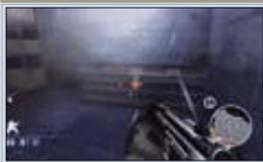


Stop before exiting and surprise the guards ahead of you by shooting them from behind. Clear the area just past the door, then exit. Turn left as you exit and take out the soldiers firing in your direction as

you enter the large shipping container ahead. Shoot the gunmen as you exit the opposite side of the container, and quickly clear the area behind the large two-story building on the left. Sprint through the door on the left and enter the bottom floor of the building.

## Find the supply crates (3 of 5)

The next supply crate is on the lower level of this building. Examine the far right corner, just underneath the stairs leading up to the next floor. Shoot open the lock and help yourself to the weapons inside!



## Q-Branch

There is a body armor in the house directly east of this building. Grab it when you can!



The building is a perfect place to take cover and pick off enemies outside. Begin by going up the stairs and shooting out the window directly atop the staircase. Use



your sniper rifle to dispatch the soldiers just outside the window and the gunmen on the building across from you.

When the coast is clear, make a left and follow the railing back around to the rear of the top floor. A staircase leads to the roof, where you can reload on sniper rifle ammunition and safely pick off the rest of the enemies surrounding you.

## Q-Branch

Stay atop the roof as long as possible and get clean headshots, Bond. The two rival armies will not see you slowly picking them off from above, so get comfortable. You should be able to eliminate nearly every foe below you before leaving your perch.

And keep a close eye on the soldiers on the far left ridges—particularly the rocket launcher-toting one; when he's shot, another will quickly replace him. Shoot them all!

## Find the black box

The black box you're searching for is actually inside a small red box. Look for it in the burning rubble just outside of the two-story building. It's surrounded by fire, so look carefully! Once you've located it, approach it and pick it up!



## Find the supply crates (4 of 5)

The next supply crate is in the far left structure as you exit the two-story building.



Once you've sniped the area clean of all enemies, rush down to the battlegrounds and make a beeline to the building in the far left—the opposite direction of the waypoint marker. Go into the building and look against the left wall for the supply crate.

[11]



Follow the waypoint marker into the burning structure and carefully navigate past the fire into the bunker's vent system.

## Checkpoint!

Follow the vents to a room with two coughing guards. Pop the vent cover off, then use your silenced pistol to shoot both guards in the head. Hop out of the vent and make a right. Slowly follow the path right until you come



across another guard. Before you can sneak up on him, he's assassinated from afar. Veer right to pick up some WA2000 ammo and reload your sniper.



## Q-Branch

The crate with the WA2000 also has some body armor. Pick it up before proceeding, Bond.

[12]



Sneak past the area where the guard was sniped, and go up the small pile of rubble. Make a left into the cockpit of the crashed vehicle and follow it down to a perch with another WA2000 rifle.



Stay crouched and get behind cover. Locate the snipers across from you through the flames and eliminate them quickly. If you have a hard time finding them, trace their lasers back to the source to reveal their location. Once the snipers are out of commission, wait for several more soldiers to take their place. Pick them off one by one until the area across from you is clear.

Switch out your sniper rifle for an automatic rifle and approach the door on the left. As you do, two goons kick it up. Quickly turn away to avoid being blinded by their flash grenade, then turn around and open fire on the door as they approach!



Follow the waypoint marker out to a large fan overlooking a courtyard.

## Checkpoint!

[13]



Creep forward and drop down into the walkway below you. Ahead of you is a large, sprawling area with several guards toting sniper rifles. If you aren't careful, you'll be spotted and instantly find yourself in a world of hurt. Begin by sneaking up to the silenced WA2000 sniper rifle leaning against the railing and pick it up.

Even though you can see the snipers ahead you from the walkway, you must methodically take them out in a very specific pattern to keep from revealing your presence. So make a sharp right and follow the walkway to a large abandoned warehouse.

## Q-Branch

Before proceeding along the path described below, consider your sniping skills. If they are refined enough that you feel confident that you will not miss even once, then you do not need to move from this location! From this position, carefully snipe any enemy within plain view without missing. If you miss, you'll draw unwanted attention. If you're afraid of missing a shot, however, follow the path laid out in the next few paragraphs.

## Find the supply crates (5 of 5)

The final supply crate is in the warehouse. After entering the warehouse from its left, search the left wall for the crate. It will be between the warehouse's large open doors. Pop the crate's lock to complete your supplemental objectives.



## Q-Branch



Deeper in the warehouse is another crate, Bond. Sneak up to it to find body armor.

[14]



Walk out of the far end of the warehouse and make a left into the snow-covered area. Sneak all the way to the far end to find a small ridge running up the area's right side. Begin sniping distant enemies and working your way back down closer to you. If you snipe an enemy near you first, the snipers at the far end of the map will see their comrade go down and become aware of your presence.

After sneaking as far as you can up the ridge on the right, backtrack toward the warehouse and begin walking up the right side of the area—this time, just left of the ridge you were just in—and clear the area of all enemies as you go. Remember to eliminate the snipers by the grating in the far right corner of the map and the guard in the small shelter near the far left.

[15]



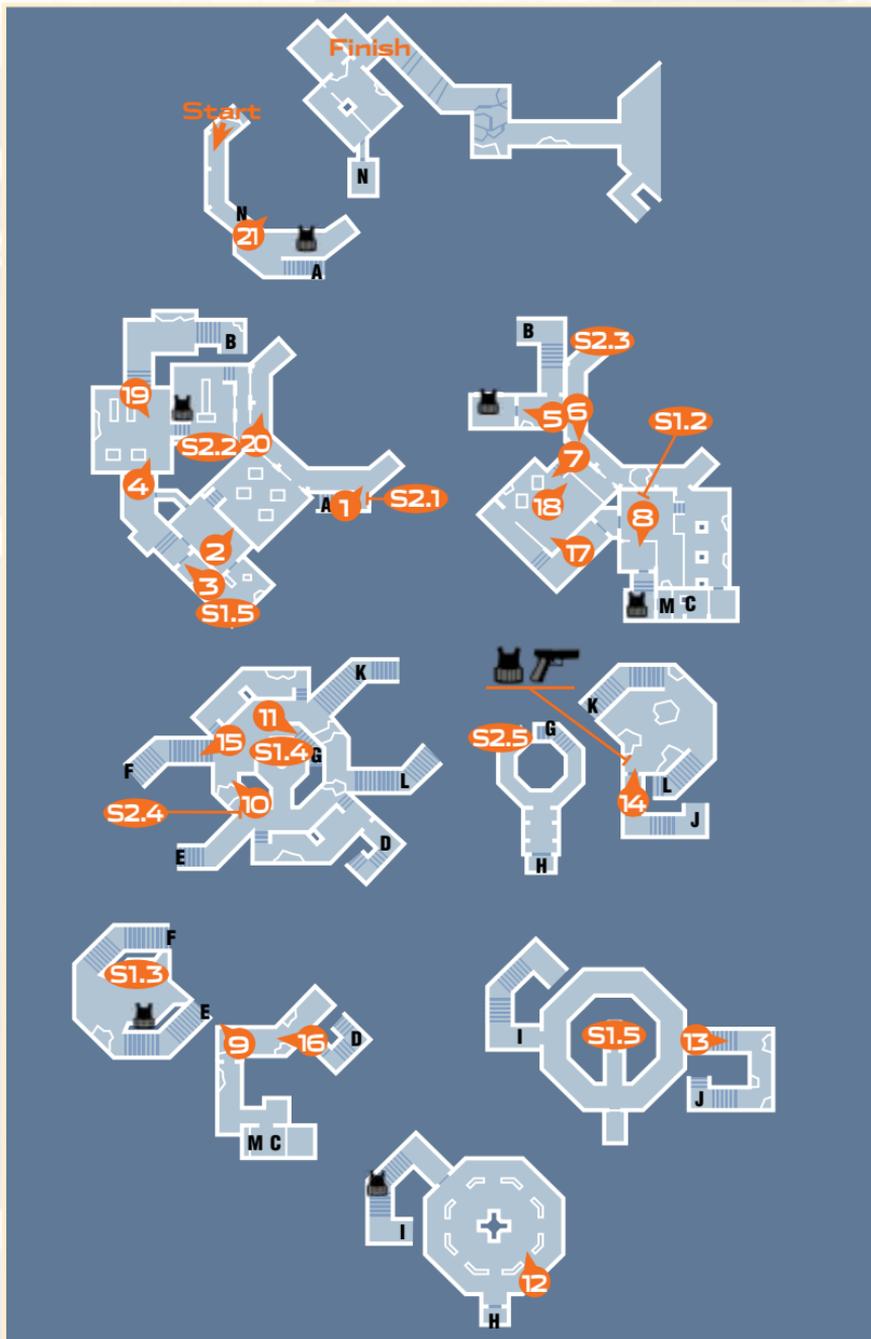
Finally, sneak up on the guard stationed by a large boulder in front of the bunker entrance and take him down with a melee attack.

[Finish]



When the area is empty of all foes, go to the waypoint marker toward the bunker. Two guards will come out of the bunker entrance. Spray them and then rush inside.

# BUNKER



## Mission Objectives

### Primary A: Investigate the bunker.

Investigate the bunker, locate the server room, and discover what Ourumov's men are looking for.

### Primary B: Continue the investigation.

Navigate your way through the bunker and locate the server room.

### Primary C: Escape the bunker.

Escape from the bunker before it is destroyed by the explosive charges set by Ourumov's men.

### Primary D: Follow the Russian girl.

Follow the Russian girl and help her find an alternative exit.

### Supplemental 1: Gather intel from the bunker.

Find and photograph intelligence located within the bunker regarding its purpose (five photos).

### Supplemental 2: Disarm explosive charges.

Disarm the five explosive charges planted within the bunker.

## Infiltration

Having gained entrance to the bunker, you can see that the EMP created mass chaos. Ourumov and Onatopp aren't in each other's best graces, but they go about trying to pick up the pieces. Ourumov gets word from the men in the server room that they're currently working getting the GoldenEye launch device.

You contact MI6 via Smartphone and inform them that you're in the bunker and will begin working your way to the server room.

[Start]



## Q-Branch

The next few sections will require decisive action, agility, speed, and, most importantly, precise timing. It may be helpful for you to read ahead to know each move in advance before proceeding with the mission.



In the meantime, examine the small nook to the left of the stairs leading down. There's body armor and a **Kunara V with laser** waiting to be claimed.

[1]



Carefully descend the stairs, hugging the right wall as you go, and look down. You'll see three guards below. One is affixing an explosive charge to the wall while the other two speed off down the corridor. Let the two run away while you sneak up on the guard with the charge and attack him from behind with a melee strike.

**Crouch as you strike the guard, Bond. If you do so while standing, you risk accidentally karate-chopping the bomb and setting it off!**

## Mission

## Disarm explosive charges (1 of 5)

After knocking out the guard, approach the bomb and defuse it. This is a simple charge to reach, but don't expect them all to be this easy.



[S2.1]



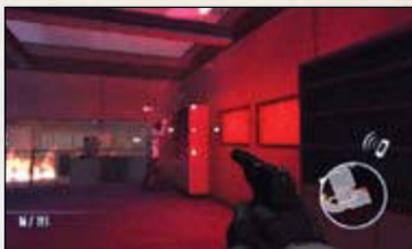
Make a U-turn at the base of the steps and follow the hallway back to a pair of rooms full of guards. Crouch and make a left into the first room. You'll find a guard banging on a piece of machinery. Strike him from behind, then slide left a bit to see two soldiers farther down the room, both facing left. Shoot the near soldier in the head as he fiddles with something on the wall, but leave the other soldier be for now.

Turn right sharply to find another goon rifling through papers at a desk in the corner. Sneak up on him and knock him out before turning left to find a patrol guard walking away from you up a small flight of steps. Follow him closely, but let him stop and crouch. By doing so, you allow another guard to finish his patrol at a distant table. Once both are in position, knock them both out, beginning with the guard crouching on the right.

If you rush the first patrolling guard too quickly as he goes up the steps, you risk being seen by the other patrolling guard by the table.

## Mission

[2]



Finally, stop at the door in the far left (southeast) corner of the room, turn toward the guard facing the far wall—the second of the two you spared earlier—and shoot him in the head. Then open the door.

Sneak into the next room and knock out the first two guards. Their backs are to each other, so you can easily crouch-walk behind them and deal each a vicious blow. When both are out cold, turn right to locate the third foe in the room.



[3]

He's busily rifling through paperwork, so take out your silenced P99 and pop him in the head.



Finally, turn left and shoot the lock off the door behind the last guard. It swings open, revealing a

corridor with two guards patrolling past a red fire extinguisher. Target the extinguisher and shoot it as the guards pass by to knock them both out at the same time.

## Gather intel from the bunker (1 of 5)

The first piece of intel is on the table in this small room. Search the table where the second guard was rifling through papers and snap a photo for MI6.



[S1.5]

[4]



Enter the hall where the two guards were... extinguished...and follow it to its end. Stop at the door into the next room and crouch.

## Q-Branch

The next room is very small and has three patrolling guards in it, so speed and discretion are of the essence. Read ahead to learn exactly what to do, then execute. You'll need to clear the room in one quick, fluid motion to keep from being discovered.



Enter the room and crouch-walk around the right side of the machine in your way. Go straight, toward a small desk, and immediately knock out the guard crouching by the desk's drawers. As soon as you do, make a sharp right and knock out the next guard as he turns right.



As soon as the second guard hits the floor, turn around 180 degrees to find another guard behind you patrolling in your direction. Either take him down with a headshot or spray him with a few bullets from your silenced P99 to make sure he doesn't alarm his comrades. The room is now clear.

## Disarm explosive charges (2 of 5)

If you want to complete your second supplemental objective, you need to clear the adjoining room on the right. Begin by sneaking into the room from behind. There



are five guards inside, so be quick and stay low. As soon as you walk in, sneak up to the nearest guard and knock him out. From the guard's position, take aim at the next goon in the far left corner and shoot him in the head.

Edge out to the right, so you can see down the room, toward the explosive on the right wall. Another soldier should be patrolling near it. One headshot should do the trick nicely, leaving two more goons on the left side of the room. Wait for the guard patrolling the far wall to walk toward the explosive charge and then shoot him.

Finally, round the corner to the left to sneak up on the final guard in the room and eliminate him. With the room clear, approach the far right wall and defuse the bomb.



[5]



Follow the waypoint marker to a hall at the rear of the room and surprise the two patrolling henchmen as they walk their beat. The door at the end of the hall leads to a room with a Russian hostage

girl. Breach the door and quickly eliminate both hostage takers, being careful not to shoot the girl in the middle.

Rather than saying thank you, of course, the girl panics and flees in terror. Just then, an explosion rocks the bunker, making the room go dark!

Pick up the night vision goggles from the table left of the waypoint, then activate them. Open the door and sneak into the next room with your silenced P99 at the ready.



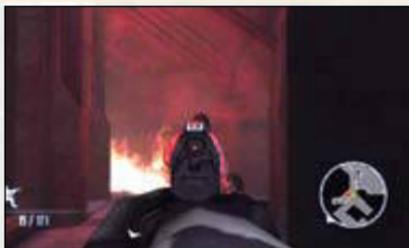
Follow the waypoint marker to a wall with a lever on it and pull it to activate the power generator before backtracking out of the room.

## Q-Branch

Don't be too hasty in backtracking out of this room, Bond. There's a body armor in it. Grab it before exiting!

## Checkpoint!

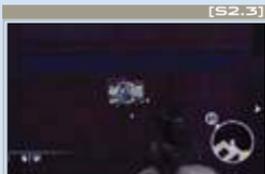
[6]



Backtrack out of the room and follow the waypoint marker to another door. Wait at the door and watch through the small window as two guards pass each other on their patrol. When they do, open the door and shoot both of the guards in the back of the head.

## Disarm explosive charges (3 of 5)

After eliminating both patrolling guards in this hall, make a left and follow



it to its end. The next bomb is on the far wall. Defuse it before turning around and continuing your main mission.

[7]



Make a right down the hall to another large room full of Ourumov's men. Sneak in, activate your night vision, and make sure your P99 is loaded and silenced. As you enter the door, shoot the soldier

directly in front of you in the head. Stand up and hug the left wall, then turn slightly right to see deeper into the room. Another soldier is inside a cubicle tossing through paperwork. Shoot him in the head, then crouch.

Strafe right, keeping your weapon trained across the center of the room, and slide down the stairs. When you've got a clean shot at the next two henchmen near the right side of the room, squeeze the trigger.



Go to the far corner of the room and enter the hall at the rear of the room. Follow it back across the room to a raised area and sneak up on the last two guards in this area. Go through the door at the end of the hall and enter the next large room, where another one of Orumov's men is occupied with his back to you. You know what to do.

## Gather intel from the bunker (2 of 5)

The next piece of intel is on a table immediately to the left as you enter this room.

Snap a photo for MI6 before leaving the area.



Use your night vision to sneak up on the guard on the right side of the room, then follow the waypoint marker into the adjacent room where another guard is patrolling the area. Pounce on him from behind and silence him quickly.



Pry open the elevator doors at the end of the room and drop into the elevator shaft. Drop into the elevator. As you do, you can hear Orumov order someone's death. Wait for a guard to pass by the elevator doors and shoot him in the head.

## Checkpoint!

Hop out of the elevator and make a sharp left. Crouch-walk down the hall until you're right behind another soldier. Attack him from behind before he makes it to the end of the hall, then sneak up on the next soldier just outside the hall.



He's busy overlooking the area below, so he won't notice you coming from behind. With the upper level clear, stand up and look down (over the railing) and to the left. A soldier begins to arm an explosive charge on the wall. Shoot him in the head (being very careful not to shoot the bomb), dispatching the soldier before he begins to walk around again.



Go down the steps to the lower level and make a sharp left as you descend. You'll find another occupied

goon. Either strike with a melee attack or put a bullet in the back of his head. A little bit past the first guard is another standing watch. Silence him from behind.

## Disarm explosive charges (4 of 5)

Before venturing across the center of the room, take a minute to approach the explosive charge at the left of the hall and defuse it. Remember, it's against the left wall where you previously shot the soldier arming it.



[S2.4]

## Gather intel from the bunker (3 of 5)

The next piece of intel is in a room above the explosive charge. Turn left to go up the stairs and enter a large room with two soldiers. They have their backs to you, making them easy targets. Destroy them, then snap a photo of the intel on the left (north) computer console before backtracking down the same stairs to the lower level.



[S1.3]

Three soldiers remain on the lower level—one patrols the opposite side and the other two are near the center of the room. Walk over to the far left (west) side of the walkway, just in front of where the explosive charge is,

[10]



and wait for the patrolling guard on the opposite side to come down the steps and stop. When he does, shoot him in the head; it's a long-range shot from your P99, so make sure it's a clean shot.

Finally, crouch-walk up to the two guards at the center of the room and take them out quickly. Shoot one in the head at medium range, then rush the other with a melee attack!

## Q-Branch

If you'd like to mix things up a bit, Bond, you could try eliminating these foes by other methods. Try going back to the room where you first gathered the intel (above where the explosive charge was), and exit via the stairs to the north. Now get close to the first guard and shoot him, then position yourself behind the two guards near the center of the room. From there, line up both guards in your sights and shoot twice to bring them down!

## Gather intel from the bunker (4 of 5)

Just to the right (east) of the two guards is another piece of intel for MI6. Take a photograph of it with your Smartphone and upload the data before proceeding.



[S1.4]

[11]



Follow the waypoint marker to the steps leading deeper into the bunker.

## Disarm explosive charges (5 of 5)

The final explosive charge is on the far end of the circular platform



after you descend the steps from the bunker control center. Keep following the walkway around after you go down and you'll find a guard placing the bomb on the wall. Eliminate the guard and defuse the bomb before approaching the elevator at the center of the walkway. The area gets a bit dark as you approach it, so you may want to turn on your night vision.

### Checkpoint!

Get in the elevator and pull the lever on the right. The elevator drops down a few levels until it crashes at the bottom ring of the bunker's server room. The elevator doors slide open almost immediately, and two of Ourumov's men are temporarily stunned by the elevator's thud. Rush out of the elevator and shoot one of the stunned men, leaving the other one for a melee attack.

Immediately crouch and begin strafing around the edge of the ring. Shoot across the center of the ring at soldiers, and use the pillars as cover while you reload. Strafe all the way to the elevator on the opposite side of the ring and activate it.



Pull the switch on the doors and immediately turn around. The doors are not working properly, so they'll take some time to open. In that time, several soldiers will rappel down the center of the ring from above, and even more soldiers will attack from the upper ring level. Once again use the pillars for cover and eliminate all new attackers. Survive long enough for the doors to open.

### Q-Branch

Watch for the ropes to drop from above; they'll provide



hints to the locations of the attacking soldiers. Ambush them as they hit the floor. If you time it right, they won't even have time to draw their weapons.

Furthermore, you don't have to clear the entire area before jetting past the doors once they're open. As soon as the doors open, run through and go up the stairs. Of course, be sure to pick up the body armor on your way up!



Once you're on the upper level ring, clear the area just as you did the ring below. Use the pillars as cover and strafe around the ring shooting enemies as you go.

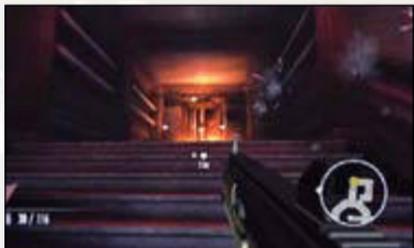
## Gather intel from the bunker (5 of 5)

The final piece of intel is inside the small room at the center of the ring.

Once you've cleared the top ring level, run into the small room at the center and take a photograph of the intel for MI6.



[13]



Follow the waypoint marker out of the ring area into a series of burning hallways.

### Checkpoint!

When you reach the sealed doors, pull the lever on the left and they'll slide open, revealing several enemies waiting to ambush you. Make yourself a smaller target and crouch! Hug the right wall and open fire on the soldier hiding behind the crate directly ahead of you. Once you've taken him down, slide out of your cover and pick off the rest of the soldiers in the room.

[14]



## Q-Branch

There's body armor and a sniper rifle just to the left of the crate in this room. Grab both, Bond. You'll need them in a few seconds.



Equip the sniper rifle and slowly go up the stairs on the far end. Pick off the snipers as you go up, then switch to an automatic weapon.

[15]



Several explosions rock the bunker as you escape, but there is no danger of time running out or of getting crushed by rubble, so take it slow and pick off the enemies as they rush out of the path ahead of you.

## Q-Branch

There's another piece of body armor in the circular room after you go up the second flight of stairs as you escape. Grab it if you've taken damage, then rush down the opposite staircase toward the waypoint marker.





Continue following the waypoint marker, shooting enemies as you go, until you ascend a squared staircase that leads to a burning hall. Stop before exiting into the hall and peer left around the corner to spy two guards waiting for you.



Make another left down the burning hall and watch for enemies to come rushing out of an explosion on the left. Mow them down and continue your frantic escape! When you reach the elevator shaft, go in and climb the ladder up!

## Checkpoint!

### Q-Branch

Yet more body armor is lying on the ground after you ascend the ladder. Grab it if you need it, Bond!



Make a right and shoot the lock off the door. It swings open and reveals several guards in the next room. Plow through them as they try to find cover.

When you reach the large room with a glass wall

on the right, run up to the wall and use a melee strike to shatter the glass. With the glass gone, you've got a better view of the soldiers on the other side of the room. Open fire and take them out!

[18]



Follow the hall into the next room and turn on your night vision. You'll be able to better see through the smoke to target the pair of guards as they rush you. Greet them with a hail of gunfire and terminate them. Now smash the glass ahead of you and walk just far enough to the door at the corner of the room to draw several rappelling attackers. Shoot them through the window pane as they land, and then continue following the waypoint marker.



The next room is blocked by a piece of fallen debris. Follow the onscreen commands to remove it and resume your escape!

### Q-Branch



After removing the piece of debris, examine the small room across from where you entered. There's body armor on the floor. Either pick it up now, or leave it be for later. You'll be passing by this area again soon enough.





Crouch and walk through the small hole in the right wall.

### Checkpoint!

Continue following the waypoint marker through the burning halls. When you come upon two guards running ahead of you, simply mow them down with your weapon and run past their fallen bodies.



[19]

At the next staircase, creep up to the edge, but don't go all the way up. Wait for several soldiers to rush out of the door on the left and spray them as they file out!



Make a left into the next room and slowly go down the steps. A group of enemies will rush out from the other side. Open fire and

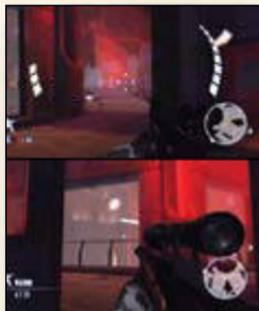
decimate them before they get too close. If you need to back up into the previous room to avoid taking fire, do so, but let them come to you—do not go to them.

### Q-Branch

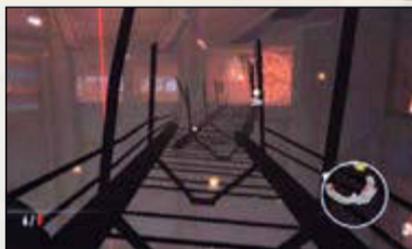
There's a body armor vest just left of the steps leading down into this room.



Before exiting this room, smash the windows out and wait for more guards to rappel down. Dispatch them as they land, then switch to a sniper rifle. Locate the two rocket launcher-toting soldiers on the far left side of the walkway and snipe them before exiting the room. Get clean headshots to bring them down—a simple body shot may not be enough.



[20]



[21]

Round the corner once it's clear and run up the steps to the level above. Once again, snipe the enemies on the left before setting across the rickety makeshift bridge. Once the snipers on the left are gone, sprint across to safety. If you missed a rocket launcher-toting enemy, quickly turn around once you've crossed the bridge, crouch, and snipe him before removing the vent from the left.

Finally, sprint toward the waypoint marker until you stumble upon the Russian girl one more time. She scampers off as the bunker explodes around you. Follow the girl out of the bunker...and into enemy hands.



[22]

[Finish]

# St. Petersburg

## ARCHIVES

### Mission Briefing

*Having lost communication with Agent 007, MI6 can only suspect that he's either been captured or gone rogue. Last known location was inside the Siberian bunker. Last known accomplice was a Russian girl suspected of having called for help from the bunker using a military signal. Bond's current location is unknown.*

### Mission Objectives

**Primary:** *Escape the military archives and pursue Ourumov.* Escape from the military archives and pursue Ourumov. He will lead us to Janus.

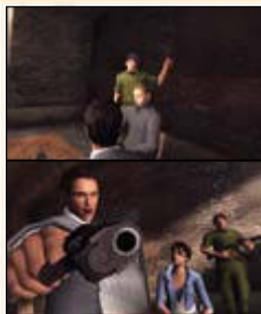
**Supplemental 1:** *Destroy the servers.* Destroy all the server units in the server room, erasing all Russian intelligence on MI6.

**Supplemental 2:** *Recover the interrogation footage.* Recover the interrogation footage, proving that Ourumov assassinated Defense Minister Mishkin.

**Supplemental 3:** *Gather Russian intelligence for MI6.* Obtain secret project files and Russian intel on Janus (three items).

### Mission Launch

Having been captured by the Russian government, you find yourself in an interrogation room with Defense Minister Mishkin. It becomes increasingly clear that he believes you set off the GoldenEye (EMP) weapon, and he quickly loses his calm.



Before he can shoot you, however, the Russian girl intercedes and reveals that it was actually General Ourumov who activated it!



When General Ourumov interrupts the interrogation, he seizes the gun from Mishkin and shoots him. You've been framed, once again, for a murder you didn't commit. In his escape, Ourumov kidnaps the Russian girl and takes her as a hostage.

### Checkpoint!

You give chase but find that you're ambushed by two guards just outside the interrogation room. Take cover and fire on the two soldiers in your way!

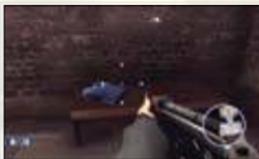


[Start]



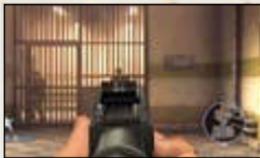
## Q-Branch

After you've taken out both guards, search the interrogation rooms.



The one across from yours has AK-47 ammunition, and the one next to the room where you were interrogated has body armor.

[1]



Crouch and walk up the stairs. As you reach the top, two soldiers seal off the gate ahead of you. Shoot through the gate as they close it to eliminate the two soldiers.

Go all the way up the steps and make a left or a right. Both sides of the hall have small rooms with glass windows. Break the windows and leap into the next room to bypass the locked gate. Exit back into the main hall and make a right.



The bend in the hall leads up another flight of steps, where two more soldiers await. Take aim up the steps

and eliminate them with short, controlled bursts. If one ducks behind the railing across the center of the stairs, strafe left and surprise him with a blast of your rifle.

Just as before, sneak up the stairs just enough so you can see beyond the next gate, into a room on the other side. Aim through the bars in the gate and open fire on the fire extinguisher against the room's far wall.

[2]



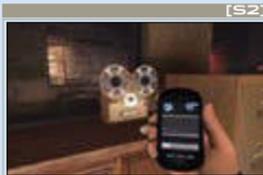
Once you blow up the enemies on the other side of the gate, run up the steps and make a right or a left into one of the small vents in the hall. Both vents lead beyond the locked gate.



Pass through the vent onto the other side of the gate and ambush the soldier who storms out of the small room at the center of the next area.

### Recover the interrogation footage

Once you've cleared the area of enemies, go into the small room and use your



Smartphone to record the interrogation tape.

## Q-Branch

There's a weapons crate in the small closet at the rear of this room. Open it up to find a powerful PT-9 Interdictus shotgun!

When you're ready to continue, hit one of the two switches on either the left or right wall to open the respective gate. Don't hit both, however, or you'll invite soldiers from both sides. Instead, choose one side, hit the switch, and welcome the attacking soldiers with gun blasts to the face.



Round the corner past the open gate and carefully follow the hall up a small flight of steps. More guards will be waiting for you at the base of the stairs, so blast them as you enter the hall, then go nearly all the way up the steps.

[3]



Stop before reaching the top of the steps. Instead, move toward the outer wall to get a better view around the corner. Locate the pipe running up and down the wall and shoot it. This bursts the pipe and takes out all three guards standing near it. Go up the stairs and approach the locked gate. When you do more enemies rush into the room beyond the gate.

### Checkpoint!

Hit the switch to the left of the gate and unlock it. Once it slides open, turn left to face the now-open gate and begin strafing left and right across the opening of the gate, shooting the soldiers on the other side as you go. Stop near the edges of the gate to get cover and reload before strafing across the opening again.



Once you've cleared the room, rush inside and hug the far left wall while crouched. Look right, across the room, and wait for guards to come rushing out of the hall. Pick them off as they run into the room, and detonate the red tank in the hall to cause some major damage! Stay near the wall until all attackers are dead.

## Q-Branch

Clear the room of all enemies, Bond, then sneak into the small office in the far right corner of this room. There's a weapons locker and body armor inside the office.



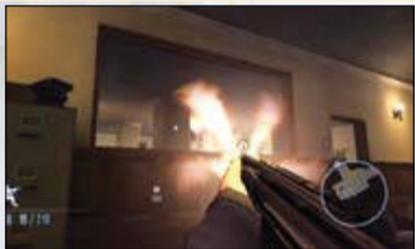
Make a right out of the room and approach the stairs. Don't rush up, however. Instead, turn your back to the stairs and slowly back up the stairs while aiming above you. A guard is perched above you as you climb the steps. If you climb the steps walking in reverse, you'll see him before he sees you. Once he's dead, go all the way up.

## Checkpoint!

### Q-Branch

Feel free to break open the weapons crate in the small room to the right at the top of the stairs, James. The weapons inside might come in handy.

[5]



Make a left down the next hall and ambush the guard who comes rushing out. Crouch and hug the right wall. Turn left to face the window on the other side and shoot through the window at the ceiling fans in the next room. The fans will fall, crushing the soldiers underneath. Once you've brought all fans crashing down, stand up and clear the rest of the room of enemies before entering.

### Q-Branch

From here, James, you can take two routes. Both routes, however, lead to the exact same floor and neither offers an advantage over the other. In fact, they're nearly identical staircases.

We've taken the left (north) route, in this case.

[6]



Go up the stairs at the far end of the room and slowly ascend into the next section of the archives.

## Checkpoint!

After rounding the bend in the stairs, stop near the top again and peer through the opening in the hall leading into the server room. Wait for several soldiers to come rushing out and mow them down as they approach you. If you need to reload your weapon, slide down the stairs a bit to get cover.

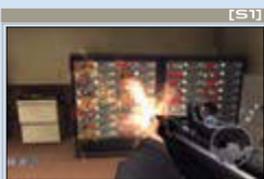


Once you've reloaded, go all the way up the stairs and use the wall as cover. Wipe out as many enemies as you can on the lower level before going up the next flight of steps to the walkway overlooking the server room. Go back and forth between the top level and the server level to make sure you don't get ambushed from behind, and eliminate all the enemies on both floors.

### Destroy the servers

Once you've cleared both levels of all enemies, return to the lower area with all the

servers. Either smash them all with melee attacks or shoot them until their lights are all out. Don't forget the servers in the small room off to the side. You can enter the small server room via the vent in the southwest corner of the main room.



## Gather Russian intelligence for MI6 (1 of 3)

After clearing the walkway above the server room, go into the small office off to the side. There's a large cabinet on the right wall that can be moved with a little bit of elbow grease. Once removed, the cabinet reveals a vent at your feet. Go through the vent into another room. This one has a small computer with intel for MI6. Use the Smartphone to hack the computer and upload it to MI6 headquarters.



### Q-Branch

Don't forget to open the small weapons locker inside the office with the intel, Bond. You can never have too much ammo.

From the top-level walkway, follow the waypoint marker around to the next set of stairs leading deeper into the archives. Keep your weapon ready; several soldiers will rush you from the stairs. Blast through them on your way down.



Stop to answer your phone at the base of the steps. MI6 has finally triangulated your position and you're back on their radar! Once the call is over, round the corner on the right toward the next doorway.

## Checkpoint!

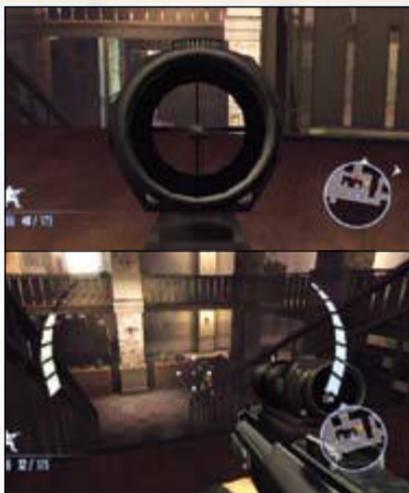
[9]



Open the next doorway and immediately open fire on the soldier hiding behind the desk ahead of you. Take him down quickly, then turn right into the hall. Pass up the staircase leading down and instead follow the right wall to the rear of the room, where another soldier is overlooking the stairs you just passed. Take him out!

### Q-Branch

There's a weapons locker and a small weapons crate near the far right corner of this room, near the second soldier. Open the crate to find a fresh weapon and body armor!



Backtrack to the top of the steps and crouch. Slowly edge closer to the steps and locate the

soldier hiding behind the counter at the base of the steps below. Shoot him, then take out the other henchman, who tries to leap over the counter for cover.

Now rush down the steps and leap over the counter for cover.

Strafe left, to the end of the counter, and aim your weapon at the far window. Wait for soldiers to rappel into the building, and open fire as they touch down. Move forward, hugging the left wall as you move, and eliminate the new soldiers as they rappel through the windows. When you reach the bookshelves on the right, stop to reload and then slowly creep out.



## Checkpoint!

[12]



Stop at the corner before turning right, toward the center of the library stacks. The center of the room has a staircase leading up to the top floor, where more of Ourumov's men are stationed. In the meantime, however, the henchmen on the ground floor are a bigger threat. Use the large corner pillar as cover and pick off the goons around the corner.

After eliminating foes on the ground level, sprint to the opposite side of the room to a small niche with a computer and a weapons crate. Open the crate to grab a new weapon before engaging the enemies above you in a firefight.

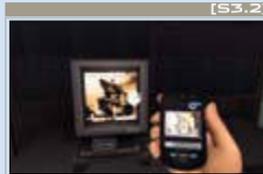
## Q-Branch

There's body armor in this area as well, Bond. Look for it near the weapons crate.

## Gather Russian intelligence for MI6 (2 of 3)

Once the lower level is empty of all enemy threats, walk over to the

computer in the small niche. Activate it, then use the Smartphone to upload the intel to MI6.



The henchmen at the far end of the winding library stacks toss a smoke grenade to hide their approach, but your automatic lock-on will reveal their position if they're in the open. Wait for the enemy's silhouette to appear in the smoke, zoom in, and open fire. Wait for the smoke to clear a bit before venturing deeper into the stacks, using the shelves as cover. Fight your way through the stacks until you reach a fresh checkpoint. The next bend will lead to the center of the library.



Exit the niche and turn left. Locate the enemies on the floor above you and take them out. After eliminating the soldier perched on the bridge-like walkway, reload your weapon and rush up the steps at the far end. More soldiers attempt to ambush you atop the stairs, but you can easily plow through them with either gunfire or melee attacks if they're close enough.

## Q-Branch

There's a weapons crate on the wall opposite the top of the stairs. Open it to find a **Stauger UA-1!**



[13]



Make a right and follow the waypoint marker around several more bookshelves. Stay low to avoid incoming fire from soldiers rappelling into the building, and blast them as they land. Either make a right across the

bridge walkway or rush straight ahead to the far corner and make a right until you reach the waypoint marker.

When you get to the locked doors, use your Smartphone to hack the Wi-Fi node on the right and unlock the doors. Go through when you're ready.

## Checkpoint!



As you enter the next area, a large walkway overlooking a lobby below, you can see Ourumov dragging the Russian girl into an elevator on the bottom floor.

## Q-Branch

You're in for an intense firefight, 007. So take a minute to open up both weapons crates on this walkway and pick up the body armor on the opposite side of where you entered.



When you're ready, vault over the railing and sprint to the elevator. Hit the call button on the left, then dash left to get cover. The elevator takes a while to come back down—it has to travel across every floor of the building—so you're stuck in this room for a while. Lock and load.

## Q-Branch

There's another body armor vest in the crate just to the left of the elevator. I highly suggest you leave this until after the firefight. Rather than take it to replenish your armor during the fight, wait until you're getting into the elevator to pick it up.



## Bond Sense

There are many different ways to approach this upcoming firefight. So many, in fact, that we could not decide which of the following two was best. The first method is to stay on the move, while the second is to stay put in a secure area to endure the enemies.

[14]



As enemies flood into the room from both upstairs and downstairs, you could circle around the room's lower level using the many crates and boxes as cover. Stay on the move, and come out of cover only to eliminate enemies. As you circle, stop at the weapons crates to replenish ammo. Or...



The second approach is to rush to the nearest staircase and hunker down at the bend in the staircase. This way, you'll be in between both levels and have clear shots above and below you as enemies approach. Leave the safety of your staircase only to replenish ammo, then return to endure the waves of soldiers.

When the doors to the elevator open, sprint in, mowing down the guards that rush out as you go, and hit the elevator button inside.

## Checkpoint!

[15]



Crouch and make a right as you exit the elevator. When you reach the bottom of the ramp, turn left and locate the soldiers as they scamper across the garage for cover. Shoot across the garage to an explosive barrel on the opposite side and blow it up! This will eliminate several enemies across the way.

Now turn left, face the control center over the garage, and eliminate the soldier perched high above

you. With him out of the way, you've only the enemies at ground level to contend with.

## Q-Branch

There's body armor on a small workbench just as you descend the

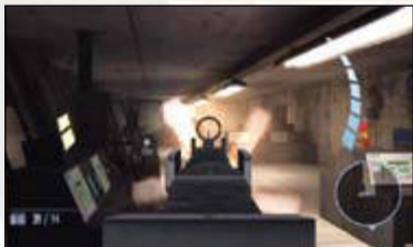


ramp into the garage. Grab it before fully committing to the firefight and leaving this corner. If your body armor is full, clear out as many enemies as you can from this spot before leaving. That way, you can absorb damage, then pick up the armor before exploring the rest of the garage.



Carefully sweep around the room, moving from cover to cover, as you clean the area of all enemies. Look in the corners for hidden guards, lest you be ambushed by enemies in the shadows. With the bottom area clear, rush up the ramp on the right side of the room to the control center.

[16]



Just as you enter the control center, turn left. A lone guard enters from the far end. Blast him as he enters and the control center is yours!

## Q-Branch

With the garage under your control, take a minute to



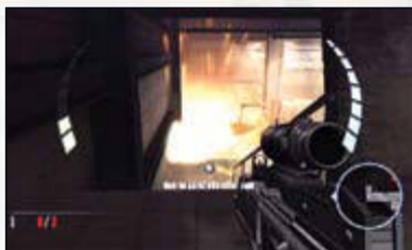
reload on ammo and pick up the body armor on the console near the far end. You're near the end of this mission segment. Be sure to open the weapons crate in the corner of the control center and grab the Anova DP3 Grenadier with ACOG scope.

## Gather Russian intelligence for MI6 (3 of 3)

The final piece of intel is in the computer at the far end of the control center.



Activate the large console, then photograph the evidence for MI6.



Equip the Grenadier and hit the switch on the control console. This calls up the tank from the level below. As the tank is being delivered, go stand at the top of the ramp leading into the control room so you have a clear view of the area below the ramp and across the control center to the opposite entrance. Blow enemies up as they rush up the ramp or into the room from the opposite side until they're all dead.

**[Finish]**

Once the coast is clear, rush down to the tank and hop in!



## TANK

### Mission Objectives

**Primary:** Pursue Ourumov. Ourumov is escaping with Natalya. Give chase, but do not eliminate him.

You're derailed from the pursuit just long enough for Ourumov to gain some distance.

### Checkpoint!

### Bond Sense

Even though this mission segment isn't timed, that doesn't mean that you can go at a snail's pace. You must not let Ourumov get too far away, for if he does, the mission will end in failure. Don't rush through the level, of course, but don't stop too long either.

### Pursuit



Ourumov wastes no time in escaping with the girl, but you're in hot pursuit of the general's humvee. You radio MI6 and ask them to track the general's vehicle, but before you can close the gap on the cowardly general, a helicopter opens fire on the highway between you and your prey!

**[Start]**

During this mission, your waypoint marker will shift according to Ourumov's route (Ourumov will also be highlighted by a green reticle when he's in range of the naked eye). Follow it across the abandoned construction yard and blow up the soldiers waiting atop the building in your way. Orange circles denote their locations. Ignore the helicopter for now and pass under the building.



## Q-Branch

You could also use the large red tanker to destroy the enemies in your way. If you don't blow it up before reaching it, your tank detonating the tanker with your tank and blowing yourself up in the process.

[1]



Lock on to the helicopter as you exit the bottom of the building and blow it up. The path will drop a bit. Aim ahead of you and blow up the two speeding trucks in your way.

[2]



When you reach the next clearing, first destroy the soldiers waiting high atop a distant ridge. Blow them up with a shell from the tank, then lock on to the next helicopter as it swoops in from the right.

Blow up the next red tanker at the base of the hill on the left and veer left. A truck comes speeding down the hill. Blast it with a shell and take it out quickly!

## Q-Branch

The rule of thumb, Bond, is to stay on the move as much as possible and anticipate the enemies ahead of you. Lead your gun so that moving targets run into your shells, otherwise you'll constantly be firing at their rear. Also, try not to roll over too many objects. Not only will they slow you down, but the explosion will also damage your tank! And it goes without saying that if you roll over fire, you'll catch fire as well. Finally, if you do catch fire, slow down and let it go out before rushing ahead into the next dangerous area.

[3]



Round the left turn up the small hill and destroy the trucks in your way. Veer left as you see Ourumov pass you by overhead, then make a sharp right turn around the small structures in your way. Once you've cleared them, make a sharp left over a small ridge onto the St. Petersburg streets.

Four trucks will speed toward you, so use shells on the first one, blow up the second with the mini-gun, then blow up the third with another shell. You can speed past the fourth as you pass over a large mound on the street.

[4]

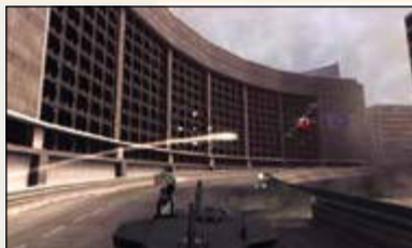


As you pass over the mound, turn your mini-gun up and to the left to locate the RPG-toting soldiers ahead of you. Open fire and eliminate them before they can cause any real damage. On the street ahead, however, are two more trucks. Blow them up as you enter a street between two tall buildings.

**Checkpoint!****[5]**

Use your lock-on ability to track a helicopter that swoops in from the right as you pass by the buildings. Let loose a missile, then quickly swing your cannon left to locate a truck speeding down the highway on-ramp. Blow it up, then turn the cannon behind you and to the right to locate a second truck that opens fire from the rear. Lead the truck a bit and blast it!

Farther up the on-ramp, two trucks come speeding down. Blow up the distant one and wait for two more trucks to come speeding in from the left. When the next two trucks cross by the truck on the right, fire a shell and blow them all up at once!



Farther up the road, another helicopter swoops in. Lock on and destroy it! Continue following the curving highway up until you're attacked by another truck. Blow it up, then turn right to locate a batch of enemies high atop a building down the road.

**[6]**

Stop for a moment before rushing toward the building. Take aim and fire off two shells at the top of the building to blow up every enemy. There are two helicopters floating over the structure, so aim the shells at the base of the copters to blow them up.

With the two copters gone, roll ahead and use your lock-on ability to decimate the next helicopter that attacks from the right. Round the highway, blowing several RPG-toting soldiers on the left wall, then take out the trucks ahead of you, near the merge.



Destroy the next chopper as it rises above the building ahead of you, then turn your cannon left to spy two trucks speeding ahead of you. Blow them up on your way up the highway.

[7]



Roll over the fallen bridge ahead and slow down. Allow the two fighter jets to zoom by overhead and destroy the road in your way. If you're close to the explosion, you'll take damage. Once the road collapses, veer right to the construction area below and turn your cannon right.

Open fire on the enemies on the building at the far right, then blow up the red tanker ahead of you. Roll right, toward the base of the construction, and blow up the trucks ahead. When you near the next red tanker on the right, blow it up before you reach it!

[8]



As you enter, two helicopters will scramble overhead. Blow past the two trucks blocking the entrance to the building ahead and quickly begin to swivel your cannon behind you and to the right. Blast the first helicopter as it zooms into the building behind you, then swing the cannon forward again to blow up the next chopper. With the two choppers out of the way, you can safely emerge through the building's other side.

## Checkpoint!

[9]



Speed across the parking lot and squeeze into the small hole left by the collapsing building. Lock on to the helicopter ahead of you as you speed ahead, and hit it with several shells. Roll through the next parking structure and drop onto the area below.

Ignore the helicopter's missiles. Simply veer out of the way and continue to move forward!

[Finish]



Turn your attention to the RPG-toting soldiers on the buildings ahead and take them out as you approach them. When you reach the blockade of trucks, roll over them and reach Ourumov!

# STATION



## Mission Objectives

**Primary A:** Enter the train. Find a way onto the derailed train.

**Primary B:** Escape the burning carriage. Shoot the latches and remove the hatch in the floor to escape from the burning train carriage.

## Infiltration



You catch up to Ourumov's vehicle, but the wily general still manages to flee onto a speeding train! You ram the train off its tracks and send it crashing. With the general so near, you've nothing left but to catch him on the train.

## Checkpoint!

Your entrance wasn't very subtle, so the general's men are well aware of your approach. Sprint to the left side of the entrance to the demolished station and duck behind the small crate for cover. Pop up and out of cover just long enough to shoot the group of goons ahead of you.

[Start]



Dash forward, into the next area, and slide left again, behind a small wall that provides perfect cover. Be patient with your targets in this area and leave your cover only to deliver well-placed headshots. Move forward, along the left side of the room, and use the construction equipment and supplies as cover.

## Q-Branch

The soldiers in this area are carrying the Vargen FH-7, Bond. Be sure to grab one for more firepower.

[1]



Clear the entire first area and approach the escalators at the rear. Stop before crossing the opening on the right and take out the soldiers that come rushing out at you. Edge up to the opening on the right

and peer around the corner. Wait for a truck to pull up, then open fire on the guard as he comes out.

## Q-Branch

At this point, you can either rush out into the construction yard and engage the enemy, or you can go up the escalators ahead of you for a slightly better vantage point.

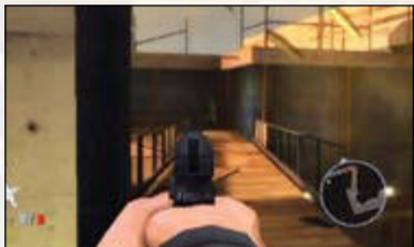
[2]



Sprint across the opening and go up the escalators. Once you're at the top, turn right to get a better view of the construction area below, and blow up all of the red explosive tanks below you. This will destroy nearly every enemy, allowing you to pick off the remaining one or two.



Follow the walkway above the construction site all the way around to the far end. Keep an eye out for enemies below—in case you missed one—and stop before reaching the small bridge.



Wait for two soldiers to run up to the other end of the bridge, then slide right a bit to get a view across the bridge and open fire. Take both goons.



If you haven't already detonated the red fuel tank on the ground, just below the walkway, backtrack a bit toward the escalators and do so now. The tank blows a hole open in the wall and creates an alternative path into the next area.

Drop down to the lower level and go through the newly opened path to flank several soldiers from their right. Sneak around the corner and open fire on them before they see you!

Follow the waypoint marker and make a right to a small ladder against some scaffolding. Go up to find a **Talon HL 450**. Crouch and walk up to it so that the scaffolding provides cover, then equip your new sniper rifle. Stand up quickly and blow up the red fuel tank on the far left and another precariously perched on the swinging crane on the right.

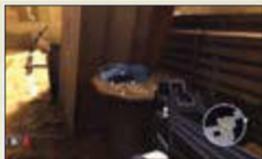


Both explosions cause massive damage to the construction yard, but more importantly, they take out nearly every enemy ahead of you. With most of the threats gone, sneak out a bit and locate the last few guards far below you and snipe them from your perch.

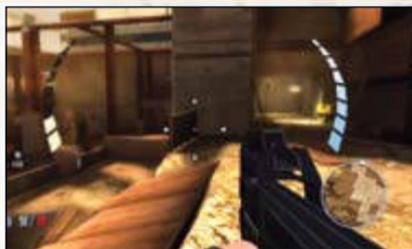
## Checkpoint!

### Q-Branch

There's a body armor vest sitting atop a large cable coil.



Descend the ladder and pick it up before resuming your trek across the construction yard.



After descending the scaffolding, you can take one of two routes. Either drop to the construction area below (which you will be unable to backtrack out of) and take a tunnel around the yard or make a right into a makeshift walkway that leads around the right side of the construction yard over the tunnel. We prefer the higher ground.

[4]



Make a right into the makeshift walkway and turn left to see across the length of the construction yard. Several enemies appear below you. Make use of your elevated position and take them out quickly.

[5]



Follow the walkway to its end, where you drop down to the area below. As you do, look across the yard, straight ahead, and a bit up and to the right to locate an RPG-carrying soldier. Take him out with a blast from your automatic or your sniper rifle.

**Don't waste time in eliminating the RPG-carrying soldier! He won't waste time in blasting off a grenade or two.**

## Mission



Climb up the stepped walkway ahead and sprint to the far right corner. Another small yard on the far left is

infested with more of Ourumov's men. Take cover in your corner and carefully whittle down their numbers.

[6]

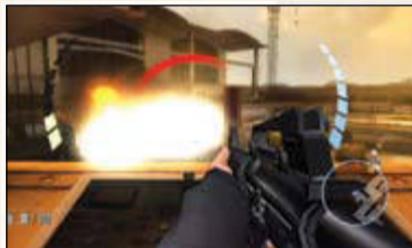
With the first few out of the way, rush down the ramp and take cover behind the forklift near the center of the area. Stay low and periodically pop out of cover until you've cleared this entire area of the general's lackeys.

As you rush to the back of the area, more enemies will rush out. Use the crates and other building materials as cover. Wipe them out, then rush up the wooden walkway leading to the next waypoint.

Hop down onto the wooden walkway below and make sure your weapon is reloaded.

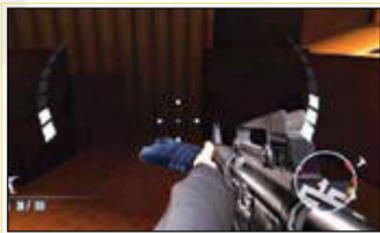
## Checkpoint!

[7]



Make a quick left into the control center for a large crane and hit the switch. This causes the crane to swing left quickly and take out several goons with it!

## Q-Branch



**There's body armor in the control center of the crane, James. Pick it up!**

[8]

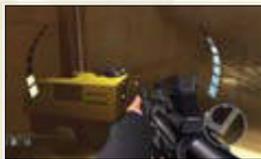


Backtrack out of the crane and make a left onto an L-shaped walkway that overlooks the area below. Pick off the remaining soldiers as they move from cover to cover, and use the red explosive fuel tanks to take out multiple enemies at once.

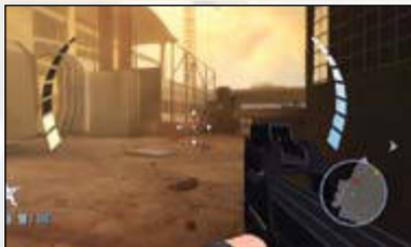
## Q-Branch

This area has several useful vantage points from which you can take out enemies. We find that the first walkway—the L-shaped one—is perfectly suited for eliminating the majority of the enemies, but other areas such as the catwalk above that and the secret passage below the crane that leads to the far left corner are very useful as well.

In fact, if you follow the path below the crane back and around, you'll find a long tunnel leading back toward the previous area. Near the end of the tunnel is a small portable light source with a body armor vest sitting on top of it and an RPG nearby, pick up both.



[9]



[10]



Jump down onto the area below and begin slowly fighting your way to the right, toward the large concrete tubes. The area is littered with weapons, ammo, and, best of all, construction supplies that are perfect for cover. Stay low and pick off the soldiers as they move from cover to cover.

When you reach the concrete tubes, rush inside for cover and follow them right. Exit on the other end of the tube and peer over the small ditch below. You'll find two soldiers waiting to ambush you. Shower them with bullets from above, then drop down.

**Don't go too far over the end of the ditch or you may fall down into it where the enemies await.**

## Mission

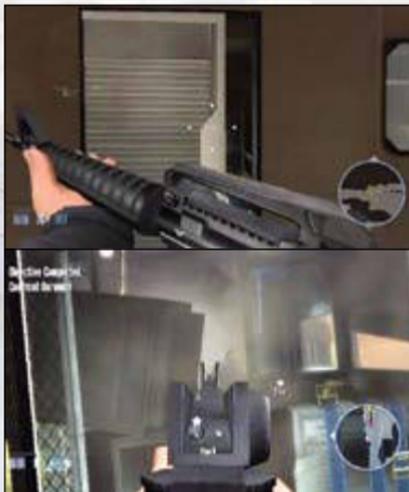
### Checkpoint!

[11]

The tube ahead is guarded by two goons. As you approach the entrance, they pop out and fire. Drop to crouch, and slowly creep ahead. As soon as they appear, open fire and strafe away from the tunnel so they can't fire back. With both enemies out of the way, cross the tube into the next area.



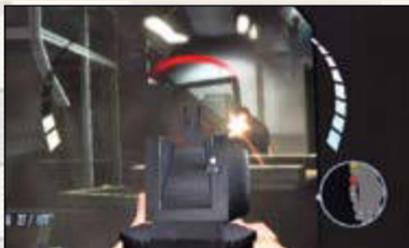
Before sneaking up the ramp ahead, hug the right side of the ramp and begin to turn left. The train is directly above you to the left. Strafe right, keeping your sights left, and locate three soldiers sprinting to the rear of the train. First take out the two atop the train, then dispatch the third near the ramp.



The door to the train is malfunctioning. Reload your weapon, then follow the onscreen commands to force the doors open. Stand up, then strafe left into the train as you fire on the enemies farther down the cabin to your right. There are several men hiding behind boxes, so take out the first one on the right, then drop down to crouch again for cover.

Slide left against the crates, then slowly move forward as you pick off the enemies ahead. Stay low to pass under the fallen containers and approach the doors at the far end.

[12]



The next doors open up on their own as you approach, so have your weapon ready to fire as they do. Several enemies will be crowding around the doors, ready to pounce when they open. Drop down for cover and open fire on the swarm of foes before creeping into the next train car.



Turn right after clearing the car's entryway, and locate the batch of enemies outside through the windows. Shoot the first few and, once the windows are shattered, blow up the fuel tank at the rear to dispatch the rest of the soldiers.

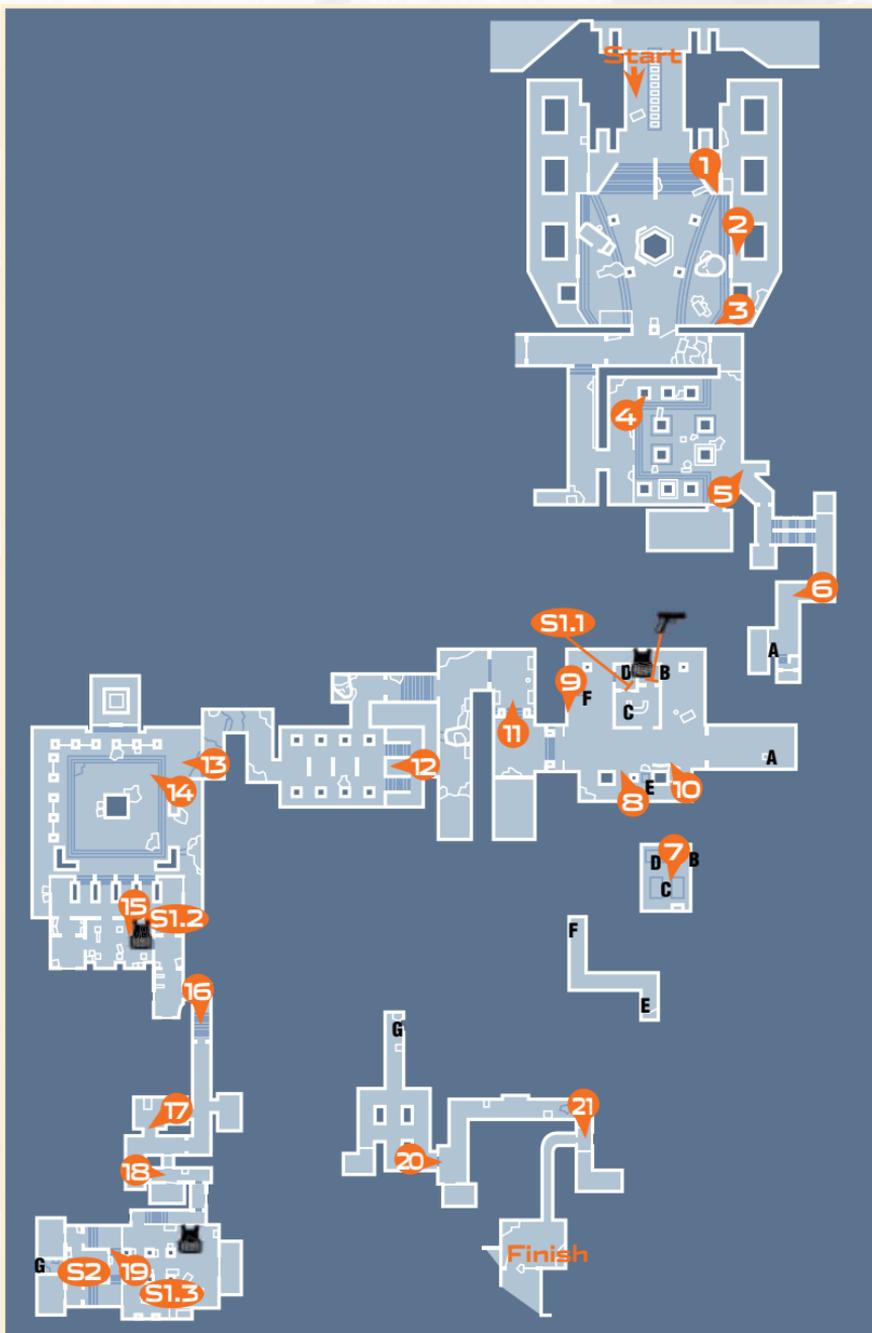
Approach the next set of doors and pry them open. You finally catch up to your prey, but Ourumov's accomplice, Onatopp, has other plans. Before you know it, you're in another deadly trap!

[Finish]



React quickly when Onatopp leaves and open fire on the three guards in the train car with you. When she tosses the grenade into the car, quickly shoot the red locks off the floor hatch to escape!

# MEMORIAL



## Mission Objectives

**Primary:** *Investigate Memorial Park.*  
 Investigate the Janus presence at Memorial Park.

**Supplemental Objective 1:** *Obtain intel on Janus technology.* Obtain intelligence on Janus technology and arms—take three photographs.

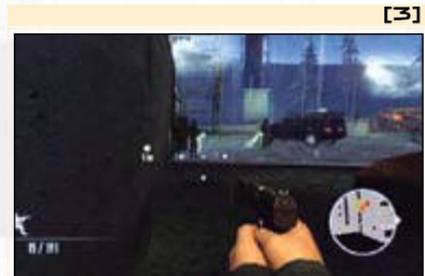
**Supplemental Objective 2:** *Record the encrypted transmission.* Locate the Janus communications equipment and covertly record the encrypted transmission.

overlooks the large statue head in front of him, sneak up behind him and disable him with a melee attack.



Now back up a bit and go all the way to the left (east) of the park. Follow the wall up toward the front of the park and make a right so that you're just behind the guard by the statue head. Knock him out as well, then back up against the far left wall again and backtrack the way you came.

Stop just left of where you dispatched the first guard and turn to face the statue head. Wait for another guard to patrol toward it, then sneak up behind him and shoot him in the back of the head.



Now sneak all the way to the far left (southeast) side of the area and hug the wall. Keep it on your left as you sneak forward and approach the three guards near the entrance to the next section. Shoot the lone guard on the left in the head. One headshot should bring him down nicely. Then peel away from the wall, strafing right, and sneak up on the pair of chatty guards. Pop one in the head and knock out the other with a melee

## Investigation



Since you've rescued the Russian girl, she volunteers some valuable information; she overheard plans about a meeting taking place at the "statue park." Better still, she volunteers to accompany you to the location so that she can disarm the GoldenEye weapon. Before she can accompany you, you must first investigate the park, so you hand her a weapon and slide into the park as the gate closes.

### Checkpoint!

Creep into the park with your P99 silenced. As you enter the park, you'll see a guard patrolling to the left. Follow him left and wait for him to stop at the end of his route. As he



attack, or follow up with a few well-placed shots on the second guard to take him out quickly.

## Q-Branch

If the first headshot on the guard alerts the other two chatty guards, simply open fire on the them and eliminate them quickly.

## Bond Sense

There were two other guards in the lower right area (chatting over a fire), but it is easier to let them chat than to risk alarming more guards.

## Checkpoint!

[4]



[5]



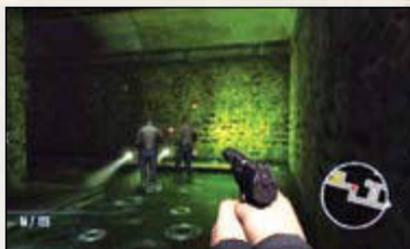
When you sneak into the next area, two guards are chatting just beyond a chainlink fence on your right. Let them finish their conversation and instead make a sharp left. Shoot the guard with his back to you, then turn back the way you came. By now, the guards should be done chatting and one will walk away. Let him leave, then shoot the remaining guard by the fence.

Go up the steps on the right and hug the right wall. Follow the wall up toward the next exit, where the chatty guard from before stops to say hi to the gatekeeper. Once again, let him leave, then sneak up on the remaining guard, hugging the right wall as much as possible. Shoot him in the head and make a sharp right through the green-lit passageway.

## Q-Branch

Just as before, we leave several guards in this area alive in the interest of self-preservation.

[6]



Follow the waypoint marker to a short series of sewer tunnels, where two guards are slowly splashing along their route. Sneak up on them and shoot the first in the head, leaving the second for a melee attack. The tunnel ahead is now clear. Run to its end, where you'll find a ladder.

## Checkpoint!

[7]

Climb the ladder into the next section of the park. As you reach the top, three guards empty out of an SUV and speed into a small building on the right. Wait for them all to go inside, then shoot the security camera overlooking



the door. There are four guards outside of the small building, so don't rush in. Instead, veer right (north) and climb the ladder onto the roof of the building. Sneak up on the sniper atop the structure and take him out.

Pick up the silenced sniper rifle and take a minute to spot the next three guards below you. Two are off to the right (west) with their backs to the exit, and a third is leaning against a planter directly ahead of you. Shoot the one directly ahead of you and leave the other two alone for now.

## Q-Branch

If you're confident that you can snipe the remaining two guards on the right without alarming them, do so. Otherwise, don't try it. It's a tricky shot.

[8]



Climb back down the building and backtrack to where you entered this area. Make a left this time (heading south) and follow the left wall up, as if you are going to the spot where you sniped the lone guard. On your way, locate the manhole leading to a small tunnel section underneath this area and drop in. Follow it out to its end. You should be on the other side of the area, just right (north) of the exit.

## Q-Branch

You can also jump down the west side of the building to find this spot. The guards don't move but it is easy to headshot one and fill the other with bullets before they get the time to sound the alarm.

[9]

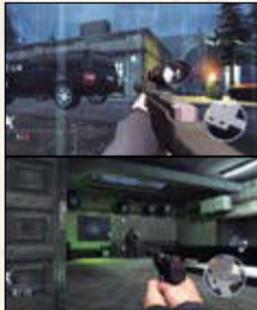


By now the guards with their backs to the exit should have stepped forward, allowing you to sneak up behind them and take them out in one fluid motion; pop one in the head and strike the other.

## Bond Sense

You cannot simply sneak around the far right side of the area and hope to sneak up on these two guards. In order to sneak up on them, you must first go to the entrance to the underground tunnel.

[10]



With the outside area clear, turn your attention to the guards inside the small building. Equip the silenced sniper rifle and return to the left side of the area. Stay behind the SUV and use your sniper to scope through

the doorway and snipe the guard facing the door.

This leaves two guards, both with their backs to the door. Sneak in and either attack both from behind with melee strikes or shoot them in the head.

## Obtain intel on Janus technology (1 of 3)

The small building has a locked cell at the back with crated Janus tech. Climb the roof, then drop in through the skylight to enter the cell. Once you're in, unlock the crate and take a photo for MI6.

[51.1]



## Q-Branch

There's also a ton of weapons crates inside the small building. The one in the cell with the Janus tech even has body armor!



[11]



Exit the area, following the waypoint marker out, until you encounter three more soldiers. Sneak up on the first and silence him with a melee attack, then use a combo attack on the two by the fire; headshot, then rush in for a melee strike or pump him full of bullets. With these last three guards out, pry open the gate behind you and follow the marker out to the next section.

**Checkpoint!**

[12]



The next area has seven guards—six stationary, one patrolling. Rather than go straight down to the area below, make a sharp left as you pass the gate and pass under the torso of the fallen statue (by the green glow sticks). Walk up to the area where you can see the two chatty guards underneath the spotlights and take out your sniper rifle.

Leave the chatty guards alone for now, even though they're closest. Instead, edge out just enough so you can see the two guards standing still on the right side of the courtyard below and snipe them both. Snipe the patrolling guard next, then quietly sneak up on the two guards by the lights.

**Q-Branch**

As always, Bond, don't snipe an enemy when he's in plain view of another!



Shoot one in the head and pound the other. This leaves two guards stationed by the exit on the opposite side of the area. Sneak up to the two guards from the right (north), then quickly rush out and shoot the first in the head and strike the other.

**Q-Branch**

If you're extra crafty, you can also take out both guards with one bullet. Sneak up on them from the right and carefully line up their heads in your sights. When they are perfectly aligned (most likely the very moment they become aware of your presence), squeeze the trigger and take them down! This is only for the most skilled agents, so don't try it unless you're comfortable dealing with the consequences should you miss.

[13]



Follow the waypoint marker over some rubble and answer your phone before sneaking into the next area.

**Checkpoint!**

## Q-Branch

You could always be extra thorough and hack the turret, but if you've managed to sneak past it undetected, there's no reason to go out of your way for now.

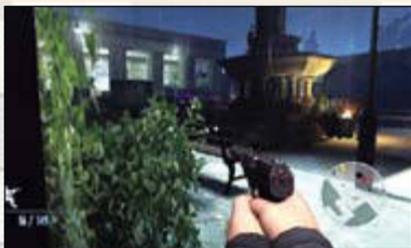
If you're interested in an alternate route, however, you can also follow the north wall killing every lone target encountered along the way. The two guards by the fire can be killed with one sniper bullet while hugging the west wall and aligning them. Afterward, go south, hugging the west wall and enter the building.



Stay in the spot where you answered your phone and equip your sniper rifle. From your perch, silently eliminate the sniper sitting on top of the opposite building and the guard patrolling the halls beneath him. Drop into the area below and press your back against the right (north) wall.

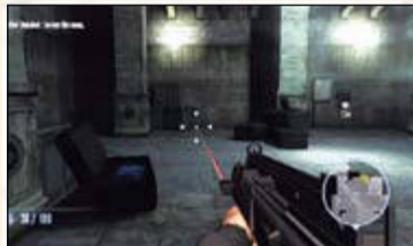
Turn left and locate another sniper atop the far building. Drop him, then quickly turn your attention to the two soldiers by the doors to the same building. Snipe them, then carefully move forward, this time hugging the left wall.

[14]



Leave the two guards by the fire alone. They're not a threat at the moment. Instead, veer left, past the shrubbery, and hug the far left (east) wall and go south. Stop behind cover to avoid being detected by the defense turret's laser targeting system. Sneak up to the far building so you're just below the turret, then follow the stairs up. Shoot the camera above you as you go, then take out the last guard nearby.

[15]



Enter the building beyond the turret and reload all of your weapons.

## Q-Branch

There's body armor on a small crate just left of the room's entrance.



If you're desperately low—which you shouldn't be if you've followed instructions—use it now. Otherwise, leave it for later.

The room is not secure yet, so walk over to the switch on the far wall and activate it. This secures the room and shuts the doors



behind you. Walk over to the computer at the center of the room and photograph it with your Smartphone. Just then, the computer monitor on the right shows your Russian friend being captured!

## Checkpoint!



Before you can react, the door at the far end of the room swings open and the soldiers toss in a flash grenade. Turn around and sprint into the room behind you. Avoid looking in the direction of the grenade or you'll be stunned. Once you've got cover, methodically pop out to eliminate enemies.

Move back into the room with the computer, dashing from cover to cover, and fight your way into the room from which they emerged. Look right as you enter and wipe out all enemy presence! If you need cover in this room, sprint into the small storage area on the left.

## Obtain intel on Janus technology (2 of 3)

With the room clear, take out your Smartphone and take a photograph of the Janus tech in the storage area.



[16]

[17]



Stock up on high-powered weapons near the storage unit (drop the sniper if you still have it and pick up the **Silenced Ivana Spec-R**), then follow the waypoint marker out. Open the doors on the left and stop at the top of the stairs before entering the darkened hallway. Pick up the night vision goggles on the left, then slowly creep into the tunnel.

Shoot the first few soldiers as they rush you. Be sure to get the goon hiding in the small room on the right as you enter the tunnel. After clearing them out, turn right into the room and dispatch the next soldier inside.



Look left through the door leading back out to the tunnel and pick off the soldiers as they rush for cover. If you miss the one in the corner, back out of this room, round the corner to the right, and get a better view down the hall. Take out the coward behind the barrels, then continue down the tunnel.

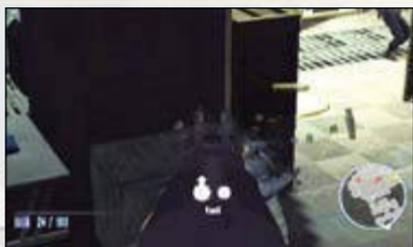


[18]



Round the next corner and obliterate the next batch of soldiers. Follow the darkened hall to its end and exit via the door on the right.

### Checkpoint!



Equip a silenced weapon as you enter the next area. You'll find a large room full of Janus operatives running about. Stay at the top of the stairs leading down to the room and locate the henchman prying open the box below. Shoot him in the back of the head, then sneak down the stairs a bit and shoot the soldier facing the door in the back of the head. Look up and to the left a bit to find another guard with his back to you and shoot him in the head as well.

While you take out the first three guards, a pair of guards will be huddled together in the far left corner while another goon rushes back and forth between two consoles at the center of the room. Stay near the middle of the stairs and watch the henchman run back and forth. Wait for him to stand near the far console and line

up your sight where the goon's head is. When he returns to the computer, squeeze the trigger and take him out!

## Obtain intel on Janus technology (3 of 3)

Now that the majority of the guards in this room are out of the way, sneak all the way



[S1.3]

down the stairs and up the center of the room. Pass by one of the consoles the guard was rushing to and take out your Smartphone. Snap a photo of the machine on the left to complete your first supplemental objective.

## Q-Branch

James, don't forget to grab the body armor on the table just left of



where the first guard was in this room. You should be able to see it as soon as you enter the room from the darkened hall.

[19]



With the majority of the room clear, sneak up to the top of the room and hug the crate on the right very tightly; your right shoulder should be scraping the crate as you sneak past it. If you veer too far to the left, the guards on the left will spot you. Instead, sneak up the stairs on the right.





Wait for the patrolling guard to come into view and quickly eliminate him before he can alert the others. With him out of the way, turn left and sneak into the next room, where a guard is on the radio.

## Record the encrypted transmission

Do not kill this guard right away, Bond! Instead, take out



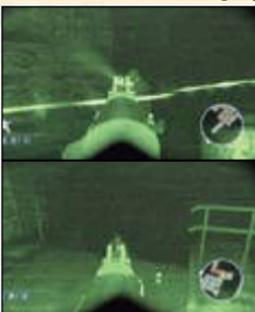
your Smartphone and record the conversation he's having. Once you've accomplished your supplemental objective, knock him out!



Finally, turn right and drop down the hole in the wall, back into the darkened sewers.

## Checkpoint!

Equip your night vision goggles and slowly creep forward. Press your back against the right wall and take out the nearest goon around the left corner. Stop at the barrels ahead of you and pop out of cover as you pick off the soldiers in this next room. Use short, controlled bursts in this area to conserve ammo.



When you're done clearing the area, go to the far end of the room and turn left. You'll see a small drop-off with three soldiers in it. Open fire from above and take all three out before dropping down.



As soon as you drop to the lower level, turn left and open fire down the long hallway. Two more enemies are waiting for you down the sewer tunnel. Round the next right corner and immediately take cover. Blast

your way down the tunnel until you reach a well-lit area where several soldiers rappel down.

Greet them with gunfire as they land, then turn the next corner with your gun blazing. Take down the last two soldiers and sprint to the end of the sewers.



When you emerge from the sewers, you find an open courtyard with the prototype helicopter at the center. Before you can reach the chopper, though, you're ambushed by a familiar face.



Before you know it, you're waking up bound, inside the helicopter. Turn left to find the ejection button and press it to escape!

# Nigeria



# JUNGLE



## Mission Briefing

*Following up on the picture you sent, we've learned that Pan African Power has recently completed a "clean energy" facility in a protected area of northwestern Nigeria. From the satellite shot, nothing appears to be amiss. We're downloading the coordinates now.*

*I'll send the blueprints and floor plans as soon as we receive them.*

## Mission Objectives

**Primary A:** *Locate the Pan African Power solar plant.* Navigate through the jungle and locate the Pan African Power solar plant.

**Primary B:** *Neutralize Xenia Onatopp.* Fight your way past Onatopp's soldiers and then eliminate her.

**Supplemental 1:** *Disable the drone guns.* Disable all nine of the drone guns.

**Supplemental 2:** *Destroy the ammunition caches.* Destroy the three Janus ammunition caches located within the jungle.

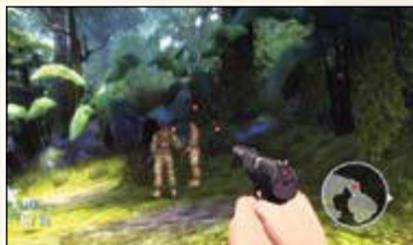
escape the crashed vehicle and retreat into the forest just as the Janus operatives arrive to inspect the crash site.

[Start]



Wait for the soldiers to finish inspecting the wreckage, then sneak out and pounce on the guard next to the plane. Go around the crashed aircraft toward the other henchmen and pick up the silenced Vargen FH-7. Don't equip it just yet, however; you'll need the limited ammo for later. Instead, keep your silenced P99 ready.

[1]



Sneak up on the two soldiers on the right and silently take them down. Shoot one in the head and smack the other before he can call for help. With both foes out, make a sharp left and go down the left side of the hill rather than down the long decline.

If you stick to the left side of the hill, you'll land directly behind several soldiers. Shoot the one on the right in the head first, then continue to slink along the left side of the area.

## Mission Launch



As you pilot your aircraft to the clean energy facility in Nigeria, a surface-to-air missile grazes your plane! Somehow, you manage to safely land in the jungle as the Janus group sics its army-for-hire on you. You

[2]



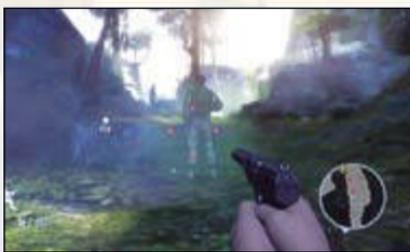
Sneak around the left (east) side of the tree in the southeast corner of the area, eliminating enemies silently as you go until you reach an area with a short winding path to the left (east).

[3]



Follow the path to its end where it overlooks two guards engaged in chitchat. Take out the silenced Vargen FH-7 and quickly spray each guard with a burst to bring them down. With the guards out of the way, drop down and follow the waypoint marker. Leap over a small log and switch back to your P99 for now.

**Checkpoint!**



Sneak up on the guard directly ahead of you, but stop just before putting him to sleep. Wait for the guard in front of him to turn around and walk away. When he does, sneak up on the soldier nearest to you and knock him out.

[4]



Veer right around the rock to come up on another guard. Grab him from behind and knock him out, then sneak up the path toward the guard manning the drone gun's computer console. When you're within range, shoot the guard in the head so as not to disable the computer.

### Disable the drone guns (1 of 9)

Before proceeding, take out your Smartphone and hack the drone gun's computer console. This will turn the gun on the guard farther down the path!

[S1.1]



## Q-Branch

If you're afraid that shooting the guard will disable the drone's computer console and render it ineffective against the other guards, then hack the machine while the guard is still using it and quickly shoot him as he panics! Truth be told, Bond, if you do destroy the console, you'll still achieve your objective of disabling the drone guns. Note that the objective is to disable them, not necessarily to turn them against the Janus operatives.

### Checkpoint!



Go north after the corner following the drone gun and sneak up behind the guard overlooking the main path below. Shoot him in the back of the head, then locate the two guards on the main path below and silence them quickly.

### Disable the drone guns (2 and 3 of 9)

A drone gun is right above you after you eliminate the two guards on the main path.

Whip out your Smartphone and use it to hack the computer on the right. Not only will this complete this requirement for the objective, it will also take out the next group of goons on the right. Wait for every goon to be dispatched by the gun before proceeding.



The next drone gun is nearby. Wait for the gun's laser targeting system to pass you by while you're behind cover, then sprint to the base of the rock where the gun is perched. Turn left and hack the computer to turn the gun on the men behind, farther down the path.



[5]



The path ahead is now clear until the next waypoint marker.

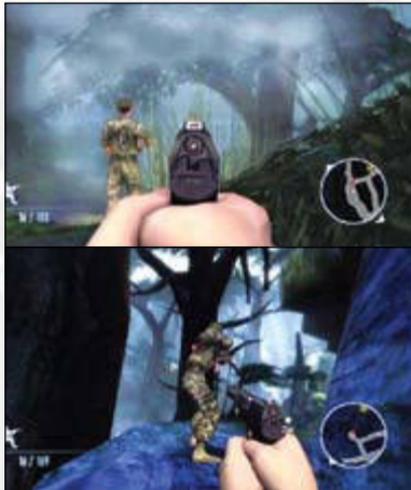
### Checkpoint!

[6]



As soon as you enter the next area, you hear chatter from the operatives ahead. Sprint up the small ridge on the left and allow them to run past you as they head to your previous position. Keep your finger off the trigger; you don't need to kill these men.

[7]



Stay on the ridge and follow it past the first large fallen tree on the right. When you reach the end of the ridge, you'll find another fallen tree leading right (east) and two soldiers. Sneak up on the two men and silence them quickly.

Make a sharp right across the next fallen tree and sneak up on a sniper perched high above the jungle floor. Put him to sleep and take his silenced sniper rifle.



With your new weapon in hand, locate the two soldiers down and to the left. Line them up with your scope and run one bullet through the both of them.

[8]

Backtrack up the tree, then jump down to the lower path and go north, hugging the left wall.

Sneak into the watery tunnel on the left side of the jungle and follow it out to a small tree stump.

## Disable the drone guns (4 of 9)

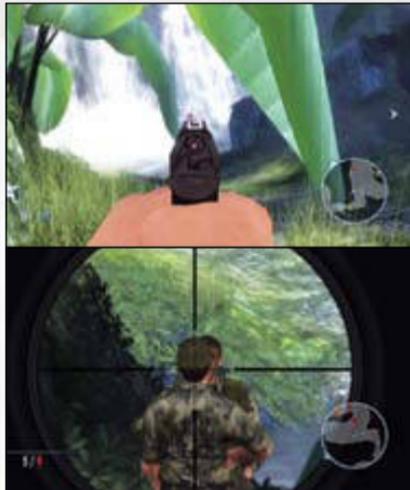
Just before you leave the watery tunnel, take out your Smartphone and hack the drone gun's computer console ahead.



It will take out the final two Janus operatives in this area. With the immediate area clear, sprint ahead to the next checkpoint.

## Checkpoint!

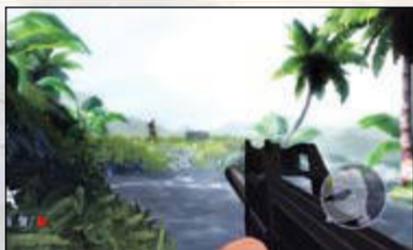
[9]



As you round the corner to the left, you can hear a soldier barking orders at a subordinate. He sends him to check on something and the lackey marches in your direction. Wait for the lackey to turn the corner, and shoot him in the face as soon as he does.

Stay on the main path, but do not reach the water. Line up the heads of the soldiers beside the big tree in the open area to the east and squeeze the trigger.

[10]



Saunter down to the watery area and make a sharp right at the waterfall. Walk past the area where the two guards were standing and turn left. You'll see a small crate in the distance, and soon after a soldier will walk up to it. Take out the silenced Vargen FH-7 and spray him in the back of the head to put him down.

## Q-Branch



There's a body armor vest inside a small cave nearby, Bond. After eliminating the two guards and passing the waterfall, make a right into a small cave instead of a left toward the next enemy. The vest is inside, just to the right.



The area to the left has two more drone guns guarding the area. Watch the lasers and wait for them

to point in opposite directions away from your location. When they do, sprint left under the fallen tree, across the water, and into a small cave.

[11]



Exit through the other side of the cave and stay crouched. Sneak up to the far side, as the path bends right, and stop at a small rock on the right. Eliminate the guard manning the drone gun computer with a shot to the back of the head.

## Disable the drone guns (5 and 6 of 9)

[S1.5]

[S1.6]

With the guard out of the way, you're free to hack the computer from your current position. Allow it to wipe out



the rest of the enemies nearby, then go up the small incline to the right to a raised area where the next drone gun is stationed. The gun's computer console is just left of the exit to this area. Hack it before you move on.

[12]



Follow the path ahead and quickly veer left onto the small ridge on the west side of the path. Allow two soldiers to rush past you as they go check on the men at your previous location. Don't open fire. If you spare their lives, you'll risk nothing. Once they've passed, cross the hollow tree trunk into the next area.

## Checkpoint!

[13]

[14]



As soon as you enter the next area, sneak up to the guard straight ahead of you. Shoot him in the back of the head rather than using a melee attack. If you sneak out to fight him, you'll be in plain view of another nearby soldier.

Once he's down, turn right to locate the next henchman and shoot him in the back of the head. Stay low and quickly follow the northern edge of the area, taking care to not cross the drone gun's laser. Follow the outer edge as it sweeps back around to the left side of the structure ahead.

## Disable the drone guns (7 of 9)

Stop before reaching the building and locate the computer console for the next drone gun. Hack it and wait as it shreds the soldiers guarding the building.



[S1.7]

[15]



With the area free of enemies, walk up to the building, knock off the lock, and let yourself in.

## Checkpoint!

### Q-Branch

The next area is full of Janus operatives. However, if you have a precise hand and a touch of patience, you can clear the area with very little ammo, and even less movement. I highly suggest you read ahead several steps before taking action.

A word of advice, however. No matter how tempting it may be to complete a supplemental objective, do not do so until you've cleared the area!

[16]



Pass through the building and exit through the front door. Make a sharp right and sneak up on the sniper atop



the bridge. Eliminate him with a melee attack and take his ammunition. Equip your silenced sniper rifle, walk down the first set steps, and make a left down another small flight of steps until you're on a walkway overlooking the area below. The small building will be to your right.

Aim across the way, through the door of the building on the opposite side, and shoot the operative in the room in the head. Now swing your rifle to the right and snipe the guard leaning on the rail just to your right.



As you eliminate the first two enemies, a small truck pulls up and unloads four soldiers on the main path below. The group will spread out all over the area—one will head left toward the distant gate, another will go station himself just outside the building to the right (where you will lose sight of him from your current vantage point), one will go up to the building across the bridge (where you sniped the first enemy), and a fourth will go into the small structure just to the right. Focus on the one that goes left. Wait for him to station himself at the base of the bridge support and then snipe him.

Stay put and wait for three more guards to come sauntering down the opposite side of the bridge. As they come down onto the main path, one will join the guard outside the building to the right, while the other two will go all the way across the lower area toward the gate on the far left. Let the three new soldiers go their separate ways, then turn your attention to

the guard inside the building opposite yours. He'll be standing almost exactly where the first henchman was standing before you killed him. Aim through the door again and fire.



Now turn your attention to the two soldiers below you as they walk up to the gate on the far left. Let them pass by, and track them as they move; one will veer left, the other right. Take out the one that veers right first. If you let him get too far, he'll head into the building and you'll have to reposition yourself. Once he's down, swing the rifle left and take out the guard by the fuel tank.

[17]



Make a right down the steps and enter the small structure directly to your right. Go to the top of the steps leading to the structure's ground floor and shoot the guard at the base of the steps, on the lower level. He'll be hunched over a map.

[18]



Finally, backtrack out of the room and sneak over to the far right side of the area. Turn back around to face the building you were just in and line up the two guards outside in your scope. One squeeze of the trigger and both go down.

### Disable the drone guns (8 and 9 of 9)

Now that the area is clear of all enemies, feel free to roam around and complete

all supplemental objectives nearby. The last two turrets are in this area. Go back into the building just right of the bridge and hack the computer inside.

The last drone gun is near the far gate. Sneak up to it by hugging the lower east wall and enter the security room. Hack the computer and complete this supplemental objective.



### Destroy the ammunition caches (1 and 2 of 3)

There are also two ammunition caches. The first is on the left (west) side of the bridge, near where you entered this area. Shoot it once and run away before it blows you up.



The second cache is in the small room opposite the bridge, on the east side of the area. Creep up to the doorway, look left, and fire one bullet before sprinting away.



[19]



Hack the Wi-Fi node to the left of the gate and proceed to the next area. Enter the small room ahead and make sure all of your weapons are locked and loaded.

**Checkpoint!**



[20]

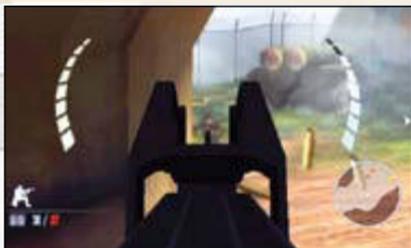


Since you managed to successfully detonate two of the ammo caches, Onatopp decided to take matters into her own hands. A helicopter buzzes by overhead as she attempts to shoot you from above. Rush out of the small room and veer right immediately.

When exiting the small room, locate the small concrete tube at your right and hide behind it. Take cover there and wait for the helicopter to stop shooting. When it does, pop out of cover, rush to the concrete tubes ahead of you, and fire at the troops in your way.

## Q-Branch

There is a body armor on the southern side of the demolished shipping container. Grab it before leaving this area, Bond.



Take cover inside the tubes and pick off enemies on the other side of the area. The helicopter won't be able to get a clean shot on you while you're in the tube.

[21]



Wait for a lull in the helicopter's fire, then rush across to the other side. Seek cover behind the large ditch diggers and carefully move around toward the far side where another concrete tube can provide cover. As you do, pick off Onatopp's men from behind. When the coast is clear, sprint out of the tube toward the waypoint marker.

## Checkpoint!

[22]



As you reach the checkpoint, two trucks speed in from ahead. Wait for them to come to a screeching halt, then blow up their fuel tanks to quickly eliminate most of the troops. If you missed any foes, wait for the chopper to quiet, then rush out and eliminate them.



Move to the back of the smoldering trucks and turn left. Locate the soldier atop the building ahead and drop him quickly. Between his incoming fire and the helicopter's, you'll get pinned to your location, so take him out as soon as possible. Then rush the building using the crates as cover on your way.



## Destroy the ammunition caches (3 of 3)

The final ammunition cache is atop the building in front of the helipad.

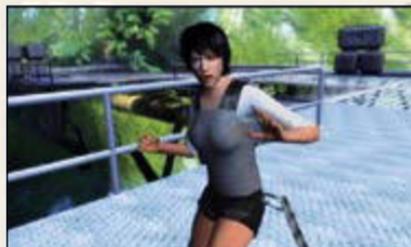
Sneak up the stairs on the right, fire a few bursts at the boxes behind the satellite dish, then scamper back down before the explosion kills you.



[S2.3]

## Checkpoint!

[Finish]



When you reach for the manual control, Onatopp pounces on you from above! She begins to pummel you furiously. Follow the onscreen commands as she does to overpower her and defeat her once and for all.

[23]



Wait for the helicopter to stop firing, then leave the safety of your cover. Sprint to the manual launch controls for the missiles, stopping at every crate on your way for cover. Don't leave your cover until you're certain the helicopter has stopped firing. Once it does, sprint ahead. Keep doing this until you reach the controls!

## SOLAR

### Mission Objectives

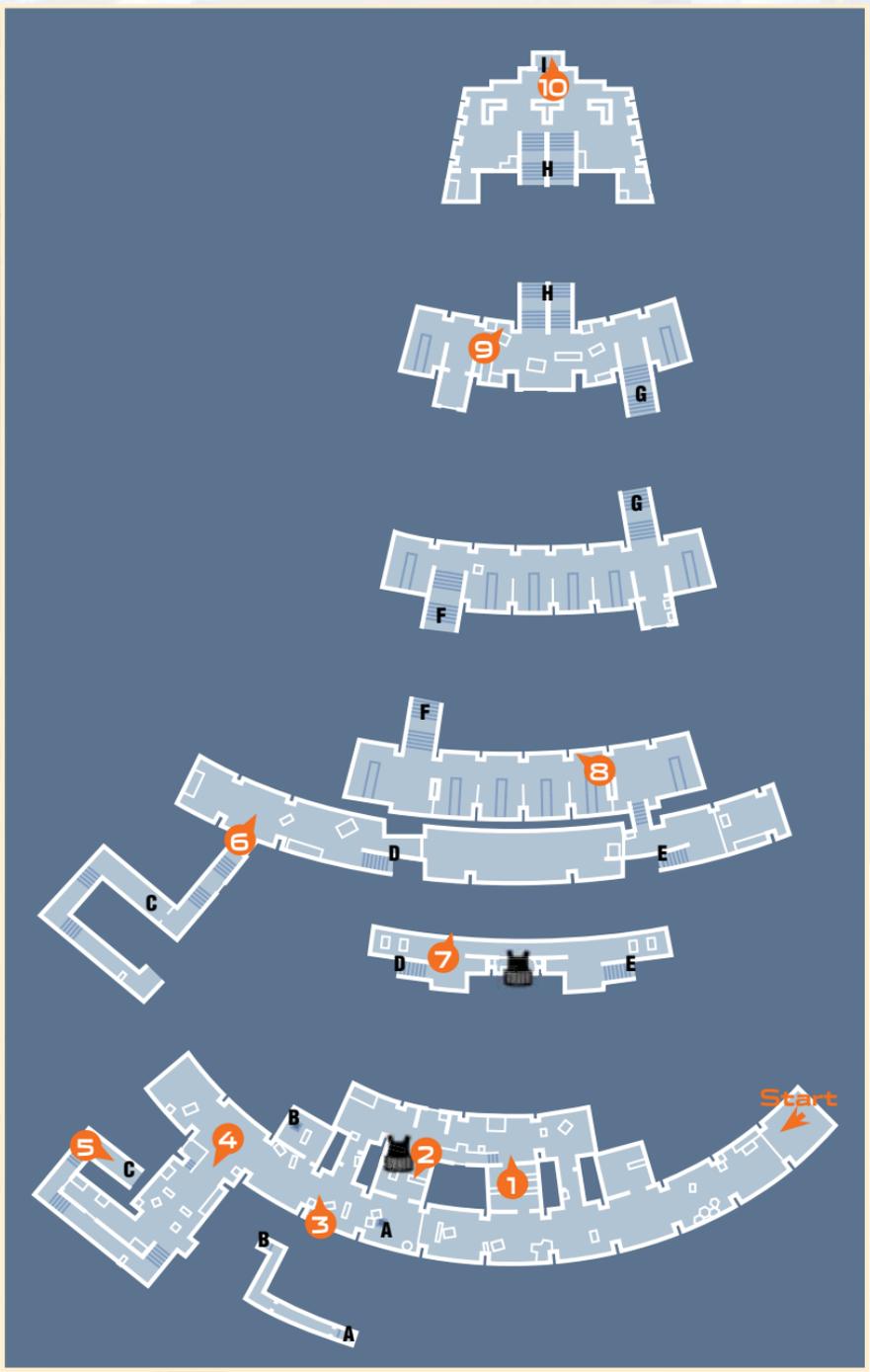
**Primary A:** *Infiltrate the Pan African Power solar plant.* Navigate your way through the solar plant.

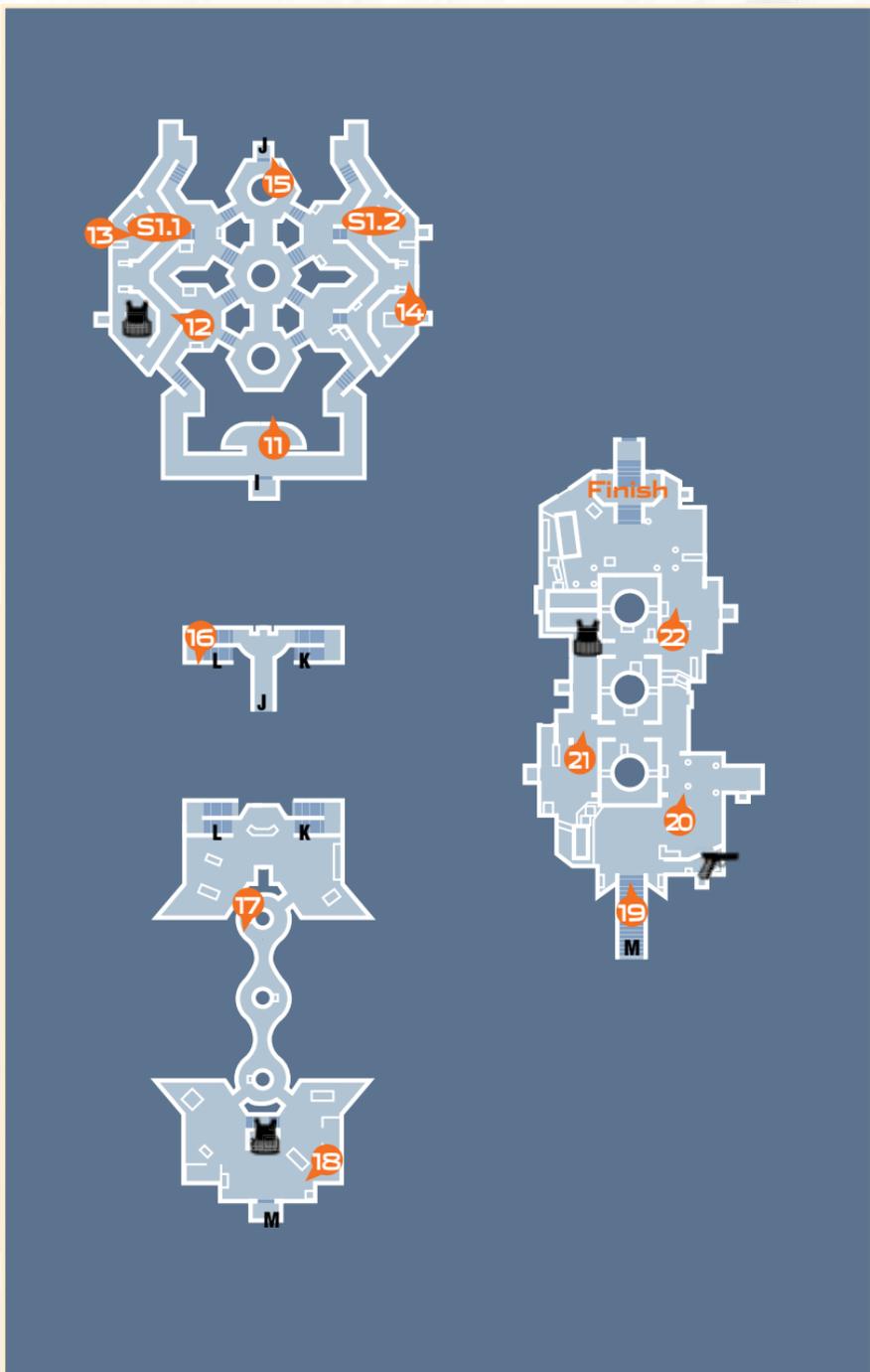
**Primary B:** *Acquire explosive charges.* Acquire explosive charges so that you can sabotage the underground power plant.

**Primary C:** *Sabotage the cooling towers.* Sabotage the cooling towers in the underground power plant by planting your explosive charges on them.

**Primary D:** *Enter the cradle.* Make your way up to the cradle to confront Alec.

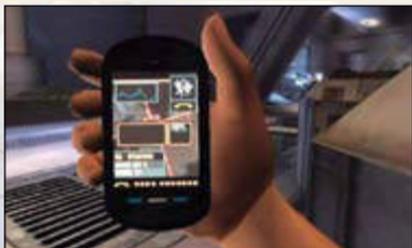
**Supplemental:** *Disable the perimeter defenses.* Hack the two computers in the power plant to disable the solar plant's perimeter defense system.





## Infiltration

[Start]



Having infiltrated the solar facility, you get a radio transmission from MI6. They remind you that Alec knows the penalty for betrayal and has nothing to lose. Even more, they worry that they might lose you, too.

### Checkpoint!

#### Q-Branch

Congratulations, James. You've managed to infiltrate the solar facility. Luckily, you've managed to infiltrate the facility while the Janus operatives are frantically scurrying about. This allows you to sneak around undetected. That is, of course, assuming you follow our laid-out plans for you.



Sneak up to the first two henchmen on the left and use a fluid combo—headshot and melee blow—to take

them both out quickly. Continue down the long corridor and locate the next man farther down; he's manning a computer console in a small room off to the right. Either sneak into the room and knock him out, or creep up to the window just enough to get a clean shot at the henchman's head and take him out from the hallway.



Continue down the hall and hug the left wall as you go. When you can see the two goons ahead of you, stop and wait outside of their field of vision. Wait until one goon goes into the room on the right and the other one patrols deeper down the corridor. Sneak up to the area where they were just standing and quickly shoot the patrolling guard in the head as he stops along his route.

As soon as he's down, turn right and shoot the first guard in the head. He'll be facing the left wall and won't see you just outside the door. With him down, stand up in the hall, aim into the window, and eliminate the other henchman. Shoot the security camera as you enter the room and stop at the next door.

[1]



Stop at the exit door and shoot the operative across from you in the head. Stay near the door and hack the

drone gun's computer console; wait as it turns on the rest of the Janus goons down the corridor. When it stops firing, make a left out of the door and sneak down the next corridor.

[2]



Hug the left wall and creep up to the next doorway. A guard will be stationed inside the small room while a security camera sweeps back and forth. Shoot the guard in the back of the head, then pop the camera. From the outside of the doorway, stand up and locate the next computer console down the corridor.

## Q-Branch

Bond, there's a body armor vest in this small room, just to the right as you enter. Sneak in to grab it before proceeding.



At this point you can approach the next area one of two ways. Either hack the drone gun and allow the next drone gun to shred the enemies down the hall or shoot the console and disable the drone gun. If you hack it, you'll have to contend with alerted guards further down the hall. If you don't hack it, then you can approach the next area stealthily.

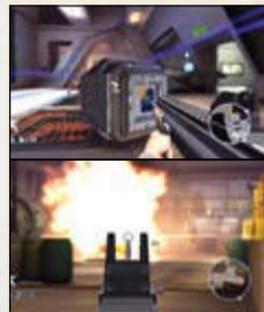
[3]



Hack the drone gun down the hall and allow it to shred the enemies down the hall. Walk to the far end of the corridor, where the next drone gun is stationed, and make a left down the small connecting hallway. The next area is monitored by drone guns on the far right. Sprint across the way to a tall stack of crates and knock them over with a melee attack. This creates a small row of crates that provide perfect cover across the corridor.

[4]

Crouch and slowly begin sneaking back across the corridor, using the fallen crates as cover. The crates lead diagonally across the corridor toward the entrance to another small room. Once inside, hack the nearby drone gun console and allow it to eliminate some of the soldiers in the next room.



Exit the small room, make a right, and enter the chamber at the far end of the corridor. Turn left as you enter and wait for several henchmen to come rushing down. When they do, detonate the red fuel tank near the far end and blow them up!



When the next wave of foes appears, pop out of cover and strafe left and right across the chamber, firing on the goons as they come in from the far end. Fight your way across the room to the far end and use the next explosive red barrel to take out more enemies as they emerge.

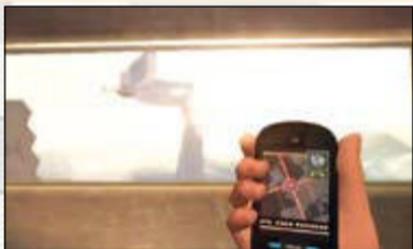
[5]



Rush up the steps, eliminating enemies as you go, and storm across the walkway. Round the corner to the right and eliminate the two guards at the far end of the hall. Either spray them with gunfire or shoot the red steam pipe on the right to eliminate both with one shot.

Hurry to the end of the hall and wait for a pair of soldiers to come rushing down the hall. Ambush them with a wall of gunfire and go up the steps to a locked door at the end. Remove the lock and enter the next area of the facility.

[6]



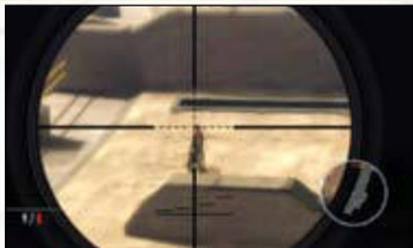
As you enter the facility, MI6 informs you about your next objective. You must acquire explosive charges to place on the facility's cooling plant.

**Checkpoint!**

[7]



Make a right in the next area and sneak up the stairs. To the left are several henchmen. Knock out the first, then sneak up to the sniper rifle on the left. Pick it up, line up both of the guards on the right, and eliminate both of them with one bullet.



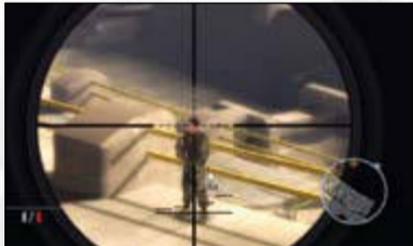
Stay in your current position and aim your sniper rifle down across the lower levels of the facility. Locate the guards patrolling on the level below you and snipe both of them.

## Q-Branch



There's body armor in the corner of the small weapons storage area just south of the two guards, Bond. Drop down to the area and pick it up before going down to the lower level.

[8]



Go down to the lower level and, once again, take out your sniper rifle and eliminate the next batch of patrolling henchmen. Once you've eliminated the men on the level below you, run across the long span and go down the steps.

**Checkpoint!**

[9]



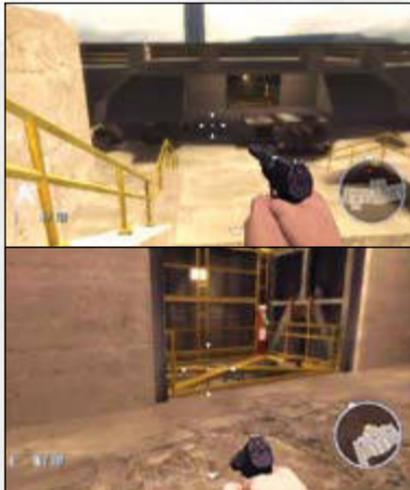
Continue sniping enemies on the way down before descending to the lower levels. When you reach the last two levels, stalk the area above the ground floor and watch the movements of the enemies on the ground level. Sneak all the way to the end and pick up the explosive charges.

**Q-Branch**



Just across from the explosive charges is a weapons stash. Examine the stash to find body armor on the right.

[10]



Pick off all the goons on the level below, then descend the steps to the lower level. Enter the elevator at the far end and hit the button to enter the coolant plant of the facility.

**Checkpoint!**

[11]



As soon as you exit the elevator, turn left and right to shoot the security cameras at each end of the hall. Then sneak up to the guard ahead of you as he overlooks the cooling plant. Subdue him and then take his position overlooking the rest of the plant.



Take out your sniper rifle and eliminate the guard leaning over the rail on the right. Swing the rifle left to find a soldier finishing his patrol on the left side and snipe him as well. Now put away the rifle and take out your silenced P99. Locate the patrol guard passing by beneath you and put him down with a headshot.



This leaves two guards patrolling the plant—one on each side. Follow their routes as they patrol and snipe them when you get a clean shot.

[12]



With the plant free of all patrol guards, back out into the hall, make a left, and sneak into the plant. Hug the wall and make a left up the first flight of steps toward the security room. Sneak into the room via the door on the left and disable the guard manning the computer.

## Q-Branch

Note the body armor on the table behind the guard. If you are running low on body armor, grab it. Otherwise, leave it be for now. You can pick it up before leaving this area.

[13]



While in this room, back up against the wall and shoot out the camera. Sneak deeper into the room and position yourself behind the two guards facing the window. Either line them up and shoot both with one bullet, or wait for the guard on the left to step directly in front of the other, then sneak up on them and put them both to sleep.

## Disable the perimeter defenses (1 of 2)

The first of the Wi-Fi nodes needed to disable the defenses is in this room.

Take out your

Smartphone and aim it at the node above where the two guards were standing. Hack it before leaving.

[S1.1]



[14]



Leave this security room and cut across the plant. Enter the small room on the right side and quickly eliminate the security camera overhead.





Cut across the room just as you did in the previous room and stop as the two guards shift positions—one will stand guard at the window while another patrols around the outside of the building, only to re-enter through the door at the center.

Back away from the center door, leaving the guard at the window, and ambush the other soldier as he re-enters the office. Once he's down, sneak up on the henchman by the window and put him to sleep.

### Disable the perimeter defenses (2 of 2)

The second Wi-Fi node is in this room. Hack it before proceeding on your mission.



[15]



The plant's top level is now free of all enemies, so exit the security room and follow the waypoint marker to the elevator at the rear of the plant. Hit the button, then buckle down for a firefight.



Crouch to take cover behind the large tank and wait for enemies to pour out of the surrounding areas. Check your radar to note enemy locations, and occasionally pop out of cover just enough to take down approaching enemies. Keep an eye on the elevator while you endure the onslaught of enemies. When it arrives, back into it as you pick off the last few foes.

### Q-Branch

Remember, Bond, if you didn't use the body armor when you

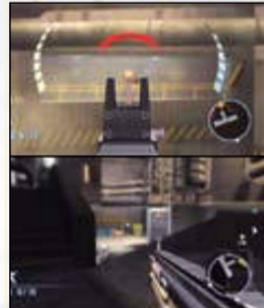


first entered the area, it is still waiting for you on the table. Fight your way back to it while the elevator comes and replenish your armor.

### Checkpoint!

Open fire on the lone soldier as the elevator touches down, then rush across the walkway into the small room on the other side. Turn around and go right, toward the steps. When you do, soldiers will rush out to the area across from you.

[16]



Duck for cover and slowly pick them off from above. Sneak back and forth between the left and right sides of this area and pick off all enemies below.

[17]



After eliminating all enemies in your way, descend either set of stairs and enter the octagonal area with the cooling tanks. Place the explosive charges on the tanks, then creep up to the exit. Several enemies are waiting for you outside, so don't rush out.

## Q-Branch

Take things slowly here, Bond. If you don't place the last charge before reaching the exit, you'll have less guards (five instead of seven) to fight at the same time. Afterwards, you can place the last charge and fight the second wave of soldiers.

[18]



Instead, back away from the door and carefully pick off the soldiers from the safety of the octagonal room.

Slide back and forth across the doorways to get a better view of your targets outside and whittle down the enemy numbers. Once you've taken down the majority of the soldiers outside, sneak out and slowly approach the raised area at the center of the room.

Go up the steps to get a better view of the area. Ambush the soldiers that rush out of the next elevator and dispatch them before they can take cover.

## Q-Branch

Don't hop on that elevator just yet, Bond. There's body armor



in the corner of the raised area here. Grab it before exiting.



Once all the soldiers are gone, hop onto the elevator and take it to the next section.

## Checkpoint!

Press yourself against the right wall and crouch. Slowly go down the steps until two henchmen pop out of cover ahead of you. Open fire and take both down. A third soldier will rush out near them; zoom in as soon as he appears and eliminate him.

[19]



Sneak down a bit farther and locate the RPG-toting guard on the right ledge below you. Drop him with a

quick burst of your rifle, then wait for the next soldier to rush out and stand in front of the truck. Shoot the truck's fuel tank and blow it up to eliminate the soldiers near it. Finally, sneak down the steps a bit more and turn right sharply to eliminate the soldier hiding behind the small concrete divider. Finish descending the steps all the way. When you reach ground level, another henchman will rappel down the wall where the RPG-toting soldier was. Spray him with gunfire as he descends.

## Q-Branch

There's a weapons crate in the lower right corner of the area.



Make a sharp right after going down the steps to find it. Open it up and grab the MJR-409.

[20]



Move forward, past the burning truck, and take aim at the red barrel by the stairs leading left. Fire at it so it blows up just as a small group of enemies rushes out. If any survive, finish them off. Inch toward the stairs again, and this time two other soldiers rush out from ahead of you. Take aim and open fire.



Equip the MJR-409 and turn left toward the stairs leading across the area. When you do, more henchmen will rush out and take position across the opposite side. Quickly backtrack toward the area

where you entered and locate the RPG-toting goon on the left. Blast him with your MJR, then find the soldiers farther down to the right.

Slowly approach the steps leading across the center of the area and obliterate the enemies in your way. Look for enemies behind cover and on the walkway on the building ahead of you.

## Q-Branch

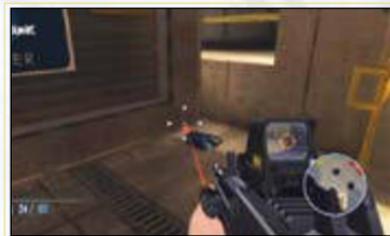
After you've exhausted all of the ammo from the MJR-409, run back to the weapons crate and swap it out for the Kallos-TT9 Grenadier.

[21]



Cross to the other side and make a right. Get to work clearing the path ahead with bursts of fire from your weapon and grenades from the Kallos-TT9 Grenadier. Follow the waypoint marker until the path leads back over to the right side of the area.

## Q-Branch

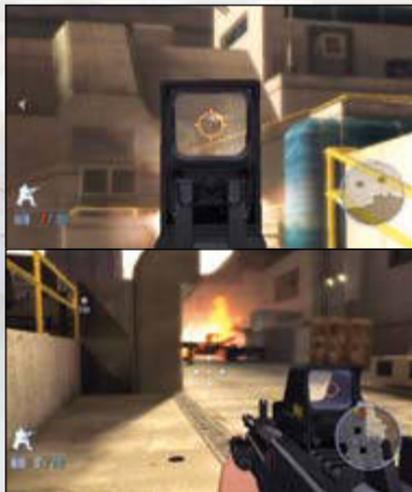


There's body armor just to the left of the walkway before it leads back to the right side of the area. Be sure to grab it before continuing, James.

**Checkpoint!**



[22]



Open fire on the enemies ahead of you as you approach. Look up high for soldiers perched on the walkways above you, on the next building, then make a left after crossing the center again. As always, take out the RPG-carrying soldiers first, and use cover to avoid splash damage from the RPGs.

Sneak up the area, toward the far stairs, and zoom in on the truck ahead of you. Several goons will swarm around it, so wait for them to get in place, then blow up its fuel tank.

[Finish]



Slowly move from cover to cover, picking off enemies as you go until the area is clear. When you reach the opposite end, sprint up the steps and approach the entrance to the cradle section of the facility. Before you can enter, however, you're greeted by several of Alec's goons.

## CRADLE

### Mission Objectives

**Primary A:** *Defend Natalya.* Eliminate the threat to Natalya and the computer consoles while she tries to destabilize the GoldenEye's orbit.

**Primary B:** *Get to the machine room.* You have four minutes remaining to prevent Alec from restabilizing the GoldenEye's orbit.

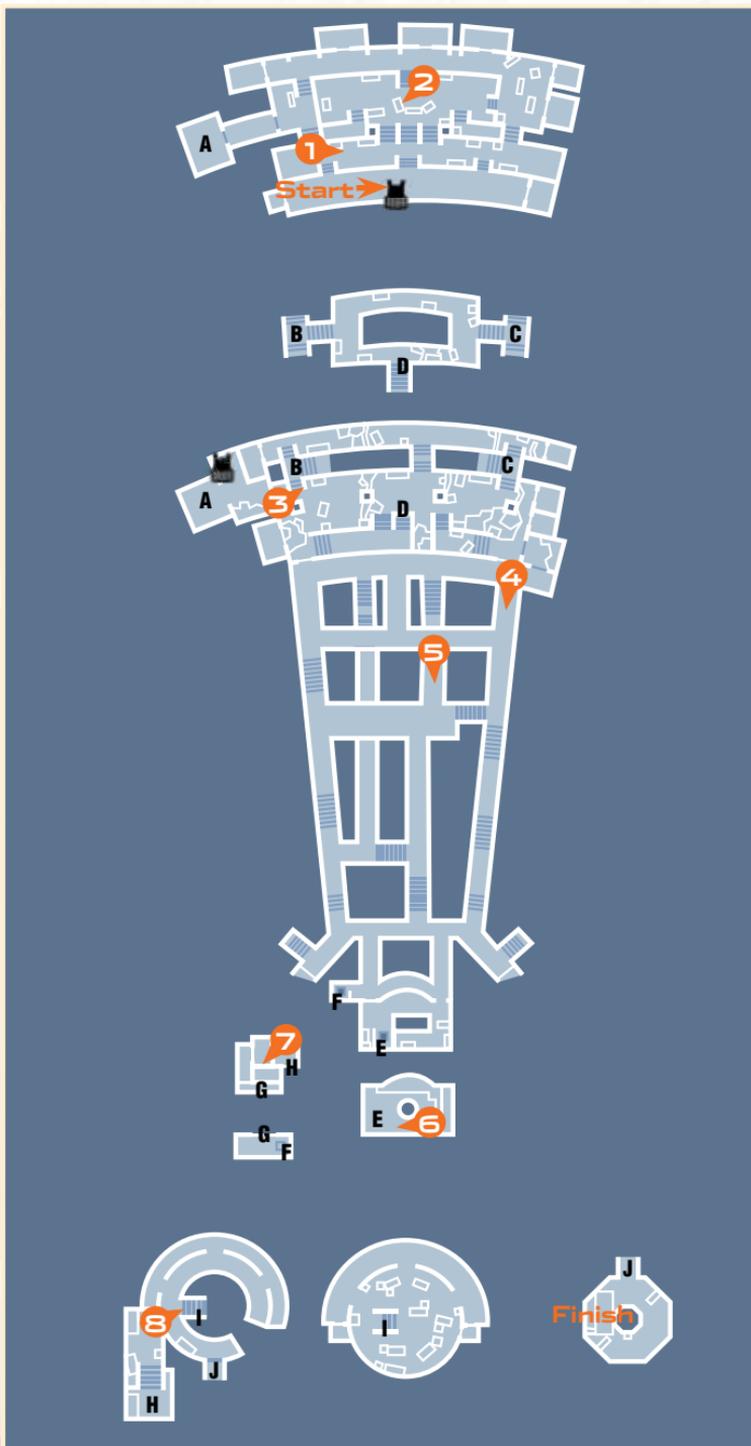
**Primary C:** *Create a system overload.* Get to the antenna and create a critical system overload that will destroy the cradle and end Alec's plan.

### Infiltration

Rather than eliminating you on the spot, Alec's men escort you to the cradle, where the traitor awaits. He happily overlooks the preparation of the GoldenEye weapon and even has the key piece to his master plan.



A guard drags the Russian girl who was previously taken hostage out to the GoldenEye control console. Alec plans to frame her for the GoldenEye weapon's detonation!





Alec takes your Smartphone and cleverly predicts which button you've programmed to arm and disarm the charges around the facility. He presses the button to deactivate the charges, but the buttons were reprogrammed, so he sets them to detonate!



The explosion knocks everyone off balance, allowing you to grab a nearby rifle.

## Checkpoint!

[Start]



Turn the weapon on the three soldiers on the left and open fire. Once they're down, the girl sets off to dislodge the GoldenEye satellite from orbit while you cover her.

## Q-Branch



Bond, you can't protect her if you're dead, so backtrack to the door from which you entered and pick up the body armor on the left, near the southern wall. Once you've got it, make a mad dash to the girl's location.

## Checkpoint!

[1]



As soon as she begins working on the first computer, rush to her position and reload your weapon. Watch the radar for enemies to appear and anticipate their movement. They'll all want to stop your accomplice from completing her task, so you know their eventual destination.

Move back and forth near her location and head off the soldiers as they rush her. Keep an eye on the area above her to spy soldiers as they fire from above. After fending off a few waves of enemies, Natalya leaves her computer and rushes to another console at the center of the room.

## Q-Branch

No matter how much damage Natalya takes, her health will replenish as soon as she speeds to the next computer.

[2]



Once she moves to the new computer, follow her and take cover behind the crates flanking the console. Once again, make a stand and fend off the waves of enemies as they approach. Eventually, the surrounding windows will become white hot as the GoldenEye weapon begins to charge.

The heat nearly blinds you, making the enemies more difficult to see as they approach. Use your zoom-in ability to better pick off enemies in the white hot room. Follow your partner to the final console and defend her one more time. Keep an eye on your radar to spy enemies and dispatch them as they attack. Hold your ground and let your reticle do most of the work for you.



Once she finishes working on the third computer, follow the waypoint marker to the rear of the room. Pass

through the hatch and enter the next small room. Pry the next doors open, then hop down into the elevator beneath you. Exit the elevator into a small room.

## Q-Branch



Stop for a minute, James. Look around the small room for a piece of body armor and some fresh ammunition.

## Checkpoint!

[3]



Enter the next room and open fire on the soldiers on the right. Take them down and veer left up the flight of steps. Blast your way up the steps and slowly shred through the enemies in your way. Take position near the center of the walkway and hold your position as enemies rush out below you.

Fend off the waves of enemies, then rush down the stairs to the waypoint marker.

## Checkpoint!

[4]



The next area is a series of walkways leading to the cradle section. Make an immediate right as you fire across the walkway. As you strafe right, the walkway gives way at your feet. Follow the onscreen commands to hoist yourself up, and continue strafing right.

[5]



Keep moving and firing as you make your way to the center walkway toward the cradle. Make a right at the T intersection and follow the path back left again. Follow the walkway as it leads down a bit, then turn left down the next second walkway.

Go up the stairs, then make a sharp right, toward the cradle. Follow the walkways around until you can sprint into the control room.

## Checkpoint!

As soon as you enter, Alec attacks you from your blind side!



[6]

Follow the onscreen commands to counterattack and get the best of your old friend!

[7]



Before you can finish off the traitorous ex-agent, he flees! Give chase! Stop at the small room and reload on ammo.

## Q-Branch

The room also has body armor, 007. Grab it before your final encounter with your old friend.

[8]

Rush into the ring area to meet Alec in battle. As soon as you enter, go left and step onto the outer part of the ring. Wait for 006 to rush in and duck, then shoot him from behind. He'll stand up and sprint away to the outer walkway, then jump over the railing to the lower level.



Follow him over the railing and wait for him to get into position behind a small box, then shoot him from behind again. By this time, several henchmen will have rappelled down from above and be scurrying around the outer walkway. Shoot them as you chase Alec through the inside of the circular room.



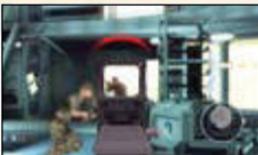
He sprints up the stairs and back to cover behind the railing on the upper walkway. Sneak past him to the outer ring again, bully your way past any nearby foes, and attack Alec from behind again.



Alec follows a very distinct pattern while his health is green. He seeks cover behind the railing on the upper level, then leaps over the outer walkway's railing to the lower level, where he seeks cover as well. The key to whittling down his health is to anticipate where he will be and get there first to ambush him.

You'll have to blow past several enemies in your way, but a simple burst of fire or a melee attack will often do the trick. Continue playing this cat-and-mouse game with Alec until he calls for helicopter support—usually once his health turns orange. When the helicopter joins the fight run inside to the lower level and take cover behind the crates.

Rush out of cover just long enough to inflict more damage on the slippery villain, then duck back to cover behind the boxes. When he rushes upstairs, slink to the far right edge of the crates to get a better vantage on him from below, and shoot him through the gaps in the railing.



If he is still too hard to hit, patiently wait for him to pop out of cover, then shoot him in the head a few times. Eventually, he'll take too much damage and flee like the coward he is. Fight past the remaining guards in the room and follow the waypoint marker out.

**[Finish]**



Get into the elevator on the top floor and hit the button. Ride it all the way up to the GoldenEye weapon's main computer console and deactivate it!

Just as you complete your mission, Alec once again surprises you from a blind side! Engage Alec in hand-to-hand combat and follow the onscreen commands to defeat him.

Place one final bullet in your friend as he tries to shoot you from behind and send him falling to his death.



**Mission Accomplished.**



# Combat Training Ops

As you know, 007, MI6 is constantly in need of good agents. After all, this line of work has a high turnover rate. In order to train new operatives, we've implemented this Combat Training Ops program, otherwise known around the offices as "multiplayer." The following files detail everything you need to know to begin training.

## Bond Sense

Since every training operation is different depending on the number of participants, their level of skill, the map, etc., we cannot tell you how to excel in these particular ops. We can, however, provide you all of the information that goes into a Combat Training Op. Treat this as a quick reference section rather than a "how-to" chapter.

## MULTIPLAYER ACCOLADES

To measure the success of agents in training, we've developed an accolade system. After each training op, we award different accolades depending on the agent's performance. The table details all accolades available and the requirements to attain each one.

Accolade Name	Accolade Description	Requirements to Earn Accolade (Including Conditional Requirements Where Relevant)	Online Accolade	Splitscreen Accolade
License to Kill	Most kills	The player who scores the most kills <b>Conditional: Minimum 5 kills</b>	Yes	Yes
Expendable	Most deaths	The player who died the most <b>Conditional: Minimum 5 deaths</b>	Yes	Yes
Untouchable	Longest kill streak	The player who made the most consecutive kills without dying <b>Conditional: Minimum 3-kill streak</b>	Yes	Yes
Marked Man	Longest death streak	The player who suffered the most consecutive deaths without making a kill themselves <b>Conditional: Minimum 3-death streak</b>	Yes	Yes
Sharp Shooter	Most headshot kills	The player who made the most headshot kills <b>Conditional: Minimum 3 headshot kills</b>	Yes	Yes
No Return	Most suicides	The player who killed him- or herself the most often <b>Conditional: Minimum 3 suicides</b>	Yes	Yes
Butter Hook	Most melee kills	The player who made the most kills with a melee strike <b>Conditional: Minimum 3 melee kills</b>	Yes	Yes
Final Word	Match-winning kill	The player who made the kill that won the game	Yes	Yes
Professional	Highest kill/death ratio	The player whose kill/death ratio is the best	Yes	Yes
Quantum of Solace	Fewest kills	The player who made the fewest kills	Yes	Yes
Bullet Dodger	Fewest deaths	The player who suffered the fewest deaths	Yes	Yes

Accolade Name	Accolade Description	Requirements to Earn Accolade (Including Conditional Requirements Where Relevant)	Online Accolade	Splitscreen Accolade
Marksman	Longest kill shot	The player who got a kill over the greatest distance <b>Conditional: Minimum 25-meter distance</b>	Yes	Yes
Underdog	Most kills of higher rank	The player who killed the most higher-ranked enemies <b>Conditional: Minimum 3 high-rank kills</b>	Yes	No
Taking Advantage	Most kills of lower rank	The player who killed the most lower ranked enemies <b>Conditional: Minimum 3 low-rank kills</b>	Yes	No
I Expect You to die!	Longest life	The player who stayed alive the longest in a single spawn <b>Conditional: Minimum 120 seconds</b>	Yes	Yes
Shaken Not Stirred	Most explosions survived	The player who was injured by the highest number of non-fatal explosions <b>Conditional: Minimum 3 explosive damage registrations</b>	Yes	No
Eliminator	Killed entire enemy team	The player who killed every player on the enemy team	Yes	No
Low Profile	Most kills while crouched	The player who made the most kills while crouched <b>Conditional: Minimum 3 kills while crouched</b>	Yes	Yes
Double Agent	Most friendly-fire incidents	The player who shot his or her teammates the most with friendly fire turned on <b>Conditional: Minimum 50 points of total damage done to team mates</b>	Yes	Yes
Blink of an Eye	Shortest l+B48life	The player who had the shortest single spawn duration (i.e., the time from spawn to death) <b>Conditional: Maximum 10 seconds for a single spawn duration</b>	Yes	Yes
Reloaded	Most reloads	The player who reloaded his or her weapon the most often <b>Conditional: Minimum 50 reloads</b>	Yes	Yes
Blind Fire	Most shots fired	The player who fired the most bullets <b>Conditional: Minimum 100 bullets fired</b>	Yes	Yes
Deadeye	Most accurate	The player who had the best ratio of shots fired to hits registered <b>Conditional: Minimum 50 bullets fired</b>	Yes	Yes
Off Target	Least accurate	The player with the worst ratio of shots fired to hits registered <b>Conditional: Minimum 50 bullets fired</b>	Yes	Yes
00 Agent	Most lethal and accurate	The player who scores the most kills AND was the most accurate	Yes	Yes
Gunslinger	Most pistol kills	The player who made the most kills with pistols <b>Conditional: Minimum 3 pistol kills</b>	Yes	Yes
COB Master	Most SMG kills	The player who made the most kills with SMGs <b>Conditional: Minimum 3 SMG kills</b>	Yes	Yes
Pump Action Professional	Most shotgun kills	The player who made the most kills with shotguns <b>Conditional: Minimum 3 shotgun kills</b>	Yes	Yes
Mercenary	Most assault rifle kills	The player who made the most kills with assault rifles <b>Conditional: Minimum 3 assault rifle kills</b>	Yes	Yes



Accolade Name	Accolade Description	Requirements to Earn Accolade (Including Conditional Requirements Where Relevant)	Online Accolade	Splitscreen Accolade
Point & Click	Most sniper rifle kills	The player who made the most kills with sniper rifles <b>Conditional: Minimum 3 sniper rifle kills</b>	Yes	Yes
Shrapnel	Most grenade and explosive kills	The player who made the most kills with frag grenades and other explosive devices <b>Conditional: Minimum 3 frag grenade/explosive kills</b>	Yes	Yes
A View to a Kill	Most ADS kills	The player who made the most kills while using ADS (either scoped or iron sights) <b>Conditional: Minimum 3 kills while using ADS</b>	Yes	Yes
From the Hip	Most hip-fire kills	The player who made the most kills while firing from the hip <b>Conditional: Minimum 3 kills while firing from the hip</b>	Yes	No
GoldenEye	Most GoldenEye consoles hacked	The player who captured (either neutral or enemy owned) the most consoles for the team over the course of a game <b>Conditional: Minimum 3 console captures</b>	Yes	No
Defender	Most GoldenEye console hacks interrupted	The player who prevents the most console captures by killing the enemy before the hack is completed <b>Conditional: Minimum 3 interrupted hacks</b>	Yes	No
Big Spender	Most golden bullets fired	The player who fires the most bullets with the Golden Gun <b>Conditional: Minimum 10 Golden Gun bullets fired</b>	Yes	Yes
Golden Shot	Most kills with the Golden Gun	The player who makes the most kills with the Golden Gun <b>Conditional: Minimum 2 Golden Gun kills</b>	Yes	Yes
The Man with the Golden Gun	Longest time holding the Golden Gun	The player who keeps possession of the Golden Gun for the longest duration (not necessarily the player who makes the most kills with it) <b>Conditional: Minimum 60 seconds total duration carrying the Golden Gun</b>	Yes	Yes
Boxing Clever	Most data downloaded from black box	The player who downloaded the largest total proportion of data from the black box <b>Conditional: Minimum 35% of data downloaded in total</b>	Yes	No
One Dent at a Time	Most damage done to the black box	The player who did the largest total amount of damage to the black box over the course of the game <b>Conditional: Minimum 35% damage done in total</b>	Yes	No
Downloads Interruptus	Most black box carrier kills	The player who killed the most enemies while those enemies were carrying the black box <b>Conditional: Minimum 3 box carrier kills</b>	Yes	No
Marathon Man	Most time spent sprinting	The player who spent the longest total time sprinting over the course of the game <b>Conditional: Minimum 30 seconds spent sprinting in total</b>	Yes	Yes
Zen Master	Most time stood still	The player who spent the longest total time standing still over the course of the game <b>Conditional: Must have spent at least 60 seconds moving during the game</b>	Yes	Yes

Accolade Name	Accolade Description	Requirements to Earn Accolade (Including Conditional Requirements Where Relevant)	Online Accolade	Splitscreen Accolade
Improvised	Most miscellaneous kills	The player who made the most kills by means other than bullets or explosions, excluding Oddjob's Hat (e.g., grenade impact damage)	Yes	Yes
Crater Maker	Most falling damage	The player who took the most damage from a single fall <b>Conditional: Minimum 25 points of total falling damage</b>	Yes	Yes
Steeple Chase	Most vaults/ climbs	The player who vaulted or climbed onto objects the most times <b>Conditional: Minimum 10 vaults or climbs</b>	Yes	Yes
Tomorrow Never Dies	Played every map	Awarded when the player has completed a match on every online map	Yes	No
Die Another Day	Played every game mode	Awarded when the player has completed a match in every game mode	Yes	No
The World Is Not Enough	Played every map and mode	Awarded when the player has completed a match in every game mode on every map	Yes	No

## SPLITSCREEN INTEL

The following intel is a quick reference guide for weapon loadouts in splitscreen multiplayer mode. Pour over the different types of loadouts to find one that suits your play style.

Loadouts	Primary Weapon + Attachment	Secondary Weapon	Gadget 1	Gadget 2	Gadget 3
Sigmus	Sigmus	Wolfe .44	Proximity Mine	Reactive Armor	Bio Booster
Sigmus 9 + R	Sigmus 9 + Reflex Sight	P99	Remote Trigger Mine	Heavy Hitter	Bio Booster
Vargen FH-7 + R	Vargen FH-7 + Reflex Sight	Kunara V	Hi Cap Magazine	Reactive Armor	Snap Shot
Strata SV-400	Strata SV-400	Torka T3	Timed Mine	Polarized Contact Lenses	Mine Sweeper
PT-9 Interdictus + R	PT-9 Interdictus + Reflex Sight	Hawksman M5A	Distraction	Speed Loader	Mine Sweeper
Masterton M-557	Masterton M-557	Torka T3	Remote Trigger Mine	Polarized Contact Lenses	Mine Sweeper
AK-47 + R	AK-47 + Reflex Sight	P99	Distraction	Heavy Hitter	Bio Booster
Kallos-TT9 + AC	Kallos-TT9 + ACOG Scope	Hawksman M5A	Distraction	Polarized Contact Lenses	Snap Shot
Anova DP3 + S	Anova DP3 + Silencer	Hawksman M5A	Distraction	Light Foot	Bio Booster
Terralite III + GL	Terralite III + Grenade Launcher	Hawksman M5A	Hi Cap Magazine	Reactive Armor	Snap Shot
Terralite III + AC	Terralite III + ACOG Scope	Wolfe .44	Proximity Mine	Polarized Contact Lenses	Bio Booster
Ivana Spec-R + R	Ivana Spec-R + Reflex Sight	Torka T3	Timed Mine	Polarized Contact Lenses	Mine Sweeper
WA2000 + S	WA2000 + Silencer	Kunara V	Hi Cap Magazine	Speed Loader	Mine Sweeper
Toros AV-400	Toros AV-400	P99	Proximity Mine	Light Foot	Bio Booster
MJR-409	MJR-409	Torka T3	Distraction	Light Foot	Bio Booster



# TRAINING OPERATIONS (MULTIPLAYER MODES)

## Conflict

There are no teams in Conflict, only you. This mode gives you 1 point per elimination and the winner is whoever has the highest score at the end of the match.

## License to Kill

A variant of Conflict. No HUD radar. Extra weapon damage.

### Q-Branch

Both Conflict and License to Kill have team variations where you play on a team with friendly fire on! Choose your shots carefully, lest you eliminate a teammate, agent.

## Golden Gun

A variant of Conflict. This mode gives you 1 point per elimination, with the Golden Gun giving you 5 points per elimination. The Golden Gun is a one-shot elimination at any range.

## You Only Live Twice

A variant of Conflict. Players have a set number of lives that can be lost before they are removed from the game. The last player standing is the winner.

## Classic Conflict

Conflict where you play as a classic Bond villain. This mode gives you 1 point per kill and the winner is whoever has the highest score at the end of the match.

### Bond Sense

There are many modifiers that allow you to customize any multiplayer session to your taste. Play with them in the setup menu before jumping into a session. The various modifiers allow you to create your own type of game within any preset mode!

# TRAINING ARENAS

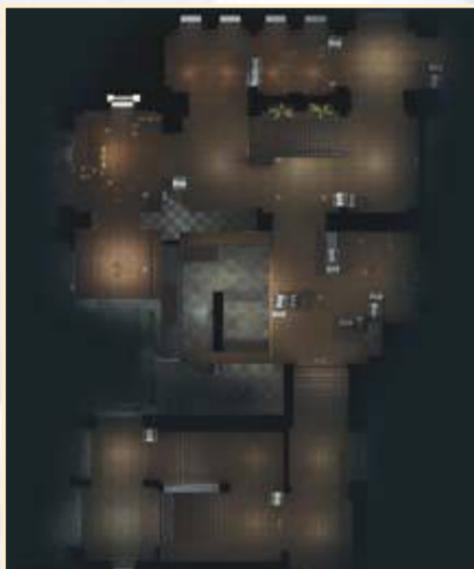
## Archives

This multiplayer arena is a great area for agents seeking a balance between run-and-gun and stealth. The multilevel map has many winding pathways and stairs, allowing operatives to quickly lose a predator or, in team modes, lure enemies into chokepoints and ambushes. The various crates, boxes, and other debris are perfect hiding spots for sneaky agents, or simply great spots to seek cover.

### Q-Branch

Look for thin ledges over railings to provide great vantage points on the map. While you're on a ledge, enemies won't see you as they round corners, use the stairs, or just speed by.

## Archive Online



Archive Local  
(2-4 Players)



## Docks

The Docks arena provides a great mix of wide open spaces and building interiors for would-be agents to fight it out. Bold (or in many cases, overconfident) players will take the fight to the wide-open courtyards, while wily agents will take to the walkways overlooking the area for targets below.

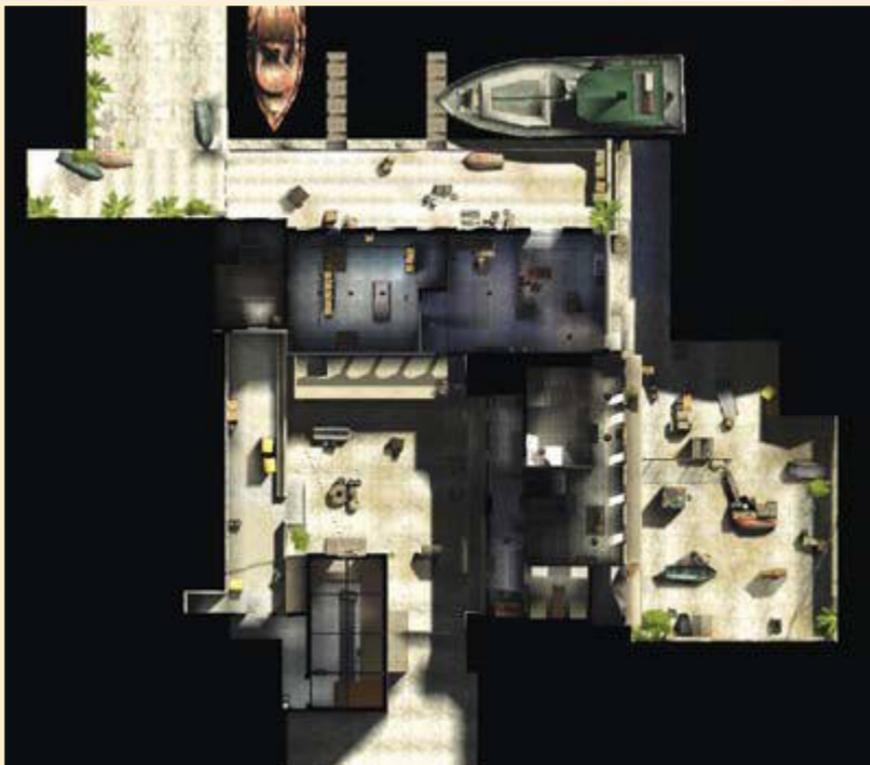
## Q-Branch

Try placing proximity mines near the center of the courtyards to catch foes as they travel across the arena.

### Docks Local (2-4 Players)



### Docks Online



## Facility

The multilevel Facility is a great playground for frantic, frenetic fragging. The Facility's many winding staircases surround a central area (with three large tanks) where agents could ambush enemies. Best of all, the steps and walkways are wide open, allowing agents to shoot across the arena with decent accuracy. Use the small tunnels connecting the adjacent blue rooms to sneak around the arena when necessary.

## Q-Branch

A ladder near the center of the map leads to a small pipe running across nearly the entire length of the map. Stay crouched and patrol back and forth across this pipe to rain death on the other agents below. Of course, you may also need to occasionally look up in case other operatives are already perched overhead.

## Facility Online



## Facility Local (2-4 Players)





## Industrial

The Industrial location is a great arena for intense multilevel battles. While all maps have multiple levels (in most cases different floors), the Industrial map is one of the few that makes battles across several levels possible. Daring players will boldly dash across walkways and catwalks high over the arena while other, more careful players try to lurk in the shadows of the Industrial arena's dilapidated rooms, nooks, and crannies.

## Q-Branch

Look for players foolish enough to vault over the railing onto the top of the crashed train car. They will learn the hard way that the train car's top is easily viewable from nearly the entire surrounding area.

## Industrial Online



## Industrial Local (2-4 Players)



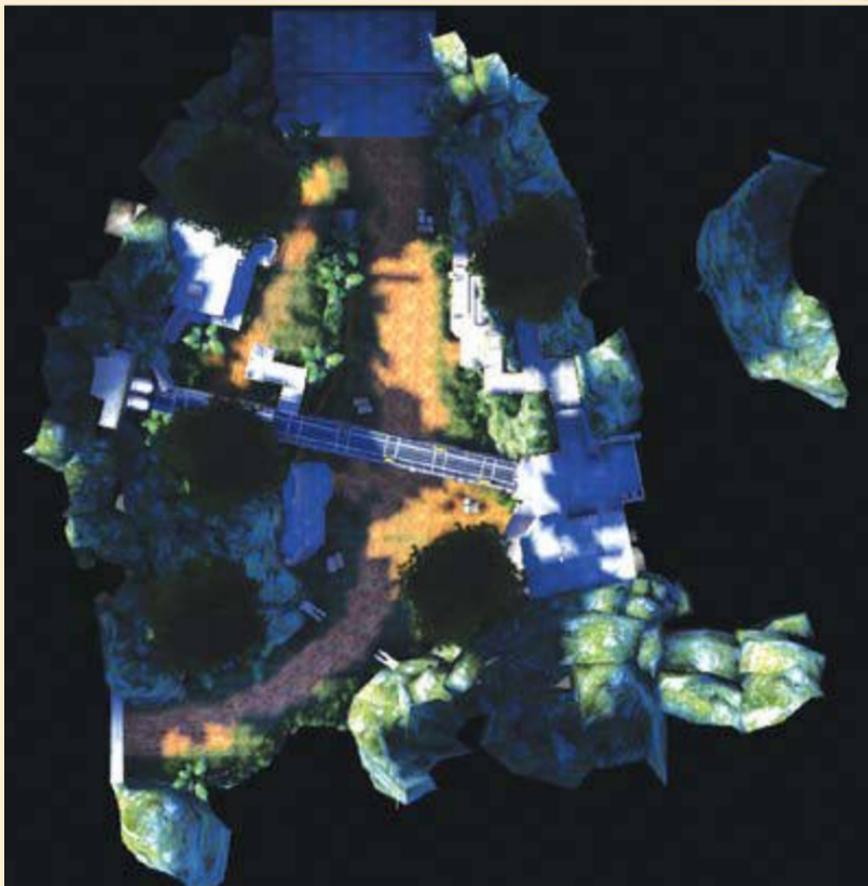
## Jungle

The Jungle map is one of the smaller arenas available. Its long, boulevard-like center strip is great for heated firefights across the map, while the buildings flanking the side and the long bridge spanning the top add great vantage points for agents who prefer to stay out of the line of fire.

## Q-Branch

Place proximity mines near the center of the bridge to blow up would-be snipers. For one of the best vantage points on the map, climb onto the roof of the small building on the east. You'll be able to see the area below and the entire bridge. Just be careful of enemies with a penchant for grenade tossing.

### Jungle Online & Local (2-4 Players)





## Memorial

Of all the maps, Memorial is a multiplayer purist's dream. This dark, nighttime map allows players to sneak around the debris-covered landscape as they stalk opponents. The Memorial map is one of the larger multiplayer arenas, too. Perfect for team battles, the park eventually takes on a war-torn feel as teams of players split up the nearly symmetrical map as they defend their "territory." Since the majority of the arena is composed of one large area, lacking multiple floors, all agents are typically on the same level.

## Q-Branch

Take advantage of the darkness and the debris in this level. Agents wearing dark colors (especially ones that are smaller in stature) will have an easier time hiding in this map than in others. Good luck surviving long as Baron Samedi.

## Memorial Online



## Memorial Local (2–4 Players)





## Nightclub

The brightly colored Nightclub is the least likely locale for a bloody battle, but as you will soon learn in the field, firefights can break out anywhere, at any time. Comprising three large rooms and several wide, interconnecting hallways, the Nightclub arena is a great place for close-quarters combat. Agents that specialize in hand-to-hand combat or excel at using shotguns will find plenty to keep them busy.

## Q-Branch

Place proximity mines in the green-hued VIP lounge area. Enemies may try to “bunker” themselves in this area, since it has two sturdy walls near the stereo that provide excellent cover and they could stand guard near the entrance staircases.

### Nightclub Online



## Nightclub Local (2-4 Players)





## Outpost

This snow-covered map is marked by a crashed jet near the left side of the map while several guard towers overlook the entire area. Sniper-happy agents will make use of the towers, making themselves deadly killers and stationary targets at the same time. While in the tower, first look across the map to turn the tables on other snipers in the towers before training your sights downward against the agents below.

## Q-Branch

Crouch and sneak under the crashed jet to get under the demolished building. The burnt wreckage can provide excellent cover while allowing you to shoot from below.

## Outpost Online



## Outpost Local (2-4 Players)



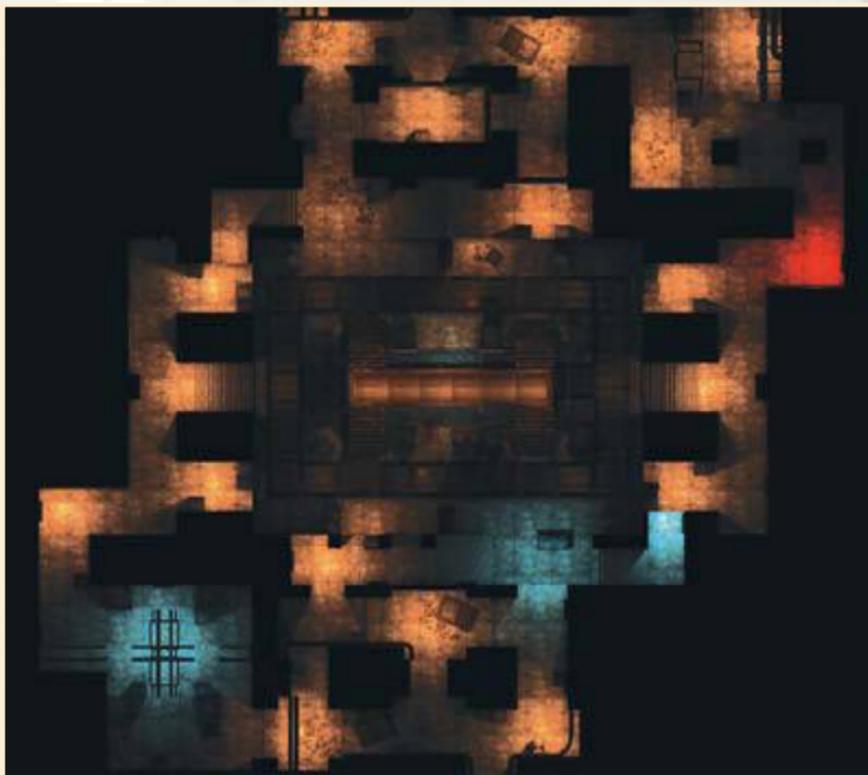
## Sewers

Not only is this monochromatic map great for stealthy agents, but its labyrinthine halls provide the perfect arena for frantic run-and-gun encounters as agents rapidly move from one area to another. Even though it doesn't have multiple floors like other arenas, the Sewer map does have small niches lining the map that are perfect for getting an elevated position on the enemy.

## Q-Branch

Stealthy agents can use the winding walkways underneath the sewer floors. Not only do they snake around the arena, but the grating overhead is perfect for shooting enemies from below. They'll never see you coming—literally.

## Sewers Online





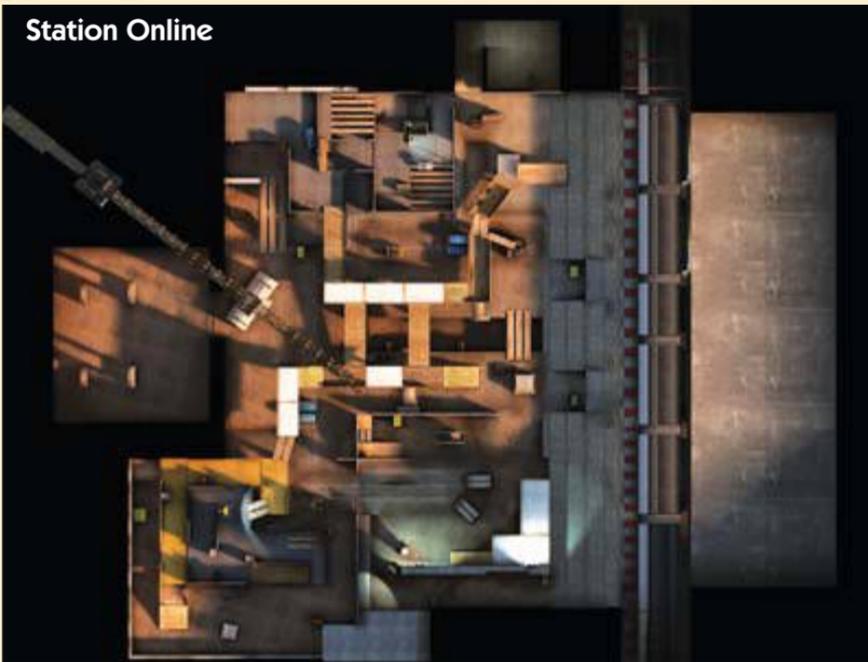
## Sewers Local (2–4 Players)



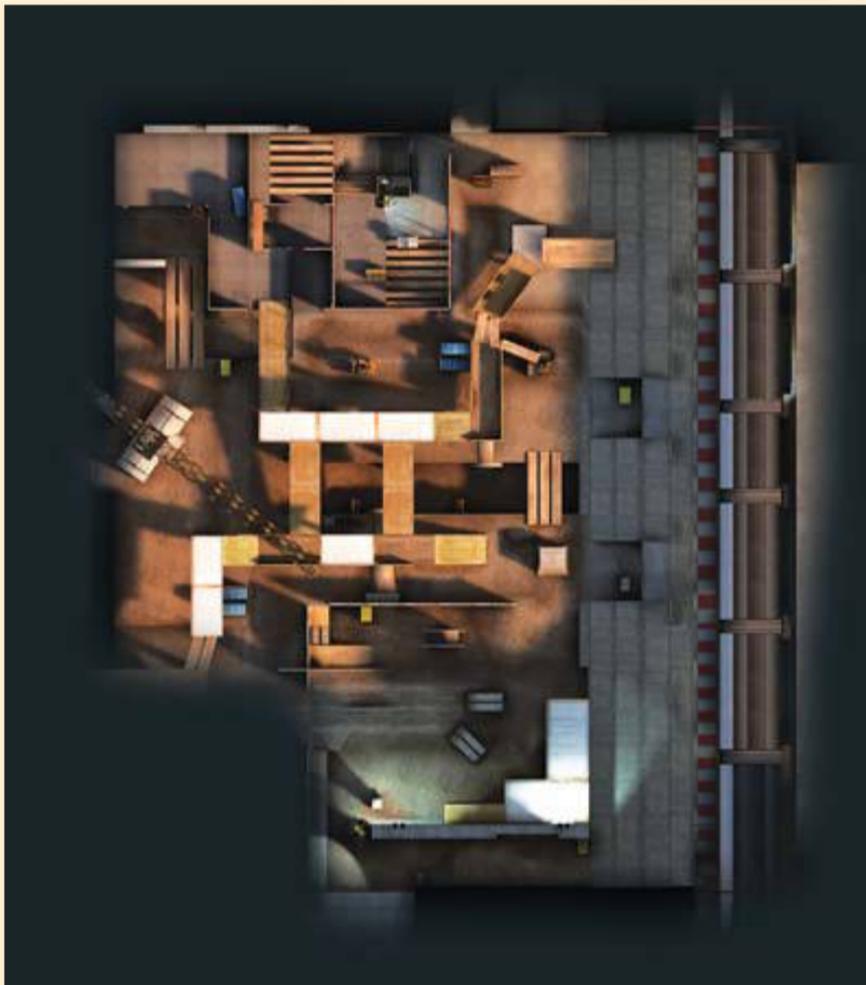
### Station

Few levels offer as much variety as the Station. In it, agents can snipe from the scaffolding or the inside of the train, sneak in and around construction materials such as the large concrete pipes, run-and-gun with shotguns across the makeshift walkways, or simply wait in hidden nooks and crannies for unsuspecting foes to stumble into their traps.

### Station Online



## Station Local (2-4 Players)



# Secret Case Files

The following case files were attained during black ops missions. They detail all unlockable content in the game.

## ONLINE MULTIPLAYER UNLOCKABLES

As you gain experience through online multiplayer, your level will increase. The table shows unlockable weapons, gadgets, and modes accessible once you've reached a specific level.

XP Req.	Rank	Unlockables
0	Navy Officer Cadet	Torka T3, Sigmus, SLY 2020
200	Officer Cadet Grade I	Reflex Sight
250	Officer Cadet Grade II	AK-47
350	Officer Cadet Grade III	Snap Shot
500	Officer Cadet Grade IV	Sigmus 9
700	Midshipman	Distraction
950	Midshipman Grade I	SEGS 550
1,250	Midshipman Grade II	Heavy Hitter
1,600	Midshipman Grade III	Pavlov ASR
2,000	Midshipman Grade IV	P99
2,450	Sub-Lieutenant	Kallos-TT9
2,950	Sub-Lieutenant Grade I	—
3,500	Sub-Lieutenant Grade II	Hi Cap Magazine
4,100	Sub-Lieutenant Grade III	—
4,750	Sub-Lieutenant Grade IV	Speed Loader
5,450	Lieutenant	Stauger UA-1
6,200	Lieutenant Grade I	Bio Booster
7,000	Lieutenant Grade II	PT-9 Interdictus
7,850	Lieutenant Grade III	Timed Mine
8,750	Lieutenant Grade IV	Silencer
9,700	Lieutenant Commander	Hawksman M5A
10,700	Lt. Commander Grade I	Reactive Armor
11,750	Lt. Commander Grade II	Laser Pointer
12,850	Lt. Commander Grade III	—
14,000	Lt. Commander Grade IV	Terralite III, License to Kill mode

XP Req.	Rank	Unlockables
15,200	Commander	Toros AV-400
16,450	Commander Grade I	—
17,750	Commander Grade II	Mine Sweeper
19,100	Commander Grade III	Vargen FH-7
20,500	Commander Grade IV	Team License to Kill mode
21,950	MI6 Recruit	Kunara V
23,450	MI6 Recruit Grade I	Drumhead Type-12
25,000	MI6 Recruit Grade II	ACOG Scope
26,600	MI6 Recruit Grade III	—
28,250	MI6 Recruit Grade IV	Remote Trigger Mine, Classic Conflict Mode
29,950	Firearms Specialist	Light Foot
31,700	Firearms Specialist Grade I	Talon HL 450
33,500	Firearms Specialist Grade II	Thermal Scope
35,350	Firearms Specialist Grade III	—
37,250	Firearms Specialist Grade IV	—
39,250	Espionage Specialist	Anova DP3
41,300	Espionage Specialist Grade I	Multi Task
43,400	Espionage Specialist Grade II	—
45,550	Espionage Specialist Grade III	—
47,750	Espionage Specialist Grade IV	Strata SV-400
50,000	Covert Ops Specialist	—
52,300	Covert Ops Specialist Grade I	WA2000
54,650	Covert Ops Specialist Grade II	—
57,050	Covert Ops Specialist Grade III	—
59,500	Covert Ops Specialist Grade IV	Last Act of Defiance
62,000	Field Agent	Wolfe .44
64,550	Field Agent Grade I	Masterton M-557, Polarized Contact Lenses
67,150	Field Agent Grade II	Proximity Mine
69,800	Field Agent Grade III	Grenade Launcher
72,500	Field Agent Grade IV	Gambit CP-208
75,250	OO Status	Ivana Spec-R

# GOLDENEYE 007™

## Prima Essential eGuide

Written by Fernando Bueno



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

GoldenEye 007 © 2010 Danjaq, LLC and United Artists Corporation. 007 and related James Bond trademarks © 1962-2010 Danjaq, LLC and United Artists Corporation. 007 TM and related James Bond trademarks are trademarks of Danjaq, LLC licensed by EON. All Rights Reserved. Game Code © 2010 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All Rights Reserved.

Senior Product Marketing Manager: Donato Tica  
Senior Licensing Manager: Aaron Lockhart  
Design & Layout: Kari Keating  
Copyedit: Deana Shields  
Maps: 99 Lives  
Manufacturing: Stephanie Sanchez & Suzanne Goodwin

A very special thanks goes out to James Lodato. This guide would have not been possible without the following people: Letam Biira, Graham Hagmaier, Albert Yao, Steve Roach, Gita Venkata, Julian Widdows, Jonathon Piché, Eric Spielman, and Raphael Richard.

All products and characters mentioned in this book are trademarks of their respective companies.

### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 9780307890023

### Fernando "Red Star" Bueno

(aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. He eventually made the move to writing strategy guides and has since written a number of game books.



We want to hear from you! E-mail comments and feedback to [fbueno@primagames.com](mailto:fbueno@primagames.com)

[www.primagames.com](http://www.primagames.com)

Prima Games  
An Imprint of Random House, Inc.

3000 Lava Ridge Court, Suite 100 / Roseville, CA 95661



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.