

# GOLDENEYE 007™

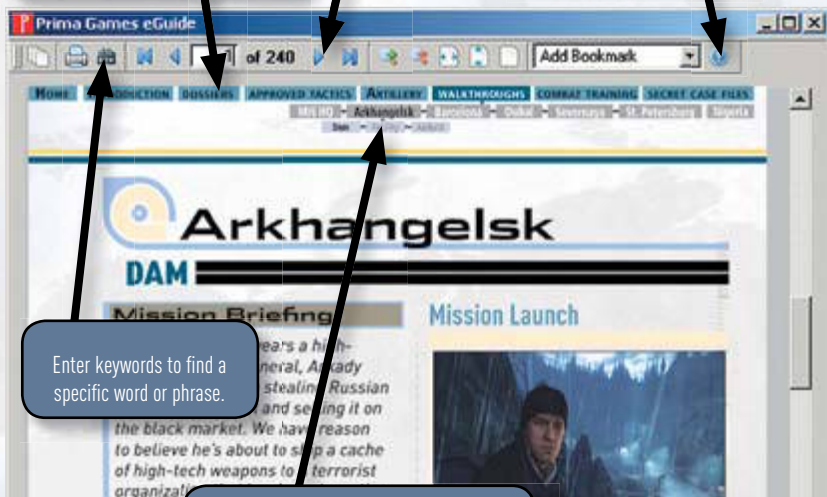
## HOW TO USE THIS GUIDE

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.

# 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 007 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.

# 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.

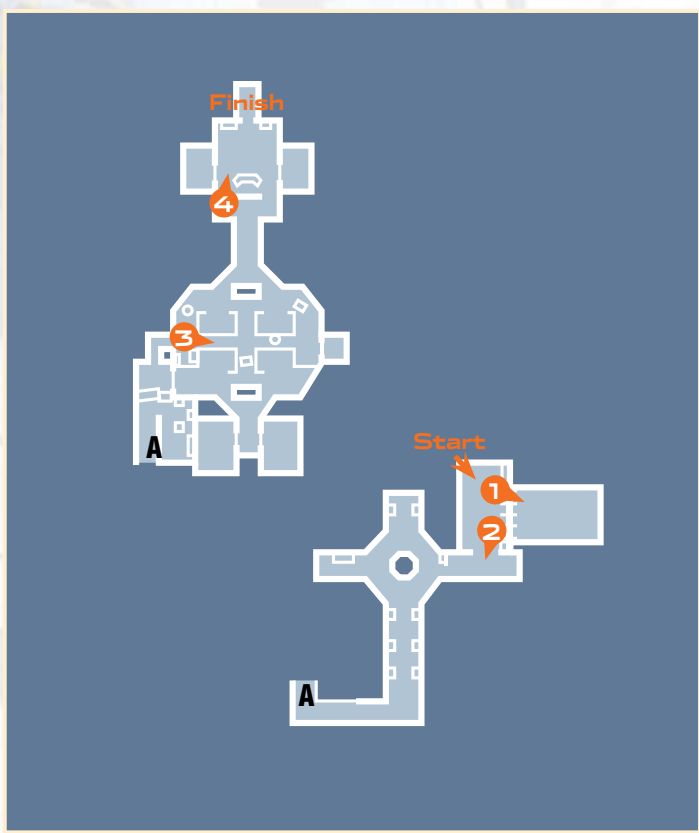
	Average Range	Damage at Max. Distance	Average Damage	Max. % Accuracy	Min. % Accuracy	Average Accuracy	Average Rate of Fire (per Burst)
	15	23.1	24.75	92.8	74.8	83.8	5
	19.5	19.8	23.76	90.4	79	84.7	4
	25.5	23.1	25.74	91.6	80.8	86.2	6
	15	19.8	21.45	89.2	73	81.1	15
	33	50	75	86.8	60	73.4	3
	14	150	150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



# 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.



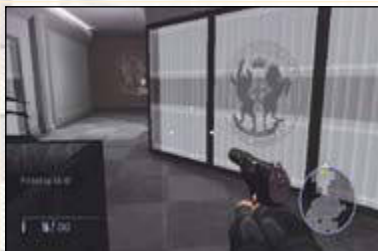
Stay crouched as you approach the guard from behind. When you're within striking distance, follow the onscreen command to quietly subdue the guard before he knows what is happening.

## Bond Sense

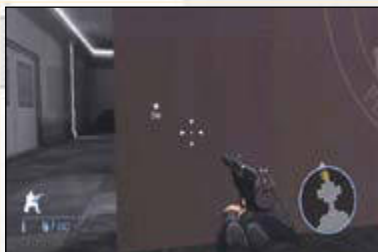
Note that Q-Branch keeps saying "follow the onscreen commands" rather than telling you what they are? That's because the commands vary depending on which type of controller you're using. Furthermore, the commands change depending on which control scheme you've chosen.

## 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

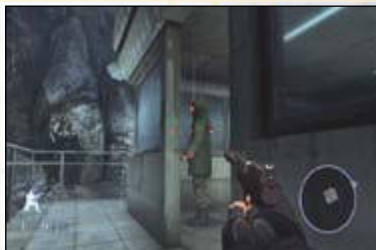


After joining with Alec, wait for the trucks below to pass you by. When they do, follow 006 down the embankment to the two guards by the concrete divider.

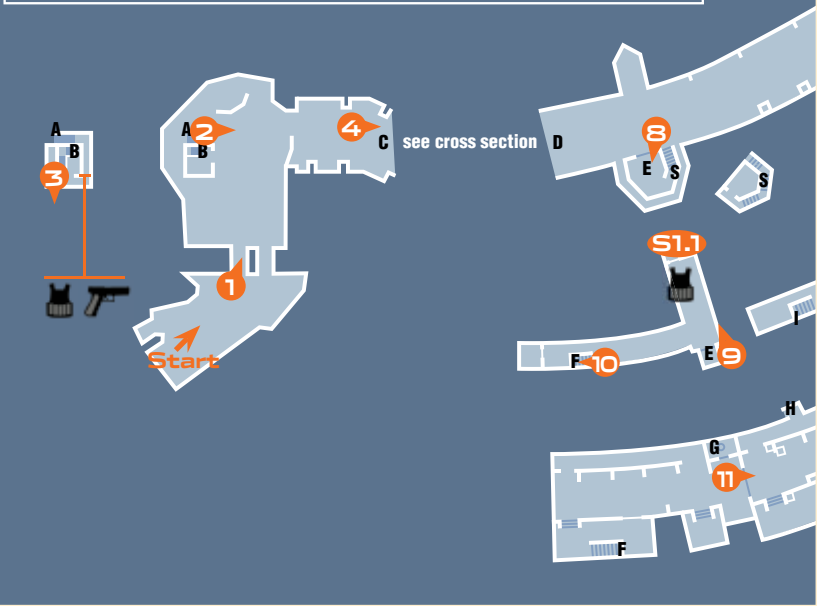
[1]



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.



cross section





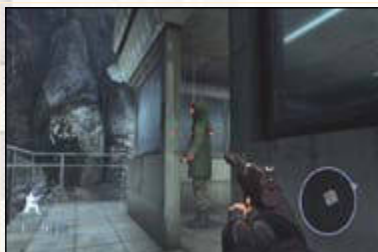


Stay crouched and quietly creep across the bridge on the left. As you approach the tower, strafe to the left of the concrete dividers to cover your approach. The L-shaped dividers will hide you from the guards ahead—two atop the tower, another below.

[2]



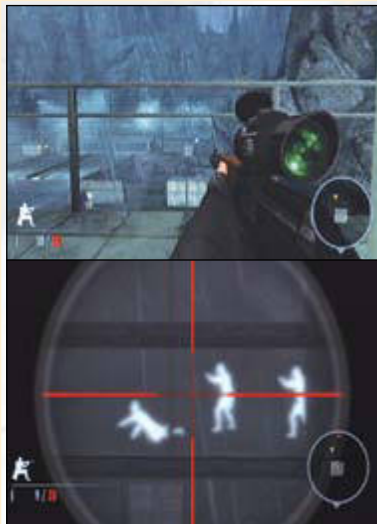
Strafe left, keeping your eye on the guard on ground level, and sneak to the rear of the tower. As you do, the guard on ground level will end his conversation with the sniper atop the tower and walk away. Wait for the conversation to end with, "All right, we will wait." When it does, slink up the stairs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

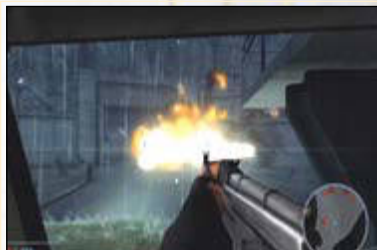


As you emerge out of the first tunnel section, another truck—this one with a high-caliber weapon mounted on it—will veer in from the right. Turn right and quickly take out the gunner. Just then, several more trucks speed into the fight!



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.

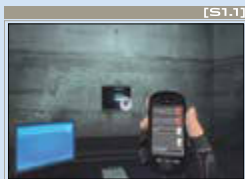


If you allow the guard to sound the alarm, he'll bring a hornet's nest of enemies swarming on you from the corridor on the left! This will also affect how you approach the next section of the level.

## 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.

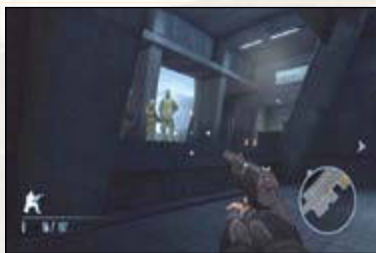
## Q-Branch

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]



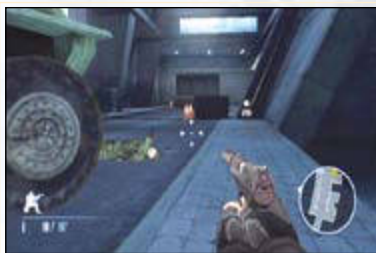
Make a left into the next corridor and sneak down the steps. A lone guard is waiting by the stairs; crouch, then sneak up on him and eliminate him silently with a melee attack from behind.



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.

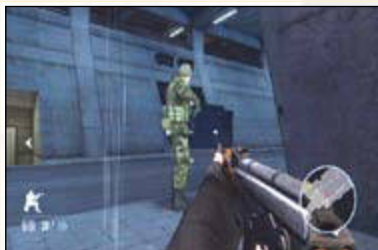
[12]



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]

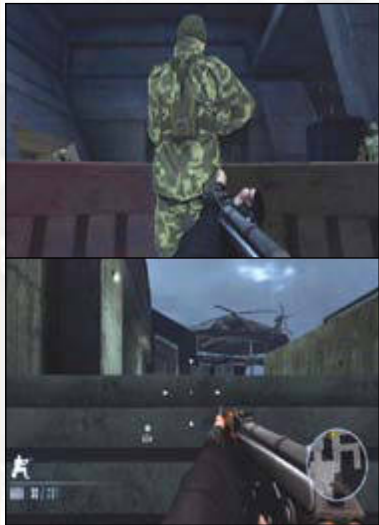


Climb up the ladder ahead of you until you're atop a catwalk. Quickly turn right to find that new guards are taking defensive positions near the hatch you just bypassed. Allow them to get into position, then sneak left so that you're behind them.

**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

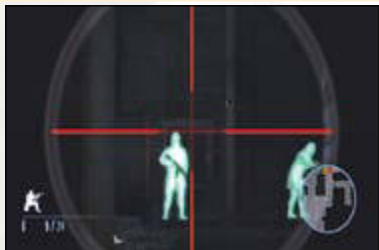
[14]



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.

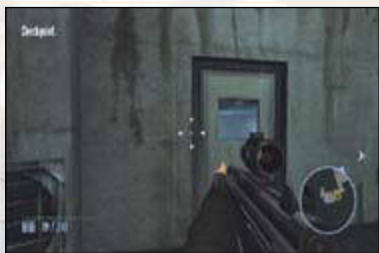
[15]



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!

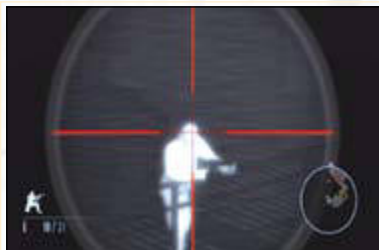
[16]



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.





# 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



## 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

