



007: Everything or Nothing

Playstation 2, X-Box, Gamecube

Developer: **EA Games**

Publisher: **Electronic Arts**

Rated: **"T" for Teen**

Strategy Guide & Walkthrough

written by **DarkTim**

INTRODUCTION

Welcome fellow Readers, Gamers and Bond Fans to my fifth game walkthrough. This special edition walkthrough, which is exclusively available to Cheat Happens, contains all the information you will need for James Bond 007 Everything or Nothing. Developed and Published by Electronic Arts, James Bond 007 Everything or Nothing is the third installment of 007 games for the Nintendo Gamecube, Sony Playstation 2 and Microsoft X-Box - and is also the fifth Bond title to hold the Electronic Arts brand.

The developers at Electronic Arts have given this Bond title a new and upgraded setout from it's predecessors. The major change is that you can play this game in third person perspective, giving a totally new and different gaming experience in the world of Bond. It has been dramatically improved - upgraded visuals, new storyline, a huge singleplayer mode, new characters with voice talents given from some of the most well known people around and of course, new weapons and gadgets. Everything or Nothing 007 includes numerous combat situations ranging from Stealth, Assault, Sabotage and Infiltration - giving a lot more variety towards the game and eliminating some of the linearity from the previous Bond titles.

This walkthrough is based mainly on the 00 Agent difficulty, seeing that most walkthroughs made for this game are solely focused towards Agent difficulty. You may notice that about the first ten missions in the game are practically the same when playing it on Agent or 00 Agent, but there are some small references and descriptions given in the walkthrough that will point out the differences in some of the levels. There are also detailed maps in the walkthrough provided for the driving levels and also some parts of the normal missions which can get a little tricky to find your way around in.

I would like to personally thank Chris from Cheat Happens for spending his time assisting in this project. Without him, and also his friend Peter, this special walkthrough would of never existed. Thanks to everyone else involved with this project.

With nothing much else to say, please enjoy reading this James Bond 007 Everything or Nothing walkthrough.

CHARACTERS

James Bond [Voice Talent by Pierce Brosnan]

Biography:

007 is the World's greatest Secret Agent, saving the world numerous times. An excellent marksman, exceptional driver, and consummate gentlemen, 007 can be your greatest ally, or your most dangerous foe.

Serena St. Germaine [Voice Talent by Shannon Elizabeth]

Biography:

Serena St. Germaine is a beautiful and intelligent Geologist. She had been investigating anomalous Platinum levels in a small South American village when she is swept up into 007's world of danger and intrigue - be it as a skilled Helicopter Pilot, or a beautiful 'distraction'.

Agent Mya Starling [Voice Talent by Mya Harrison]

Biography:

An NSA agent operating undercover as a Nightclub Chanteuse, Agent Starling's homebase is in Louisiana and her mission is to investigate Diavolo's activities in New Orleans. Her impeccable intel, not to mention her many other talents, are of great use to 007.

M [Voice Talent by Judi Dench]

Biography:

As the head of Her Majesty's Secret Service, M is responsible for all MI6 Operations and their associated Agents. As Bond's Boss, she is a consummate taskmaster who often dispenses crucial information and advice.

Q [Voice Talent by John Cleese]

Biography:

The MI6 Quartermaster, Q is in charge of creating and distributing all the weapons, vehicles, and gadgets assigned to 00 Agents. A skilled inventor of Covert equipment, Q is often irritated with 007's lack of respect for his creations.

Miss Nagai [Voice Talent by Misaki Ito]

Biography:

Miss Nagai assists Q in developing cutting edge technology for the 00 Agents of the MI6 Headquarters. A British citizen raised overseas, she returned to the United Kingdom to research Nano-Technology at Oxford University. Recruited by MI6 for her expertise in that field, her exotic looks also prove to be quite a distraction for 007.

Nikolai Diavolo [Voice Talent by Willem Dafoe]

Biography:

Diavolo is more than merely a former KGB officer disillusioned by the Westernization of his homeland. The prodigy of 007's nemesis Max Zorin, Diavolo was groomed to carry Zorin's plans to their natural conclusion, namely world domination.

Doctor Katya Nadvanova [Voice Talent by Heidi Klum]

Biography:

A brilliant scientist and a deadly assassin, Nadvanova has exceptional credentials for her role as Diavolo's right-hand woman. It is through Nadvanova that Diavolo intends to acquire the Nano-Technology. Her abilities at seduction and deception make her a worthy foe for 007.

Jaws [Voice Talent by Richard Kiel]

Biography:

The long standing rivalry continues between Bond, and his nemesis, Jaws. A formidable hitman, Jaws' loyalties lie with whoever offers the most cash and an opportunity to finally defeat his nemesis.

MISSION 1 - GROUND ZERO [Pamir Mountains, Tajikistan]

Level Type:

Third Person Perspective Bond

Gold Award Target:

75.000 Points

Platinum Objectives:

Take 500 Damage or Less

Standard Objectives:

- Retrieve the Nuclear Device
- Obtain a Rocket Launcher
- Destroy the Hover Jet
- Escape through the Wall

Weapons Available:

- P99 Pistol
- MP5K Sub-Machine Gun
- SIG 552 Commando
- SPAS-12 Shotgun
- AT-420 Rocket Launcher

Gadgets Available:

- Rappel Gun

Bond Moments:

- 1 Use the Rappel to get onto the Second Story Balcony.
- 2 Near the Defence Turret at the end, shoot the Rappelling enemy from the Blue Roof before he reaches the ground.

MISSION WALKTHROUGH

You find yourself surrounded by enemy troops ahead of you. You will need to make use of the wall hug technique to kill off some of the hostiles. Once the hind helicopter and hover jet takes off from the ground, you are shown where the nuclear device suitcase is located. The hover jet fires a few missiles towards the enclosed area you are stuck in, which creates an opening. Make your way out of there and head towards the middle of the open area.

Kill off several enemies around the area and move towards the suitcase. You will need to kill a few more enemies moving closely around the suitcase, so once they are eliminated, pick up the suitcase. Suddenly, a rocket trooper makes it's way towards the small balcony above, posing as a great threat. Move behind the two stacked crates nearby and use the wall hug technique on the crates to target and eliminate the rocket trooper. Kill him quick as he can blast you away relatively fast. Move towards the orange coloured scroll mounted on the wall, directly underneath the balcony the rocket trooper was just standing on. Use the rappel at the ledge, then moving upwards while grappled to get to the second level, earning you the first bond moment.

Grab the rocket launcher and the ammo mounted on the wall. You'll need this to destroy the hover jet. Once you pick up the rocket launcher, the blast doors around you automatically shut, forcing you to move one way only. Go into the next room, which is a narrow corridor with a few balconies. After the cutscene of the hover jet arriving, move towards the middle balcony and start firing the rockets towards the jet. Strafe around the middle a little bit to avoid direct hits from the missiles the jet occasionally fires. After three or four hits, the hover jet will lose control and therefore flies out of the area.

After disabling the jet, armoured reinforcements arrive at the ground level. Shoot both armoured units with the rocket launcher, from the middle balcony of the second floor, grabbing more ammunition incase you run out. Once both targets are destroyed, make your way back down to the ground level. Use an automatic weapon to kill moving targets around the area.

If you are quick enough, once you make it down to the ground level, look towards the blue roof at the opposite side of the level and one soldier will run off the roof using the rappel to get to the ground safely. Within the few seconds that he is rappelling, you will need to shoot him in order to obtain the second bond moment. If he reaches the ground, there is no way of getting the second Bond moment. Pull out the rocket launcher again and destroy the defence turret at the far corner near the starting area. Two rockets is enough to destroy the unit.

Head towards the opening on the wall the hover jet blew up earlier. Once you reach the breached part of the wall, you have completed the first mission.

MISSION 11 - A SHOW OF FORCE [Puerto Viejo, Peru]

Level Type:

Third Person Perspective Bond
Rail Shooter - Armoured - Armoured Tank
Driver - Motorcycle - Triumph Daytona 600

Gold Award Target:

200.000 Points

Platinum Objectives:

Catch the plane in less than 0:45

Standard Objectives:

- Get Serena safely to 003's Hideout
- Drive into the Q Plane
- Get to the Extraction Point

Weapons Available:

N/A

Gadgets Available:

N/A

Bond Moments:

- 1 Shoot the Front Gate at the start.
- 2 Shoot the Explosive Red Barrels when you take the shortcut.
- 3 Shoot the circle object on top of the Fuel Station to create a huge explosion.
- 4 Take the shortcut to the Airfield.
- 5 Jump up the Ramp at the last part of the level.

MISSION WALKTHROUGH

As soon as the level starts, destroy both the buggy and the front gate to earn the first bond moment. While Serena is getting the hang of controlling the tank, destroy the second buggy just before you take the shortcut through the small bush. Once the tank is back on the road from the shortcut, destroy the helicopter flying ahead of you. When you get to the end of the road, there the big pieces of stone are blocking the normal route, you take another shortcut up the stairs. There are a combination of several soldiers and rocket troopers, but you can easily kill all of them from a distance with the machine gun.

When you reach the top of the stairs, destroy the two buggies blocking the way before the tank moves towards another shortcut at the stairs. When the tank gets to the next area, it will turn right showing two rocket troopers firing at you with some explosive barrels near them. Use the manual aim of the machine gun to destroy the barrels, killing the enemies and therefore earning yourself the second bond moment. Wait a little while until the tank gets over the next bunch of stairs and makes it to the start of the spiral part of the road. As soon as you get here, there is another buggy to destroy ahead and then quick rotate the machine gun, in which one more buggy races up towards you. Once its destroyed, there maybe a few soldiers standing around the sides of the road, but don't worry about killing them unless you want to. While you are waiting for the next enemy, switch the weapon to the tank turret to prepare yourself for the next situation. When you get to the end of the spiral road, a cutscene will show that there is another tank at the opposite side of the roundabout. If you manage to destroy the tank quick enough, you will not do a full rotation around the roundabout, leading you to the next area a lot quicker, but if you keep missing, try to hit the tank as quick as possible while you go around the roundabout. While you are chasing the tank around, there is one buggy that comes behind you if you go around the entire roundabout, so make sure you destroy the little annoying thing. Once the tank is destroyed, the tank will move to the next part. Make sure you have the tank turret still selected.

The next area consists of an arch going over the road, with some rocket troopers standing on it. One well aimed shot from the tank turret will destroy the arch and will let you proceed further into the level. While you take the quick shortcuts over the next area of spiraling roads, there is a helicopter ahead that you can destroy, but is not necessary. When you make it to the second village area, destroy the next buggy and Serena will then turn the tank right and if you wait a little longer, there is another tank that you can destroy on the next road to the right. While the tank makes its round through the park at the middle, do not bother killing any of the soldiers standing around as they don't cause too much damage to the tank. Once the tank leaves the village area, there are no more enemies in the area until you reach the fuel station at the end of the first part. When you reach the fuel station, there are two tanks - one on each side, and a helicopter flying above the building. There is an extremely fast way out of this. Take aim of the circle object on top of the fuel pumps. If you shoot this circle thing, it will cause the whole area to explode, earning you the third bond moment.

Now that Serena is safe inside 003's hideout, you will need to get on the bike quickly and get out of the entire area while the plane prepares to depart because the enemy has detected it's presence. Get on the bike and make your way out of the hideout area, and turn right on the dirt road after going off the metal ramp. Make your way towards the Airfield. As you exit this road, a buggy comes from the left, so quickly use the rockets to destroy it before it slows you down. When you start riding on the main road, two enemy motorcycles ride in front of you. You can destroy these if you wish, but concentrate more at turning into the shortcut, which saves you a lot of time and earns you a bond moment. The start of the shortcut is merged at the right side of the wall, so keep a close eye for it.

After passing the entire shortcut, go around the few remaining corners and then ride over the truck with the ramp on the back to the right side of the airfield entry. By doing this, you avoid possibly crashing into the blockade at the left side of the entry and it also gives you the last bond moment. When you get onto the actual airfield, turn left and floor it. The quicker you get into the plane, the better. Avoid any enemies that try to shoot at you, while at the same time any motorcycles that push you off from the middle, making it harder to get into the plane.

If you manage to get close enough, the ramp at the back will open and then just ride into it to finish this action packed part of the level.

CREDITS

Strategy Guide and Walkthrough written by DarkTim.
[See other](#) guides written by DarkTim featured at Cheat Happens.

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Adobe version adapted by Peter Ekstrom.

Screenshots captured and provided by DarkTim.
Some graphics and wallpapers provided by GameWallpapers.com.

Some material used for researching and writing this guide were obtained from the Electronic Arts website for 007: Everything or Nothing.

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