



## Introduction

Quantum of Solace tracks James Bond, 007 through his latest film adventure, but also includes flashbacks to Casino Royale. If you've seen the movie, you know how fancy his cell phone is, and in the game it's no different—our guide shows you how to intercept every message. Maybe you can't quite turn The Organization into a Disorganization, but you can at least help Camille get revenge on the man who killed her family.

*In this Quantum of Solace strategy guide, you'll find:*

- **WALKTHROUGH** // Cell phone locations and more in our complete Quantum of Solace walkthrough.
- **MULTIPLAYER** // Mode breakdown and weapon customization tips.
- **SECRETS** // Unlockables and Xbox 360 Achievements listed for your perusal.

**Guide by:** Emily Balistrieri

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## Quantum of Solace Walkthrough

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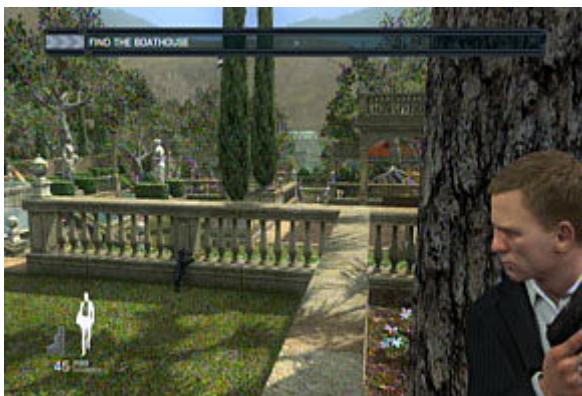
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## White's Estate



Well, they aren't messing around. You're dropped in just as Casino Royale is ending, right as Mr. White gets shot in the foot. Bond, James Bond, all that jazz. Unfortunately, he's got some thugs ready to chase you down, so you'll be escaping through the garden.



First order of business is to take cover (press A) behind that tree. You can see straight ahead there is an SAF .45 lolling about waiting for you to pick it up, and despite the airy look to that railing, it'll provide excellent cover while you take care of the gunmen further out.

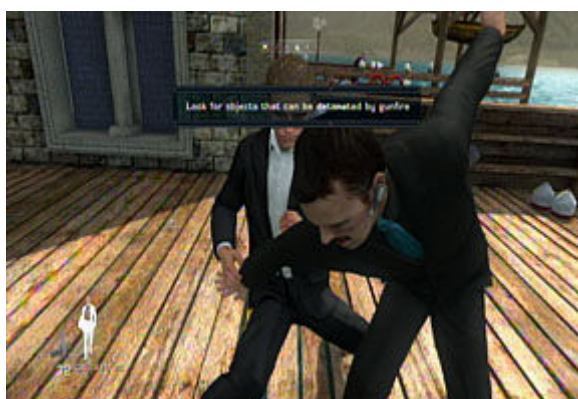




Shooting haphazardly is an option, but in general you can probably be more effective by holding down the L trigger and aiming down the sight. After the first wave, run up and grab a fancier pistol—the CR-1911 .45—from just about any of the guys you killed, but watch out for a couple more guys before you get to the gate.



Unlocking the gate is a simple quick-time event. Use the D-pad to hit the correct direction when it blinks green. Then head down the stairs to the dock and boathouse.



After dodging all those bullets, don't let the guy around the corner surprise you—especially since the game prompts you to try out your takedown move by clicking the right analogue stick. This sends you into a one button quick-time event. Very easy.



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### White's Estate (cont.)

Take cover against the wall closest to the other dock so you can line up a good shot at the explosives. A chain reaction should blow the whole thing. Look behind you right away, though, because a guy is about to open the door and there's not really anywhere to hide.



Deal with him and head inside. You're looking for the security system, which is just up the stairs and to the right—pretty much exactly where the gun is pointing in the screen above. Note the blinking red light once you're closer.



Hold X to patch into the cameras. Now you can check them at any time via Bond's cell phone by pressing the Back button.





On your way to the greenhouse now, to cut back to the main house. There is one guy who will take some shots at you right as you come up the stairs, so it might be a good idea to grab some cover quick and get rid of him.



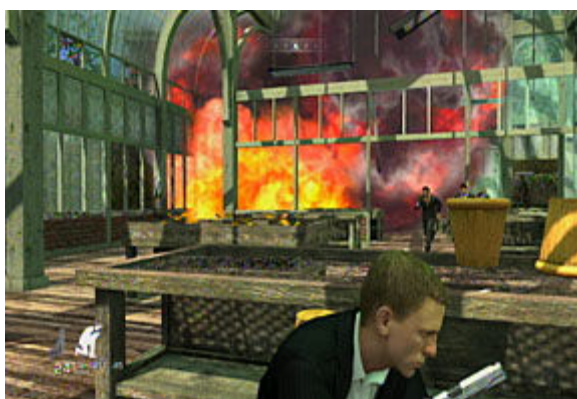
Here is your sprinting tutorial! A helicopter is shooting up the greenhouse, so run as fast as you can (i.e. hold the left stick down as you go) and get to some cover so you can pop the gunner.



#### Cell Phone 1

After you shoot out the helicopter, make sure to grab the blinking, ringing cell phone on the railing. Check your data at any time in your own cell phone—use the left or right trigger to scroll through functions. You always have the mission briefing. This cell gives you data 02, an image of the briefcase you're after.





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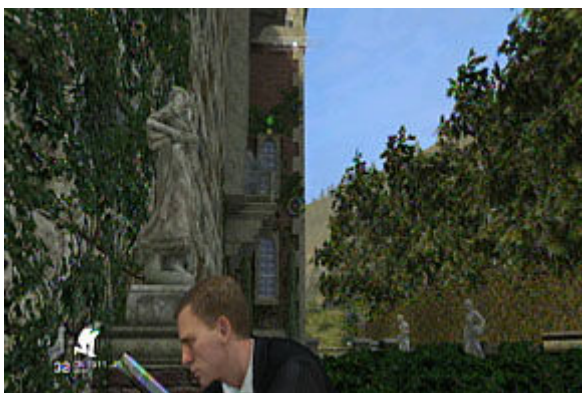
### White's Estate (cont.)

To your left is a path that leads up to another greenhouse. Take the game's advice and use their sprint-to-cover move (A) to nuzzle up against that first table. The big obvious tank just to the right of center doesn't seem to want to explode, but there is a smaller one to the left that will. There are guys are coming at you from all sides, though, so make sure not to get flanked beyond recovery.



### Cell Phone 2

On your way up the terraces to the house make sure to swing by this patio table and grab this phone. The audio file indicates that you'll eventually have to stop White from escaping in his helicopter.



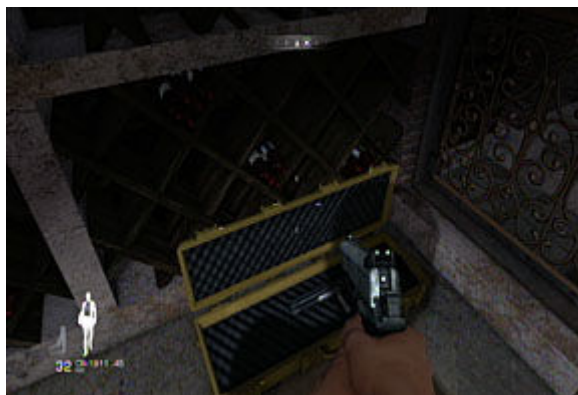


Finally back to the house! Head around the right side and walk right into a guy with a gun on a balcony. Surprised? He was totally on the security cam earlier! (You can see it is green, behind him.) Anyways, just shoot him in the face so he'll fall and crash through to the cellar...

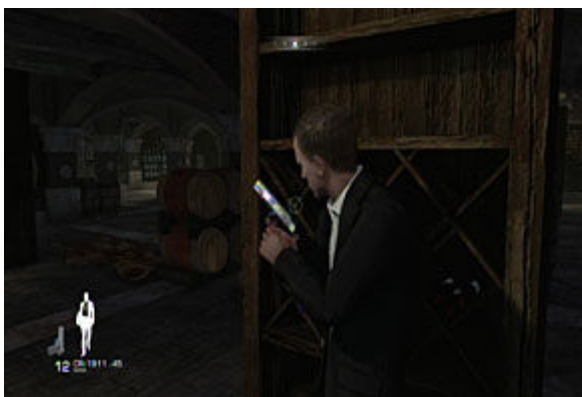


#### Cell Phone 3

Right down the stairs, can't miss it. The text file lets you know that a shotgun should be hanging out around here somewhere. Wherrrrre could it be?



Here's where. It's a Hutchinson A3, right in that yellow box. Grab it, if you like, but you can only take two weapons aside from your standard P99. If anything I tended to favor the SAF.



Continue down the hallway where a couple thugs are waiting for you. Ah yes, a wine cellar fight. The trick here is to not get caught behind a pile of barrels, since they tend to break and/or roll around. The shelves are much sturdier cover.



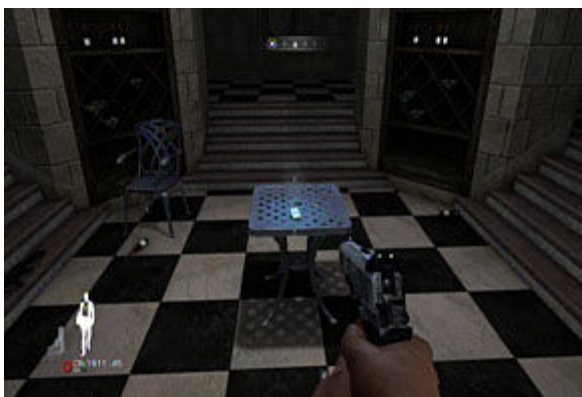
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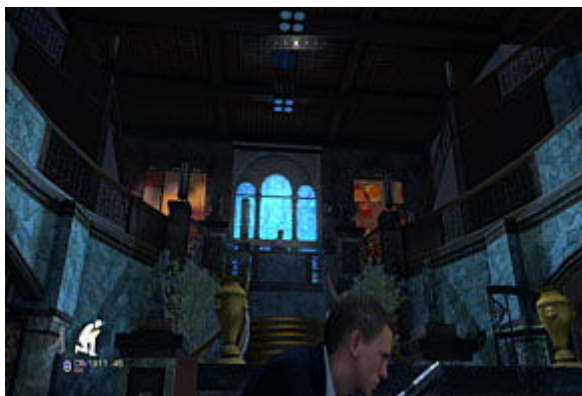
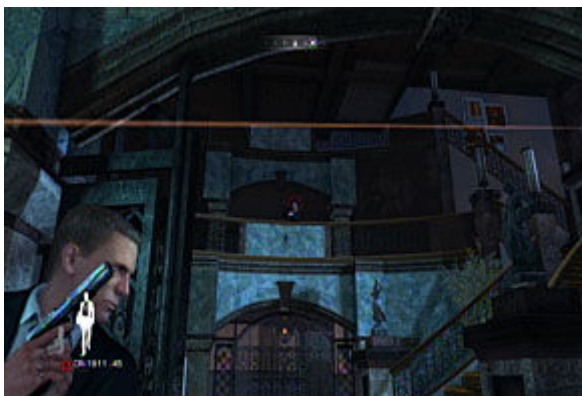
##### Cell Phone 4

Head up the stairs at the back of the cellar and you'll end up in a roundish area with a table right in the middle. There is one guy waiting for you, but then the cell is yours. The audio file indicates that there's a safe upstairs in White's study.





Go up the next flight of stairs. It is helpful here to sprint straight for the counter cover (A) before you even cross the threshold.



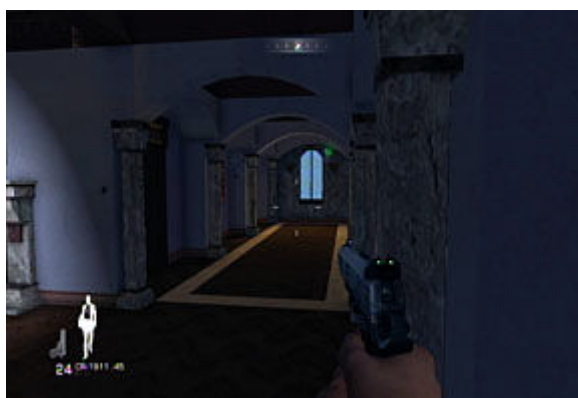
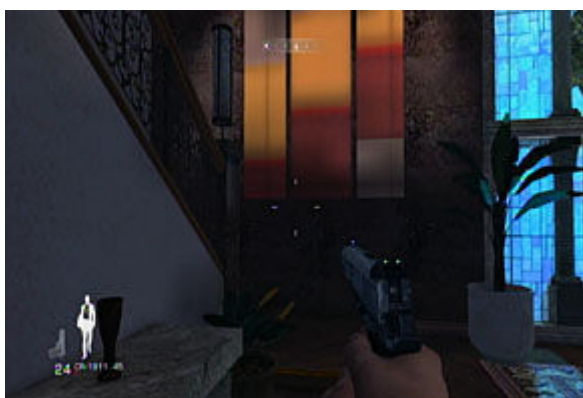
Your next move should be behind the dining table (the left), but if you want you can move up to the doorway to shoot the

guy aiming at you from the second floor. Then duck to the left again, behind that...marble...counter/island/desk to pick off the thug at the top of the stairs.



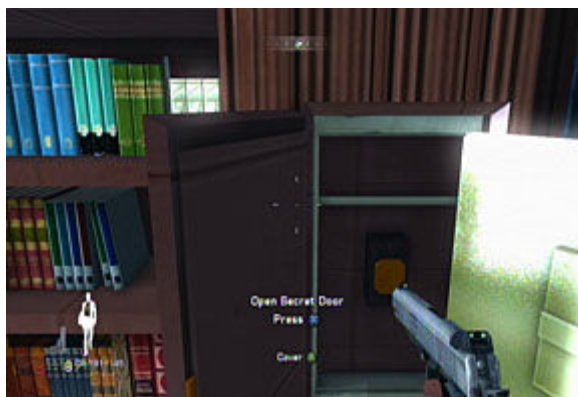
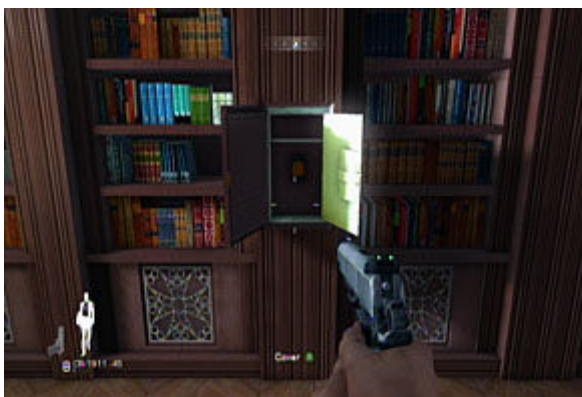
#### Cell Phone 5

Ring-a-ling! It's right above your head as you're covering to pop that guy on the stairs, so don't miss it. The audio file is the helicopter pilot—and he's incoming.



Time to find that safe! From the landing where that guy was shooting at you, keeping going up the stairs to your left. Then hang a right, where you'll see a green security camera. There are a couple guys along the way, but nothing tricky--you can even just sprint at them and do a takedown move.

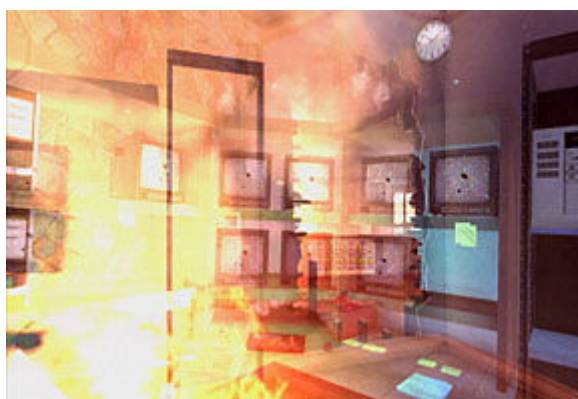




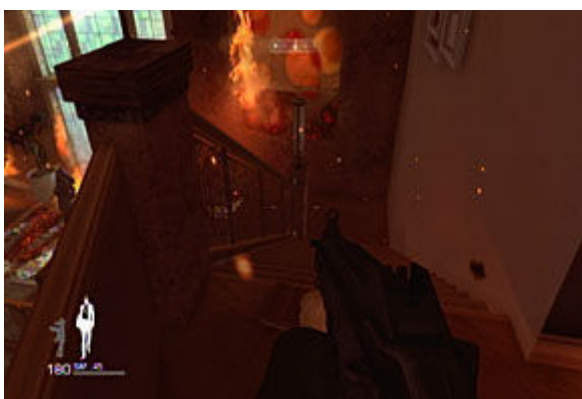
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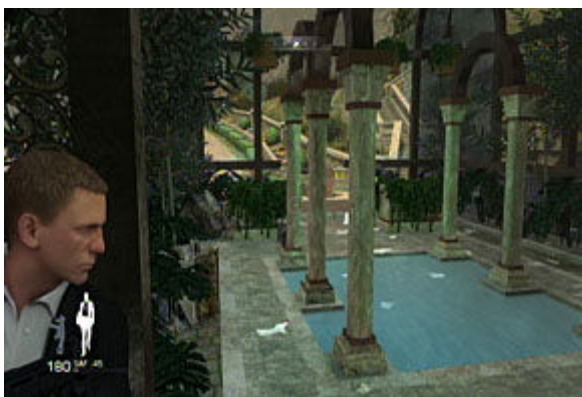
Well, there's the safe, but no briefcase. Luckily 007 is a pretty savvy fellow—move in close on the safe and you'll be able to open a secret door to some major computer access.



Unfortunately, as you try to steal all his little secrets, White is automatically alerted, so he knows to hit the BLOW UP MY WHOLE HOUSE button he's programmed into his cell phone.



Taking your "perfectly sculpted ass" out of there is easier said than done, but the key is to run like hell and avoid fire (both the red flamey kind and the bullet kind, from the straggler thugs who aren't blown up yet). Take the stairs back down and when you get to where you picked up the last cell phone, hang a right. A wall conveniently collapses, clearing the way to the helipad...



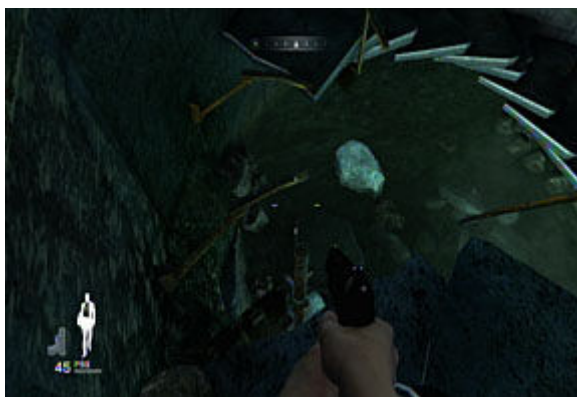
...almost. There are two gunmen guarding the stairs, so take some quick cover while you dispatch them.



Then all you need to do is shoot the guy on the ground while the helicopter takes off and pretend like you want to kill the guys flying away; i.e. you don't actually have to hit anyone in the cockpit of the helicopter for it to come crashing down. With that, you have earned the right to an extended opening credits sequence! Hooray!

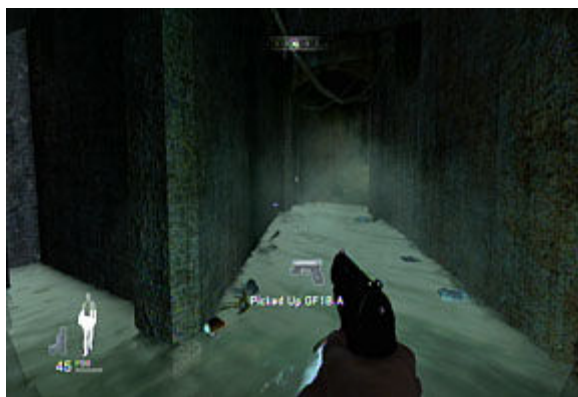
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Siena

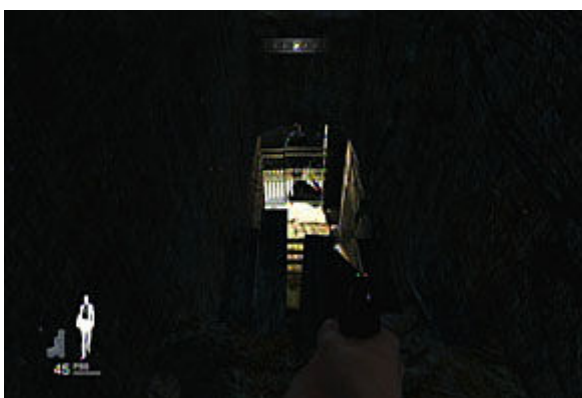


White is brought in for questioning, but suddenly it turns out that Agent Mitchell is...not your agent. After Mitchell shoots White and runs, Bond takes up the chase, which leads from the MI-6 Safe House down to the cisterns underneath the city of Siena. When you come to that gap in the stairs, just fall down—it doesn't hurt so bad.

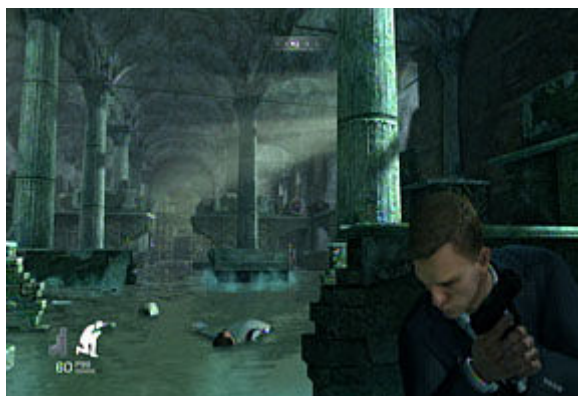
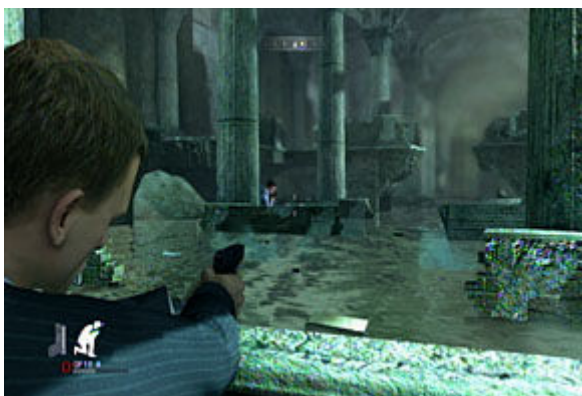




Splashing along after Mitchell, you'll come up against this fellow pretty quick. The best thing to do is just sprint at him (hold the left analogue stick while you run) to initiate a takedown move. He'll drop a handy GF18 A.



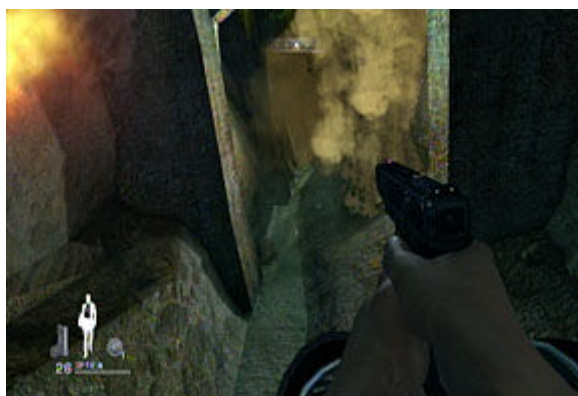
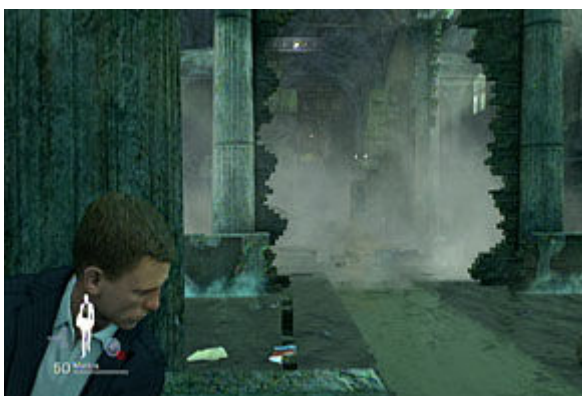
Come upon another hole in the floor and down you go. The crouching tutorial! Your path is to the right.



Eventually you'll pop out into this more open area for a proper firefight. Cover is easy to come by here, and the location is completely conducive to the sprinting move, so just knock out a layer of guys and sprint ahead until the first section is cleared out. Not the explosive on the right side of the upper level.



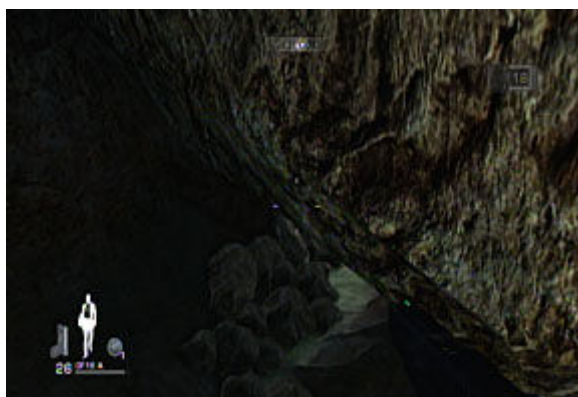
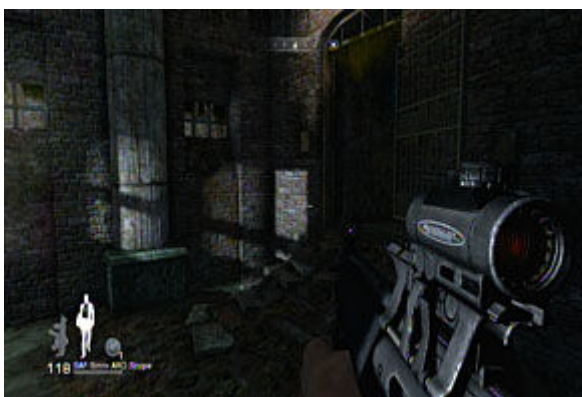
Make sure to loot your corpses—you'll find your first grenades (thrown with the right bumper, and you can delay the toss by holding it longer) as well as a Mantis, both of which will be immediately helpful as you climb over the grating into the second section of this fight. You can cause a pretty big explosion by aiming at the yellow thing on the scaffolding to the left. Tossing some grenades at these guys helps, too, since even when you don't kill them they will get stunned if they are near the blast.



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**Siena** (cont.)

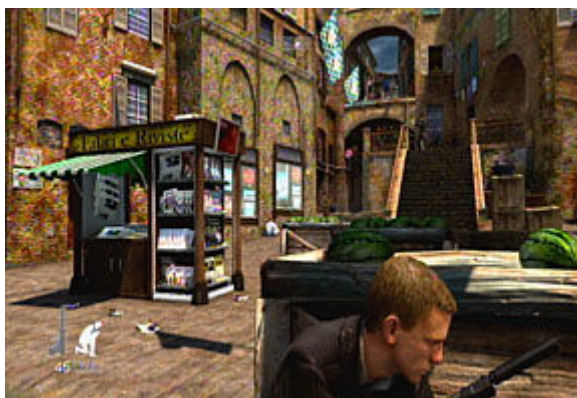
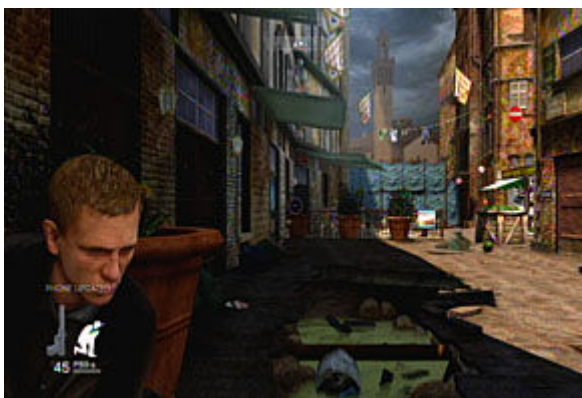
Once the door blows open, make sure to loot again, since you can grab an SAF 9mm ARO Scope before you leave this room. Heading down the hall you'll notice some red flashing lights just before some mines go off as Mitchell heads through a side door, but the effect is mostly atmospheric.



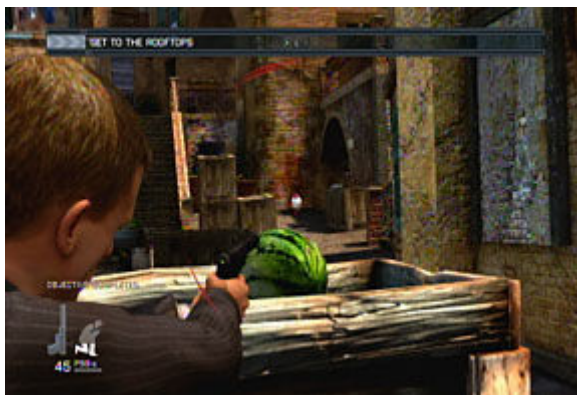
The only problem is that shortly thereafter everything starts collapsing, and a timer kicks in. Shoot a guy in the face.



Then you'll need to do a quick over-under move: rubble falls, so you hit Y to climb over; more rubble falls, but clearly this time B to duck is the right move. After that you end up at a ladder and are pretty much home free...



...to the street, that is. Your position behind a potted plant is one to be vacated as soon as possible. Head to the first watermelon crate. This fight is not terribly tricky, but you need to keep active or they'll start throwing grenades.

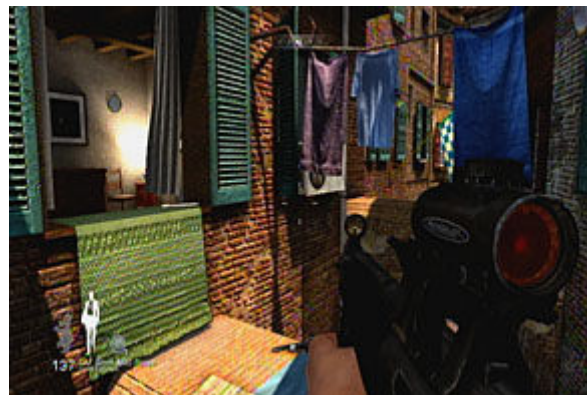
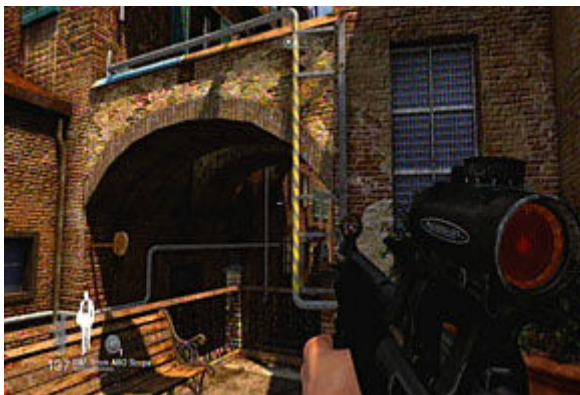


The guy up in the window is just obnoxious, so take him as early as you can. Another useful early shot is the tank on the right. If you pop it early enough, it will keep another guy from waltzing out of that corner, even though it only stuns the one already shooting at you.

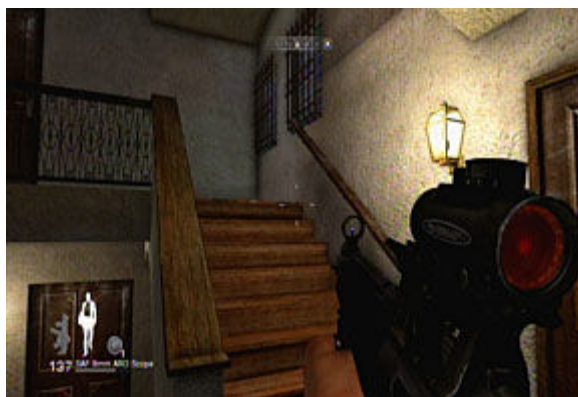
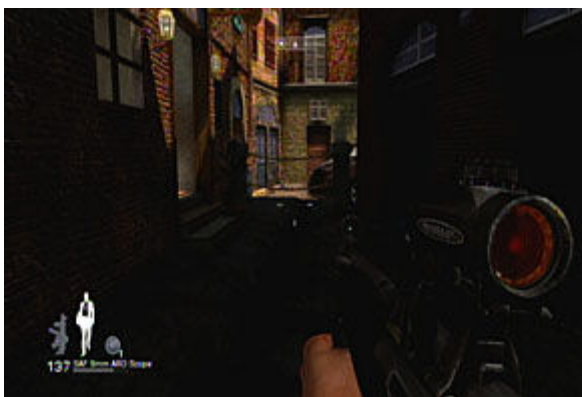


#### Cell Phone 1

Kick off this level's cell phone hunt by going to the café behind you after killing all those guys from your watermelony post. Grab it off the table and you'll learn that a spare firearm (to be used by your enemies in case you survived the chase thus far) is hidden "in the apartment on the top floor of the building beyond the marketplace."







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#### Siena (cont.)

You should be able to get a Mantis, GF18 A, and SAF 9mm ARO Scope before leaving. Pick your two favorite—I took the GF and the SAF. The way out is up the yellow striped pole. Once at the top there is a window into an apartment (where a lady will become rather alarmed as you climb through), but if you make the mistake of trying to jump across you'll just end up in an alley below, where you can climb some stairs to the same effect (and in fact, you could've done that from the beginning instead of climbing the pole, but you probably wouldn't have found the SAF...)

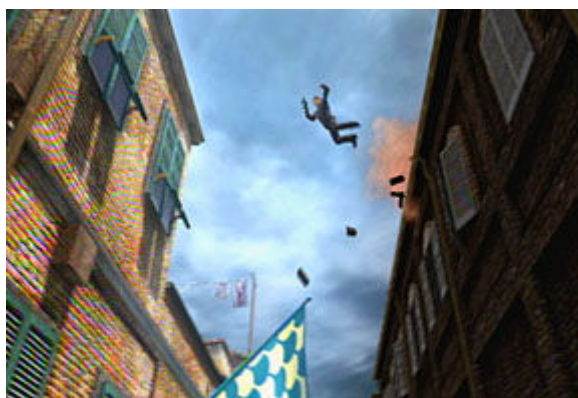
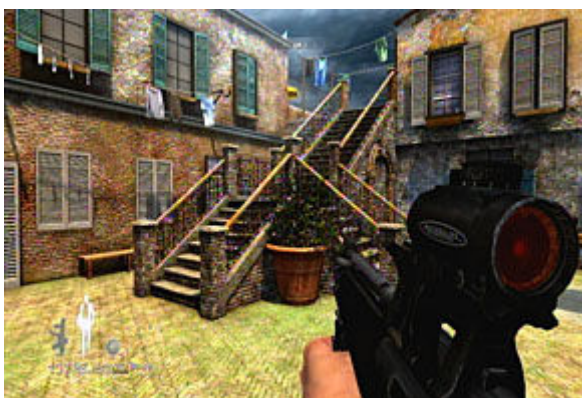


#### Cell Phone 2

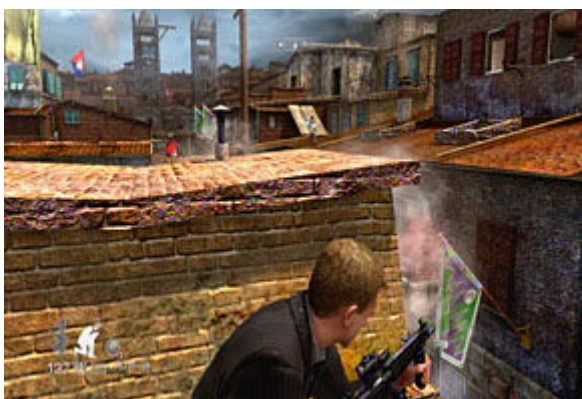
It's on a bedside table in the apartment. Mitchell is requesting back-up in this audio file. "Expected extraction point is now (panting), at the Gallery."



Interestingly enough, right behind you after picking up the cell phone (against the wall where you might not notice it if you just barrel through the room) is a glowy yellow case containing—oh yes—an LTK Super Magnum, the sidearm Cell Phone 1 spoke of. I'll take it.



Head up the stairs and make the jump after Mitchell to the roof of the next building. Unfortunately, you slip and end up hurling yourself (in a cut-scene moment) across the street.



Take immediate cover here and work your way through the guys in the windows across the street. The Magnum is pretty handy, for this. When it's safe to move on, drop down to the lower rooftop area, but watch out in case there is still a guy lurking there. You're probably looking across the street again to check if any more thugs are racing to the windows, but behind you is an ammo box. Use it to restock all your weapons. Then, when it's clear, head into the building.





Take cover in the doorway leading to the next area and focus on taking out the bad guys (without being grenaded!) before grabbing...





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**Siena (cont.)**

#### Cell Phone 3

On the floor in the corner as you move into this apartment building. Mitchell says, "Sleeper One is now active. White being brought in @ 16:00 hours. I will not fail."



Move to some outside cover and some guys will start shooting from the level below you in the next building. You can try to hit that yellow thing, but it's almost easier to just pop them in the face and be done with it, as there's no guarantee they'll be close enough to be affected. When they're gone, you can jump across.



#### Cell Phone 4



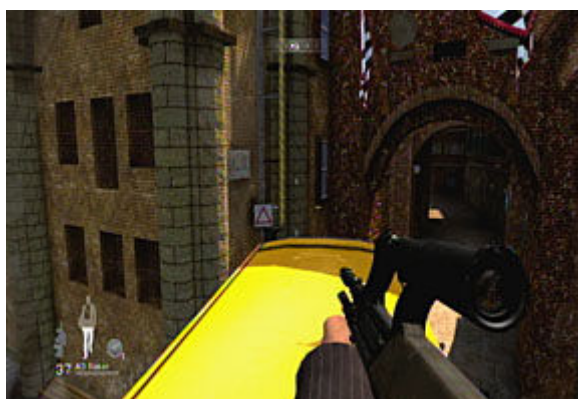
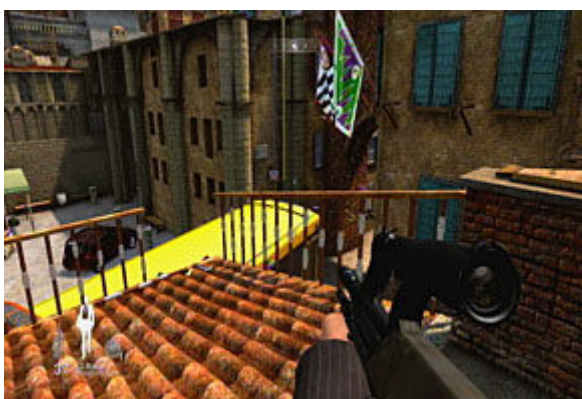
Find the last cell phone of the area all the way up at the top of the building (past the exit). It's an image of a newspaper report pointing out that, "The Domo Gallery is undergoing renovation."



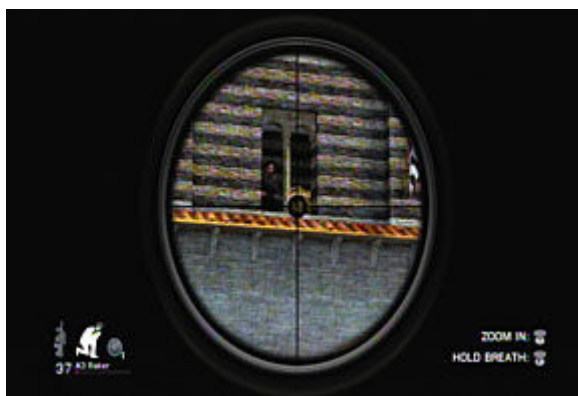
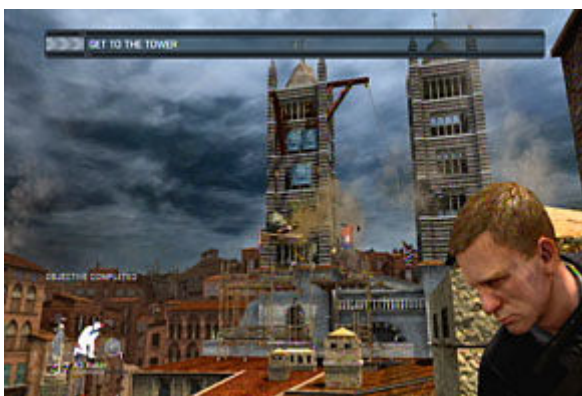
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### Siena (cont.)

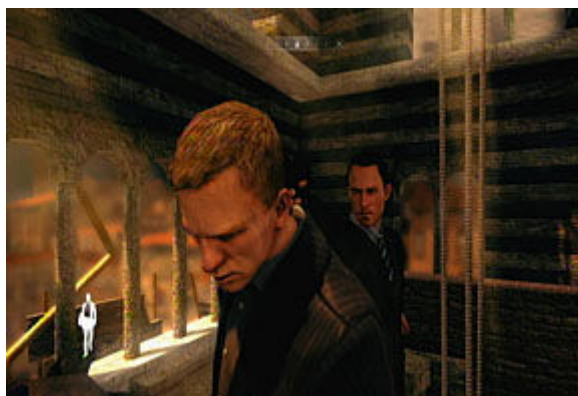
Continue to explore this room to find who we must assume is one of the window snipers you shot earlier. He dropped his A3 Raker, boo-hoo. So now you should be feeling pretty boss with your Magnum and Raker. Head back to the doorway you passed on your way up.



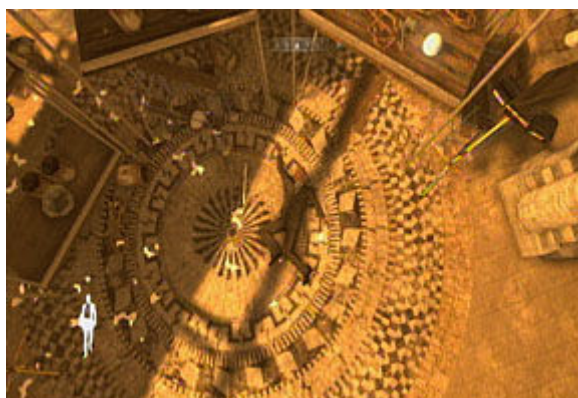
Here you need to get to the other side of the street. There is a stripy yellow bar to climb, but it's on the building opposite you. Thankfully (?) a bus crashes and makes a convenient bridge. Make sure you take out the gunman on the roof before trying to climb, though, or he'll make your life miserable (or, you know, end it).



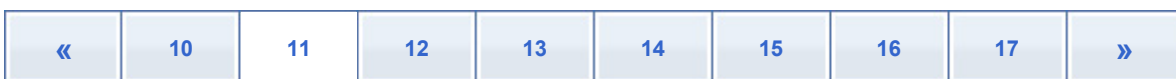
There are a bunch of guys staking out the bell tower, and in fact, even when you leave your first cover spot there are more, so I advise using the A button zoom to the next spot. Make sure to nab that fellow in the window—pretty easy since you can just pop the explosive he's standing next to.



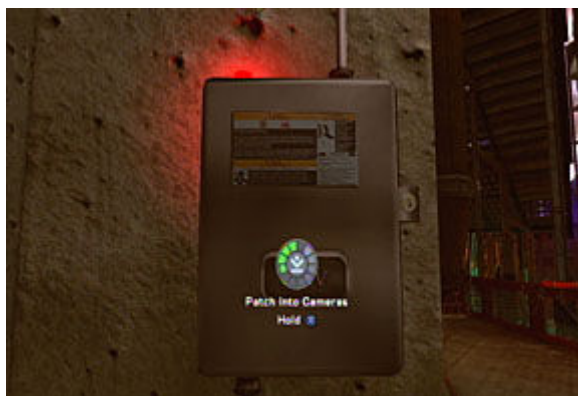
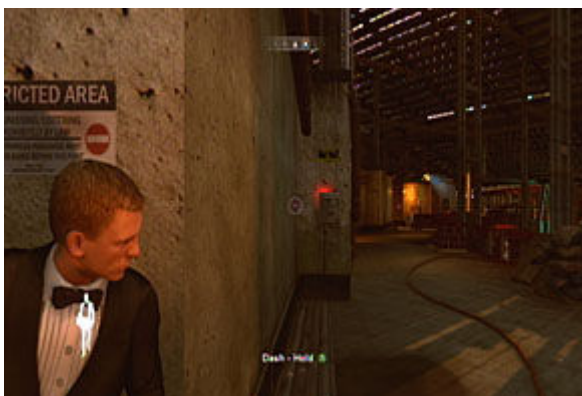
When the music stops you know you're in the clear. Be careful not to go up to the bell tower prematurely or debris might fall and crush you. (Hey, it happened to me...) Once inside, you've essentially beaten the level...



...except for this goofy quick-time fight with Mitchell. Very straightforward timed button presses, with the exception of two "mash" commands in the middle. Mitchell is dead! Oh, why'd you have to kill him, 007?



## Opera House



You're on the tail of a guy called Greene, and for whatever reason, he's conducting business at the opera tonight. Your



first objective is to get some camera access—that's the blinking box you see the moment you start the level. Then you get that pit-of-the-stomach, oh-boy-here-we-go-stealth-time feeling that comes of finding out that some cameras are good (green) and some are bad (red).

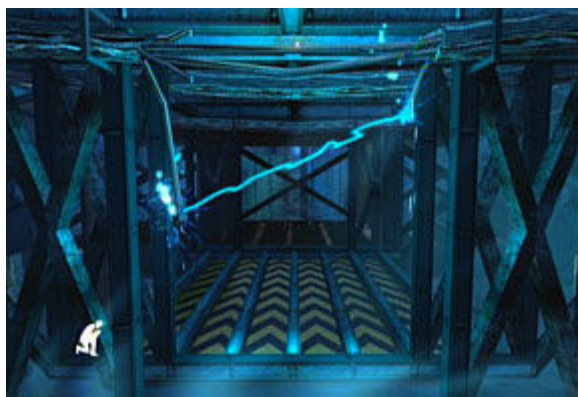


Your first red camera is easily deactivated via a box on the wall around the corner from it.

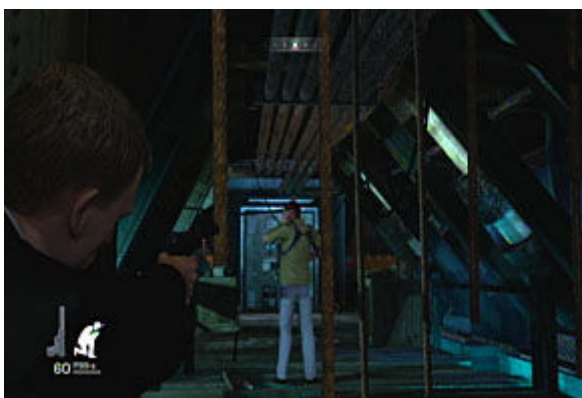


#### Cell Phone 1

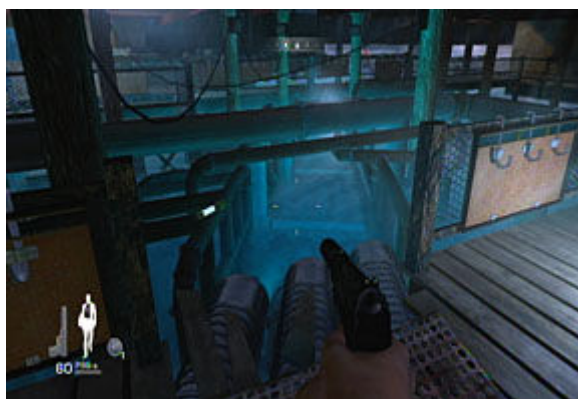
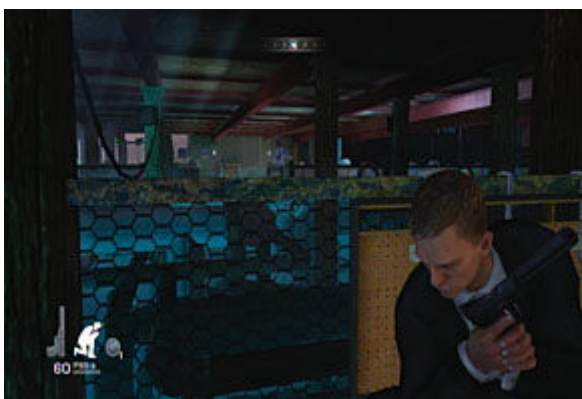
Walk to the left, passing the walkway for a moment, and you'll find a cell phone sitting on a ladder. The data is an image file, but the text tells you that there are override switches for the walkway beneath the stage. You're going to have to be sneaky, though, since of course, unauthorized personnel are not...authorized!!



Now you can head down the boardwalk. You'll come upon the two switches the cell message spoke of. Hit the left one once, and the right one twice. Crouch to cross. Unfortunately, once the bridge is aligned correctly something shorts out on the other end, so you'll probably get zapped as you exit.



Continuing to your right, you'll be alerted about the elite guards who will come crash your party if you alert security. This would be a good time to put the silencer on the pistol you just whipped out (press down on the D-pad). Quietly pop that guy and grab his SAF .45. Alternatively, you can crouch and approach him for a takedown move.



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**Opera House (cont.)**

Next you're supposed to be aware of the guard patrol routes. Kind of a pain, right? I suggest just headshotting them as soon as you're aware of their existence and in range. There's just the one guy up top—then head into the drink. Weird opera house, right?

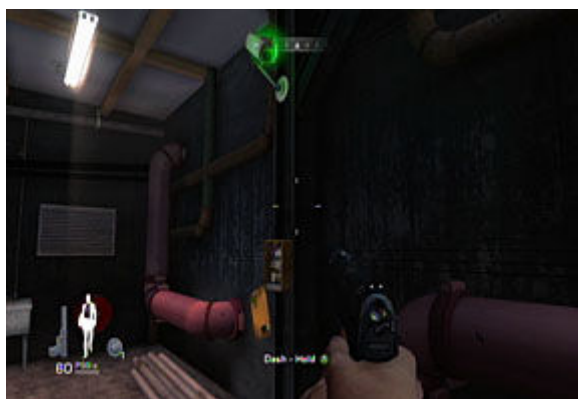
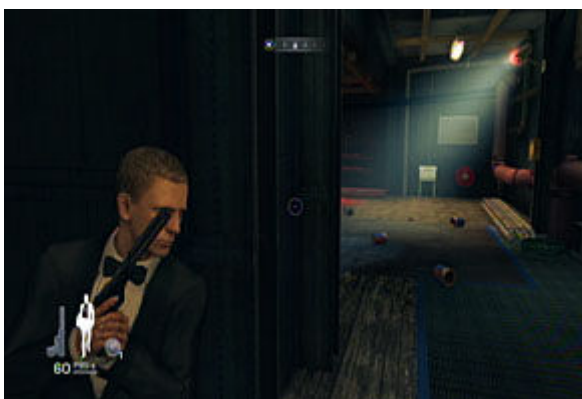




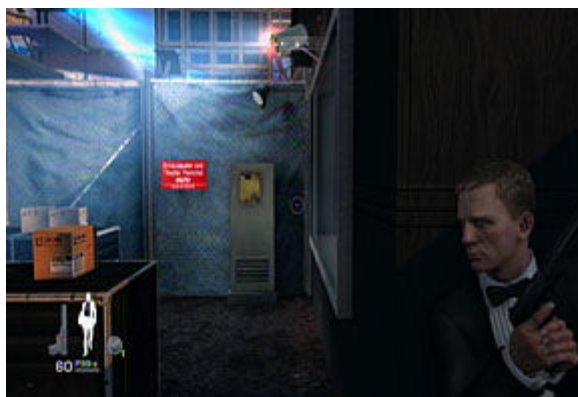
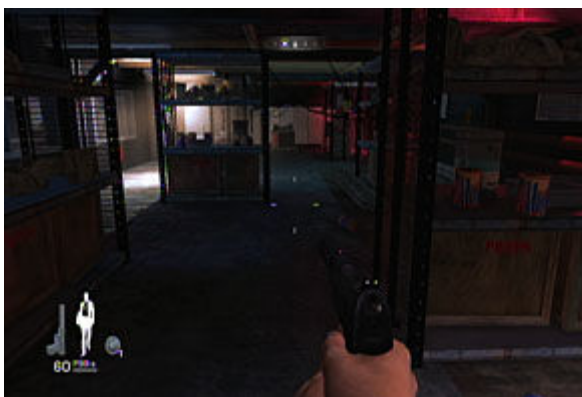
It's so handy that all the guards radio in the all clear right before you shoot them! Go around the left of the warehousey looking place. Hide behind the first crate on the left and you have a nice, leisurely headshot to take at the next security guy.



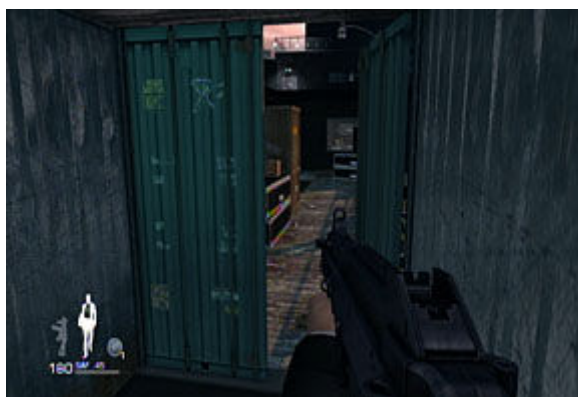
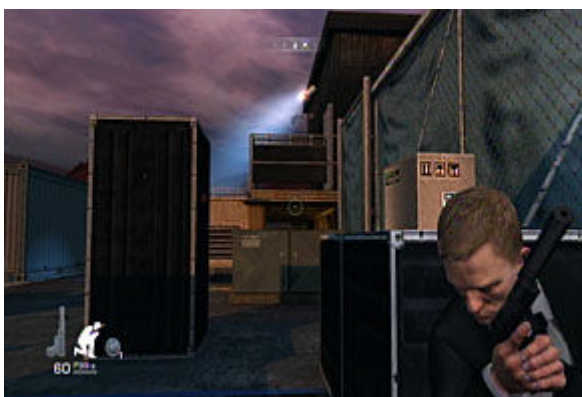
You can't really miss the brightly glowing green control console. Use it to lower the big shipping crate to create a bridge. Next, you need to find a vantage point to spy on the skyboxes.



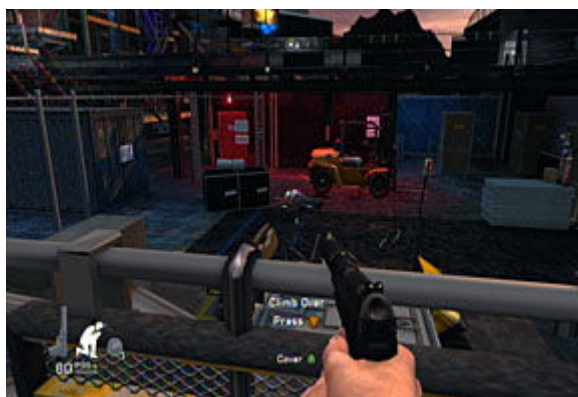
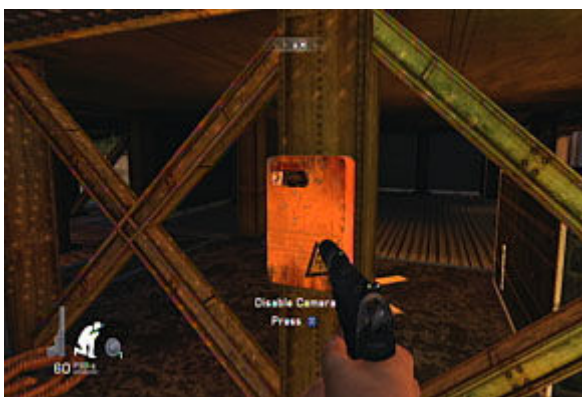
To me, that would necessitate heading up some more stairs, but if you go up, there isn't anything to find. Instead, try not to get caught by this security camera. The control box is directly underneath it, so wait until the camera is pointed distinctly away from you to rush over there.



In case you had tripped the alarm, this area is very conveniently laid out for a firefight, but since you haven't, you can just head outside. There's not a camera above the door you exit, but there is one right around the corner. You can see the yellowish box in that screen, as well. I advise crouching to reach it, and keep an eye on the camera as you go, because it does swivel.



There is one more camera, in this area, and tripping it would be a bad idea. There is a big crate you can hide in, if that should happen, but unfortunately you can't shoot through the corrugated metal any more than your enemies can.



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#### Opera House (cont.)

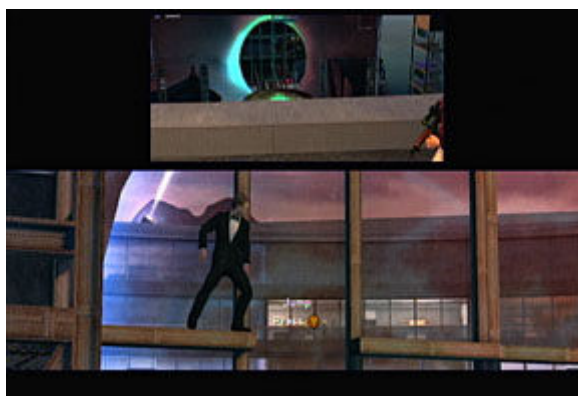
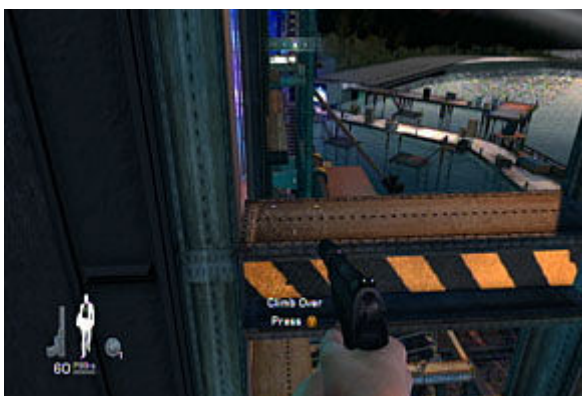
Instead, just move from cover to the crawl space underneath the level the camera is watching over and disable it. From there you can either go upstairs and check out the office, which contains nothing, or crawl around. In any case, you'll need to whack one more guard on your way.



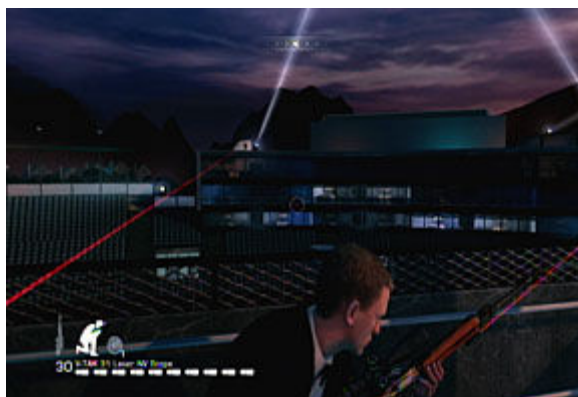


#### Cell Phone 2

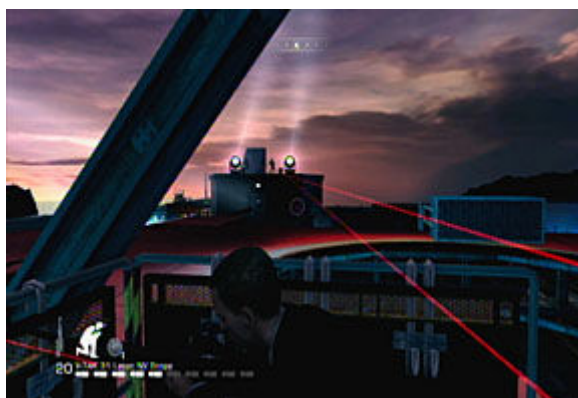
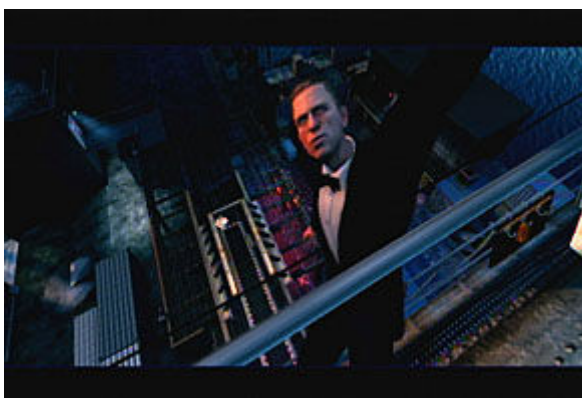
Head up the stairs at the back of the area where you shot the last security guy and you're guaranteed to run into this cell phone. Someone is telling Greene's lookout to move right away after the "meeting": "The backdrop stage is being dropped for a technical rehearsal—you will be in danger if you remain at your post."



Climb the ladder to your right and then over the yellow and black marked safety railing. Ready to shuffle? It's really hard to make it out in that screenshot, but the guard's point of view is there because the circular area in the middle is where you're walking. Ostensibly, if he sees you, you'd be in trouble, but I didn't have any issues.



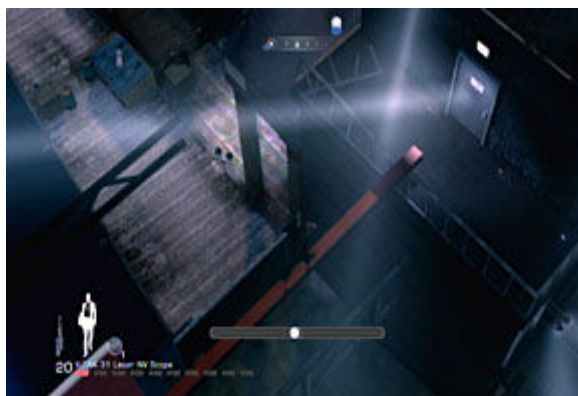
Continue climbing. You can take either the ladder or stairs—all the same place. Just make sure you don't run headlong into that sniper. He looks so focused and intent for not having noticed you at all during this whole time. Up one more round of stairs and your infiltration is complete. Bond takes some pictures, and then whips out a V-TAK 31 Laser NV Scope when he realizes he's been noticed. They send one sniper at a time for starters, but it gets a little crazy near the end. One shot'll do it with this gun, though, so just take your time between shots and move around in a crouch if they start hitting you.



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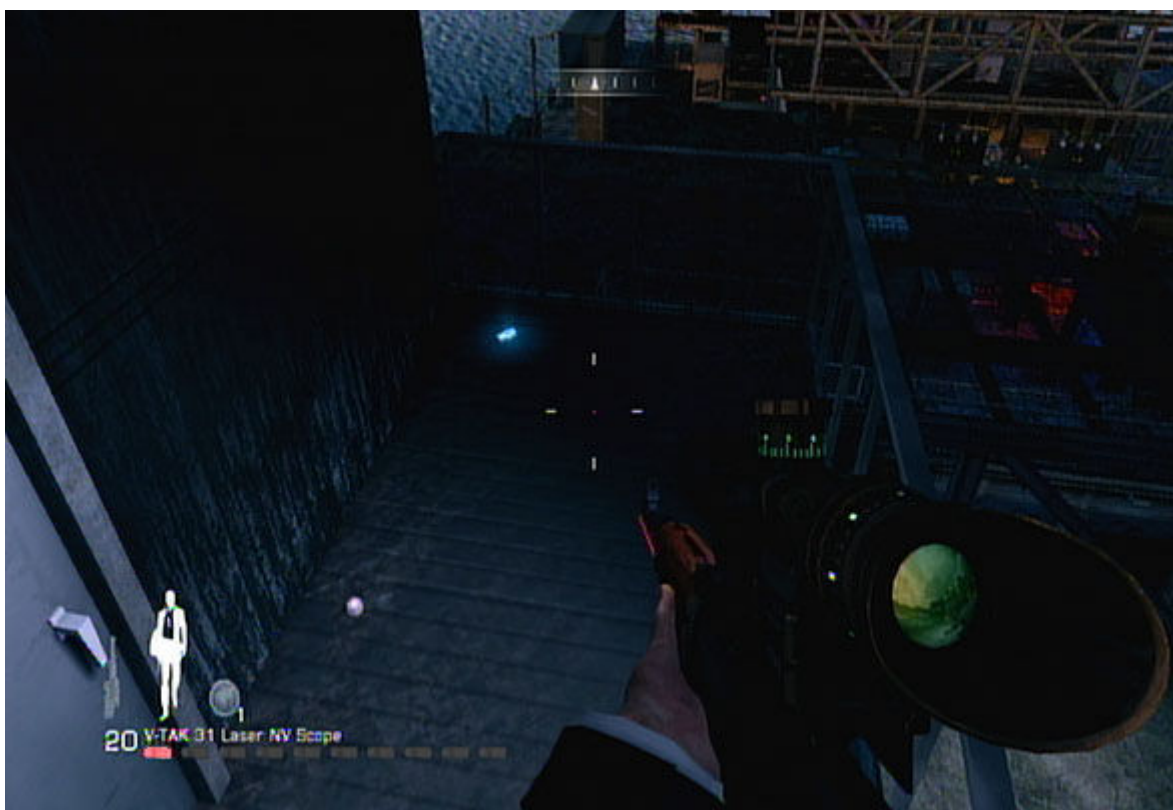
#### Opera House (cont.)

You don't even have to take them all out. After a certain point, they just decide to destroy the backdrop (this is no mere lowering). You fall a decent ways, but wake up groggily to "DEFEND YOURSELF." You may wonder why you still have the V-TAK equipped—I expected a rush down the walkway, but instead you climb up and take out some more snipers.



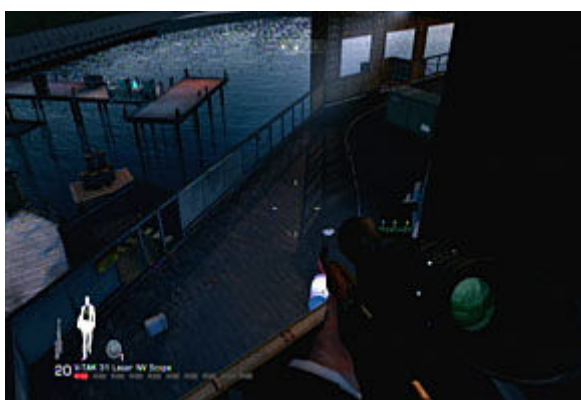


Jump down onto the...backdrop? And head towards the building those snipers were perched on. You'll see a beam leading across, which can only mean one thing: balancing mini-game! Keep the white dot in the middle of the bar as best you can while also tilting forward on the left analogue stick.



### Cell Phone 3

Directly to your right, on the floor, as you jump off the beam. "All personnel who are authorized to use the LTD 22 can exchange their V-TAK 31 for the power weapon near the loading dock once your perch shift ends." Sounds good to me!

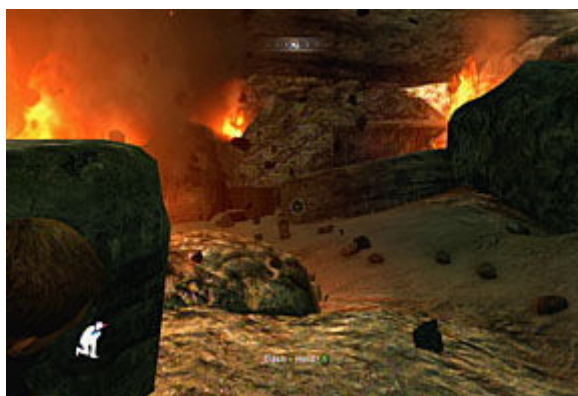
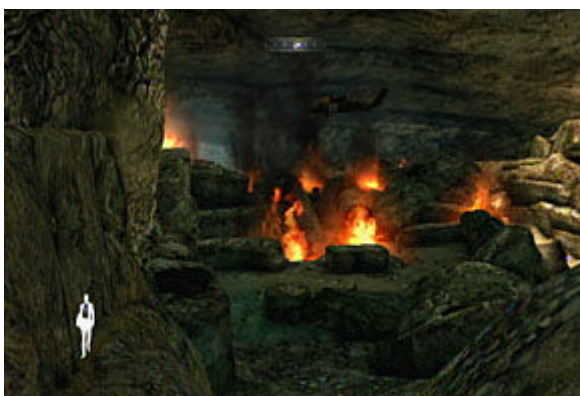




After grabbing the phone, jump down to your left where you'll end up fighting off some more snipers. All of the sudden, though, you're put on a time limit, so you need to just run like hell to end the level. If you like you can stop and pick up that LTD 22 before climbing down, but you only get to use it for about five seconds as you sprint off the dock before it explodes.

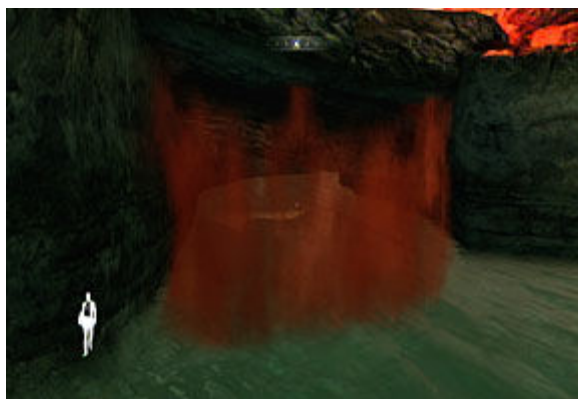
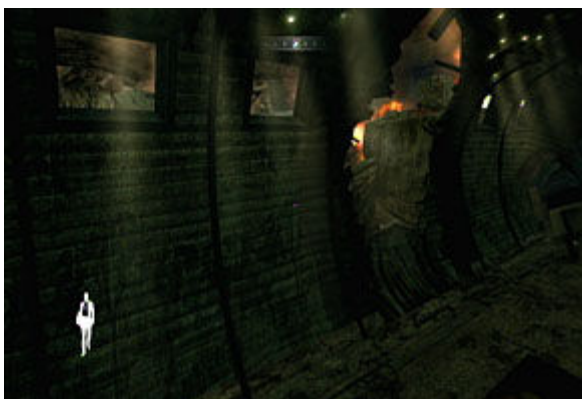
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#### Sink Hole

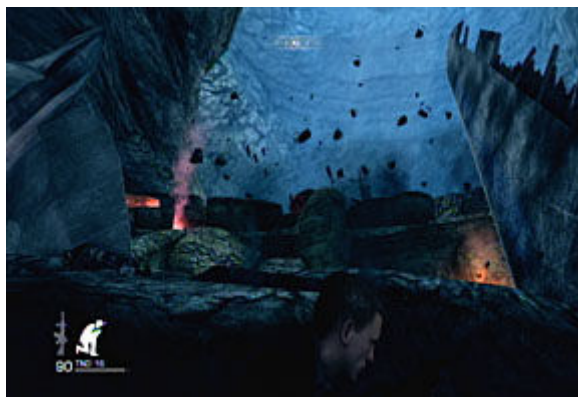
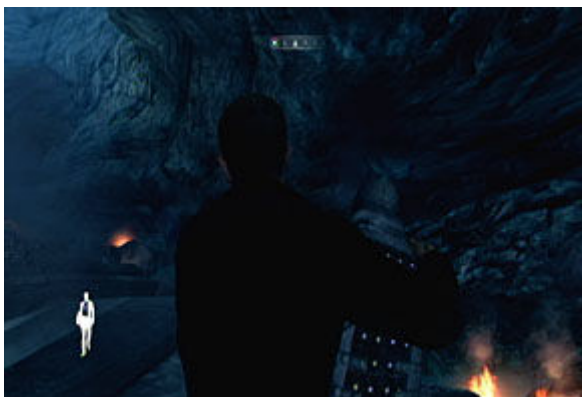


Well, you've crash-landed in the middle of hell. The first part of the level is an exercise in sprinting between cover. You're unarmed, so just use the A sprint to keep moving between spots.

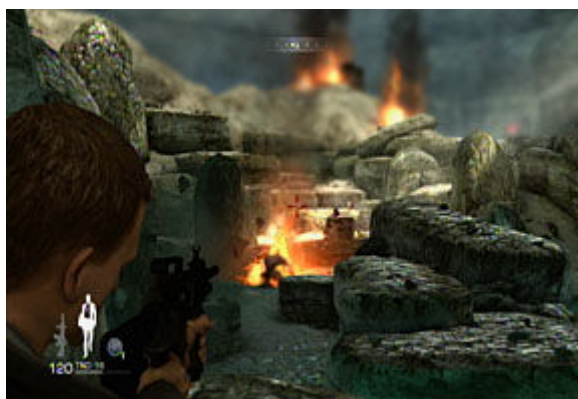
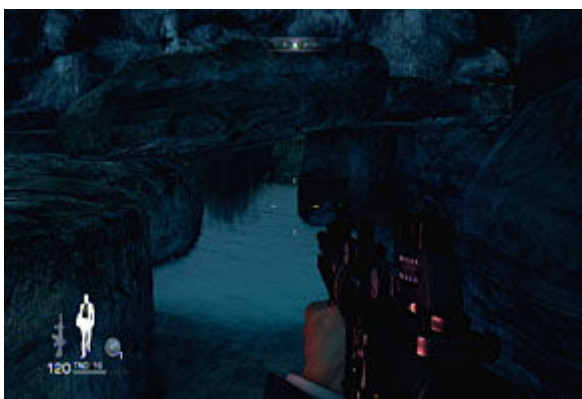




When you find the plane fuselage, head in there and let the bullets rattle off for a second. Exit through the ripped up side. Eventually you'll come upon this low-ceilinged area with the reddish dust. Duck and cover!



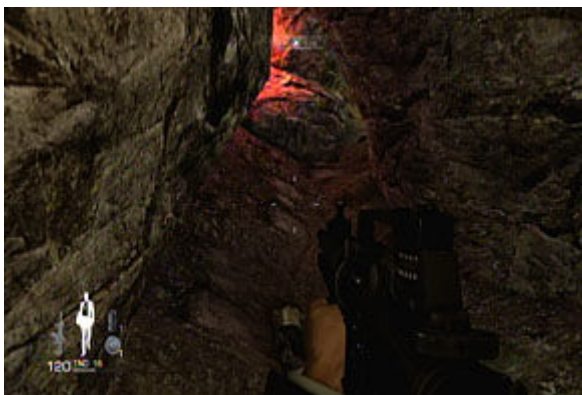
After dropping down a level, you'll be tasked with sneaking up on an enemy and disarming him. If you can manage to ninja up behind him for a takedown, that is fine, but if he starts shooting at you, it doesn't matter—just sprint at him and take him down that way. Enjoy your TND 16! These guys that starting shooting at you after that have grenades in addition to guns, which means two things: watch out and loot upon killing!



After grabbing a grenade off one of those enemies, head to the left where you'll see some water. (That's what all the fighting is about—the drought, voices over your radio say.) The next part is an uphill fight. Really fun, lots of cover.



The trickiest part about it is the occasional smoke grenade. Guys running at you out of the haze can be a bit alarming, but if you use a takedown move, they are no sweat. Otherwise, just find some cover and sit tight until it clears.



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#### Sink Hole (cont.)

At the top of the hill is a cave, and there will probably still be a couple guys in there to clear out. Coming through, you'll see a helicopter go down—your next objective is to find it.

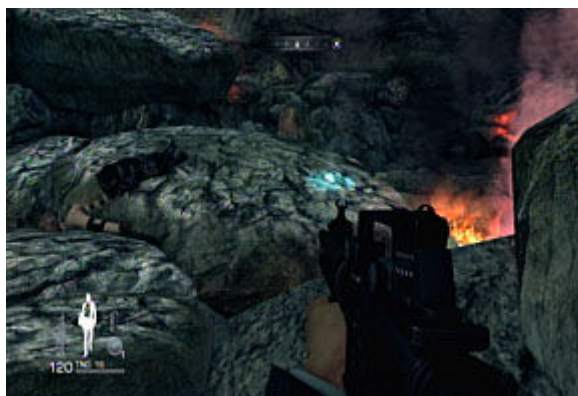


Ok, for some reason I expected that to be a challenge. Simply follow the path the winds around the right side of the pit you come across—it leads directly to the helicopter. Before stepping inside and hopping on the turret, make sure to refill your ammo from the gear box.

The turret fight is sort of a pain. If you have really good twitch aim, it'll be a breeze, but since the ammo doesn't seem to



run out ever you can also just strafe slowly around to wherever the next guy is, mowing down everything on your way. Just make sure to split your attention evenly between the left and right flanks, or enemies will sneak up close and start to do some more severe damage.

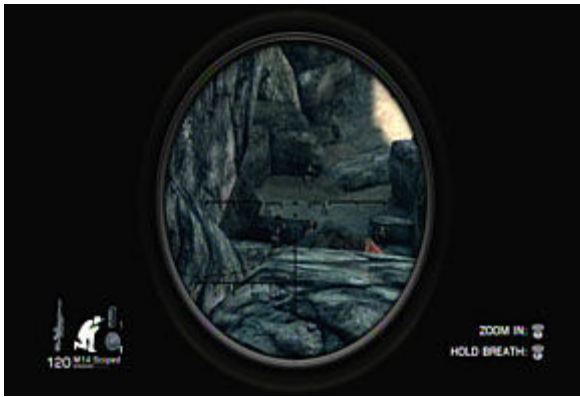


#### Cell Phone 1

Heading up the hill, you'll go through a little boulder arch. If you do pretty much a hairpin turn to the left after going through, you'll find the only cell phone in this level. It's a text message that handily prepares you for the certain encounter with grenade launchers.



Continuing to your left after stopping off for the cell, you'll come across two guys trying to snipe Camille (your partner in crime). That won't do, so kill them both and steal their M14 Scoped. You can also refill your ammo again.



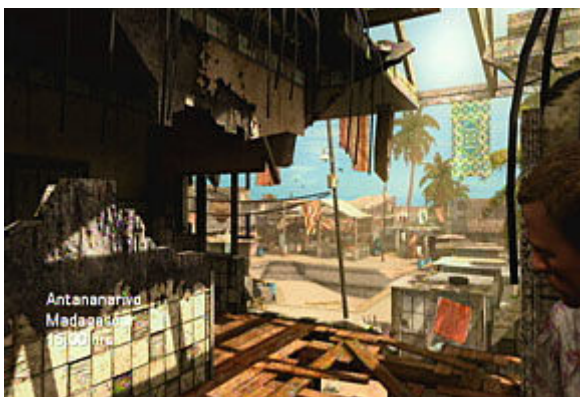
Look down across the area below, where the snipers were originally aiming. There are a bunch of enemies down there just waiting to be headshotted out of existence. Once you attend to that, though, another helicopter starts going nuts. The M14 won't cut it anymore, so follow the path to its end to trade out for a D.A.D. system. Yee hoo!



After taking out the helicopter, all that's left is to head down the hill to meet Camille.

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## Shanty Town



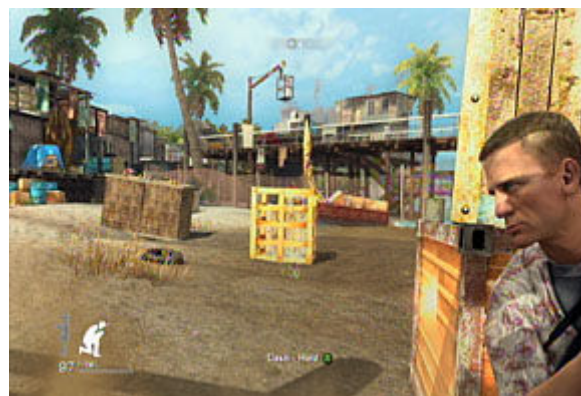
Flashback to Casino Royale! You're after the bomber who was watching the cobra vs. mongoose fight. You'll see where the bomber runs right before the scene zooms out to where you're standing. Once you get closer, though, a bunch of guys start shooting at you—out comes the pistol. Luckily, once you knock a couple off, you'll be able to grab a FRWL assault rifle, conducive to the run 'n gunning you'll be doing.





#### Cell Phone 1

Don't miss the cell phone on the bar, but it's better to wait until you kill all the enemies before grabbing it. You've handily intercepted an image file pointing out a machine gun-equipped truck parked on the dock.



After exiting the café/bar, take cover by the door and shoot the couple of guys out in the backyard. Then head left down the beach. There's the dock! Shooting at the machine-gunning trucker will cause him to skedaddle. Keep moving up by running from crate to crate, but watch out...





A couple of guys rush down the stoop of the next building as soon as you hit the closest cover point, so be ready to blow the shimmering explosive as soon as you get there. Then you can head inside and...





## Cell Phone 2

...grab the next cell phone. It's sitting on the table. Rija wants 12,000 Euros for something and is waiting in a shack at the end of the alley.



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## Shanty Town (cont.)

Kick the screen door and head up the ladder outside.



### Cell Phone 3

At the top, you'll hear a phone ringing right at your feet. The data includes an image point of what sounds like a firefight, "...my men will be waiting..." Yee-hoo!



And here we are, walking right into that fight, which will take place in three stages. Carter is there, too, so don't mistake him for an enemy. Before you head up the ladder, make sure to grab the 8-CAT machine gun in the yellow box. Then, get on that metal shield as fast as you can, since there are a bunch of guys below. They have grenades and aren't afraid to use them if you give them too much time. It's not complicated to wait until they are reloading, though, and the 8-CAT makes it really easy and fun to pick them off. Spot the explosives to speed things along.



Right when you think you're done a second wave comes in from your right, so move to the corner quick. These guys are pretty tenacious and will even jump over into your little sniper nest, so make sure to pop the closest ones quickly. Be aware of the machine gunner in the truck.





Note the ammo box in the back right corner!



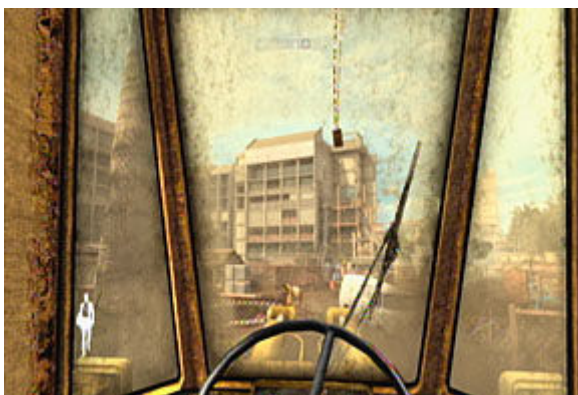
Once you've cleared the right side, bring your attention front and center again. For some reason, they've brought a huge gas (?) tank out straight, sheltered in that building. Wait until the gunner in the truck is taking a breather, and then pop that thing to send the whole operation sky high. (Or you could do what I clearly did, and almost die, haha.)



Carter is waving you on after the bomber, so run along to the next level.

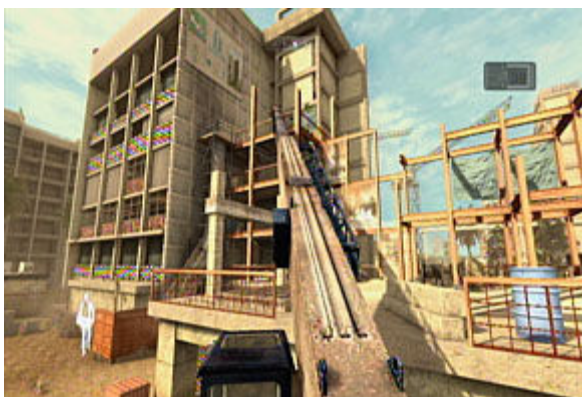
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### Construction Site

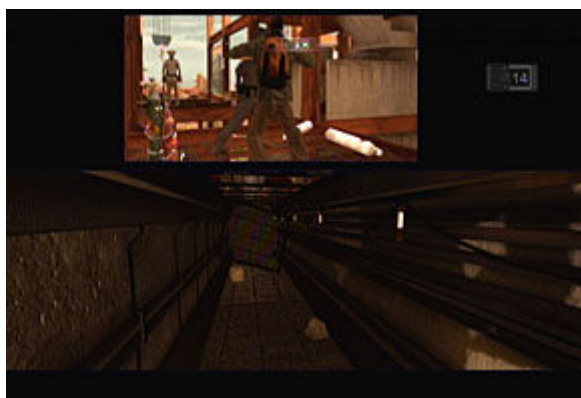


You definitely remember this scene from the movie. The whole level is a chase sequence, so it's timed, but there are no cell phones or gunmen to worry about—just keep moving.

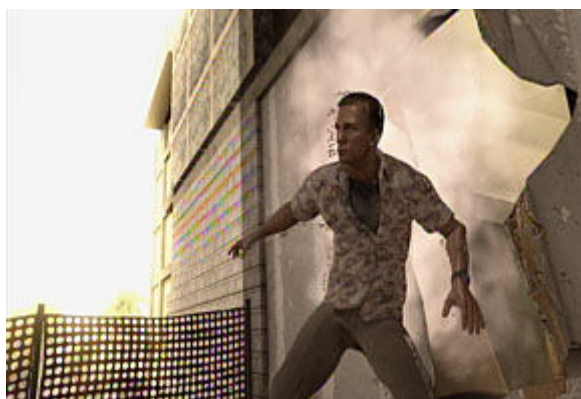
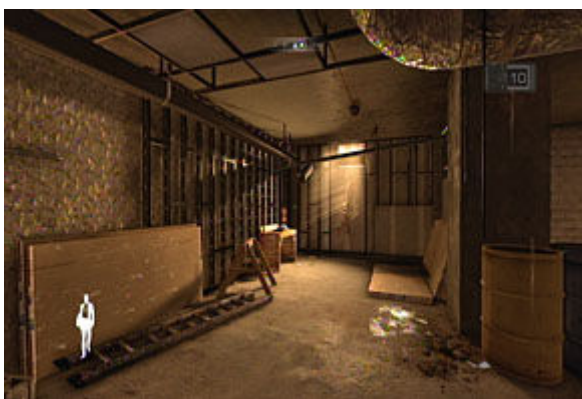




Once out of the bulldozer, climb over the pipes and hang a left. Then, jump across to the crane. If you saw the movie you know what to do! The first section of the crane you can just run up, but near the top it gets thinner and you'll have to play that balancing mini-game again. In fact, there are a handful of spots in the level where you'll be balancing.



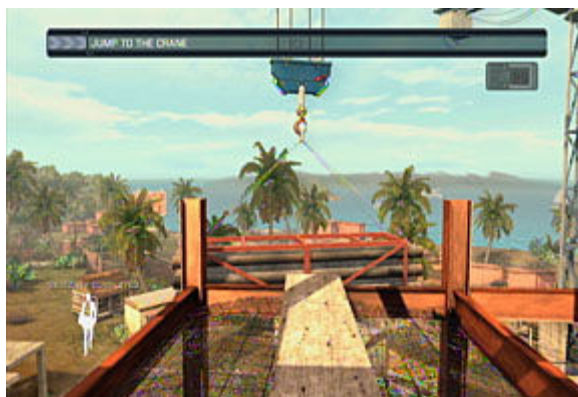
Once off the crane head inside the construction area, where there are workers not paying attention to anything you are doing. Slightly to the left there is an area where you can crawl , so as to not disturb them.



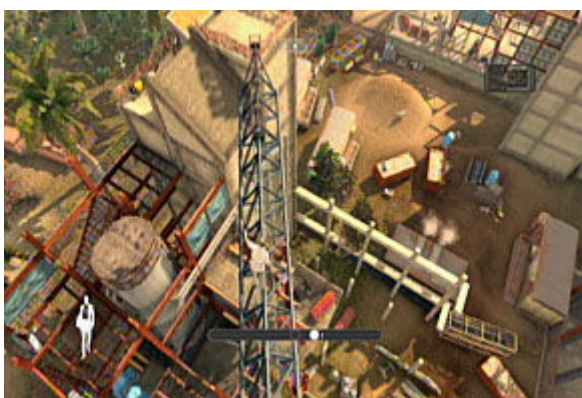
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**Construction Site** (cont.)

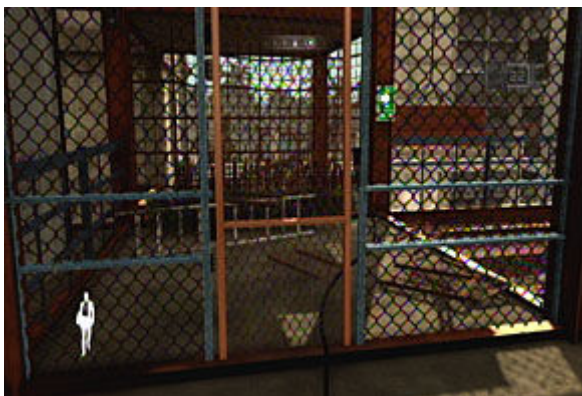
As soon as you climb out look right and notice the crack in the wall. Go straight through it! Pow!



There is some sort of explosion and you get jostled about a bit. Fortunately the path is really easy to follow. Jump to the building materials hanging from the crane and hit X to take advantage of the pulley.



Monkey around from crane to crane, jumping and balancing. Eventually you'll come back down to the building, where the bomber grabs the first available elevator.



Down the stairs and to your left, however, is an orange door and a second elevator. Cut the cables with X for a rapid descent.

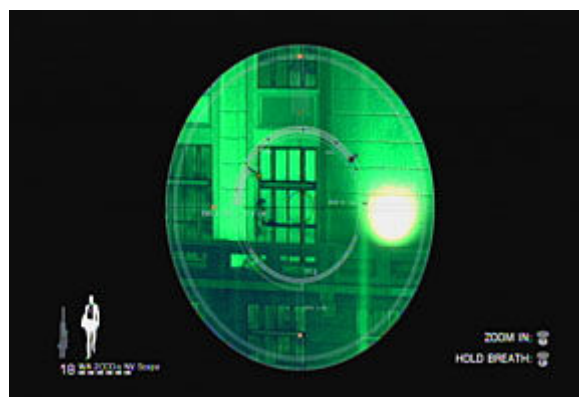




Click the left stick in while you run to catch the van with a sprint!



#### Science Center Exterior

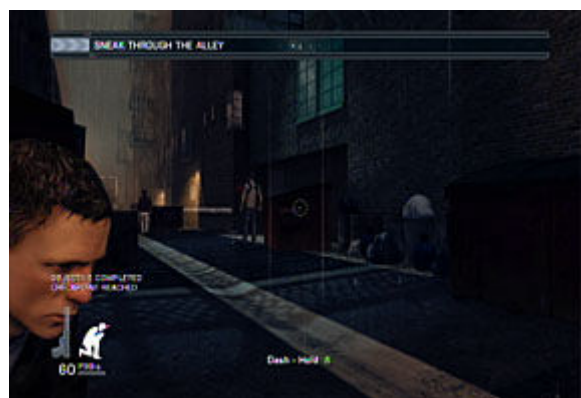


Bond has tracked Dimitrios to a science center in Miami, but you need to infiltrate quietly, which is where your sniper rifle comes in handy. There are three guards and my best advice is to just not miss those shots. Zoom in by pushing in the left analogue stick and click the left in to hold your breath. If you do miss, at least one or two of them will spot you immediately. In that case, aim long distance from cover until your reticle turns red and then pop out to shoot—don't try to snipe fancily anymore or they'll riddle you with bullets.



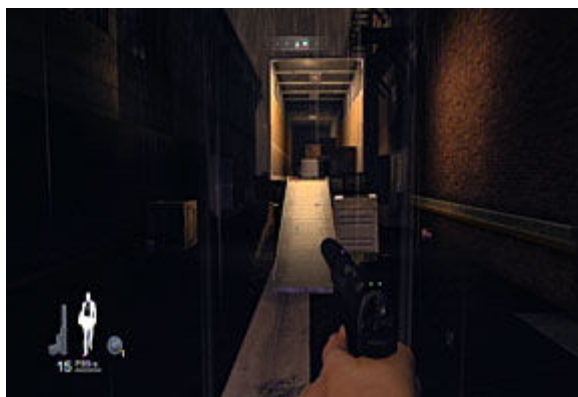
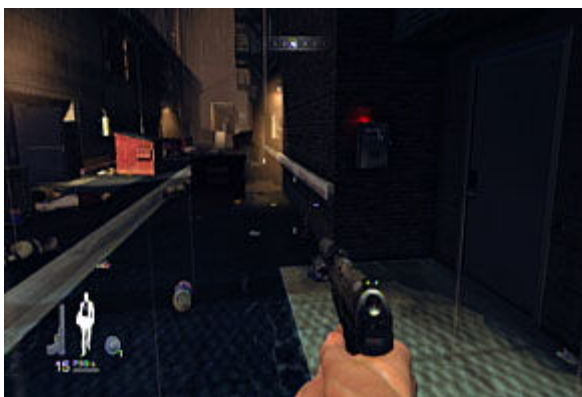
#### Cell Phone 1

It seems to have fallen off a guy sprawled on the floor behind your starting position (where you can also find an ammo refill). The data is an audio message from a merc tipping you off to a possible sniping location that has "no current threat," although they will be keeping an eye on it. A billboard across the road? Yeah, that's where you're standing...



Three more guys up on the roof to shoot. Once that's, down head downstairs and you'll be jerked into a cut-scene leading to an alley. You have a silencer for a reason, so don't miss; otherwise you'll have to deal with armored elites. Pick up a CR-1911 .45 off of the nearest corpse when you're done. There's also an M14.





Patch into the cameras at the little box with the flashing red light and then head to the back of the alley and into the semi.



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#### Science Center Exterior (cont.)

#### Cell Phone 2

Ah ha, this cell that you'll find on a crate in the truck is an image file that explains where the elites came from: "...Mr. Dimitrios has supplemented his standard security detail with a veteran squad of private contractors."



You can already hear the next cell phone ringing when you jump out of the truck, but first you need to unlock the door. This is the same mini-game from the first level of the game, but this time around there are more numbers and sometimes the little pointer arrow will flash red to fake you out. You have to have pretty quick reflexes, too—it's easier to beat with two thumbs: the right on up and right, and the left on left and down. That way there is less chance of accidentally hitting a diagonal or something on your way to the correct direction.





### Cell Phone 3

It's on a janitorial cart on your left as you enter the building. The data indicates that the roof is crawling with guys.



Head through the door on your left and pop a couple of guards from the exit threshold. You can grab a SAF 9mm laser off one of them.

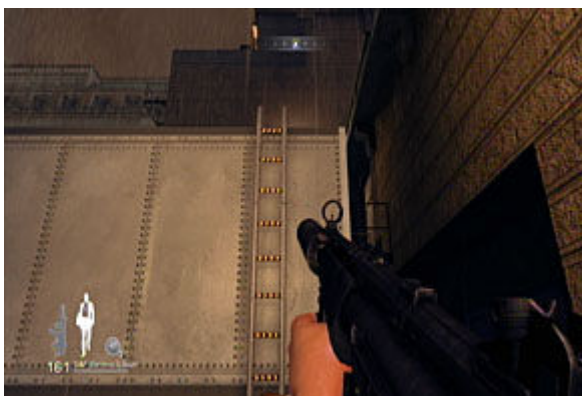


Guys seem to come from all over (especially out of the truck at the far part of the lot), but they aren't unmanageable. If you move up too fast, you'll probably end up flanked, so it's better to dodge between cover bit by bit. At least a couple of those fighters will drop M14s, so you can switch out the SAF if your ammo is dwindling.



#### Cell Phone 4

You can climb into the truck once you kill all the guards. Apparently there are some arms in the parking lot office that won't be missed if you grab them.

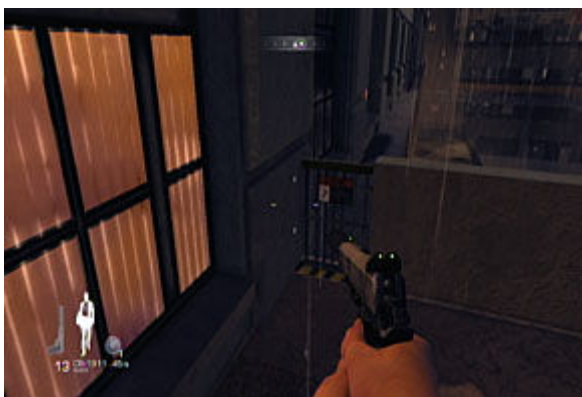


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#### Science Center Exterior (cont.)

Climb the ladder on the side of the truck and jump across to the stairs on the building. If you haven't taken out at least the closest of the balcony guards, though, you'll want to do that before you go up there. Before aiming for the roof, check out that little room at the foot of the stairs—yes, that's right, it's a D.A.D. system.





Don't get too worked up about the searchlights—it's not an extended stealth segment. Hope over the little railing to the ledge and take care not to get spotted on the wall. One drain pipe later, you're on the roof.

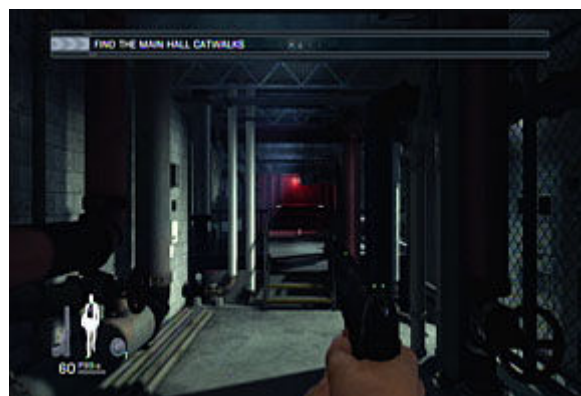
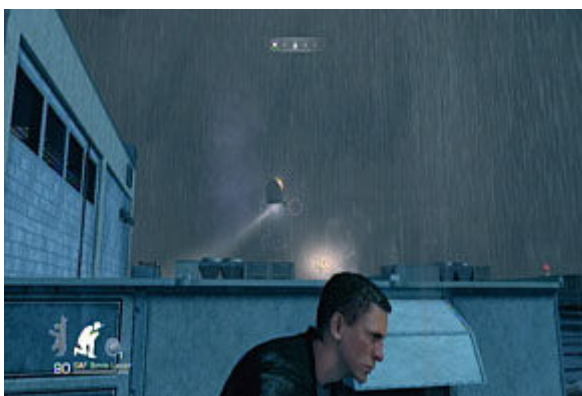


The roof is one huge fight—they weren't kidding about that perimeter being secure. The beginning is probably the hardest part, since guys are coming from two directions, but once you start making your way through the area you should be able to concentrate mostly on what is in front of you. There is plenty of cover, and you can always shake up a group of enemies (or explode them, hopefully) by launching a grenade.



#### Cell Phone 5

It's around a curly cue of a corner somewhat early on. Not hard to find if you're covering all your ground. The data is an audio file describing how the Dimitrios' chopper is incoming, so that should give you a good idea of where your objectives lie.



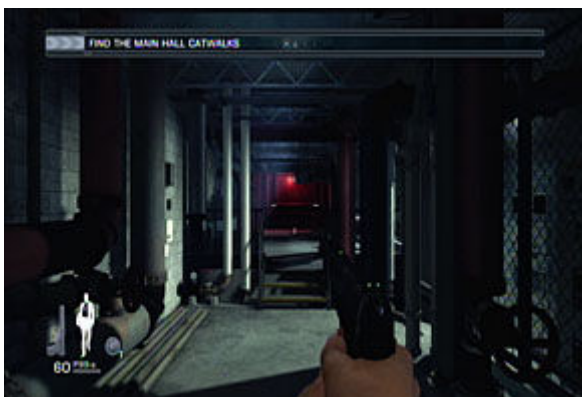
Copter fight! The first time you meet the chopper, you can't hurt it, but the end of the level is a total showdown. If you can hit it with the D.A.D system, that is awesome, but your M14 or SAF 9mm laser will work, too. If you are trying to use the D.A.D., don't try to run with it—too slow. I ended up using it just from the first cover location, and then switching to SAF.

The most important thing to remember is that pretty much every time the helicopter flies over your head, another goon will come charging out to shoot peck at you, and by peck, I mean take you from behind if you aren't watching. They have grenades, too, so you have to keep moving. Too many Blood Barrels! Always be on the lookout for the next ground-based enemy while simultaneously chipping away at the helicopter. Once they start calling mayday, you're clear for the next level.

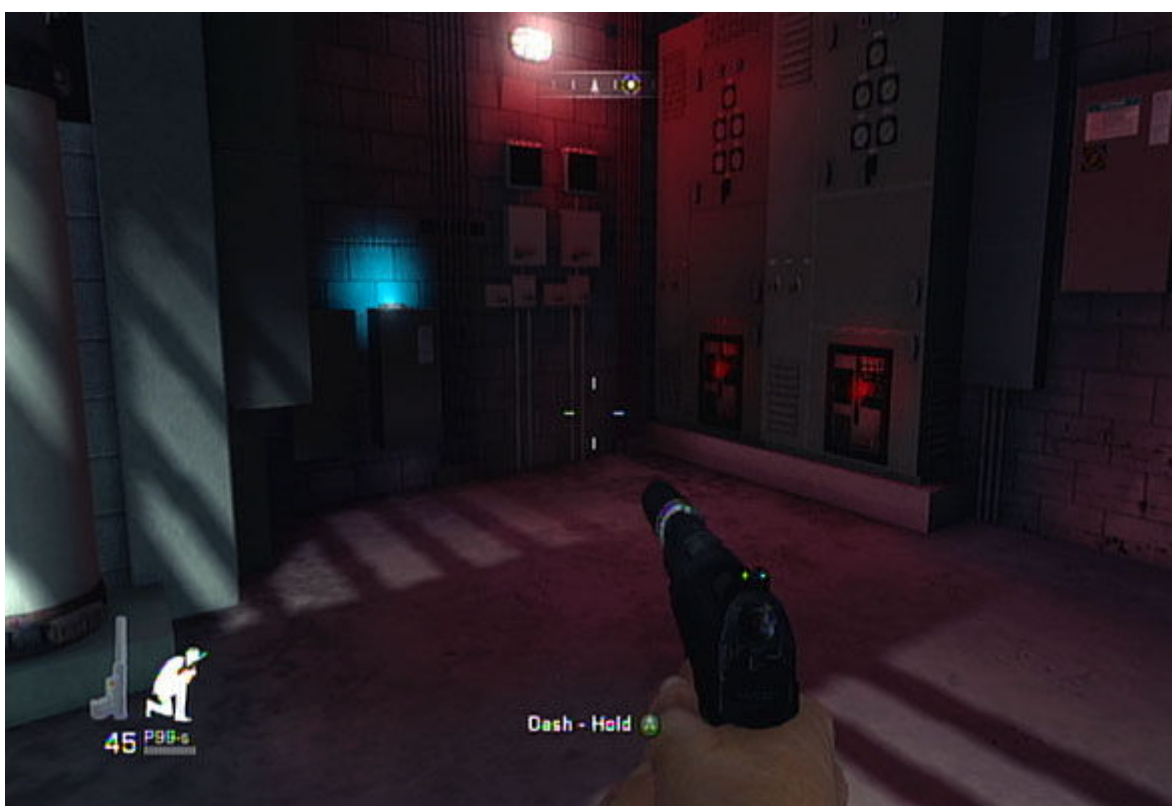


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## Science Center Interior



Now you're inside and it sounds like some catwalking will be in order. First dispose of this guard and take his CR-1911 .45. To the right of where he stood is the camera patch for this level, and to the left...



## Cell Phone 1

It's tucked around the corner from the stairs you just came down. We learn that, assuming Miguel is a faithful henchman, the catwalk doors are encrypted with a code.



Downstairs you'll come across two guards having a chat. You can let them finish or ambush, up to you, but you need to get in there and open bust into the catwalks. I never did manage to eliminate them both without triggering an elite squad, but at least the amount of extra guys is finite. The sooner you can grab the Mantis one of the guards dropped, the better.



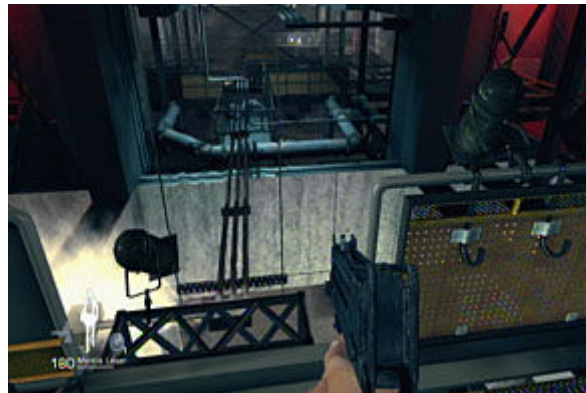
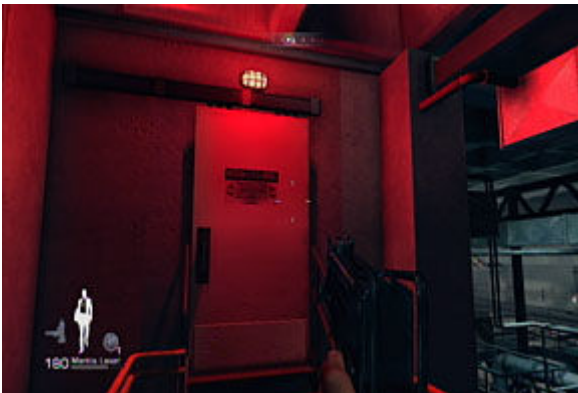


## Cell Phone 2

Grab it on the walkway between the two catwalk entrances before playing the breaking and entering mini-game. It alerts you to a gap in the safety railing that you will later need to exploit.



The catwalk fight is pretty annoying due to all of the railings. It's really hard to get a straight shot. Maintain as much cover as possible while trying to finagle your reticule around. The other main point is to just be aware of the parallel nature of the catwalk system; enemies will come down both sides. At the end, make sure to kill the two guards on the other side of the next set of doors.



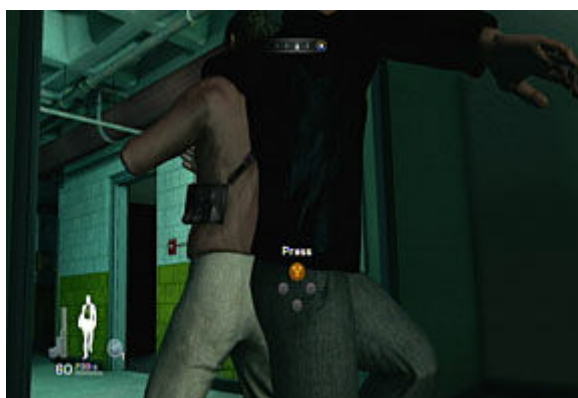
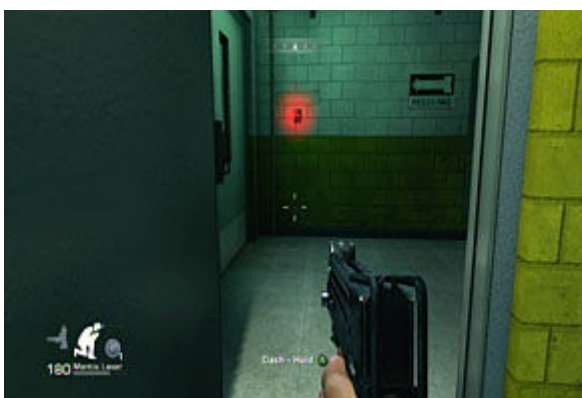
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## Science Center Interior (cont.)

Yeah, you may have reached your objective, but that doesn't make the red go away. Remember that gap in the safety rail? It's a couple steps behind the red doors, towards the middle of the area. Time to whip out your balancing act again!



Once across, you're clued in via radio about an old air duct. There is a ladder on the left side of this area. Once you pop open the vent, drop in and slide down the rope to get to the basement.



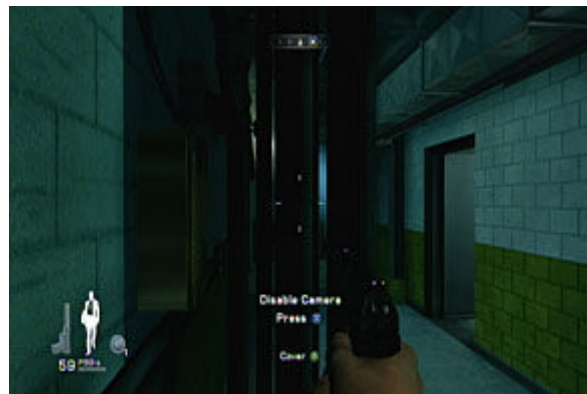
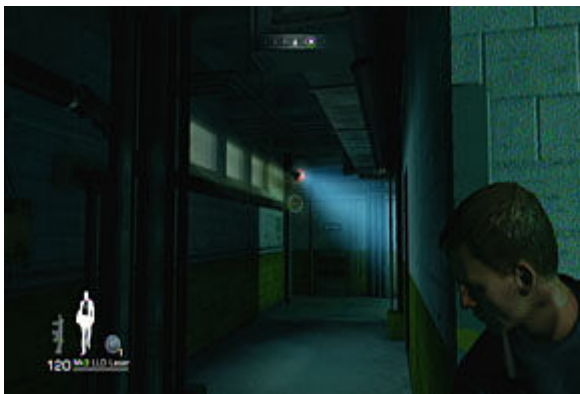
Well, it was open. Perform your mini-game magic on the lock there and head around the corner. You'll hear a guard on a radio before you see him, so don't run headlong into him. He'll go into the next room, which is your chance to either pull a quick takedown move, or headshot him with a silenced weapon.



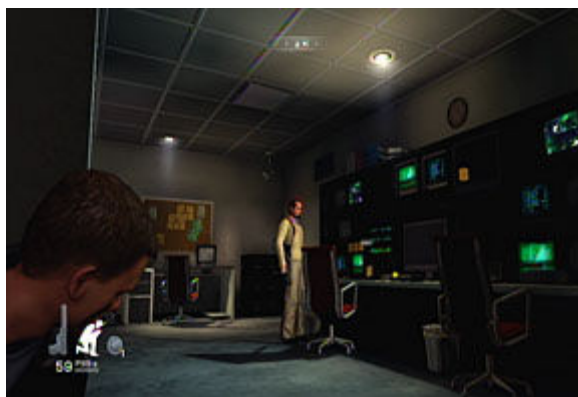
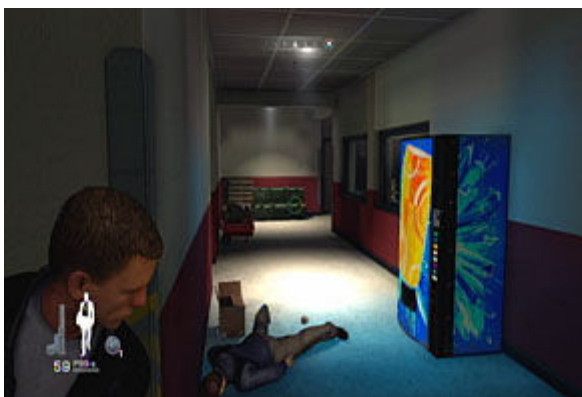


### Cell Phone 3

It's on the desk table in the corner of the room where you just took out that guard. Apparently they have the CCTV system. That must mean there's a dangerous camera up ahead?



Sure enough. At least you don't have to sprint all the way underneath to disable it; the box is right across the hall, before those pipes. (In the screen on the right, the camera is the bright spot to the upper left of the reticule.) Congratulations, your life is that much easier, now!



Stealth your way up to this corner to shoot the patrolling guard in the face before his eyes transfer the image of you to his brain. The rest of this area unfolds at a similar pace: move slow, stay covered, shoot silently.



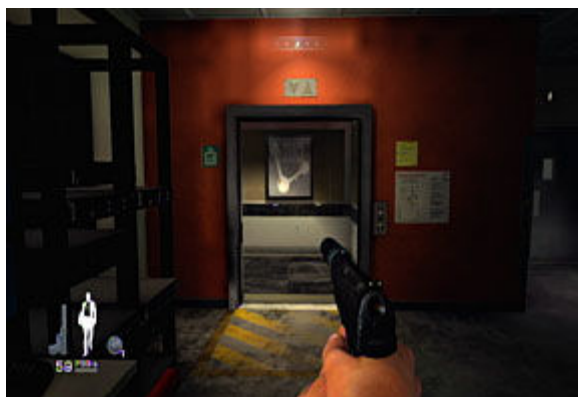
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#### Science Center Interior (cont.)

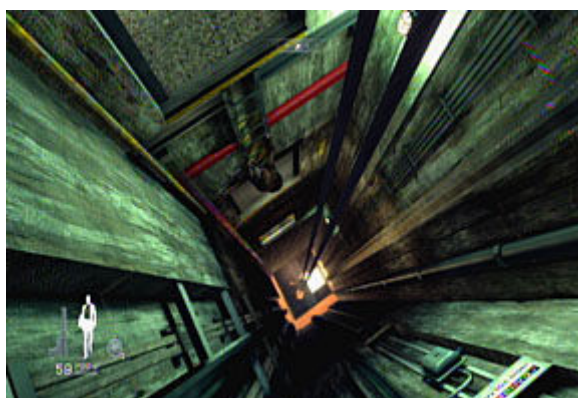
#### Cell Phone 4

Found in the office nearest the...green computers. Sounds like the elevator won't work unless you go to the security center and request it to be unlocked. Could be a risky proposition...





Or not! You're staring straight at the security center and the elevator access console has a little yellow flashing light. The elevator is to your right.



Unfortunately your ride goes badly because the bad guys are onto you. They force you to exit into the shaft, and for whatever reason, the car drops and explodes, so you need to make sure you climb out as fast as possible, or be turned into double-oh dark toast.



When you pop out, they are totally read for you. Luckily something explodes, and those two gunners get taken out. Grab cover ASAP, anyways, preferable on the right where...





### Cell Phone 5

You can find this handy cell phone sitting on a box. Actually, it's not that handy. It just tells you that a model of Da Vinci's flying machine is hanging from the ceiling...in front of you.



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### Science Center Interior (cont.)

If you go around to the right from where you found the cell phone, there is TLD 22, which makes one feel rather badass with its tight burst fire. There are a couple of enemies on this side and a couple more across the hall back to the left of where you started (which is also where you will head down the stairs.)

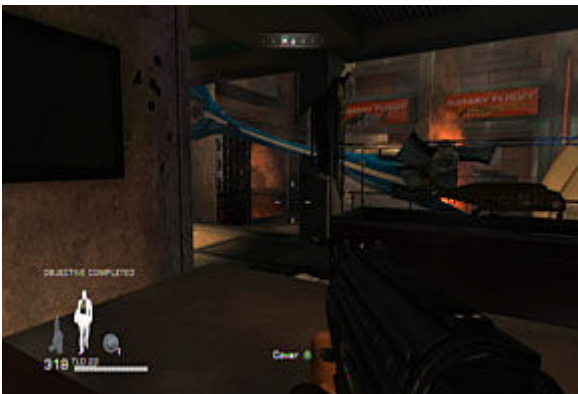


## Cell Phone 6

At the bottom of the stairs, to your left, is the last cell phone for this level, although you should not make it a priority at the moment, since you're probably being shot at and there's not really anywhere good to hide in that direction. Eventually, though, once you have time to grab it, you'll find out that the overhead light fixtures are unstable.



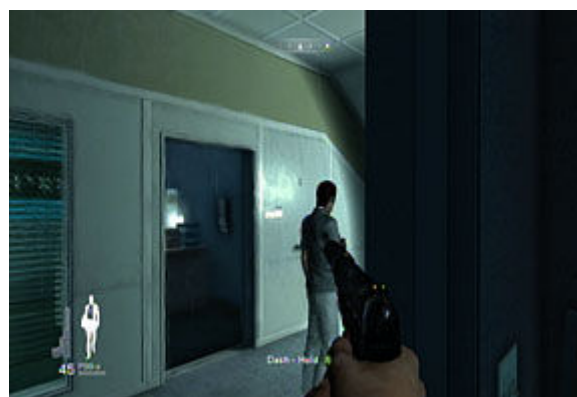
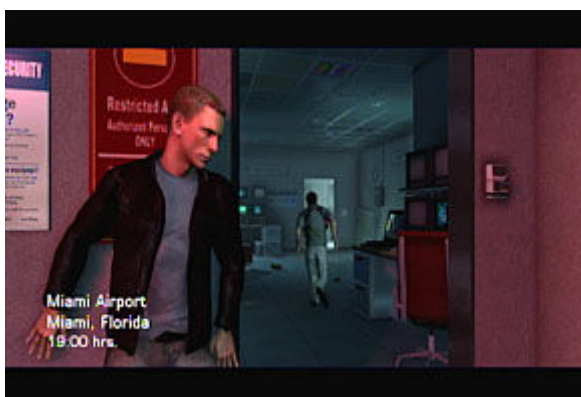
That explains the blazing fire that starts up after the first part of this fight. First things first, though: get to the cover to the right of the stairs. I would highly recommend not spending any more time in the middle of the main hall than strictly necessary. There are enemies on both sides, so you'll be completely surrounded—common sense. Instead work your way around one of the sides, pausing now and then to shoot across the middle and pick off henchies on the other side. There are some explosives you can pop if you need to. The TLD 22 may not be ideal for this section, actually, because of it's hard kick, so don't be afraid to switch out.



A door opens at the back when you've killed everyone, but don't let the guy behind the desk rush you too successfully. Put a bullet in him and call it a level.



## Miami Airport

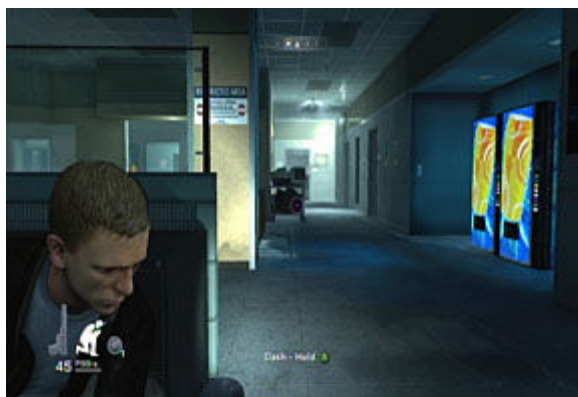
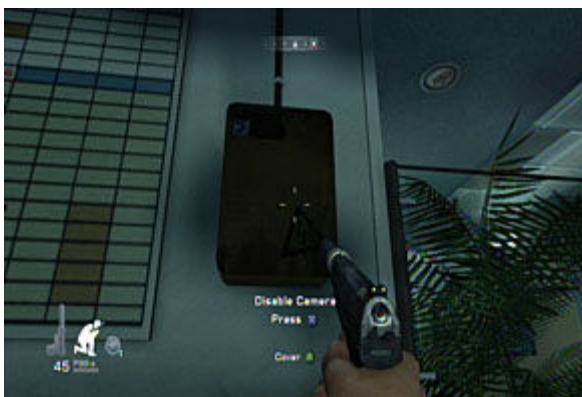


Hackers are messing with network traffic at the airport, so you need to find the server and see what kind of virus they have going on. Patch into the cameras on your way to popping this first guard and then head into the room across the hall.

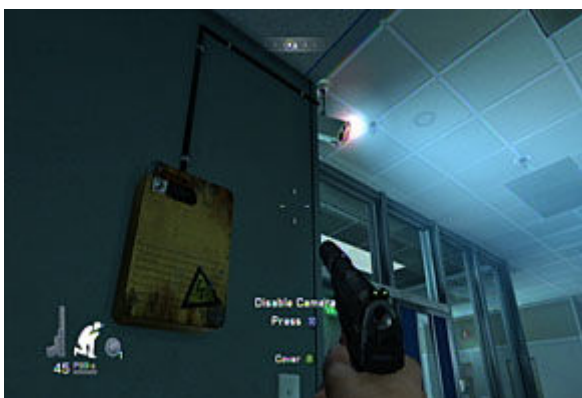


## Cell Phone 1

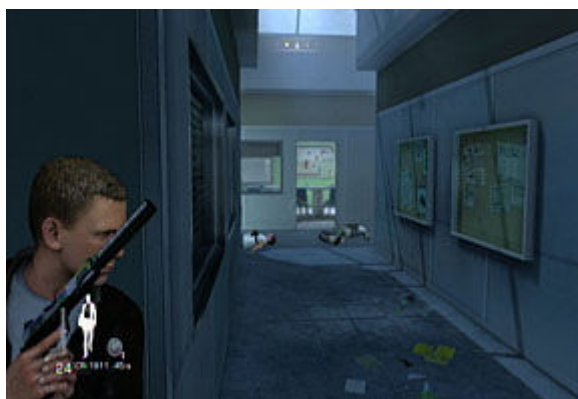
It's in the little office on the desk by the slumped over body. Pretty much confirms what we already knew: the bad guys are controlling network traffic.



Into the sea of offices and cubicles! Not too quickly, though, or you'll get caught by a camera within about two seconds. Crouch down and sneak straight across behind it into the cube to disable it. Then take cover in front of the now green camera to whack the guard coming around the corner on patrol.

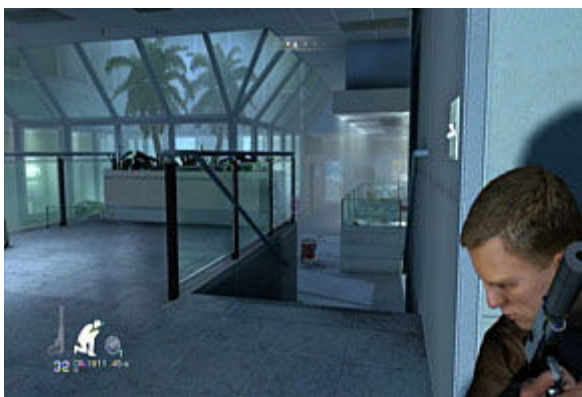


That appears to be the only guard, but check out the camera you almost just walked onto. This time the box is conveniently right around the corner. With that eye on your side, you can hack the lock to the first server room.



Your first attempt at hacking the hackers doesn't go down so well, and you get caught. You need to find another server, but first there's probably a security alert to deal with. Thankfully, this hallway is stupidly easy to hide in—you practically have to coax the elite guards to pop out of cover and shoot you.

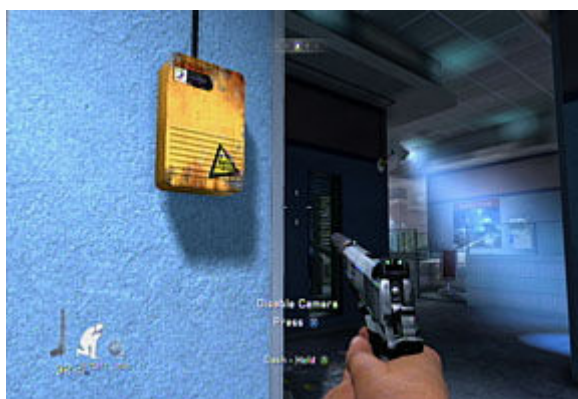
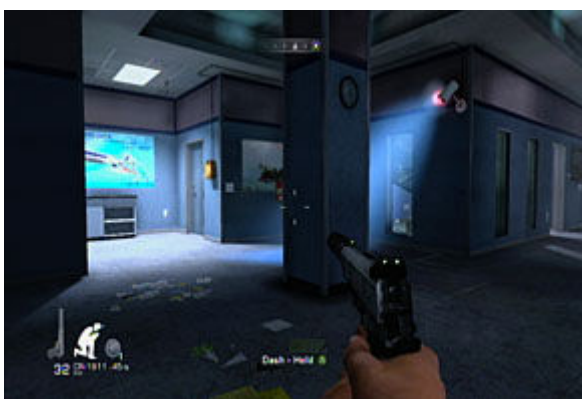




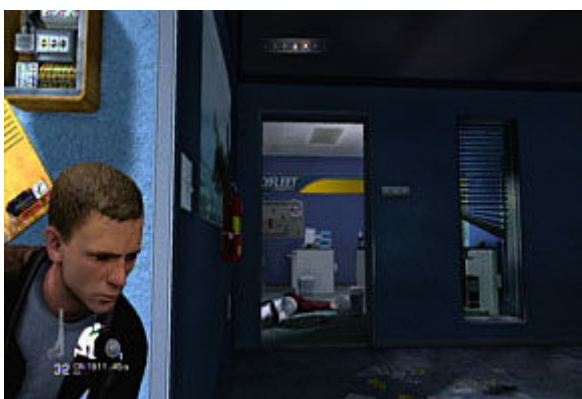
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### Miami Airport (cont.)

There is another server room up ahead, and once again not many guards at all. Not even a camera this time. Speaking of cameras, though, you can patch in again in this room, so do that before you try hacking again.



Good, download complete. Now you need to head to the main server room. The next area has two security cameras, the first being right almost right as you enter. You can also see the box, past it on the left. Watch out for the patrolling guard, though—wait until he is in that office before rushing over there.



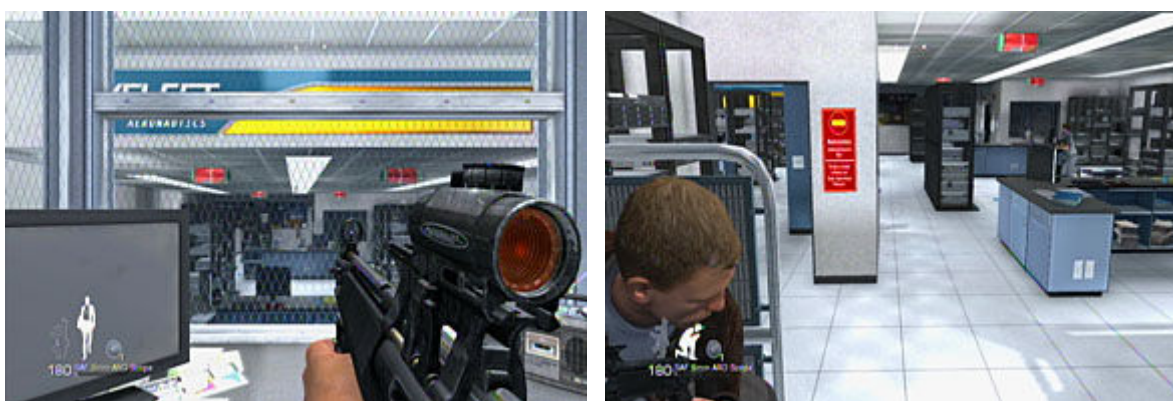
Keep it stealthy this whole time, if you can. After knocking out that first guard, there are a couple others. One in particular is patrolling right in front of a security cam, so if you kill him while it's looking, an elite squad will be called. Not a hard fight, if you find a doorway to hide in. Probably switch to an automatic to take them out, though. Or, if you're feeling slick, you can do a takedown on the guard while the camera is pointing the other way and not have to worry

about it.



#### Cell Phone 2

To the right of the door to the server room, on a shelf next to the copy machine. Apparently there are explosives in the server rooms, since the "upgrades on [the] fire retardant system have not yet been completed."



Hack the lock and then hack the server itself. Unfortunately they are able to trace your access location, so you're in for a fight. On either side of the little room with the computer you just hacked are entrances into the next area flanked by railings that are really useful as cover. If someone throws a grenade at you, just run past the computer again to the other side.





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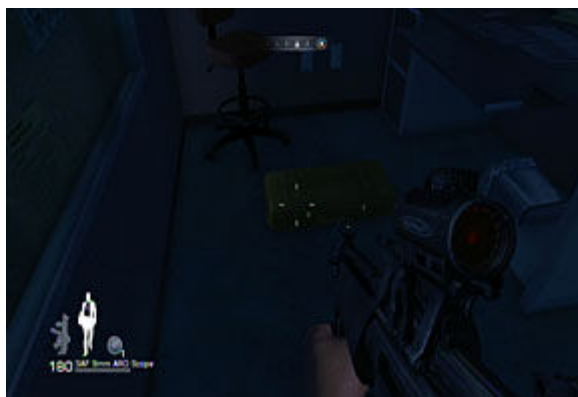
### Miami Airport (cont.)

The red canisters on the ceiling are the haylon gas mentioned in the cell phone's text. They don't actually explode, but they will spray their contents all over and stun an enemy while he rubs at his eyes. Once you clear the area, look for the door at the back with the maintenance sign over it and head into the garage.

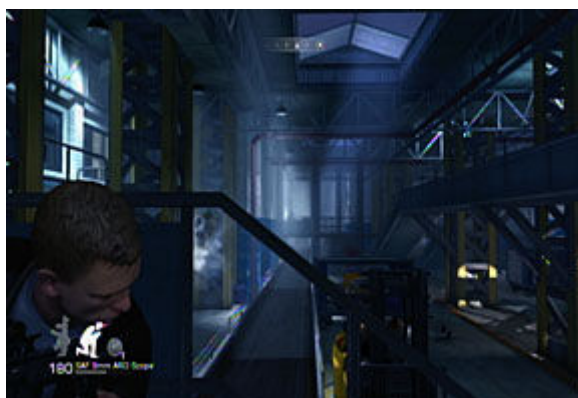
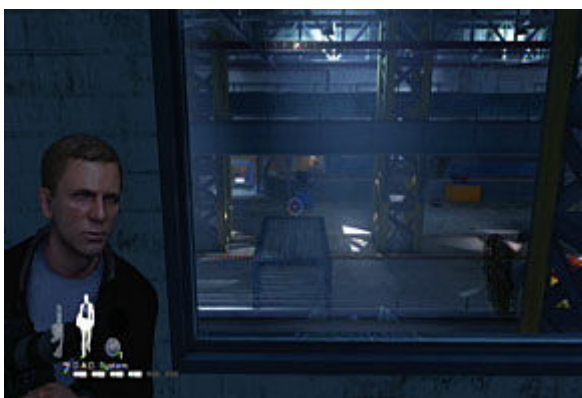


### Cell Phone 3

Around the corner in a little nook on your right is the third phone. It tips you off about some weapons in "the office overlooking the luggage bay...second room opposite the windows that look down onto the floor."



You will definitely want that weapons upgrade for the next encounter. Find the D.A.D system down this hall on the floor in the second room on the right. Then you can cover by those windows and start making guys go flying all over the place down there.



After the first wave, make like you're heading down to the floor. Take cover before you get there, though, and most likely you'll want to head back up (at least to the landing if not behind the windows again) once the guys start coming. The second wave runs straight at you, so it's hard to defend from the stairs. Since you're probably out of grenades to launch, you should grab a TND 16 Holo Sight off one of the bodies.



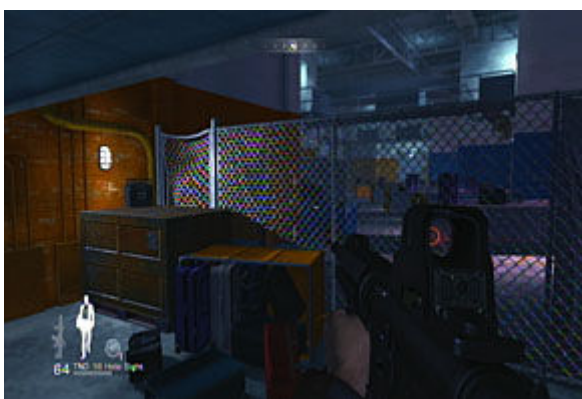


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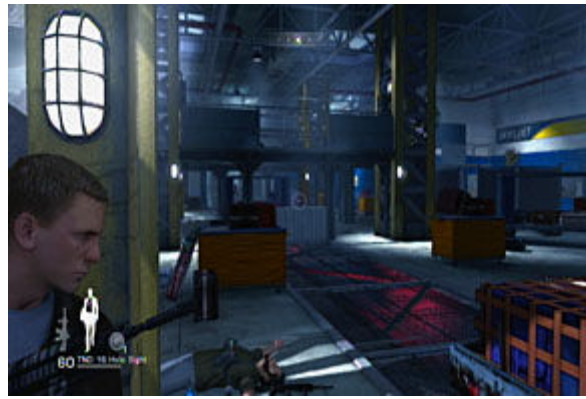
#### Miami Airport (cont.)

##### Cell Phone 4

This one is pretty well stashed. After the fighting dies down, go back to where you came in. Coming off the stairs, take a direct left and follow the wall all the way to the end of the area where you'll find the cell sitting on a little red utility cabinet. "If Bond takes cover near welding tanks, open fire on them. The resulting explosion will take him out." Are the enemies inept enough that the vice versa will work, too?



Find the ramp that leads down into what might seem like a dead end, until you notice the crates stacked against the fence. Jump over! After the tussle in this area, you might find yourself trying to leave the hangar, but the door closes down. That's what this ladder is for!



Take cover immediately at the top. You can take on the first wave of guys from here, mostly. Once you move down stairs keep a sharp eye out, since there are actually quite a few enemies around. If you have a grenade, that would be handy, and there are also some explosives around you can shoot. Once all the guys are dead, you're tipped off over the radio that you need to find the garage door control, but before you do...



#### Cell Phone 5

Grab this cell! It's in an office up some stairs on the right side (facing the exit). The data is an image of the SkyFleet hangar. Get over there!

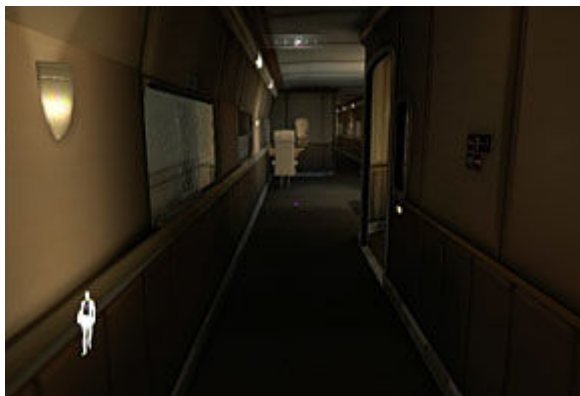




Opening the garage door sets off a mini cutscene and your task is simple—don't let the bomber get to the fueling truck, or the whole place will blow sky high (as seen in the fail pic, above). Rather than getting all nervous and antsy trying to follow him with your reticule, just aim at the explosive right before his last possible cover location. If you're lined up ahead of time, all you have to do is pull the trigger as he runs near it to finish the level.

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#### Montenegro Train

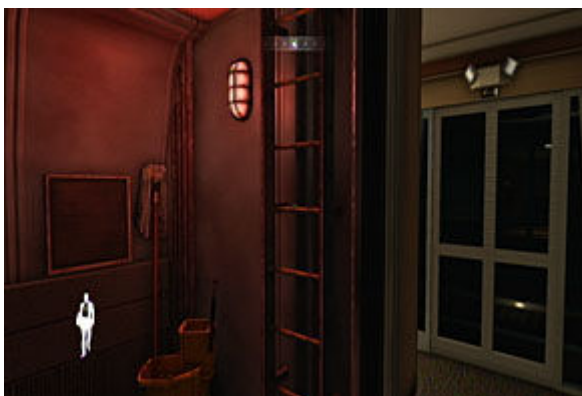


You're on your way to the Casino Royale card game, but first you need to take out the guy you're going to replace, Bliss. He's running a narcotics racket, too, so the idea is to kill two birds with one stone. After talking with your contact, head out of the compartment and to the right.



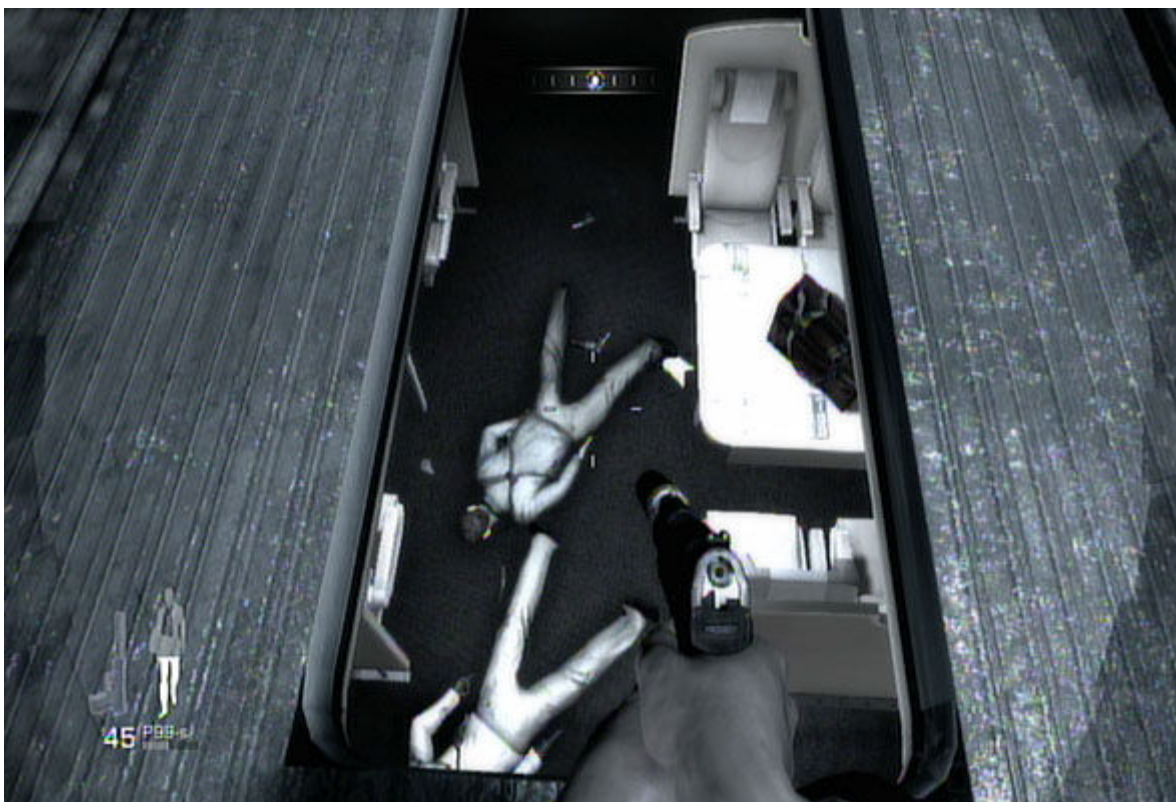
#### Cell Phone 1

Before dashing down the hall, pop into the compartment right next door to the one you were just in for the first cell. Mainly, it tips you off at that the horn will sound twice when the trains are aligned to make the drug trade.



Walk pretty much to the end of the car and you'll notice a door slide open on your left revealing a little janitorial closet that just happens to have a ladder to the roof inside. Up you go!





The guards below will notice you walking over there heads, so be prepared for gunfire through this skylights. Of course, you can shoot right back at them and empty most of the car before climbing (or jumping) down.



### Cell Phone 2

If you take the ladder down from the roof to get into the car, the phone will be to your right on counter next to some coffee pots. Bliss is instructing one of his men to bring "a recent purchase of [his]" over. "You'll find it in a steel case beside the bar."



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### Montenegro Train (cont.)

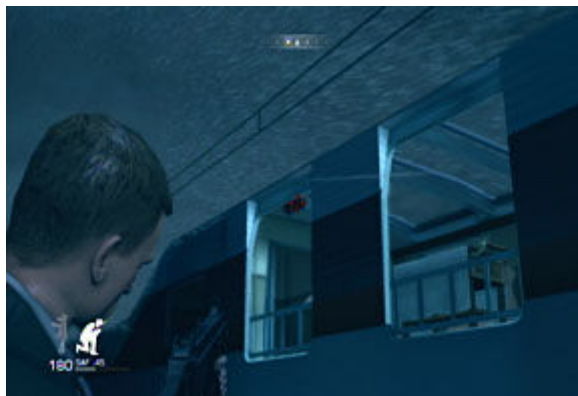
Looting the corpses in the area should net you a GF 18 A Laser and an SAF .45, but I'd recommend switching out the GF for the LTK Super Magnum you find in that case the cell phone mentioned—it's behind a table next to the bar. Once you're all outfitted, you actually head back up the ladder to find that the train has arrived. Jump across.



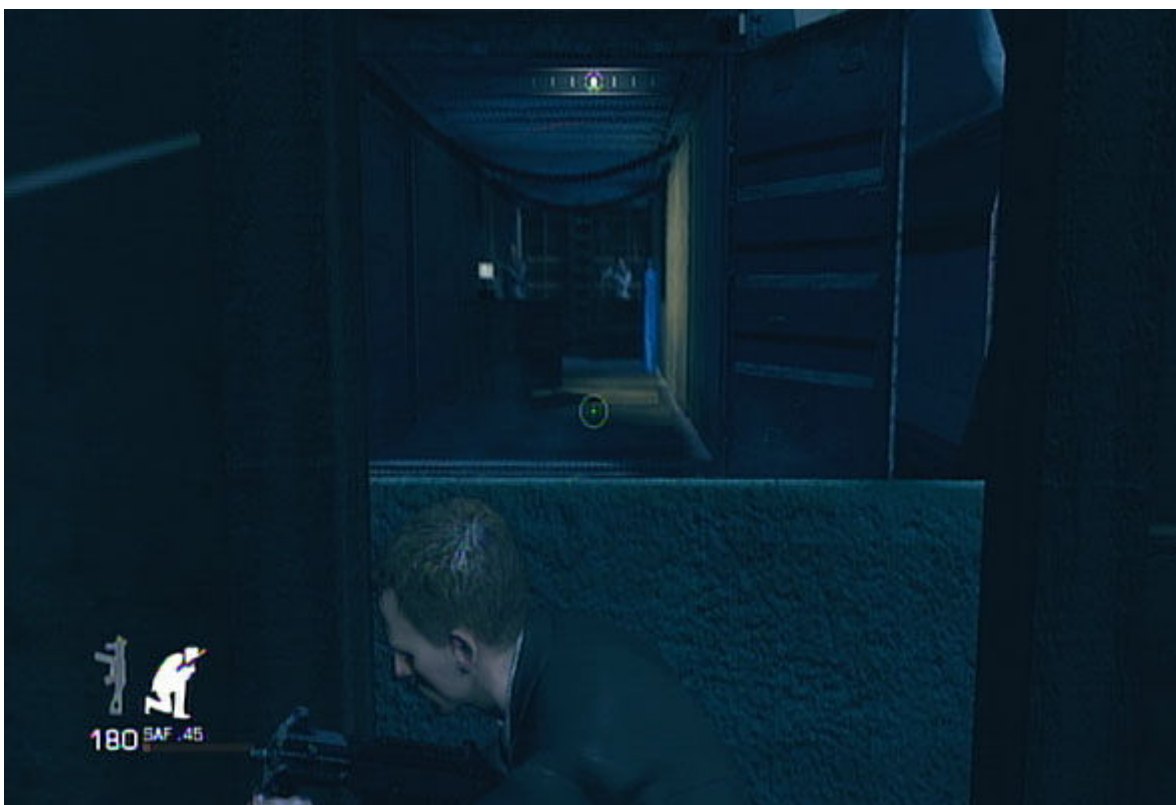
Inside the freight car that you are probably standing on (it's the first one you can actually enter) is an ammo box, in case



you need to stock up.



Keep pushing towards the front of the train and you come across a scene that looks like, well, it looks like it's set up for a firefight. I have no idea why a train would be carrying concrete barriers set up in that way, ha! Just make sure to actually duck behind them and it won't be a fancy trick to shoot the guys out of the passenger windows opposite you. If someone is loath to leave his cover, see if there is a gas canister above his head. That'll bring him down.

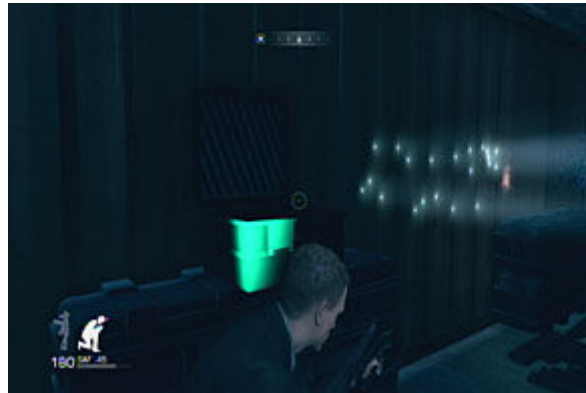


Don't be too quick to vault this barrier, since there are two guards to hit first.



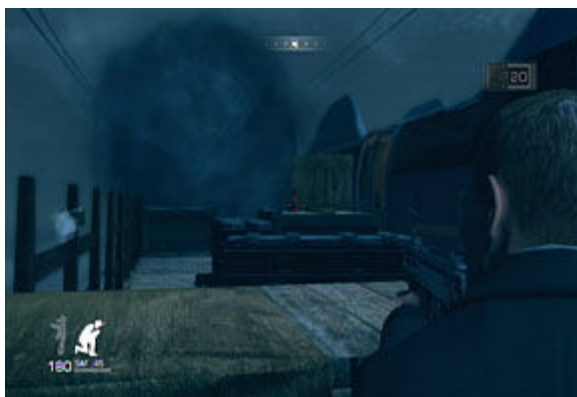
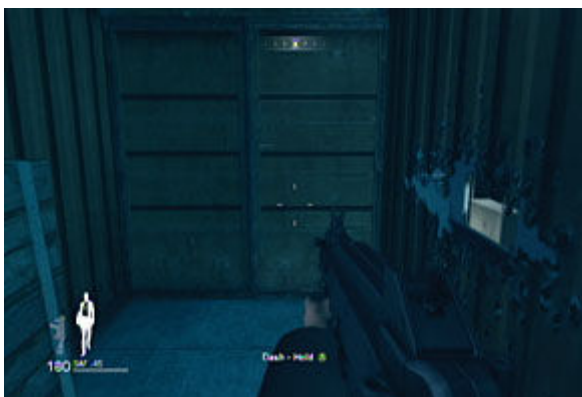
#### Cell Phone 3

In the car where you just dispatched those guards, behind a box of...hay? The audio file instructs some men to move some boxes, since all you can do now is crawl around them. That can't be safe!



Climb up the ladder and take cover as quickly as possible behind the crate, since there are guys on top of the other train shooting at you. Take them out and then drop down the next hole in the roof. There's an ammo box.

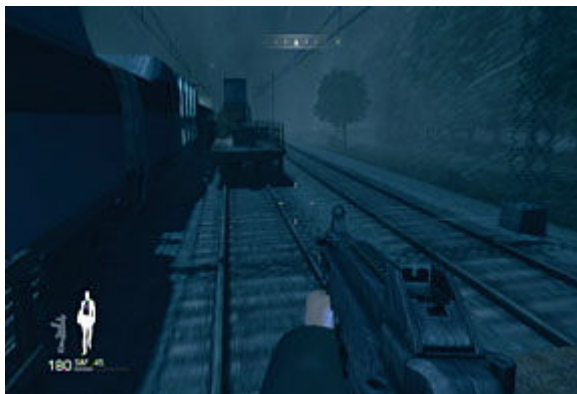




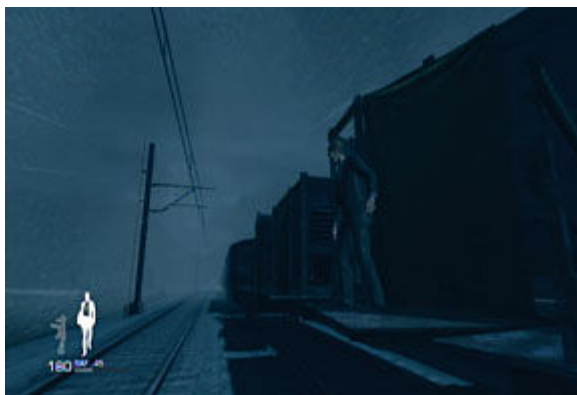
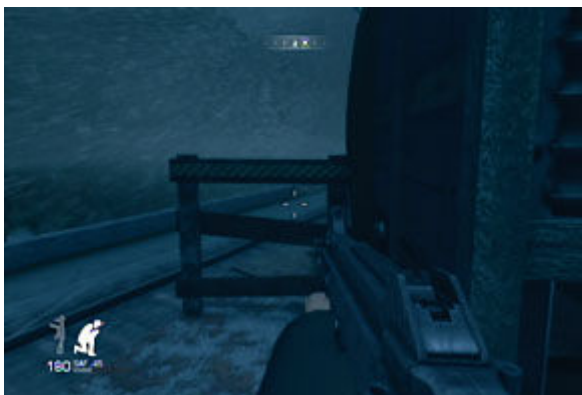
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### Montenegro Train (cont.)

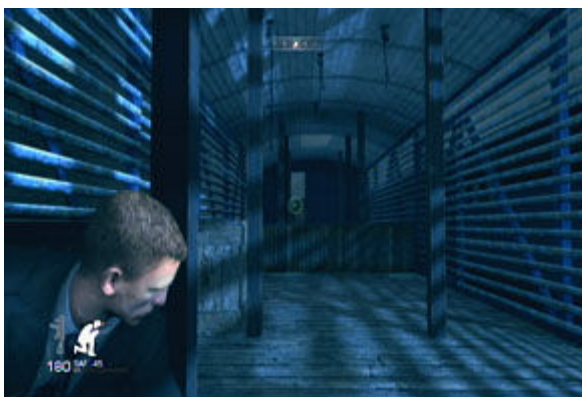
At first you might think you need to wait for the enemies to shoot out the entire wall, but actually all you have to do is head for the end of the car. It opens up, revealing some guys trying to saw through the link between this car and the next. The best thing to do is dash to some cover and pop the explosive on the right hand side, since it will set of a chain reaction with the one on the left, killing two of the guards. Oh, and don't fall off the side.



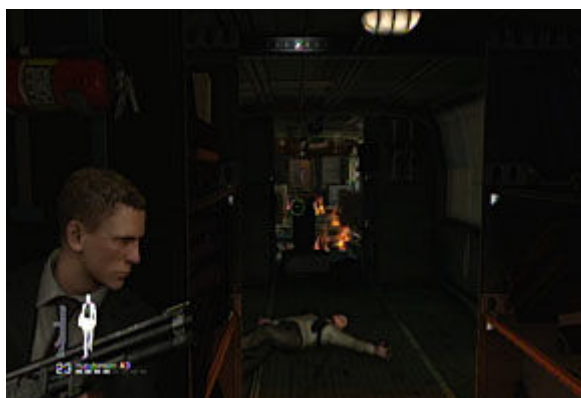
There is one more guard and then the guy cutting the link. Shoot them both, and don't stop moving. They did actually manage to sever the link and if you wait for even a split second you won't be able to make the jump. Bid that half of the train farewell and get ready for the dangerous crawling.



This is pretty clearly the car the cell phone was talking about before. Crouch down and find the little railing to your right with the yellow and black markings. You can climb over it to shuffle your way along the outside edge.



When you reach the other side you won't really be able to go any further without pulling the decoupling switch (to send the car behind you to join the rest of the train). Then take some cover to pop some guards, and grab a Hutchinson A3 afterwards, if you like. Outside, again, you'll have to jump back to the passenger train.



Luckily an animation takes over, and you make the jump. And yeah, ok, this shotgun rocks for these train cars. You can plow right through, pop explosives, foster general carnage.



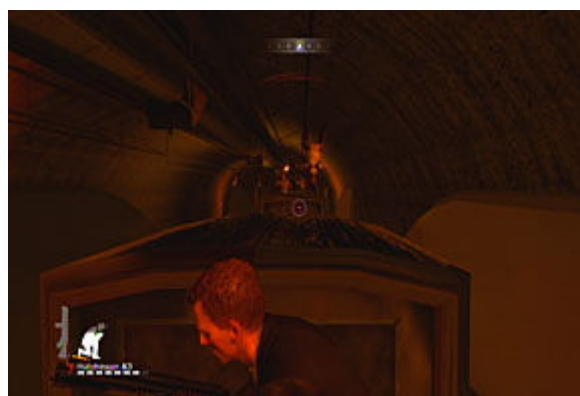


«	34	35	36	37	38	39	40	41	»
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#### Montenegro Train (cont.)

##### Cell Phone 4

It's sitting on a crate right in the middle of your route. Can't miss it. The data is a pic of Mr. Bliss's car.

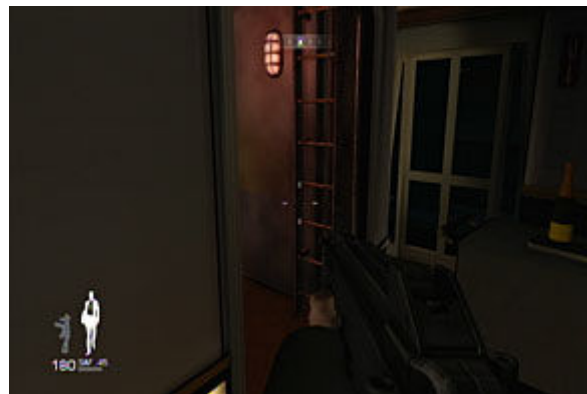
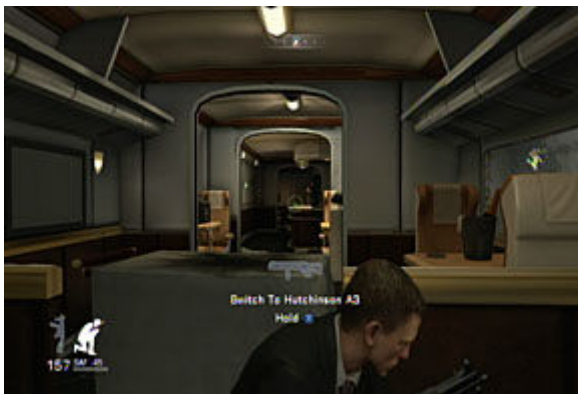


Through the red doors is a ladder to the roof, but be ready to kill the guy shooting at you from the storage area, first. Here's a dramatic tunnel battle! Take cover as soon as you are clear of the ladder. The shotgun is less effective here, so hopefully you hung on to that magnum, or some other pistol. You can pick up a G 18 A Laser or an SAF .45 on your way, if you run out of ammo.



#### Cell Phone 5

If you drop down the first hole you notice, there will be a cell phone mixed in with the suitcases. It's an image of an invitation.



More up and down. You actually have to exit the car the way you came (up the ladder) and jump across the roofs of the cars to the next hole. When you jump down, don't be too alarmed by the flash bomb that goes off. Chase Bliss through the lounge area, popping guards as you go. At the end of the car is a janitorial closet again, with the last ladder you need to climb.

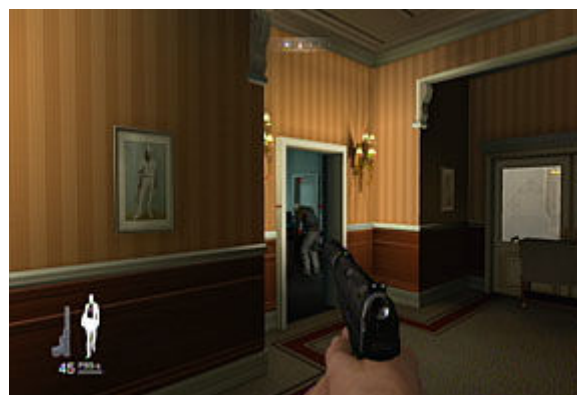
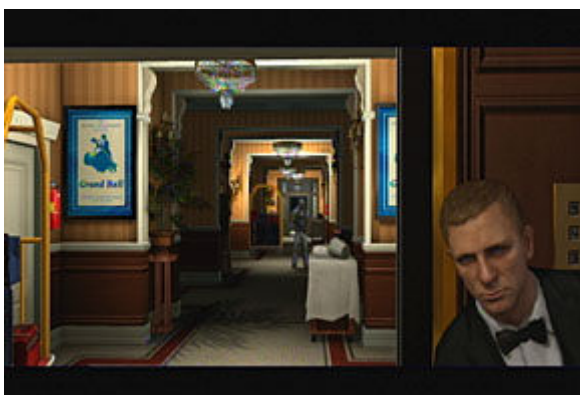




Here's your face-off with Bliss—a super easy quick-time fight. Watch out for the two mash moves at the end, but really, it's a piece of cake.

«	34	35	36	37	38	39	40	41	»
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### Casino Royale

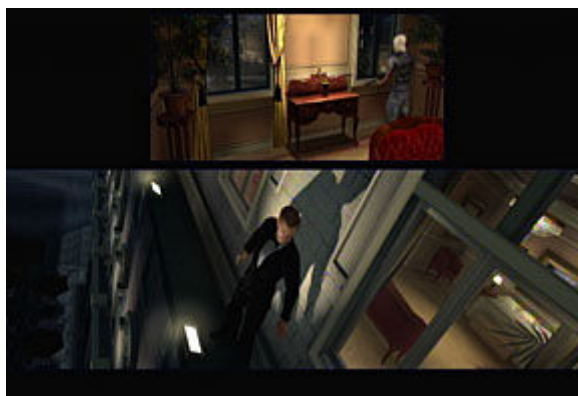
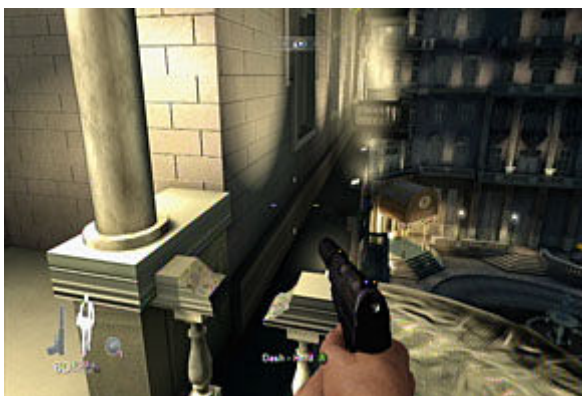


The goal of this mission is to save your poker rival, Le Chiffre, from an even bigger bad guy, Steven Obanno. Start off stealthy by popping these initial guards in the head with your silenced pistol. The room to the side has a cell phone, but it's harder to stealth, since if you kill one of the guards, the other will notice. You should be able to grab an SAF 9mm-s off of someone.



#### Cell Phone 1

After the fight is over, grab it from next to the TV. There are blue prints of the Hotel Splendide with info on Le Chiffre's room and guards.



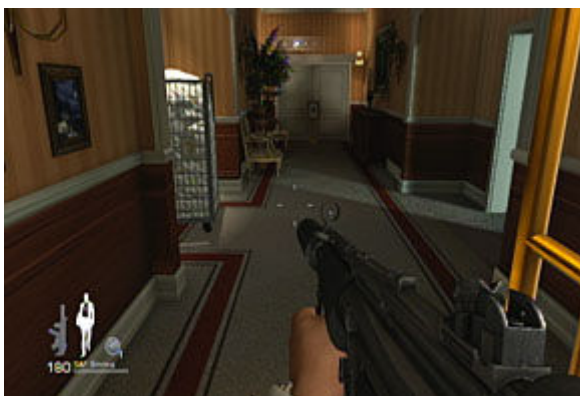
Go to the end of the area where you find a balcony with a gap on the left; climb over. Do your monkey thing, taking care not to be seen by the patrolling guard in the windows. When you climb over the rail on the other side, hold up for a second and don't disturb the sniper on the balcony. You can pop him in the head quick if you're careful, but if you're not, you'll have a hotel suite full of guys to deal with. Same thing goes for the guards in the room.





#### Cell Phone 2

Once you're clear, head into the bedroom and nab this phone off the side table. There's something rattling in the air vents?



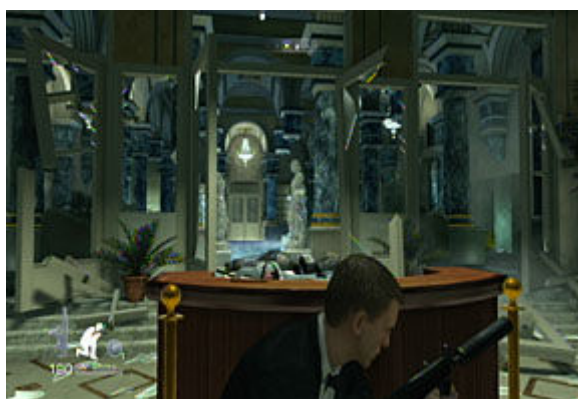
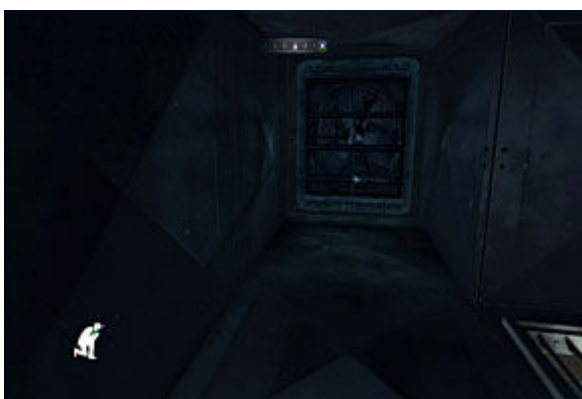
It may look like this hallway leads nowhere, but the key is this laundry cart. Shove it out of the way.



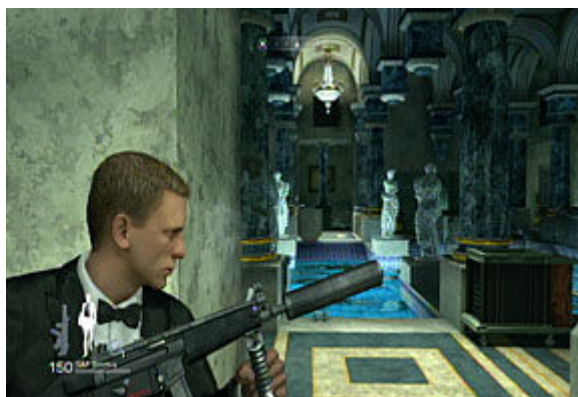
«	34	35	36	37	38	39	40	41	»
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### Casino Royale (cont.)

This room, too, seems pretty devoid of exits, until you remember the rattling vents and look up to see one. Kick the cart in the middle of the room across to the bookshelf so you can climb up.

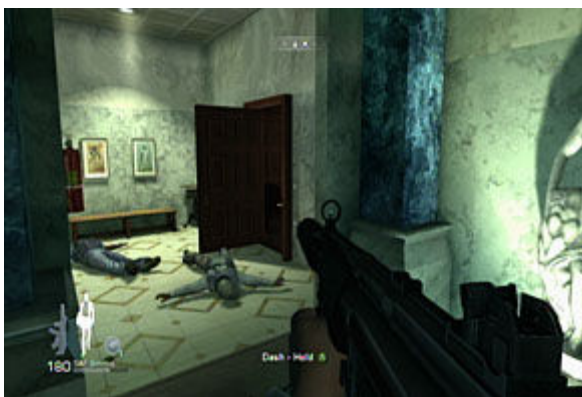


The ventilation system gets you where you need to go, but the bad guys know you're in there. Eventually you'll drop out, but there is some convenient cover right smack in front of you to latch onto.



Although you can nab a few of the guys in the sauna from the place where you start, you're eventually going to want to move in on them. Cover is tricky here. I liked going from side to side along the first row of walls, but since the main room is set up sort of like a cloister with walkways along all sides, enemies can come and get you pretty easily. The best thing is to keep moving. There are lots of little side rooms you can hide in, but the guys aren't dumb enough to follow you, so you have to just keep pegging them while you're out and about.

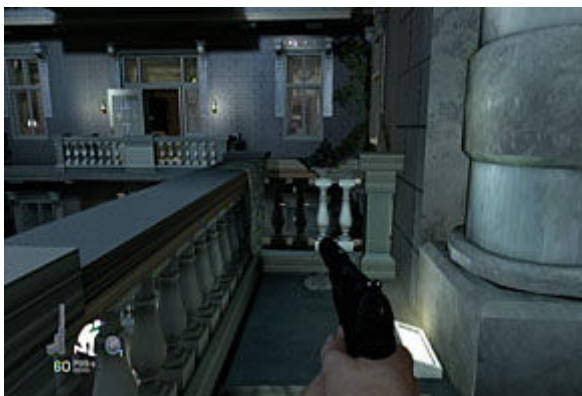




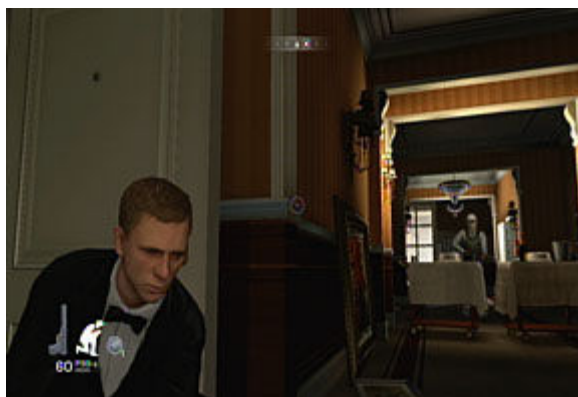
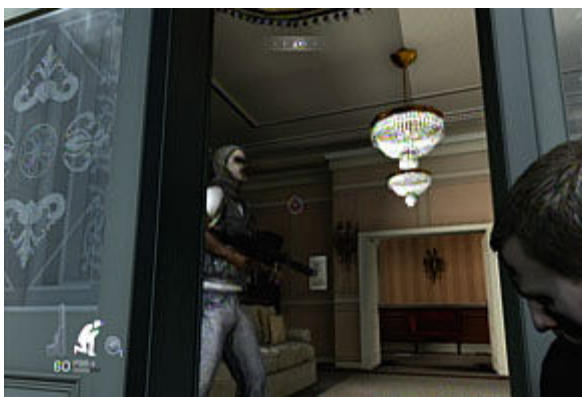
When all the enemies are dead, you can find the exit on the left (to the left of the back wall where there were two snipers in a room behind this one. If you go in that room, you can get a silenced A3 Raker.



Next go down the hall and you'll come across a couple of guards on a balcony having a chat. Wait till they're finished and you'll have a nice easy time shooting them in the back of their heads.



You can hop the railing on the right to shimmy around to the next balcony.



«	34	35	36	37	38	39	40	41	»
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### Casino Royale (cont.)

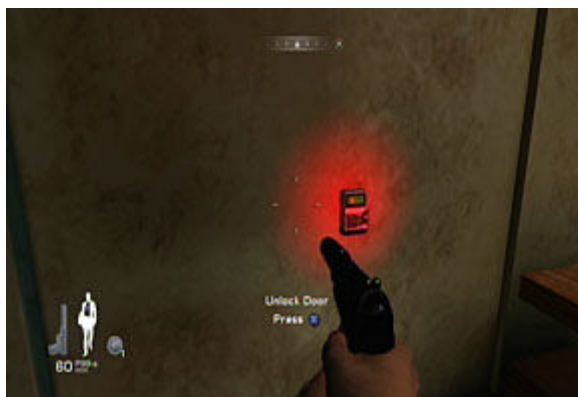
You need to take out this guard before he finds you. Bizarrely, the easiest time I found to do this is right as he walks up to the door. You can pop out quick and headshot him before he has time to react. Move quietly into cover behind the open door in the hall and look left for your next target.



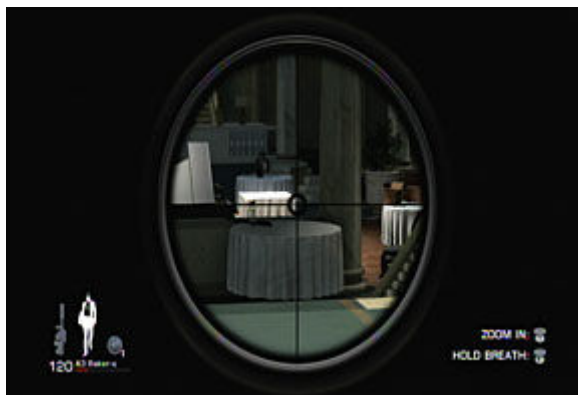
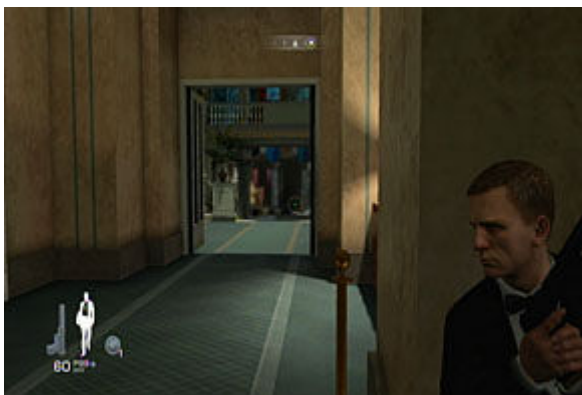
### Cell Phone 3

The last cell phone is among some cardboard boxes in a storage room at the end of the hall on the left. Take care going in there, though, because one of the enemies in the opposite hallway might spot you. Amusingly, it is a call to "have the helium tanks removed" after inflating balloons for a private party tomorrow night. Whether or not the tanks are full of "helium," we're skeptical, but tanks of anything in this game generally mean explosions.

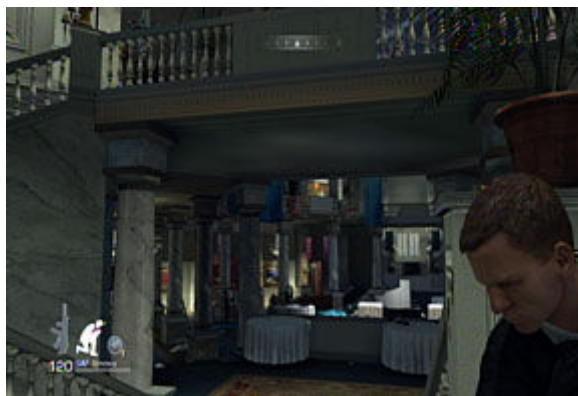
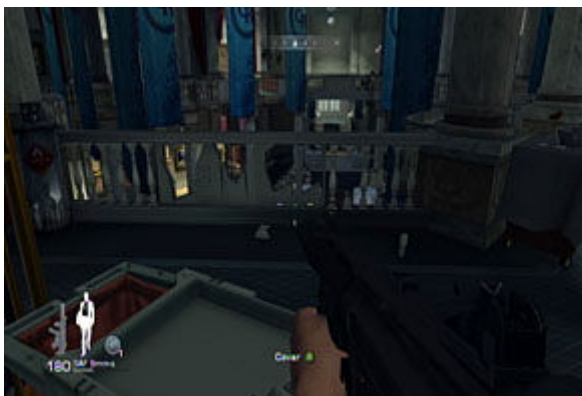




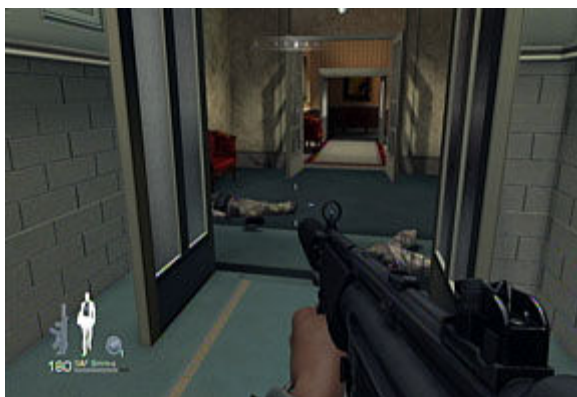
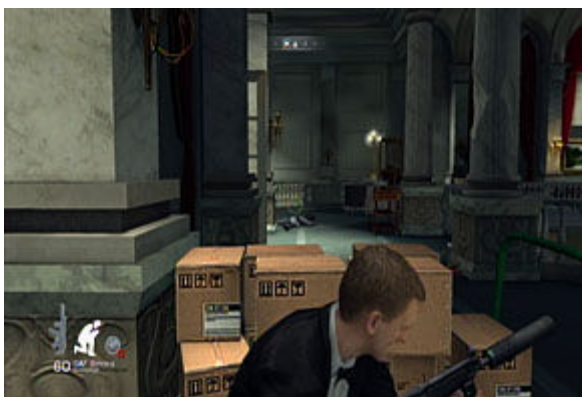
Well, found the ballroom, but how do we get inside? Go back down the hall and you'll notice a parallel hall around the corner. At the end is a flashing red door hack.



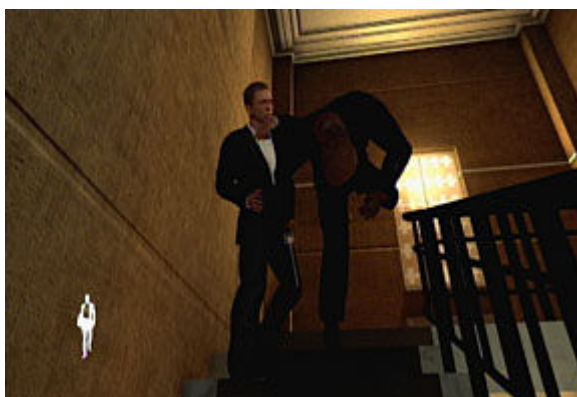
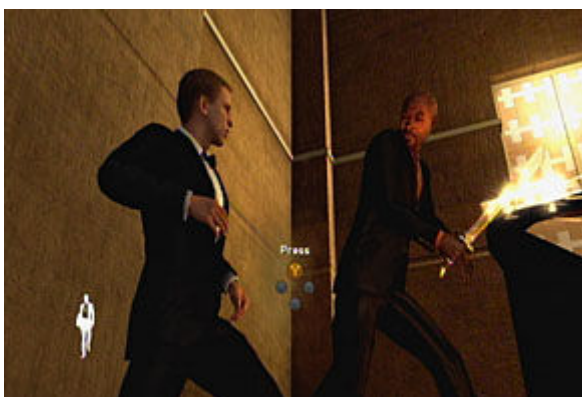
Now you're free to enter the ballroom...at your peril. I actually pulled out that A3 Raker for a minute in the beginning, but pretty soon the fighting is too fast paced.



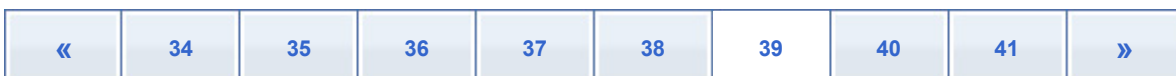
As usual, the middle of the room is pretty dangerous, seeing as there are enemies stationed all around. For the most part, it is better to stay on the ground floor rather than go charging around upstairs, unless you feel like charging around is what you do best. Some of the cover up there is really flimsy, though, and enemies will come up after you, too. From the ground floor there are "helium" tanks you can shoot to expose the gunners up top, so that gives you another incentive to stay down.



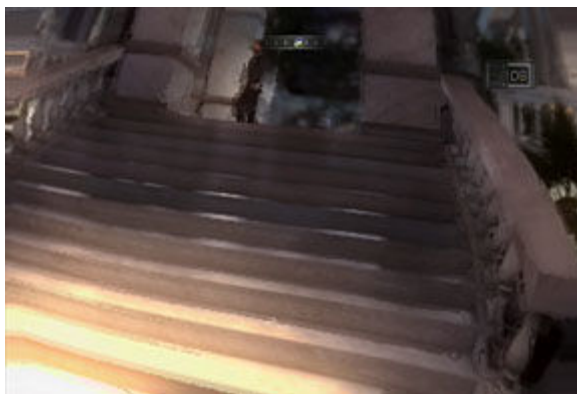
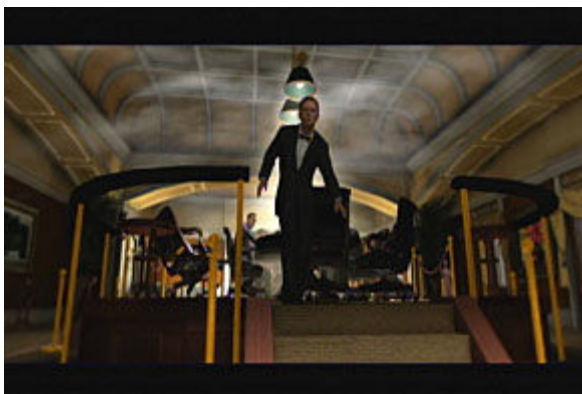
I ran all over the place during this fight. There are little nooks and crannies to hide in, but again, the enemies don't usually want to come to you if you're hidden away, so you end up taking some chances. It's more fun that way, anyways! When the objective is complete, you are alerted to find Obanno's suite. The doors are open to the hallway and guards are there waiting.



Finally Obanno himself comes at you with a machete. It's an extend quick-time fight, so keep your wits about you as you press and occasionally mash buttons—his neck will soon be broken.



## Casino Poison



Poison is bad for you! A flash forward shows you the way to your car, where a defibrillator is waiting, but the compass at the top of your screen is useful for step-by-step navigation. The camera goes pretty trippy and you walk painfully slow, but just keep trundling along and you should make the checkpoints ok.





Make sure you take the door on the right to exit, since those two people chatting in the middle of the center one won't move for anybody. You need to cross the street, which is a daunting task under these conditions. Getting hit by a car doesn't hurt so much as waste time, so avoid it if you can.



You've seen your car twice now, so it shouldn't be hard to find. Just stagger over there within the time limit to beat the level.

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## Barge



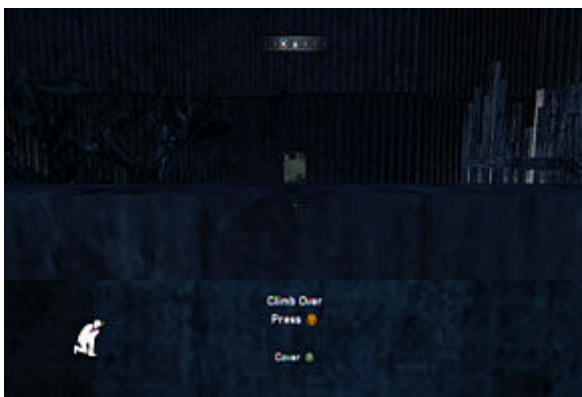
Drop those handcuffs on the ground! That's right, you've escaped already, but where is the kidnapped Vesper? Patch into the cameras on the right and enter the small building. You can also disable the camera outside the building, if you like—the box is to the left of the door leading in.



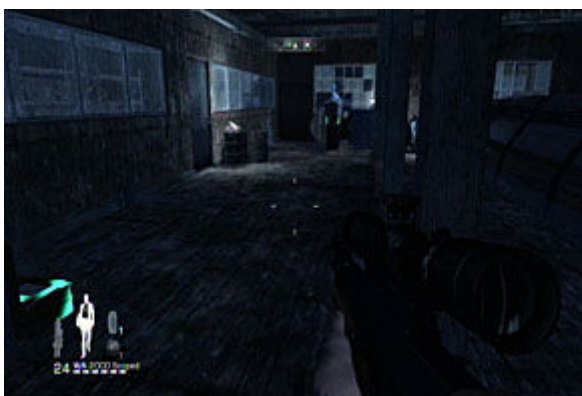
## Cell Phone 1

It's on the table. Data says there's a sniper in the warehouse looking out over the barge.

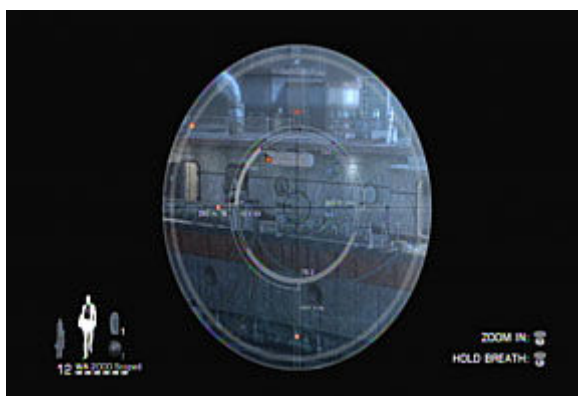




Move to the back of the room where you can see a camera disabling box out the window. You can actually climb out this way to use it, although you'll have to sneak up on the guard through the bushes (which, thankfully if somewhat disappointingly, do not rustle). Just stealth right over there, use a takedown, and grab his FRWL. The room on the left side of this area doesn't have anything in it, except a couple guys. Killing them nets you a CR-1911 .45, though, and a checkpoint.



There is a scoped WA 2000 and about a zillion boxes of ammo in this warehouse, none of it hard to come by—just the one sniper to kill. Move to the windows with your new rifle equipped to save Vesper from the evildoers.



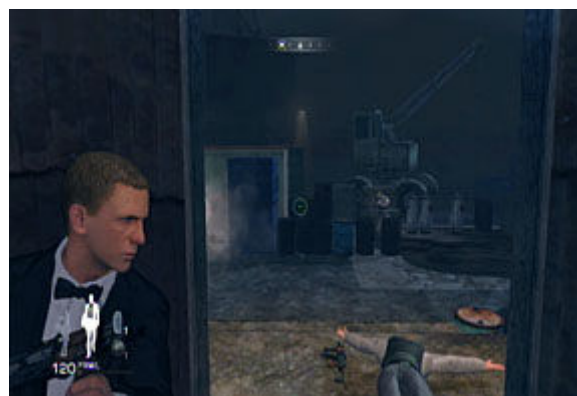
This bit is tricky unless you're a real sharpshooter. A bunch of goons are after Vesper, and your job is to basically shoot them off her arm without accidentally shooting her—well, in at least a couple cases it's that complicated. They'll come from the left, the right, and above, but your radio pal walks you through it, so you don't have to worry too much about scanning for incomers. If the gunners give you too much grief, stepping behind cover for a moment works as long as you are good at respotting Vesper and getting right back into it once you're healed.



«	34	35	36	37	38	39	40	41	»
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#### Barge (cont.)

I tended to use the normal focused (L trigger) aiming as opposed to any of the zooms until she moves all the way to the corner, and then I clicked the right analogue stick just once. If you're too zoomed in your breathing gets in the way, and this is too fast paced to spend time holding it.



Go down the stairs in the room through the door on the left. There are some guys waiting outside, but you can take cover in the doorway and finish them off easily with your FRWL—especially if you take advantage of the exploding tanks.





#### Cell Phone 2

Grab it before you leave this room; it's on a table to the right of the exit. The image file cautions you that acetylene is flammable and that there are tanks of it on the barge. Yay, explosions!



### Cell Phone 3

Head to the left upon leaving the warehouse. There are two enemies that come down the stairs at you, but look along the left side near some explosive canisters for this phone before you go charging up there. The message speaks for itself, ha: "I expect the storage room off the forward corridor to be cleared immediately. We are using the room to store extra armaments—it is not to be used as a mess hall."



Boarding the ship is basically crazytown, with guys running every-which-way, and mostly at you. You should have a couple grenades, which will help, but from there on it's just shoot and take cover like usual.





«	42	43	44	45	46	47	48	49	»
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## Barge (cont.)

### Cell Phone 4

You may notice a big freight crate off to the left a bit, which is where your fourth cell is hiding. Data tells us that Le Chiffre means business, by which I mean death: "Use of deadly force is authorized and expected in the event of an incursion." Yeah, we figured that out.



Head off along the right side deck. If you follow it all the way to the end, you can restock your ammo.



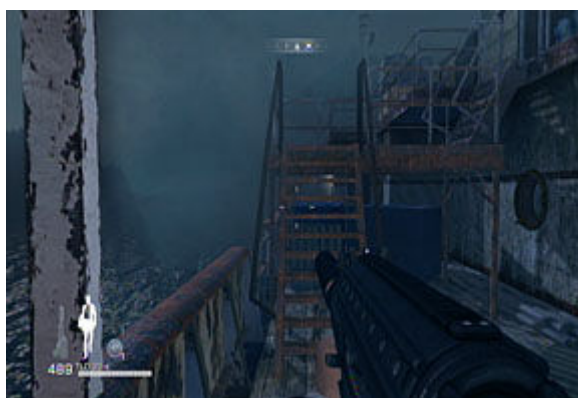
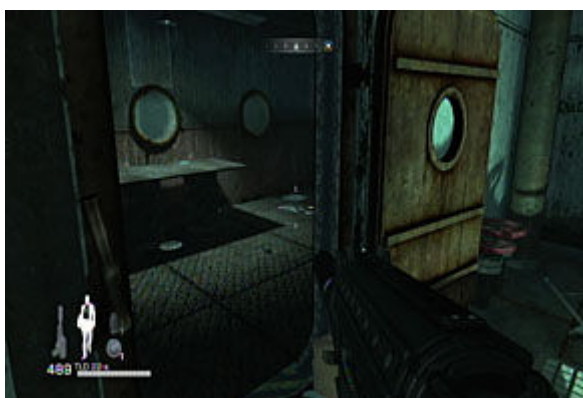
Then go back to where you probably heard some guys talking about staying away from portholes and securing the door. You want to get in there. If you look through the porthole to the left of the door they shut, you should see some explosives. If you shoot them, the whole place will explode (although, note that the door doesn't blow out until you

approach it, which is a little silly).



#### Cell Phone 5

The rooms on your right just as you enter have a couple goodies, like the second to last cell phone. We're informed that Vesper is in the hold, and should be unharmed. While you're standing here, you might as well grab the TLD-22-s out of the yellow case.



«	42	43	44	45	46	47	48	49	»
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#### Barge (cont.)

There's a way out on down the hall and to the left. Take the stairs up to the top deck and say your prayers—lots and lots of bullets coming your way. It seems pretty dead around here at first, but when you find the second ladder, hold up, because there are guys waiting to ambush you.





Before you go up there, it's probably not a bad idea to refill your ammo. This box is stashed on the left side of the ship before you climb.

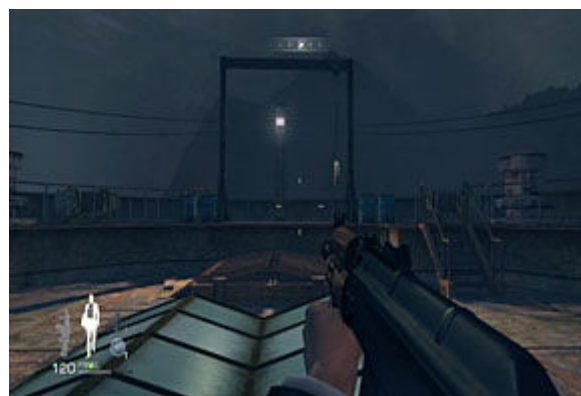
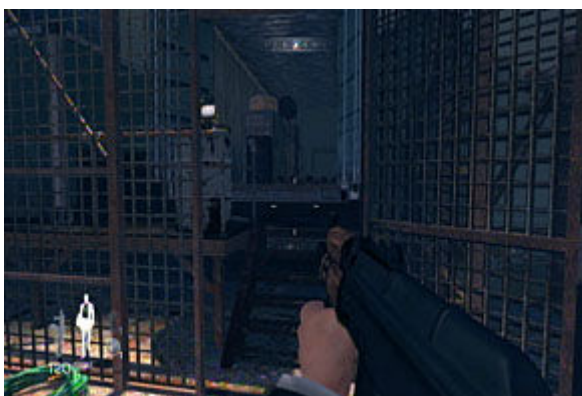


There is no immediate cover so you have to make a run-and-jump to get to this railing. Fight off this first group of guys for a checkpoint and then run down the path on the left to get to the next group. Shooting explosives in both fights is worthwhile, as usual.



#### Cell Phone 6

Once you've taken care of all the defenders, climb down the ladder and wander around the back of the currently accessible area on the right. In the room there you'll find the last cell phone, which claims that some of the areas on the barge are unsafe.



Next, go ahead and look for the door with a couple steps. You can step on those pipes, and in fact, are meant to do so. Drop down and use the glowing controls to open the cargo doors. Unfortunately, you don't exactly end this level with a bang—more like a pipe to the head...



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## Venice



Ah, love. Who needs to "come up for air" when you're in love? When your girl steals all your money, though, air is required. Follow her!



The first cell phone is before any of the fighting starts, before you go up the stairs. There is a little walled off niche with a bench and it's on that bench that you'll find the phone. The data is a map of Vesper's path through the city.



Up some stairs you come upon a biiiiiig fight. You start on the balcony, and can pick off the first wave from there. Things quiet down a bit, but as you go downstairs a ton more guys show up.





I liked this corner I was in, but you just can't stay anywhere in this game. If the enemies aren't lobbing grenades, they're coming after you in person. Move around, use the low walls, and throw a couple grenades yourself to thin them out. There is one last pain-in-the-neck fellow guarding the gate—don't let him kill you or you'll be set back quite a ways.



## Cell Phone 2

Through the gate and to the left, there is a stubby dead end with a cell. The text message reads: "You're to meet Vesper at a gondola workshop and then bring her to me. I've left a weapon in one of the rooms overlooking this area to deal with her in case she decides to compromise the privacy of our meeting. It should be located in the room adjacent to the broken brick wall." Who's gonna deal with who, now? I think we got this covered.



## Venice (cont.)

Low profile it for a while and you'll reach a gate that is locked, but some stairs lead up. Fancypantses will want to take a flying leap (with the left analogue clicked to sprint) towards that wooden beam and balance beam your way to the next cell phone, but for those of us who don't need quite as much panache...



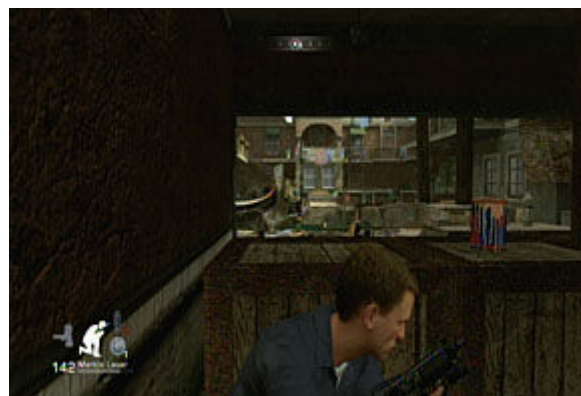
Drop down and follow the sign to a shimmying path and ladder. The civilians could care less if you jump across their view of the courtyard.



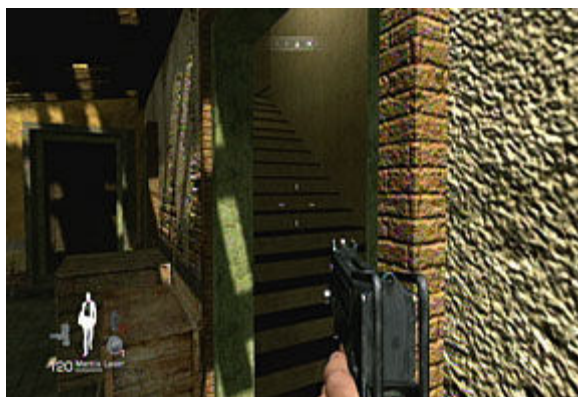
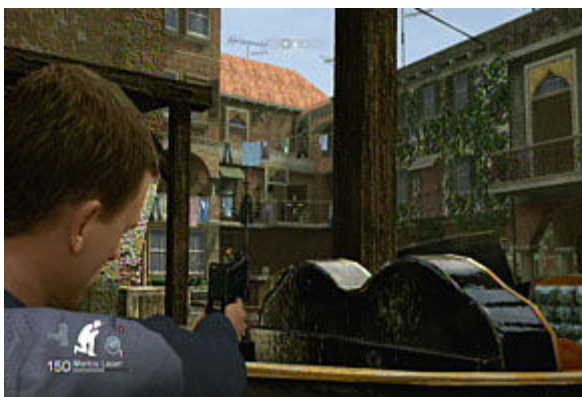


### Cell Phone 3

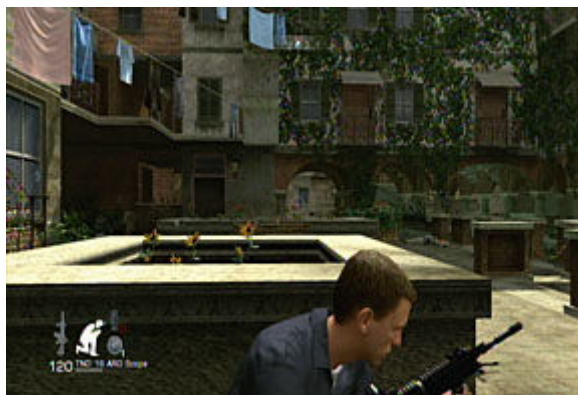
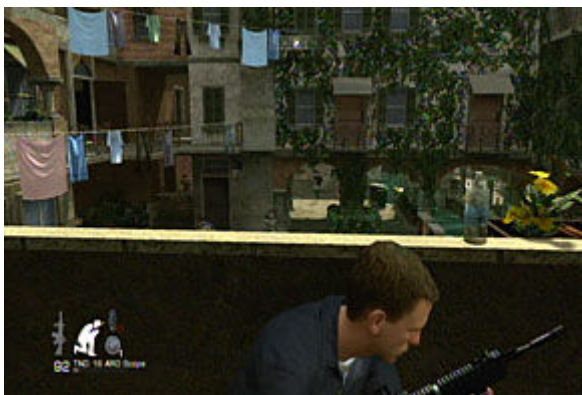
On the chair in the room at the top of the ladder/other end of the balancing beam. It contains an image called "Gondola Trap," But who will be trapped? Hopefully it's up to us!



Oh, there's our gondola—and it is ours. Launch the attack by shooting at the glowy bits holding the boat up. I found myself starting the assault proper from the lower level behind these crates, but you could just as easily stay up top and pick off the balcony guards first.



Once you start moving in more, there are plenty of cover options, like a gondola, or some crates. When it's clear, grab a TND 16 ARO Scope off the ground and find the stairs.



The second part of the workshop is pretty similar to the first. You can fight from the balcony or move down to the ground. Plenty of cover. I recommend starting with a grenade from the balcony and seeing how many you can pick off there before taking the stairs down.



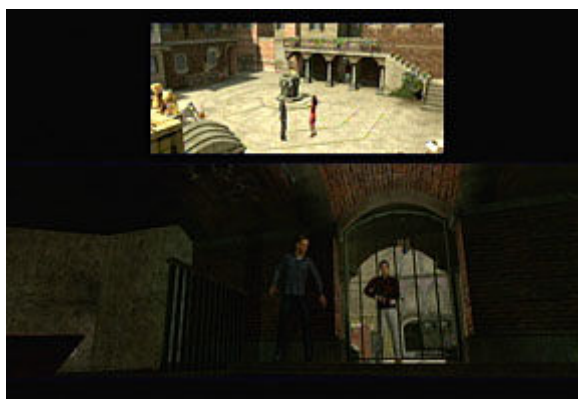


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## Venice (cont.)

### Cell Phone 4

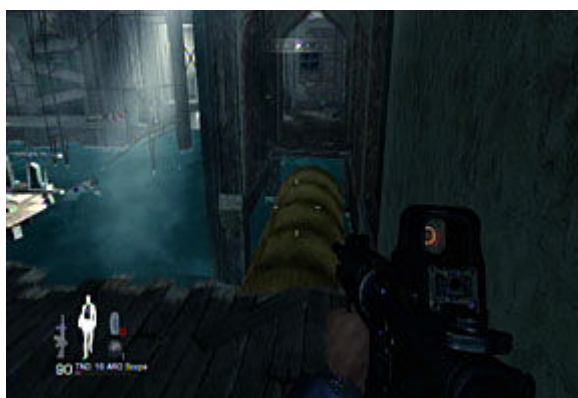
After the fight, go through the arch you were facing as you came down the stairs. The phone is sitting in a planter. The text message indicates that Vesper is meeting her boss at the Carvaggio Renovation site, but she'll be in trouble if he finds out you're tailing her.



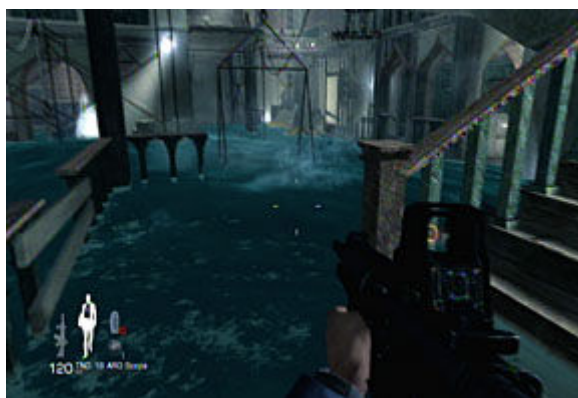
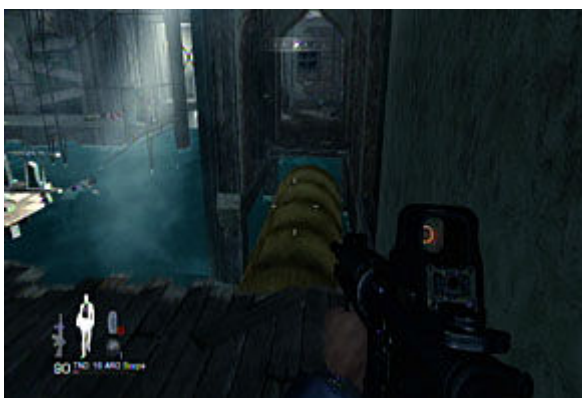
When you find the red boat, walk across it to find a wall to jump so you can shimmy over and listen in on the meeting between Gettler and Vesper. Beware the guard.



Ah, this is fun. Shimmy over to the edge where you can jump back over and wait until the guard turns around. Then you can do stealth takedown quite easily and head inside, following Vesper.



This place is falling apart and sinking, so the most important thing for this part is to note how the environment around you is changing so you can take advantage of it—and to book it when the water starts rising.



For instance, up the first flight of stairs, you can eventually walk across this floatation device. Still, it's mostly heading up the stairs, picking off guards as you go.

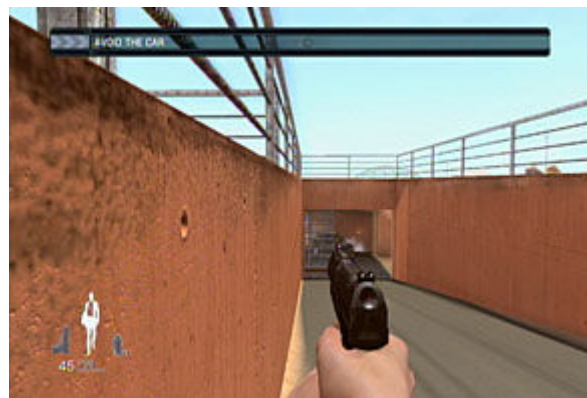




The final encounter is sort of bizarre—a mini cut-scene and then you get to shoot the perp with...what is that? A nail gun? But congratulations! You beat the second to last level. There's a big cut-scene before the end...

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### Eco Hotel



We're back to Quantum of Solace now, for the final level. Your first objective is to enter the hotel, so head for the ramp leading down to the garage. Watch out for the car! It's not hard to avoid, though—just stick yourself against either wall.



#### Cell Phone 1

This one is really easy to miss. After avoiding the car, turn around and check out the crash. The driver's cell phone is on the ground next to his body. The data is a text message from Greene saying he will meet Medrano "in the hotel atrium, beneath the skylight."





You can put a good dent in the enemy force by hanging back, but there is a concrete barrier up ahead that is decent cover if you can keep yourself from being flanked. If you get overwhelmed, you can run back up to the (closed) ramp gate—they don't seem to follow you. Make sure to take advantage of the glowing fuel cells you can hit for stuns. Definitely grab an M14 and there's even an A3 Raker floating around.



You definitely want to move up for the second wave. After collecting your guns, listen to the radio chatter and fall back to the concrete block. The gate on the left opens and guys start pouring out. The best way to win this fight is to pick them off with the M14 as they charge in, before they can reach the cover.



#### Cell Phone 2

It's in the office on your right on a desk. Medrano tells Greene there is additional weaponry at the back of the garage.



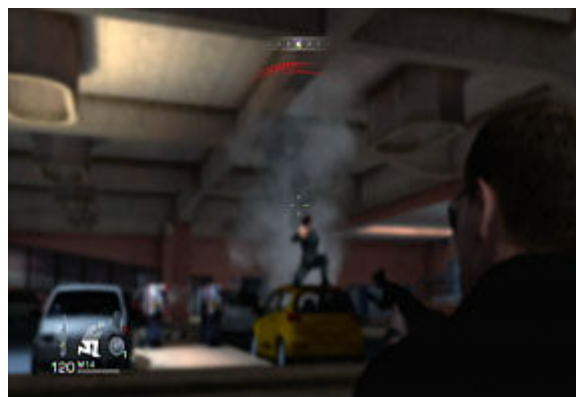
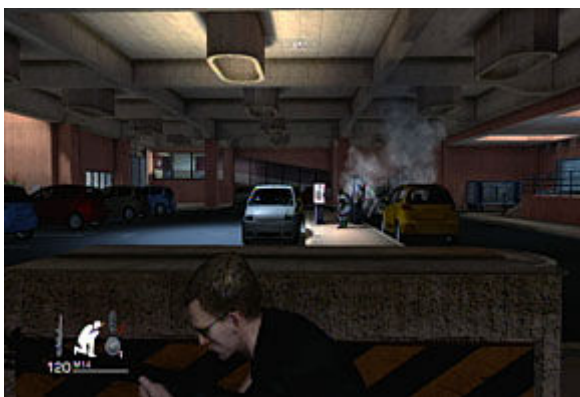


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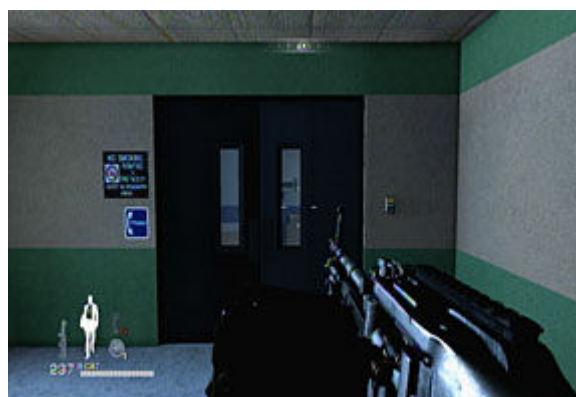
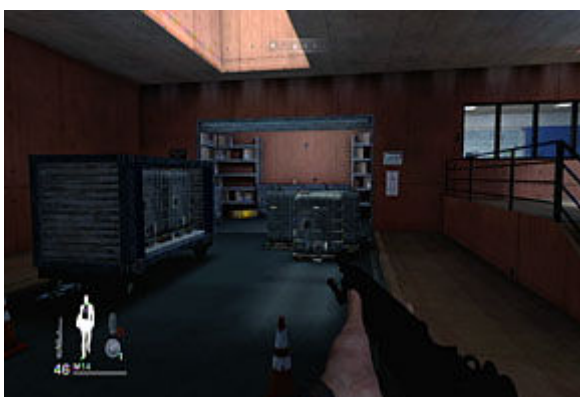
## Eco Hotel (cont.)

### Cell Phone 3

It's in the office a hairpin turn to the left from the entrance. Shows a picture of a fuel cell.



Go through the gate to the left side of the garage. There are a couple more waves of the same type of fight waiting for you. Enemies still run at you really aggressively (and stand on cars!) but there are fuel cells around. Don't make the mistake of getting caught next to one of them when the next wave shows up, or you'll get stunned, yourself.

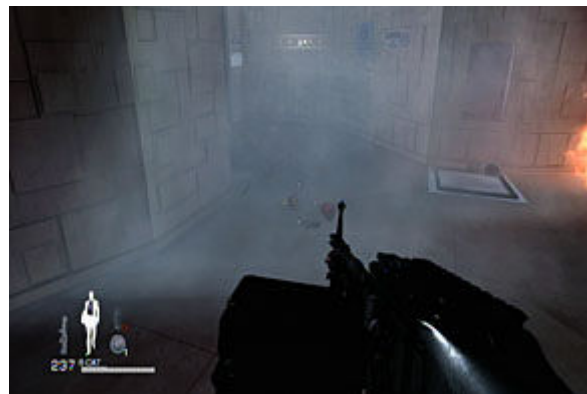
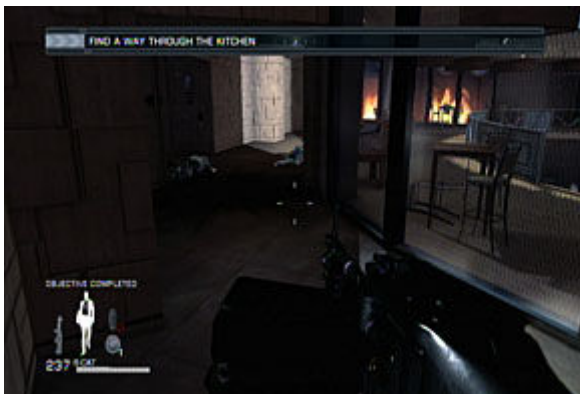


8-CAT, anyone? It's to your right before going through the door and up the stairs in back. There's really only one way to go, so unlock this door. Hopefully you're a pro at these mini-games by now (or at least you have a reliable technique for dealing with the D-pad), because this one is the longest and fastest.



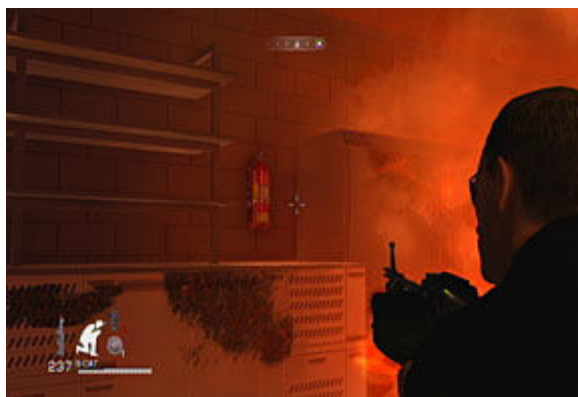
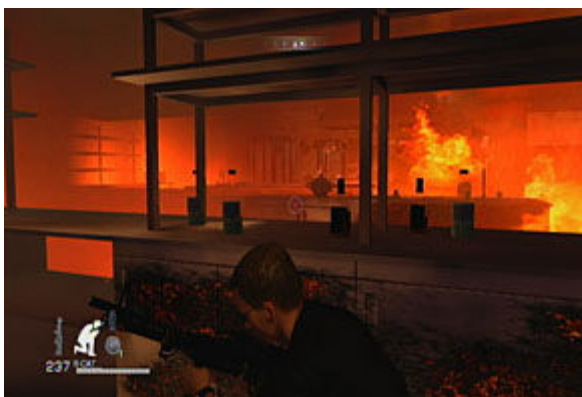
#### Cell Phone 4

It's in the kitchen on the right when you walk through the door. Data indicates that exposed fuel cells will explode! Sweet.

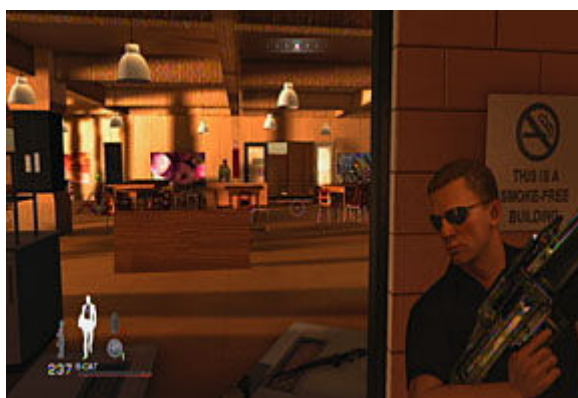
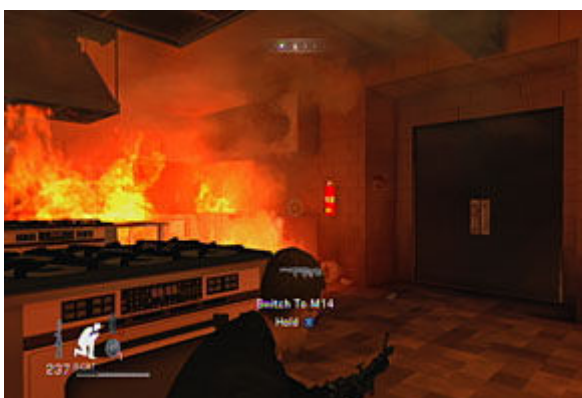


Eventually you come upon the meeting in the atrium, but they're on to you, so things get hairy. The fuel cells do explode, so there is lots of burning. When you get to a point where you're surrounded by flames, look for the fire extinguisher on the floor and shoot it to proceed.





The kitchen is cooking nicely. Enemies will vault over counter tops, so pop them before they get too close. Shoot the fire extinguisher on the wall to move forward.



One more fire extinguisher and a couple more enemies, and you're to the cafeteria. Show the incoming enemies some 8-CAT love from either the doorway or behind that overturned table.

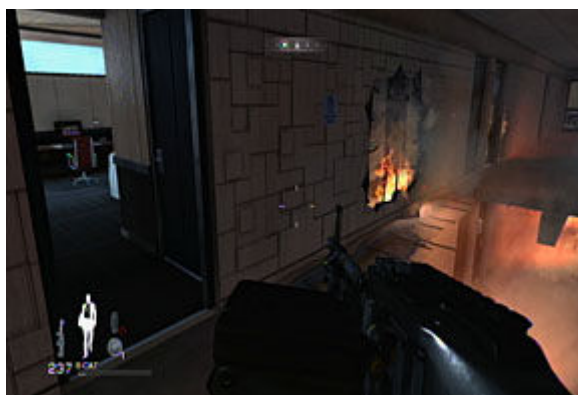
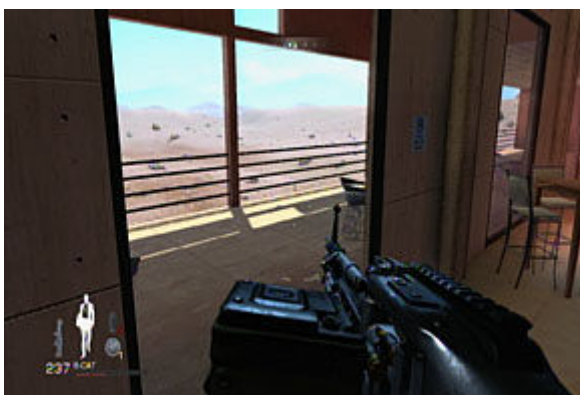


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#### Eco Hotel (cont.)

#### Cell Phone 5

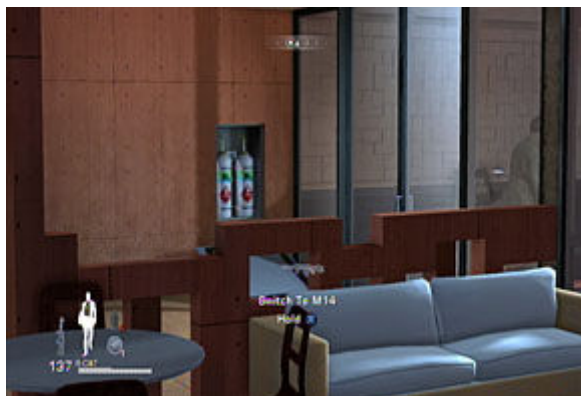
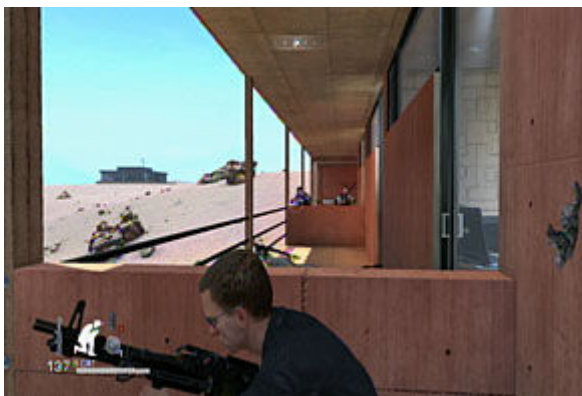
There's a tiny pantry stuck in the far right corner containing the last cell phone in the whole game! Medrano's balcony has bullet-proofed doors.



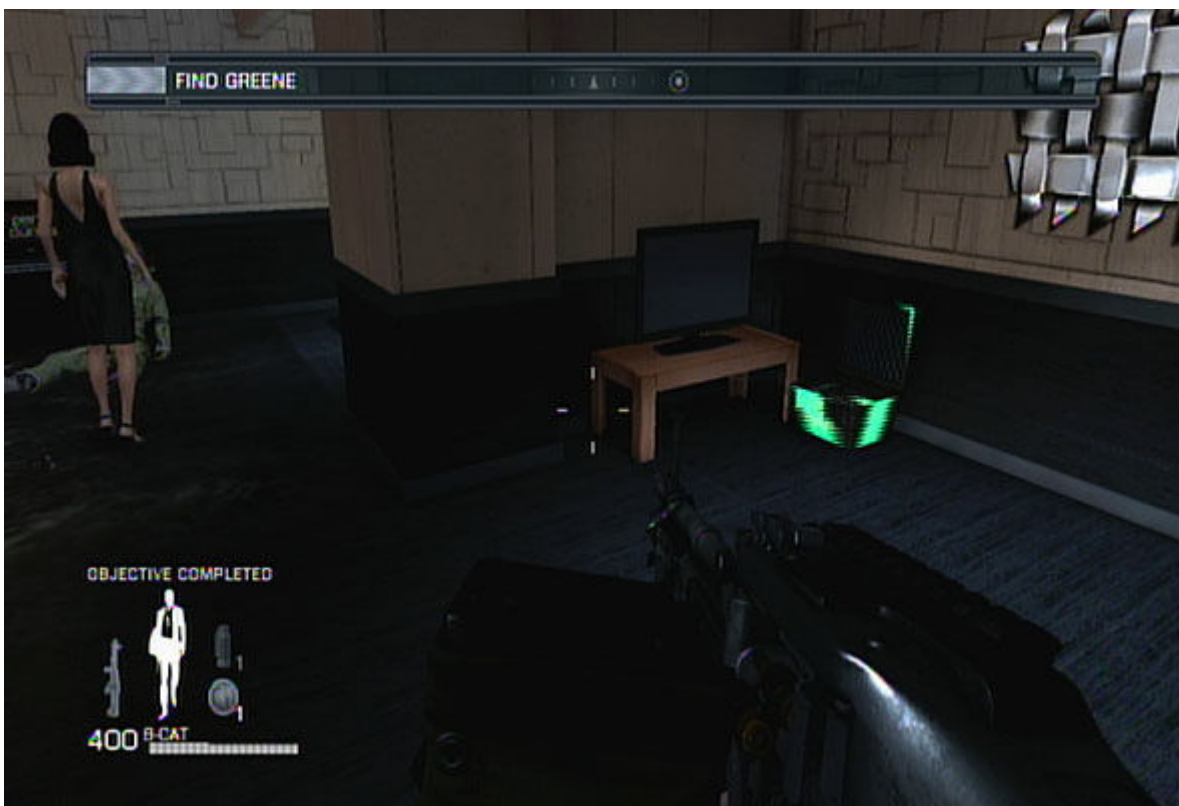
#### Hint

you can't walk through fire! Shoot out the window and walk around on the balcony. You're railroaded to the left, but watch out around the corner for an insta-kill explosion. I recommend sprinting up the stairs. There are a couple enemies to take out, but then duck into the bedroom to the left of the gaping hole.

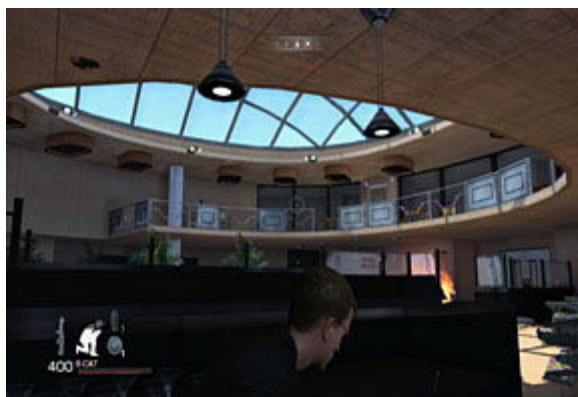
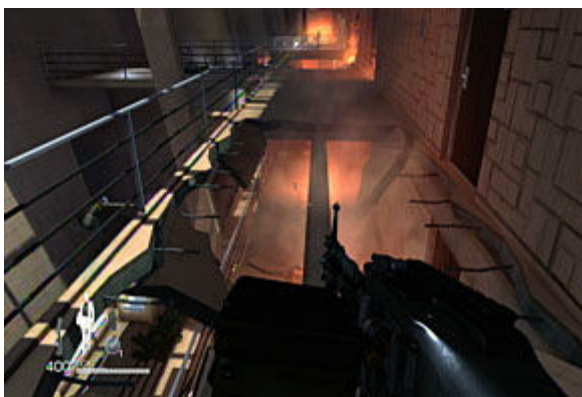




Outside there is an easy covered fight and then you walk in on Camille's fight with Medrano. Shoot the hydrogen tanks to disrupt Medrano and Camille will shoot him.

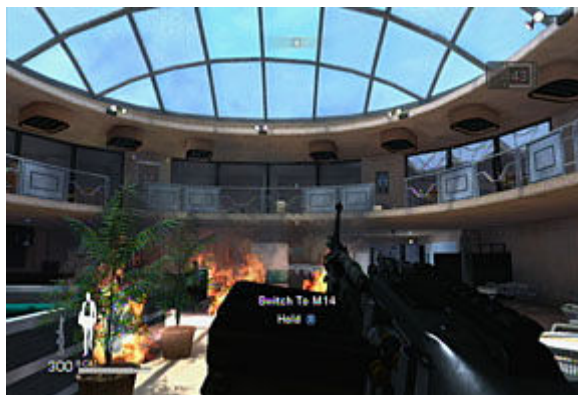


Restock your ammo before going after Greene.



Right as you exit, the floor in front of you explodes, but you can still cross on the beam. Don't be alarmed about halfway through as more of the floor explodes—keep your balance! Continue down the ramps until you reach the atrium.

My favorite hideout was behind the bar on the right, since it gives you a really good view of half of the balcony without being so exposed. Hopefully your 8-CAT will last, but the enemies around here drop M14s if you're stuck for ammo.



You're told to hack the door to the stairs, but when you get there it explodes in your face. Greene is up top in the center, and you're on a time limit to kill him. Elite guards pour in from every which way, but try to focus on hitting the explosives—one set on the right, and then another on the left.

Camille is behind you, waiting for you to make the exit. Go meet her and jump into the desert to beat the game.

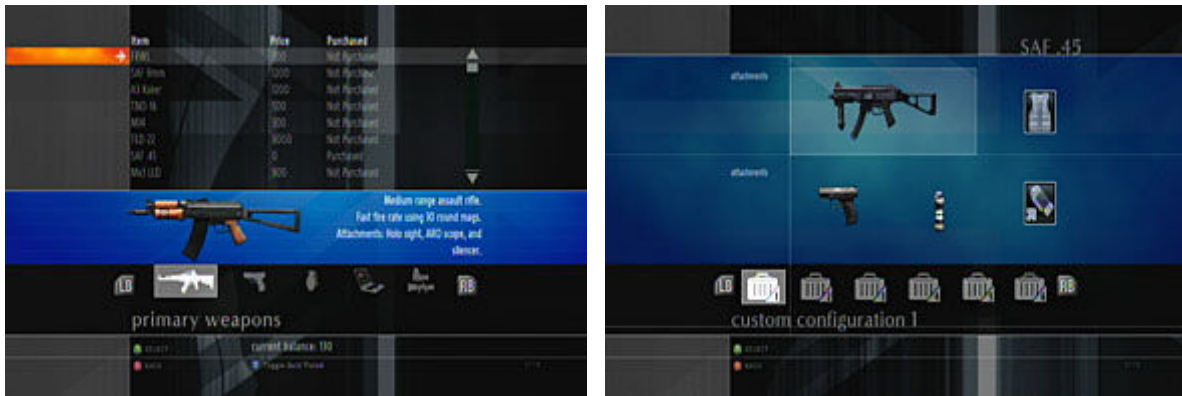


## Quantum of Solace Multiplayer

Modes		
<b>Team Conflict</b>		
MI-6 vs. The Organization team fights		
PLAYERS // 4-12	TIME LIMIT // 10 min.	SCORE LIMIT // 75
<b>Bond Versus</b>		
Disarm Organization explosives. Everyone plays as Bond and whoever gets the most points wins. (No one was playing this during our multiplayer sessions...)		
PLAYERS // 4-8	TIME LIMIT // 5 min.	SCORE LIMIT // N/A
<b>Bond Evasion</b>		
MI-6 players have to try to escort Bond, while Organization players aim to kill him. A round ends when Bond is killed. Players swap sides with every new round, and after six the side with the most points wins.		
PLAYERS // 4-12	TIME LIMIT // 10 min.	SCORE LIMIT // N/A
<b>Golden Gun</b>		
Kill the player with the Golden Gun. Then, grab it for yourself and run like hell!		
PLAYERS // 4-8	TIME LIMIT // 8 min.	SCORE LIMIT // 100
<b>Territory Control</b>		
Capture and hold control points with your team.		
PLAYERS // 4-12	TIME LIMIT // 10 min.	SCORE LIMIT // 300
<b>Classic</b>		
Start with a pistol, other weapons spawn in the level. (Probably my favorite!)		
PLAYERS // 4-8	TIME LIMIT // 8 min.	SCORE LIMIT // 25
<b>Conflict</b>		
Every man for himself.		
PLAYERS // 4-8	TIME LIMIT // 8 min.	SCORE LIMIT // 25
<b>Teamwork</b>		
Team Conflict, Bond Evasion, and Territory Control as a bundle.		
PLAYERS // 6-12	TIME LIMIT // Varies	SCORE LIMIT // Varies
<b>Mayhem</b>		
Golden Gun, Classic, and Conflict as a bundle.		
PLAYERS // 4-8	TIME LIMIT // 8 min.	SCORE LIMIT // 100

## Customizing Your Weapons

Using points earned playing online, you can buy different guns (some also have gold-plated versions), grenades, accessories, and gadgets.



Then select from your inventory the equipment you'd like to take with you. There are six different kits for you to outfit, so you can arrange for different mode strategies or to fit a certain team design—however you like.



## Quantum of Solace Secrets

### Unlockables

After you beat each level, you'll earn the cut-scene videos plus pretty nifty MI-6 debriefing rooms (featuring story board art, character and weapon models, and other info) that you can explore in first person. You can also view the credits here.

### Xbox 360 Achievements

<b>A View to Kill</b>	Complete White's Estate
<b>From Russia With Love</b>	Complete Siena, Opera House, and Sink Hole
<b>The Living Daylights</b>	Complete Shanty Town and Construction Site
<b>On Her Majesty's Secret Service</b>	Complete Science Center Exterior, Science Center Interior, and Miami Airport
<b>Casino Royale</b>	Complete Montenegro Train, Casino Royale, and Casino Poison
<b>The Spy Who Loved Me</b>	Complete Barge and Venice
<b>Quantum of Solace</b>	Complete Eco Hotel
<b>Octopussy</b>	Beat the game on New Recruit difficulty
<b>Tomorrow Never Dies</b>	Beat the game on Field Operative difficulty
<b>You Only Live Twice</b>	Beat the game on Agent difficulty
<b>The name is Bond, James Bond</b>	Beat the game on 007 difficulty
<b>Time to face gravity</b>	In White's Estate, open the cellar door with one shot
<b>We have people everywhere</b>	In Siena, shoot all seven satellite dishes
<b>Opera isn't for everyone</b>	In Opera House, move through backstage without alerting the guards

<b>He's coming fast</b>	In Sink Hole, kill the helicopter pilot while the gunners are still alive
<b>I miss the Cold War</b>	In Science Center Exterior, kill each sniper with one shot
<b>Half-monk, half-hitman</b>	In Science Center Interior, shoot all the lights in the main hall
<b>ELLIPSIS</b>	In Miami Airport, save the Skyfleet servers without breaking stealth
<b>I'm the money</b>	In Montenegro Train, only use the P99 while on the freight train
<b>Any thug can kill</b>	Sneak past the suite guards in Casino Royale without making any attacks
<b>I've got a little itch</b>	In Barge, save Vesper in under two minutes
<b>Allow me</b>	In Venice, defeat Gettler in one shot
<b>You just need one shot</b>	In Eco Hotel, kill the driver of the car
<b>Licence to Kill</b>	Defeat an enemy with one shot
<b>The Man with the Golden gun</b>	Defeat 50 enemies with one shot each
<b>Live and Let Die</b>	Use takedowns on 50 enemies
<b>Diamonds are Forever</b>	Hack all locks
<b>For Your Eyes Only</b>	Disable 10 cameras
<b>Moonraker</b>	Collect 30 cell phones
<b>The World is Not Enough</b>	Collect all cell phones



<b>Thunderball</b>	Collect all power weapons
<b>I admire your courage</b>	Earn over 10,000 unlock points
<b>Life is full of small challenges</b>	Earn over 100,000 unlock points
<b>For England, James?</b>	Earn over 1,000,000 unlock points
<b>I know where you keep your gun</b>	Unlock and purchase all weapons
<b>Quite the body count</b>	Unlock and purchase all weapon attachments
<b>Ejector seat, you're joking?</b>	Unlock and purchase all gadgets
<b>Goldfinger</b>	Unlock and purchase all golden weapons
<b>Chemin de Fer</b>	Unlock and purchase all weapons, grenades, attachments, gadgets, and golden weapons
<b>You've defused hundreds of these</b>	Defuse the bomb in Bond Versus once
<b>The best player in the service</b>	Be a top player in an online match
<b>Yes, considerably.</b>	Play in over a 100 online matches.
<b>A licensed troubleshooter</b>	Kill 100 players with the golden gun in Golden Gun mode.
<b>A measure of comfort</b>	Eliminate 1,000 players in multiplayer matches
<b>The nature of evil</b>	Eliminate 10 players while firing blindly, from cover
<b>3030 was a double</b>	Eliminate 100 players while in cover
<b>He's playing his golden harp</b>	Melee a player who has the golden gun

<b>Shaken, not stirred</b>	Win 5 territory control matches
<b>Die Another Day</b>	Escape as Bond in Bond Evasion mode
<b>Dr. No</b>	Win a round as Bond in Bond Versus mode