



007 *Tomorrow Never Dies* 64

Strategy Guide

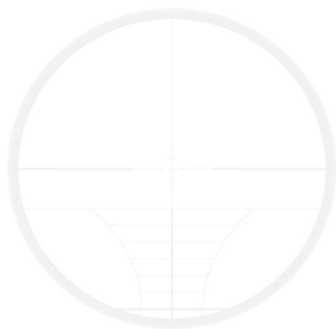


TJ Mortimer
with Morigan Aensland-Hill

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Chapter One
Welcome, Mr Bond



Foreword

Tomorrow Never Dies 64 is a 13-level fan campaign pack for *GoldenEye* on Nintendo 64, based on the Bond movie of the same name.

The mod features custom levels, characters and guns crafted by members of the N64 Vault community – in addition to a specially-composed soundtrack.

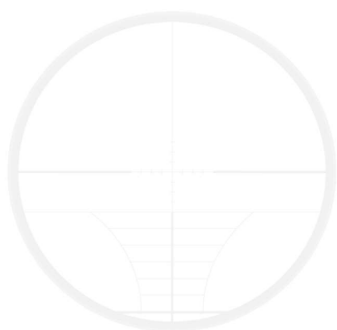
We hope you enjoy the challenging, arcade-style experience!

- TJ (TiJayFLY)

Setting The Scene

The plot starts with Bond deploying in the Russian border outpost, where he sabotages the enemy uplink satellite dish.

He then skis down the mountains where he jumps off the cliff, ejects his Union Jack parachute, and lands safety right into the terrorist arms bazaar – where he catches a glimpse of Isagura and Gupta...



Chapter Two
Game Walkthrough



Location 1: Russian Border

Section 1: Arms Bazaar



Objectives

- Photograph attendees
- Escape from the bazaar

Background

A terrorist arms bazaar is taking place on the Russian border. MI6 agent James Bond has been dispatched to gather intelligence on the deals taking place.

M Briefing

Your first job is to photograph any "VIPs" in attendance. Once we are satisfied with the images, the HMS Chester will fire a Tomahawk cruise missile to destroy the bazaar.

I suggest you leave before impact.

Q Branch

You are not only armed with your usual Walther PPK fitted with a silencer, but you also have your trusty camera to photograph any suspect characters you meet along the way. When you evacuate from the bazaar, your best bet is to take a MiG out for a joy ride because there are Soviet SB5 nuclear warheads at the bazaar. If the incoming cruise missile detonates those warheads, you're going to have a nuclear disaster!

Moneypenny

Be sure to pull out quickly once the job is done, James.

Walkthrough

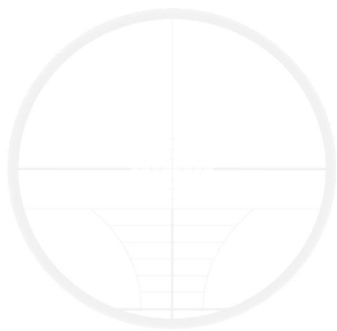
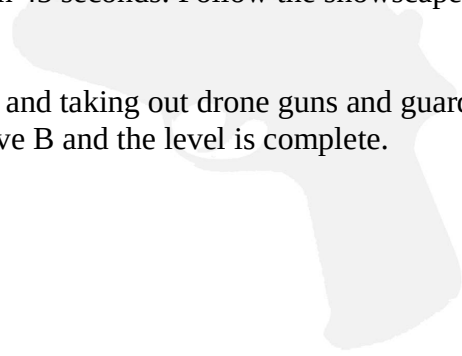
From your starting position, turn right and make your way through the "corridor" of crates. Beware the groups of guards hidden in this area.

Once clear of the crates, look towards the grey truck on the right, and aim your camera at Gupta – he is wearing red and standing near a computer console. Photograph him to complete Objective A.

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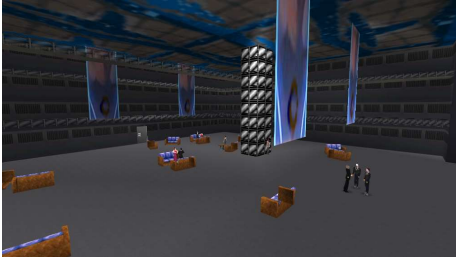
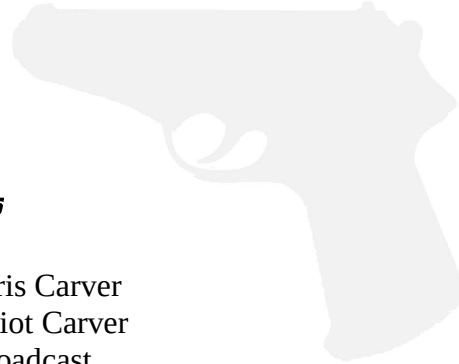
Charles will call and warn you about an airstrike due in 45 seconds. Follow the snowscape around the corner to the left, and head through the gates.

Strafe-run down the runway to the fighter jet, dodging and taking out drone guns and guards as you see fit. When you reach the jet, this completes Objective B and the level is complete.



Location 2: Hamburg

Section 1: CMGN Party



Objectives

- Talk to Paris Carver
- Talk to Elliot Carver
- Disrupt broadcast
- Minimise civilian casualties

Background

While Bond was at the Russian border, a British Navy vessel – the HMS Devonshire – was torpedoed in the South China Sea.

Although the culprit is assumed to be the Chinese air force, there is no hard evidence. Meanwhile, the Carver Media Group is launching its new satellite network at an event in Hamburg.

M Briefing

Carver's newspaper, "Tomorrow", published the news of the Devonshire's sinking just a few minutes after it happened. We believe the Devonshire was led off course through the use of the GPS encoder you saw at the arms bazaar.

Henry Gupta, who purchased that encoder, is a consultant to the Carver Media Group. We want you to attend Carver's launch party, and uncover any connection between Carver and the Devonshire's sinking.

Q Branch

No gadgets or guns here, old boy. You'll have to rely on your "charm" and wit – or at least half of it.

If you could also disrupt the broadcast for us, it would be appreciated.

Most CMGN buildings are still under heavy construction – perhaps one of the tradesmen dropped something useful?

Moneypenny

James, as I recall you used to date Carver's wife, Paris. Perhaps you could pump her for information?

Walkthrough

After the opening conversation, walk through the now-open door into the corridor, and continue forwards through the next door into the main party hall.

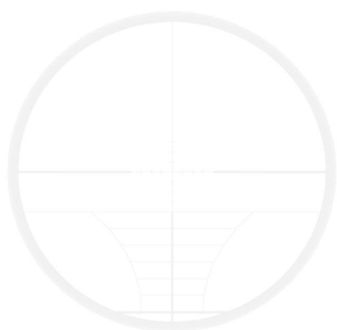
Approach the woman in the blue party dress near the centre-left of the room – this is Paris Carver. Following this conversation, Objective A is complete. Now head towards the far end of the room near the stage – there will be a woman in a silver party dress talking to an older man flanked by two bodyguards.

Join this group and meet Elliot Carver & Wai Lin for the first time. Once the introductions are over, Objective B completes, and a bodyguard will invite you to follow him. Do so, and once in the store room, take out the guards that attack you.

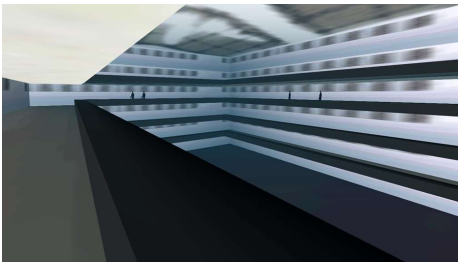
Leave the store room and turn right down the corridor. The last door on the right leads to the toilets. Open the far right stall door, and retrieve a remote mine.

Return to the store room, and pick up an Uzi left by the fallen guards if you haven't already done so. Shoot the glass that divides the store room from the server room, and throw a remote mine onto the servers.

Detonate the mine to complete Objective C and end the level.



Section 2: CMGN Labs



Objectives

- Retrieve encoder
- Exit through printworks



Background

Paris Carver has revealed that the encoder used by Gupta to send the Devonshire off course is kept in a secret lab in the CMGN building.

M Briefing

Bond, you must retrieve the GPS encoder for analysis, so we can tie Carver to the sinking of the Devonshire.

The encoder is probably being kept somewhere safe under guard. Be aware this is Gupta's lab, so keep an eye out for him.

Q Branch

You'll have to find the key for the safe room, then use your fingerprint scanner to open the safe.

You should have some ammunition left in your PPK, but otherwise you'll have to procure on site.

Moneypenny

One night in Paris, James? I thought you were in Hamburg.

Walkthrough

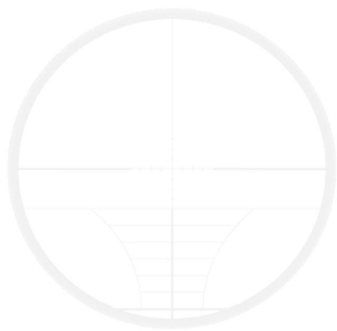
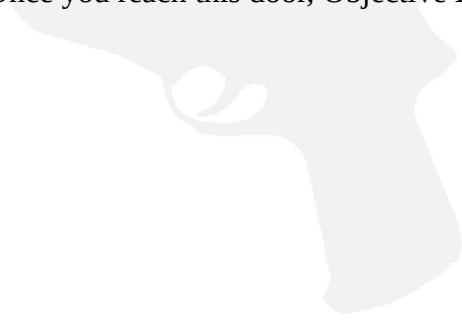
From the starting position, there are four silver doors visible – two on each side of the room. Explore the rooms behind these doors to find the Safe Room key.

Return to the starting room and enter the door which is adjacent to the satellite and monitor desk. On the far right side of this room is a safe. Use the Fingerprint Scanner on the safe door, and retrieve the encoder from within to complete Objective A.

As you leave the room, you will see a familiar face. Once they depart, you will be rushed by guards from multiple directions.

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Take a right out of the Safe Room then turn right down the corridor. Open the large door and work your way around the walkway to the door at the end. Once you reach this door, Objective B is complete and the level ends.



Section 3: CMGN Printworks



Objectives

- Escape printworks



Background

The encoder has been retrieved, but CMGN security are on alert - so escape is the first priority.

The quickest way to the street is through the printworks.

M Briefing

Bond, well done. You've retrieved the encoder – now come back alive and bring it with you!

Q Branch

You'll have to make your way through the printworks offices.

The exit to street level is at the far end of the printworks.

Moneypenny

You found the encoder? Perhaps you should keep it so I can keep an eye on you.

Walkthrough

From the starting position, open the door to your right. Work your way through the open space, using the paper reels for cover (caution – they explode!), and go through the door on the far left wall which leads into office space.

You will be in an office with computers and filing cabinets. Take the right exit from this room and follow the corridor. Midway through the corridor, open the door along the left wall and continue into a small storage room.

At the end of the storage room is a roller door, which leads into a larger hall.

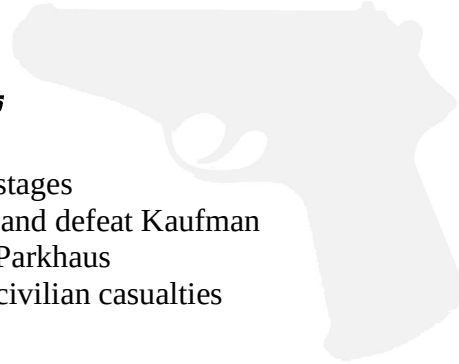
Enter the large hall and turn right. Head for the large roller door at the end, again using the paper reels for cover. Once you reach this roller door, Objective A completes and the level ends.

Section 4: Atlantic Hotel



Objectives

- Rescue hostages
- Find Paris and defeat Kaufman
- Escape to Parkhaus
- Minimize civilian casualties



Background

Elliot Carver has discovered that his wife, Paris, shared information about the location of the GPS encoder.

He has sent the message that Paris is now in Bond's hotel room with the torture specialist Dr Kaufman.

M Briefing

007, Paris' life is in danger. Get to the hotel and save her!

Carver's men have also locked down the hotel - save those hostages!

Q Branch

Your new cellphone has some interesting special features, Bond – you didn't lose it, did you?

Moneypenny

I told you she was trouble, James.

Walkthrough

From the starting point in the lobby, head into the corridor along the opposite wall. Take the first (grey) door on the right into a stairwell, climb the stairs, and dispatch the guard.

Heading through the door at the top of the stairs, take the left fork and enter the first door along the left wall. You'll find a guest being held hostage – take out the guard to free the hostage, take the guard's keycard, then exit the room to the left and follow the corridor.

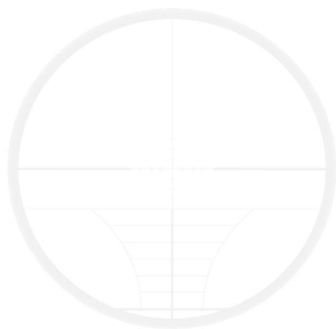
Enter the grey door on the left at the far end, climb the stairs, and enter the second floor corridor. Take the right fork, follow the corridor all the way to the end, and enter the furthest door on the right. Free the hostage, take the guard's keycard, and return to the corridor.

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Turn left and take the grey door along the left wall, to another stairwell. At the top of the stairs, enter the corridor and take the left fork. With the elevators on your right, head into the room along the far wall. Saving the hostage completes Objective A. Take the guard's key and return to the corridor.

Enter the first door on the right to Paris' room. After you have located Paris, Dr Kaufman will enter from the terrace. Defeat him to complete Objective B, then head onto the terrace.

Take a right and drop down into the service corridor, then climb the ladder on the right. Chase Stamper along the roof, then drop down to the Parkhaus entrance to complete Objective C.

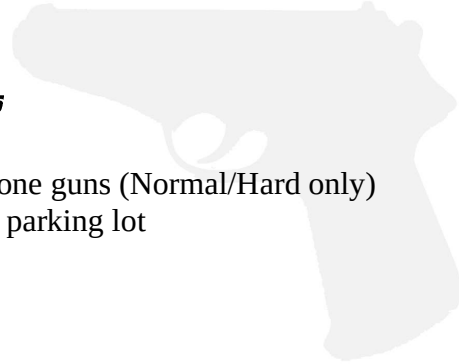


Section 5: Parkhaus



Objectives

- Destroy drone guns (Normal/Hard only)
- Escape the parking lot



Background

Paris Carver is dead, and Bond is escaping the Atlantic Hotel with the encoder.

The best way to make this escape is in the Q Branch BMW 750i.

M Briefing

Get to your car and escape, Bond!

We must not let that encoder out of our hands again.

Q Branch

Until you reach the car, you'll have whatever items you've already acquired.

Be careful – the CMGN thugs knew you were coming and have set up drone guns in the parking lot.

Moneypenny

I hear the BMW can be driven from the back seat, James.

My imagination is running wild.

Walkthrough

Parkhaus is a large level with multiple floors and wide open “killboxes” filled with guards and drone guns (on Normal/Hard) – be careful!

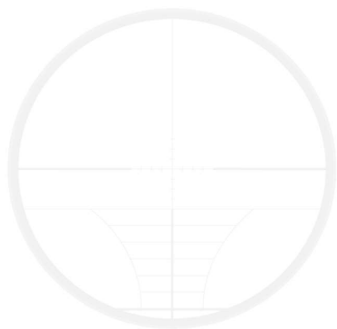
Follow the linear path shown by the barriers and, using the pillars as cover, take out the guards and drone guns (on Normal/Hard) that infest the level as you see fit. At the end of the path along the back wall, there is a spiral ramp leading upwards – follow this to floor 2.

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On this floor is more of the same – guards, drone guns (on Normal/Hard) and sparse cover. Head for the back wall, making sure to destroy the drone guns to complete Objective A (on Normal/Hard) then make a U-turn to your right before the end – once the line of barriers comes to an end – and head to the next spiral ramp leading up.

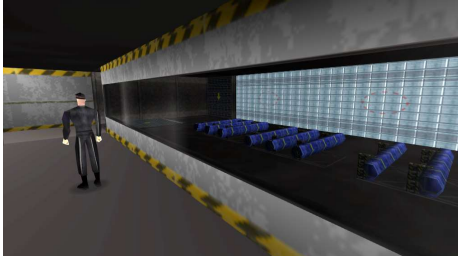
Upon reaching the roof, there are more guards and almost zero cover. Use caution when hiding behind any cars – they explode when shot. Facing the direction you came up the ramp, head for the row of parked cars along the left wall.

The second car from the left is your BMW 750i. Head for the car, and once you reach it, Objective A (on Easy) / B (on Normal/Hard) completes and the level ends.



Location 3: South China Sea

Section 1: HMS Devonshire Wreck



Objectives

- Photograph missile room
- Locate alternate exit

Background

The GPS encoder retrieved in Hamburg has revealed the final resting place of the HMS Devonshire.

MI6 has sent 007 to investigate the wreck, but they are not the only secret service with an interest in it...

M Briefing

The HMS Devonshire rests at the bottom of the South China Sea. Although the ship is wrecked, some parts of the structure – including the missile room – are still watertight.

Investigate the ship, and photograph anything out of the ordinary.

Q Branch

Your HALO jump insertion to the wreck site precludes carrying any heavy weaponry.

We managed to squeeze a camera into your pocket, and you'll have your trusty PPK to fight off any wayward sharks.

Money Penny

Don't be Saigon too long, James.

I'm waiting for my post card!

Walkthrough

Head along the corridor and through the sliding door at the end. Turn right then right again into a kitchen area, then take two lefts at the end into a bathroom.

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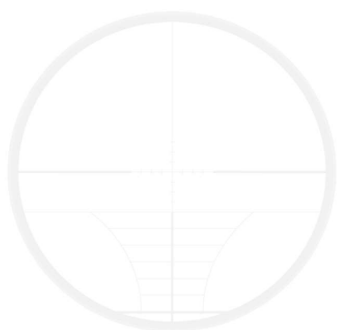
Proceed through the bathroom and exit right at the end. Follow the corridor around the corner and head through the left sliding door at the end.

Continue to follow the corridor until you reach an area containing blue horizontal tubes. These are the missiles you must photograph. Using the Camera from your watch menu, photograph the missiles – this completes Objective A.

With the missiles on your left, continue until you reach an open door on the right wall. Head through this dining hall, then take two lefts at the end into another bathroom area.

Head through the bathroom and take a right through the open door at the end. Follow this corridor and you will discover Wai Lin is also on board!

Walk past Wai Lin and open the watertight door behind her. This will trigger a cutscene, completing Objective B and ending the level.



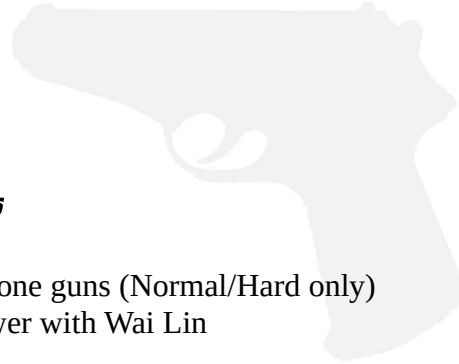
Location 4: Saigon

Section 1: CMGN Tower



Objectives

- Destroy drone guns (Normal/Hard only)
- Escape tower with Wai Lin



Background

Exploration of the HMS Devonshire revealed a torpedo missing from the armament bay.

Upon leaving the ship, 007 and Wai Lin – who is in fact a Colonel in the Chinese PLA - have been captured by Carver's men.

Carver's right hand man, Stamper, is also in attendance.

M Briefing

It turns out the Chinese are also investigating Carver.

This understanding should delay the start of World War III between our nations whilst we ascertain the truth. You must be alive to do that, however. I suggest you escape Carver's clutches.

Q Branch

I understand that Herr Stamper was a student of the late Dr Kaufman. Perhaps he has some toys you can borrow to aid your escape.

Money Penny

In handcuffs already, James? You only met her an hour ago.

Walkthrough

After the interaction between Bond, Carver and Stamper, head towards the table in front of the screens and pick up a Star Knife from the brown table on the right. Also grab your PPK from the grey table.

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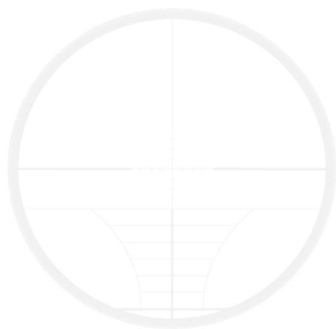
Head down the corridor at the opposite end of the room the tables and follow the path round into an office. Exiting the office, take two sharp rights into the next corridor – which in turn leads into another office.

Take a right upon leaving the office and follow the corridors into a larger office space. Head left from this office into the next one, then exit right into the corridor and turn right again.

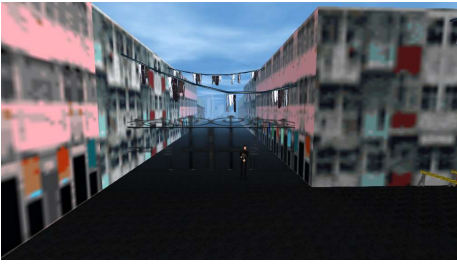
Follow the corridor past the fire exits, but use caution when taking the left corner – there is a drone gun (on Normal/Hard) on the ceiling! Use the wall as cover to take out the gun, and continue to follow the corridor.

Around the next left is another ceiling-mounted drone gun (on Normal/Hard). Use the same strategy to destroy this one.

The final left corner also hides a drone gun (on Normal/Hard) – you will need to destroy it to complete Objective A (on Normal/Hard) before rushing the window at the end of the corridor. Upon reaching the window, Objective A (on Easy) / B (on Normal/Hard) completes, the cutscene plays and the level ends.

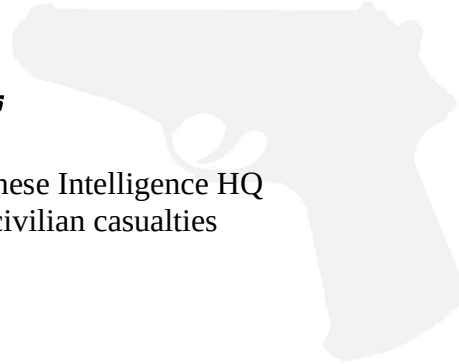


Section 2: Saigon Streets



Objectives

- Reach Chinese Intelligence HQ
- Minimise civilian casualties



Background

After escaping CMGN Tower in Saigon, 007 and Wai Lin head for the Chinese intelligence service hideout.

M Briefing

Wai Lin's accommodation is located on the other side of the city. Make your way through the streets and get there safely!

Q Branch

Well that was a rather low-tech escape, 007. Hopefully you've armed yourself by now.

It's a shame there isn't a quicker way across town – a motorbike would be handy right now, wouldn't you say?

Money Penny

Back to her place, James?

Walkthrough

This is the vehicle level you've been waiting for!

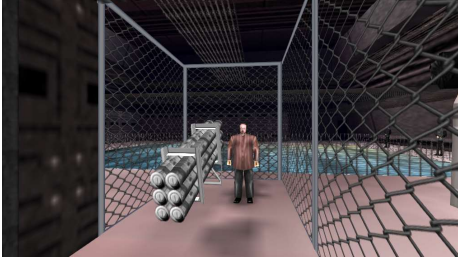
Mount the motorcycle in front of you and hold B until the engine starts and your viewpoint changes to a behind-the-handlebars angle.

This is a linear level. Follow the streets, dodge the barriers and run the guards down with the motorbike – or just take them out with your new P99.

You will eventually reach an impassible row of barriers – dismount the bike with B, walk through them and approach Wai Lin near the gates. This completes Objective A and ends the level.

Location 5: South China Sea

Section 1: Stealth Boat



Objectives

- Destroy jamming device
- Liquidate Carver



Background

Pooling their resources, the British and Chinese intelligence services have discovered that not only did Carver send the HMS Devonshire off course and sink it to stir up tensions in the region, he is also planning to attack Beijing using a missile stolen from the British ship.

This missile is to be launched from his Stealth Boat in the South China Sea.

M Briefing

Bond, you must prevent Carver from firing that missile at Beijing.

If it hits, it will mean the start of a new world war – worse, with Carver in a position of power as broker between the two sides.

Q Branch

We've armed you as heavily as we can within a public sector budget, Bond.

I suggest you destroy the ship's radar jamming device, so the fleet can attack once you're done.

Wai Lin has also infiltrated the ship and planted mines in strategic locations – they may come in handy.

Moneypenny

You know what they say about submarines, James. I wonder if that's also true for stealth boats.

Walkthrough

From the start position, head forwards down the corridor and collect the armor in your path. Follow the path round to the right, then enter the first open door along the right wall.

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The jamming device is located in this room. It is a waist-height console along the right wall with a radar screen on the display. Shoot this console to destroy it – this completes Objective A.

Exit the room the way you came in, and take a tight right U-turn into the second room along the corridor. Here, you will find Herr Stamper wielding dual MP5s. Take him out and Elliot will request your attendance in the main hall.

Take a right out of Stamper's room, and head through the closed door at the end of the corridor. This leads into the main hall – where Carver, Gupta, Wai Lin and the Sea Drill await.

Head towards the meshed area at the far end of the hall. Carver and Gupta will engage in a dialogue next to the collapsed Wai Lin.

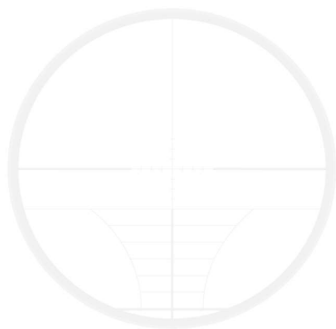
Witness Gupta's execution, and once Elliot mentions his "backup plan", Bond will reveal his – at this point, your weapon will change to a Detonator.

Make sure you are positioned far away from Elliot and the Sea Drill, and Detonate the Remote Mines that Wai Lin placed earlier. The ensuing explosion liquidates Elliot, completing Objective B – but it also destabilises the ship and a timer begins.

Head to Wai Lin, who is in the meshed area near the Sea Drill, and the cutscene will take over.

In the cutscene, Bond and Wai Lin escape the exploding Stealth Boat and the credits roll.

Congratulations, you have completed the main campaign – but some challenging bonus levels await!



Bonus Levels

A View To A Kill: Golden Gate Bridge



Objectives

- Destroy Zorin's airship



Background

A bonus mission inspired by A View To A Kill.

M Briefing

Max Zorin is attempting to escape in his airship, which is moored to the Golden Gate Bridge.

You must fight through his men and destroy the Zeppelin.

Failure is not an option, Bond.

Q Branch

Zorin's private security are heavily armed with autoshotguns and grenade launchers – perfect for bringing him down to earth.

Moneypenny

I say James, that bridge is a rather large erection.

Walkthrough

From your start position, carefully make your way along the bridge using vehicles for cover until you are underneath the Zeppelin. Body Armor can be found on the far left side of the bridge by the 3rd car, and near the centre of the bridge by the 8th car. The last guard before the barriers at the end of the bridge will be holding a Rocket Launcher – take him out, and collect his weapon.

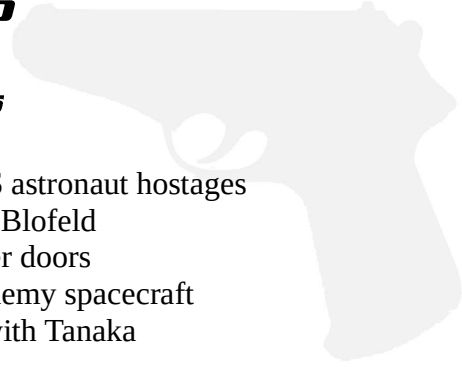
Use the Rocket Launcher to destroy the Zeppelin – but be careful, you only have one shot! If you fail, you will have to restart the level as the Zeppelin cannot be destroyed with gunfire. Once the Zeppelin begins its fiery descent to earth, Objective A completes and the level ends.

You Only Live Twice: Volcano



Objectives

- Rescue US astronaut hostages
- Meet with Blofeld
- Open crater doors
- Destroy enemy spacecraft
- Regroup with Tanaka



Background

A bonus mission inspired by You Only Live Twice.

An American rocket is due to launch at midnight Japanese Standard Time. The President of the United States has given a final warning to the Russians – if an American spacecraft is captured again, the USA will declare war on the USSR.

MI6 has discovered that Blofeld is using a USSR spacecraft to capture American rockets, in the hopes of triggering a nuclear conflict. Bond has located Blofeld's base inside a volcano.

M Briefing

This is a big one, 007.

Now that you are "dead", hopefully some of your old "friends" will need to worry about you no longer.

Q Branch

Just your usual Walther PPK, 007.

Money Penny

Sneaking out in the middle of the night? What would your wife say, James?

Walkthrough

After the rocket launches, immediately turn right and head down the ramp into the main cavern. Take out the guards by the blast door, and enter the caves on the other side of the ramp.

Follow this corridor until you reach the cell door controls. Activate the switch to open the cell doors, and complete Objective A.

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Backtrack to the main cavern, and climb the ramp to the left. Enter the door at the top and use the entrance for cover to take out the guards behind the crates.

Once the guards have been dispatched, go through the door at the end of the corridor. Once again, use the doorway as cover to take out the guards in this area.

With the guards defeated, head through the door on the far wall. Follow the cave system, taking out guards along the way, and take the door along the left wall at the end.

Entering the cavernous lakeside terrace, head up the ramp at the end and through the double doors into the control room.

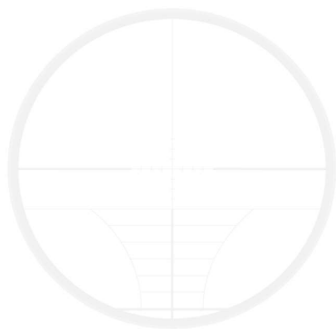
Upon entering the control room, Blofeld introduces himself. Activate the console along the right wall to complete Objective C, and allow Tanaka and his men to enter the volcano.

After Blofeld's speech, Objective B completes and two guards enter the control room. Take them out then chase Hans, who has escaped to the lakeside terrace.

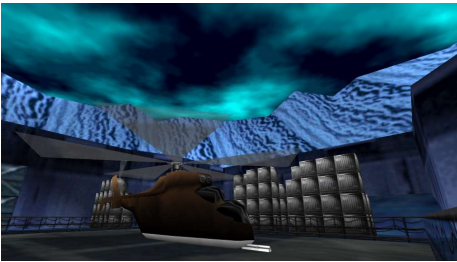
Defeat Hans at the terrace and he will drop a key. Return to the control room, and activate the central terminal near the front of the room – it is a large kiosk with a radar displayed on screen. This destroys Blofeld's spacecraft and completes Objective D.

Exit the control room through the doors embedded in the shutters, head down the ramp into the blast pit, then take the ramp on the left to emerge into the main volcano area.

Walk up to Tanaka to complete Objective E, and finish the level.

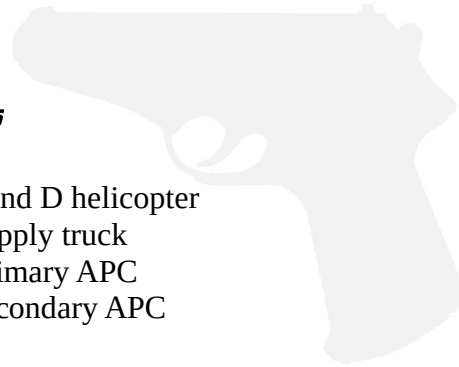


MGS: Alaska Base



Objectives

- Destroy Hind D helicopter
- Destroy supply truck
- Destroy primary APC
- Destroy secondary APC



Background

A bonus mission paying homage to Metal Gear Solid.

M Briefing

The nuclear weapons disposal facility in Alaska has been attacked and captured by next-generation special forces.

We're sending you ahead of an SBS assault team – destroy the terrorists' hardware to ensure our boys are met with minimal resistance.

Q Branch

A Hind D? What's a Russian gunship doing here?

Oh, and don't forget to destroy the truck and their APCs too – they should be near the helipad or in a tank hangar.

Moneypenny

A solid snake, you say? My goodness.

Walkthrough

From the starting position, continue towards the far end of the warehouse – mind the guards! – and go through the door at the end. You will enter a second storage area, where there is a Supply Truck. Throw a mine onto the Truck and detonate it to complete Objective B.

Leave this storage area through the door at the far end, and exit to the Helipad area. In the centre of the pad, there is a Hind D. Throw a mine onto it and detonate to complete Objective A.

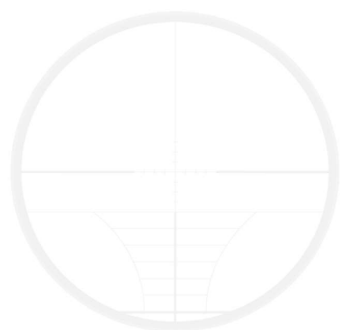
Facing the direction you entered the Helipad, take the door along the left wall to enter a hangar containing an APC. Plant and detonate a mine on the APC to complete Objective D.

TOMORROW NEVER DIES 64 STRATEGY GUIDE

Return to the Helipad and turn left. On the far wall is a door to another hangar. Head into this hangar, proceed through it, and take the exit at the far end. You will enter the final warehouse containing another APC.

Destroy this APC with a Remote Mine to complete Objective C and end the level.

More congratulations are in order – you have completed every level in the game!



Chapter Three
Farewell, Mr Bond



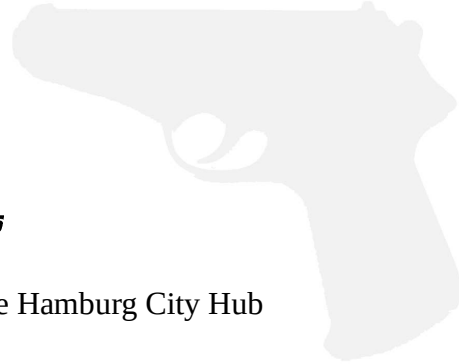
Finale

The End: Hamburg Hub



Objectives

- Explore the Hamburg City Hub



Background

Congratulations on finishing Tomorrow Never Dies 64!

From the main developer and all the contributors, thank you for playing and we hope you enjoyed the game.

M Briefing

In this bonus level, you can see the characters and objects used in game, and try the custom weapons at a shooting range.

Q Branch

If you talk to everyone and collect all the guns, you might just be able to drive off into the sunset in your BMW.

Money Penny

Don't forget James, you can talk to TND64's creators at discord.gg/T53AFKU37

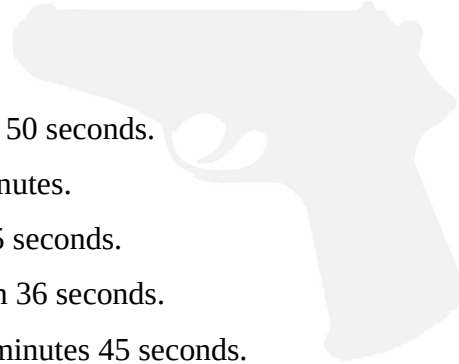
Walkthrough

This final level is a “hub” where you can meet the characters again, and try out all the custom weapons at the shooting ranges dotted around the area.

Explore at your leisure, and once you've done all you can do, approach your BMW to exit the level.

There is no more to see in the single player campaign! Perhaps try the Multiplayer, where you can fight with all the TND characters and custom guns across a full roster of all-new and classic multiplayer levels.

Cheat Times



- **Golden Gyrojet:** Complete Bazaar on Hard in 50 seconds.
- **Invincibility:** Complete Party on Hard in 5 minutes.
- **Desert Eagle:** Complete Labs on Normal in 55 seconds.
- **Paintball Mode:** Complete Press on Normal in 36 seconds.
- **M16A2-M203:** Complete Hotel on Hard in 2 minutes 45 seconds.
- **All Guns:** Complete Parkhaus on Normal in 1 minute 40 seconds.
- **No Radar (Multiplayer):** Complete Wreck on Normal in 1 minute 20 seconds.
- **Turbo Mode:** Complete Tower on Hard in 2 minutes.
- **DK Mode:** Complete Saigon Streets on Easy in 2 minutes 35 seconds.
- **Fast Animation:** Complete Stealth Boat on Normal in 1 minute 10 seconds.
- **Invisibility:** Complete Bridge on Easy in 1 minute 30 seconds.
- **Enemy Rockets:** Complete Volcano on Easy in 5 minutes 45 seconds.
- **Infinite Ammo:** Complete Alaska on Hard in 3 minutes.
- **Slow Animation:** Complete Hub on Normal in 25 seconds.
- **Girl Power Mode (Play as Wai Lin):** Complete Boat on any difficulty.
- **Countdown Critical (Timed Missions):** Complete Alaska on Hard.
- **Expect to Die (LTK + 1-hit kill from drones & splash damage):** Complete Volcano on Normal.
- **Custom (“007”) Difficulty:** Complete all missions on Hard.
- **It’s Dwayning Men:** Break every martini glass in the game.

This cheat auto-enables, and disables once the console is reset or powered off.

A huge thank you to everybody who has worked on, streamed, tested or otherwise contributed to and supported this mod during its development:

Casey Mongillo, Johnny Thunder, Hypatia, MartinBFF, MRKane, Wreck, DavisSimMusic, JJMH (Ghost)/Jack, Clasiku, gc_artuso87, bamby31, Sempre.ton, S40 Games, Vibe, Yourgamer, Grasl00, Coochie, Crash Override, Flargee, loofadawg, Vikingqueenjulia, 00action, Morigan Aensland-Hill, SRGn64, Eternally Aries, HackBond, QueenAllTheWay, Dragonsbretheren, Loompa and 007Spudman. Special thanks to Louise & Tarquin Mortimer, and of course SubDrag, Zoinkity & Carnivorous. Most importantly, thank you for playing! - TJ (TiJayFLY)