NUS-NGEE-USA

INSTRUCTION BOOKLET

GOLDENEYE 007™



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

Thank you for selecting the GoldenEye Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



TEEN (13+)
ANIMATED BLOOD
ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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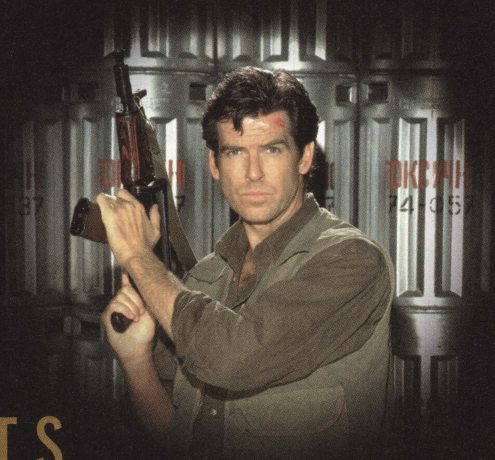
GOLDENEYE 007™



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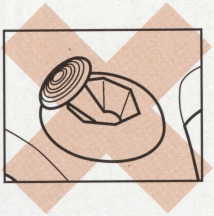
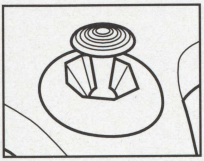
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller

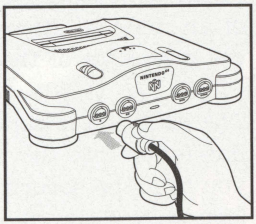


While Playing the GoldenEye game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.



You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.



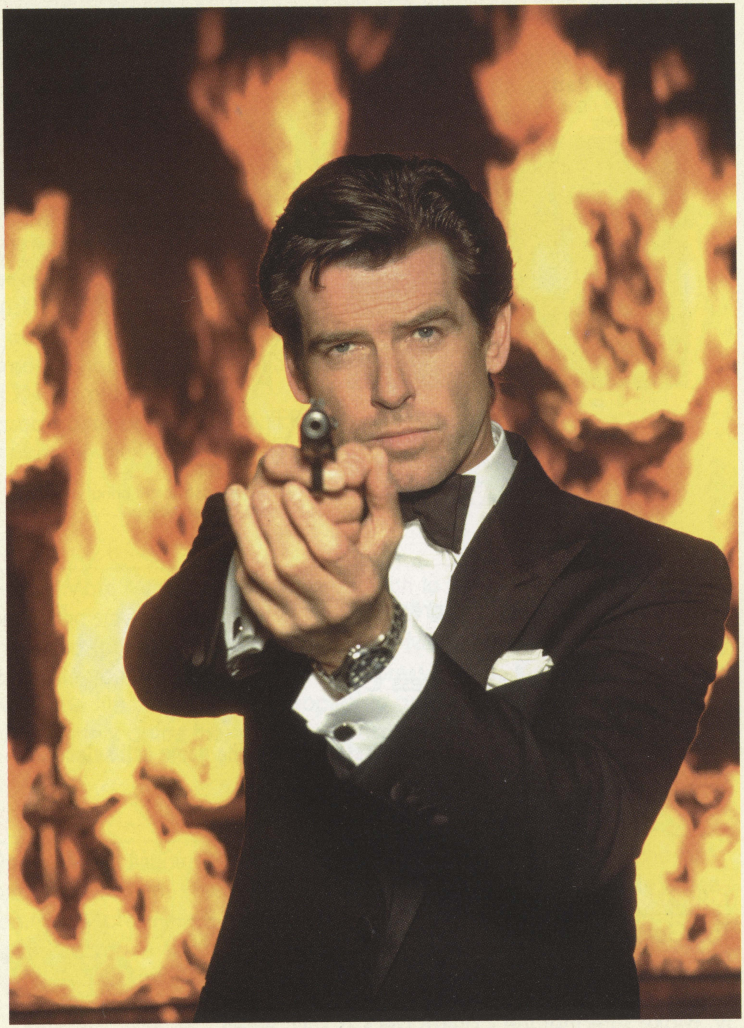
All right, 007, it's time to get down to business. Some time ago, Pirate, a top-secret combat helicopter, was hijacked from a French war vessel in Monte Carlo. Pirate was stolen by Xenia Onatopp. She was assisted by several mysterious comrades.

Xenia, a former Soviet pilot, is a known accomplice of the Janus Syndicate, an international organization that is world renowned for its dealings in top-flight illegal arms. They are currently based in St. Petersburg, Russia.

Pirate reappeared two days ago in Russia near the site of an unusual disturbance believed to be the result of the discharge of the GoldenEye weapon satellite.

The situation is serious, 007. If Pirate or GoldenEye has fallen into the wrong hands, I don't have to tell you that the security of the free world could be in jeopardy. We want you to recover the Pirate helicopter and get to the bottom of this. You are licensed to kill.

—M



7
9
11
13
15
17
19
21

DEFAULT CONTROLLER INFORMATION

L & R Buttons
Aim

+ Control Pad
Side step left or right
Look up or down

C Buttons
Look down
Look up
Side step left
Side step right

A Button
Change weapon or device
Hold the A Button and tap the Z Button to cycle through the weapons in reverse order

Z Button
Use weapon or device

B Button
Reload
Activate

Control Stick
Move in all directions
Move target icon on Options screen

START
Pause game and bring up Options screen

LEAN

Hold the L or R Button and press C ◁ or C ▷

DUCK

Hold the L or R Button and press C ▽

NOTE: To change the controller configuration, pause the game and select CONTROL STYLE from the Options screen.

RUMBLE PAK™

The GoldenEye game is compatible with the Rumble Pak accessory. Before using, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.



MAIN MENU

Correctly insert the GoldenEye Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press either START, the A or Z Button to view the Main Menu.

CREATING A GAME FILE

On the Main Menu, use the Control Stick to move the Target Icon to the desired game file (four game files can be saved). Press START, the A or Z Button to advance to the Game Select screen. Choose "SELECT MISSION" to play the mission-based game or "MULTIPLAYER" to play the multi-player game.



COPYING A GAME FILE

On the Main Menu, move the Target Icon to the Copy Icon at the bottom of the screen. Press START, the A or Z Button to activate the copy command (press the B Button to cancel). Move the Copy Icon to the game file you wish to copy from and press START, the A or Z Button. The game file you selected is copied to an empty game file. If there is not an empty game file, you must erase one before you can copy.

ERASING A GAME FILE

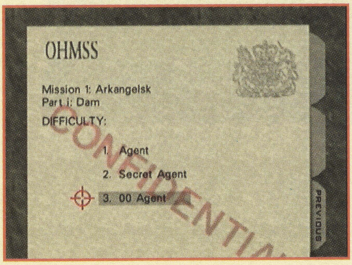
On the Main Menu, move the Target Icon to the Erase Icon at the bottom of the screen. Press START, the A or Z Button to activate the erase command (press the B Button to cancel). Move the Erase Icon to the game file you wish to erase and press START, the A or Z Button. Highlight "CONFIRM" by pressing the Control Stick or the + Control Pad to the right, or by pressing the R Button. Press START, the A or Z Button to execute. The game file you selected is erased.

MISSION GAME

SELECTING A MISSION

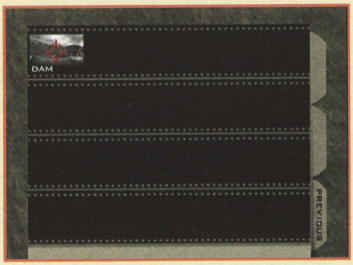
On the Game Select screen, choose "SELECT MISSION" to play the one-player mission-based game. Move the Target Icon to the desired mission. Press START, the A or Z Button to confirm and view the Difficulty screen.





SELECTING DIFFICULTY LEVEL

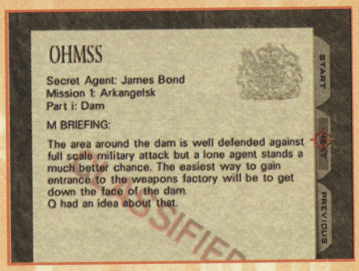
On the Difficulty screen, highlight the desired level with the Target Icon and press START, the A or Z Button to advance. There are three levels of difficulty; Agent (easiest), Secret Agent (medium) and 00 Agent (most difficult).



BACKGROUND

Your missions will take you all over the world. Make sure to read the background information to keep current on the pending mission.

When you begin a level, make sure to pay attention to the opening cinema scene as it may contain useful clues to help you solve objectives.



OHMSS

Secret Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam

M BRIEFING:

The area around the dam is well defended against full scale military attack but a lone agent stands a much better chance. The easiest way to gain entrance to the weapons factory will be to get down the face of the dam.
Q had an idea about that.

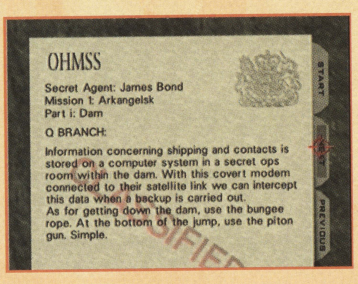
START
PREVIOUS

M BRIEFING

M will provide you with more detailed background information.

Q BRANCH

Aside from even more background information, Q will give you the lowdown on any handy gadgets that you may require for this mission.



OHMSS

Secret Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam

Q BRANCH:

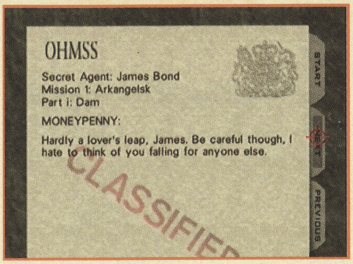
Information concerning shipping and contacts is stored on a computer system in a secret ops room within the dam. With this covert modem connected to their satellite link we can intercept this data when a backup is carried out.
As for getting down the dam, use the bungee rope. At the bottom of the jump, use the piton gun. Simple.

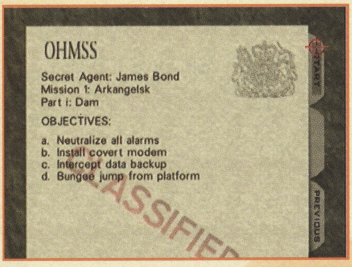
START
PREVIOUS



MONEYPENNY

Don't forget Moneypenny. For each mission, she'll wish you well providing you with light-hearted comments.



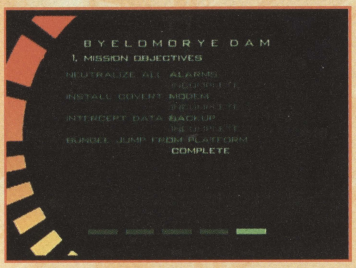


OBJECTIVES

Unlike other first-person perspective games, the object of the game isn't necessarily to destroy everything or everyone you come into contact with. Some people or objects are necessary to complete the mission. Shoot the wrong person or destroy the wrong computer and the mission could be a failure. Make sure to read through the list of objectives for each mission. The fate of the free world depends on it!

Q WATCH V2.01 BETA

During the mission-based game, press START to pause the game and view the Q Watch. The Q Watch allows you to view information on the current mission, change weapons, controller configuration, and other game options. Use the + Control Pad, Control Stick, L, R or C Buttons to toggle through the different screens or highlight different options.



MISSION STATUS SCREEN

This is the first screen you see after pressing START. Here, you can check your mission status, the current item in hand, amount of ammunition and your Life/Armor meter.

ABORT MISSION

If you find yourself stuck in an area with no way out, or the difficulty level is just too much for you, select ABORT MISSION and try again. A different approach could be the key to success.

WEAPONS & ITEMS SCREEN

Select the desired weapon or item, then press the A or Z Button to equip. Press START to resume game play.

CONTROLLER CONFIGURATION SCREEN

Highlight "CONTROL STYLE" or "CONTROLLER," then press the A Button to activate and deactivate one of the two options here.



Control Style - change your controller setup to one of four different configurations

Controller - move the controller and test the current control style

For the true professional, try using using two controllers (connected to Sockets One and Two) and select one of two different controller configurations.

GENERAL OPTIONS SCREEN

Highlight the desired option, then press the A Button to adjust.

Music volume meter	Adjust volume of game music
FX volume meter	Adjust volume of sound effects
Look up/down	Reverse/Upright
Auto-aim	On/Off
Aim control	Hold/Toggle
Sight On-screen	On/Off
Look Ahead	On/Off
Ammo On-screen	On/Off
Screen	Full/Wide/Cinema
Ratio	Normal/16:9 (best suited for larger or widescreen televisions giving the game a more cinematic look)



MISSION OBJECTIVES SCREEN

On the Mission Objectives screen, scroll up or down with the + Control Pad, Control Stick or C △ or C ▽ Buttons to view the different screens of mission information. Press START to resume game play.

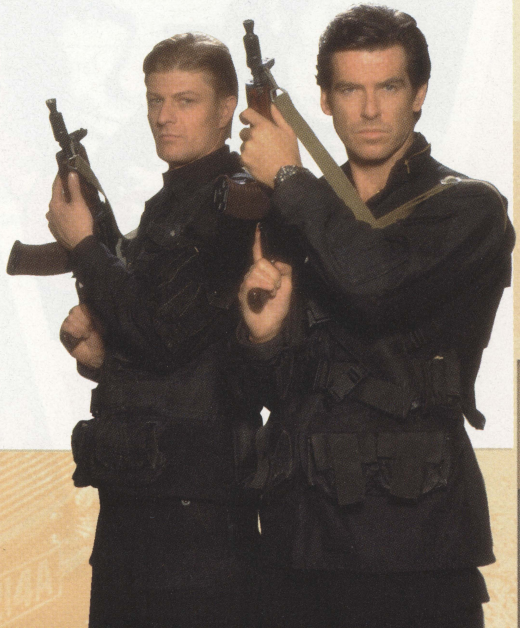
THE BOND ARSENAL

WEAPONS

Throwing Knife	The ultimate silent weapon. Commando standard equipment on covert missions.
Fighting Knife	A lethal knife designed for vicious close-quarters fighting.
PP7 Special Issue	A small, easily concealed automatic pistol, which can be fitted with a silencer. 007's weapon of choice.
DD44 Dostovei	A Soviet-made automatic pistol, issued to officers. Loud but powerful.
Cougar Magnum	Possibly the most powerful revolver in the world. Can fire through some objects.
Spyder	A modern variant of a Czech machine pistol. Small, but capable of automatic fire.
ZMG 9mm	Powerful sub-machine gun. Noise is a problem, but offset by excellent man-stopping capability.
D5K Deustche	Special Forces equipment. Can be fitted with a silencer for covert missions where firepower is needed.
Phantom	Sub-machine gun with a specially extended magazine. Brute force is all, no subtlety here. A terrorist favorite.
KF7 Soviet	The standard issue rifle to Soviet troops. Tough and capable, with a long range.
US AR33 Assault Rifle	US-manufactured assault rifle. Excellent range and stopping power.
RC P90	A phenomenally powerful sub-machine gun with a near-bottomless magazine.
Grenade Launcher	Takes practice to use well, but deadly in the hands of an expert.
Rocket Launcher	Tank-stopping heavy weapon. Devastating against soft targets.
Sniper Rifle	An extreme-range, single shot rifle. Highly effective, but patience and timing are required. When aiming, press C △ and C ▽ to zoom in and out.
Grenades	Pull out the pin, count and throw. Simple. The fuse is 5 seconds, so a count of 2 or 3 is safe.
Remote Mines	A versatile device. Clings to most surfaces and can be set off by remote control.
Timed Mines	A limpet mine with a 5 second fuse.
Proximity Mines	Motion-sensing limpet mines. Fire, but DON'T forget, as they can't tell the difference between friend and foe.

GADGETS

Bungee Equipment	An extra strength cord and reinforced fastenings for those really long jumps.
Door Decoder	A powerful crypto-breaker program. It cracks the code on security doors in seconds.
Bomb Defuser	A device built for 007; cuts the correct wire automatically.
Key Analyzer	Built by Q specifically to copy the GoldenEye code key.
Tracker	This magnetic tracker has a long life and a huge range. Just have to plant it carefully.
Covert Modem	Ideal for gaining access to closed data storage systems. Above ground, that is.
Microcamera	Compact camera, with a manual zoom facility. Perfect for spying...
Datathief	A high speed, high density, data copying device. Can break through nearly all protective measures.
Plastique	A shaped-charge plastic explosive with a timer setting.
Watch Laser	Q Branch standard issue cutting laser. Limited life span means Bond will have to work fast.
Watch Magnet	A miniature electromagnet. Only a few uses before charge is drained completely.

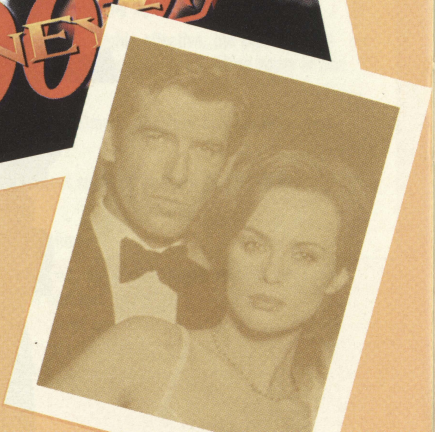


GAME OVER

Too many hits from unfriendly fire could prove fatal. It will also mean game over. If this happens, you will return to the Background screen where you will have another crack at the mission. Make sure to pick up the body armor. While the body armor won't make you invincible, it could give you the protection you need to complete a mission.







FRIENDS, ENEMIES AND VILLAINS

FRIENDS

Natalya Simonova	A computer programmer based at Severnaya, she is the only survivor of the terrorist raid.
Valentin Zukovsky	A former enemy of Bond, he has become a black market trader in arms and information in the new Russia.
006, Alec Trevelyan	A fellow 00 agent, Bond trusts his life to Alec Trevelyan.
Defense Minister Mishkin	A patriotic member of the Politburo

ENEMIES

Janus	The shadowy leader of the Janus Syndicate.
Xenia Onatopp	A Janus lieutenant, she is a hotshot pilot and a crack killer who enjoys her work.
General Arkady Ourumov	A traitorous Soviet officer, in league with the Janus Syndicate.
Boris Grishenko	The programming genius behind the main systems of the GoldenEye satellite who sells out to Janus.

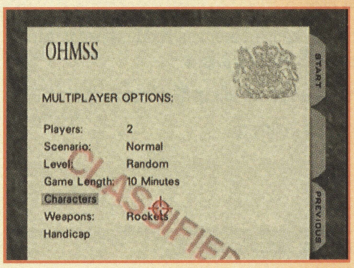
OTHER VILLAINS

Try and find these four villains!

Jaws	An arch villain, eight feet tall and virtually indestructible. Avoid at all costs.
Mayday	A slim target with a sharp draw. A lethal adversary.
Baron Samedi	His countrymen fear his skill in the black arts, but he's equally at home with more conventional weaponry.
Oddjob	A diminutive villain sporting a bowler hat. He's small and deadly.

MULTI-PLAYER GAME

On the Main Menu, move the Target Icon to the desired game file, then press START, the A or Z Button. Use the Target Icon to highlight "MULTIPLAYER," then press START, the A or Z Button.

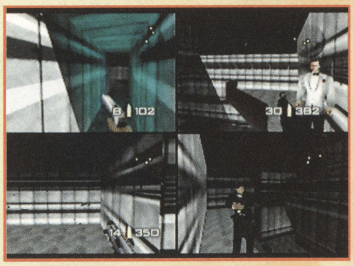


OPTIONS

Use the Control Stick to toggle between options. To change settings, press the A Button (press the B Button to cancel). When you're ready to play, press START.

PLAYERS

Up to four players may play.



SCENARIO

The eight different game scenarios are as follows:

1) Normal
Standard competitive mode.

2) You Only Live Twice
Each player lives twice. The last player alive wins.

3) The Living Daylights (Flag Tag)
Whoever has the flag longest is the winner. When carrying the flag, no objects can be collected or used.

4) The Man With the Golden Gun
Whoever has the Golden Gun can defeat enemies in a single shot.

5) Licensed to Kill
Every hit is fatal.

6) Team: 2 vs 2

7) Team: 3 vs 1

8) Team: 2 vs 1

LEVEL

Play in one of several different areas.

GAME LENGTH

Play for time (10 or 20 minute time limit), score (first player to 5, 10 or 20 points) or the thrill of the kill.

CHARACTERS

There are many different characters available. Can you find them all?



WEAPONS

Choose from an assortment of weapons.

HEALTH

To make the game more even, adjust the health level of one or all four players. Veteran players can select a lower health level to make the game more interesting. Novice players should select a higher health level.

TIPS FOR SUCCESS

- Some weapons that normally fire a short burst of bullets will fire a single shot when using the aim. The single shot will be more accurate than a burst because the weapon's recoil spoils your aim when you fire continuously.
- Throwing knives can be thrown more quickly if you prepare yourself.
- Some of the high-power weapons are able to shoot through objects including doors.
- Leaning is ideal when under heavy fire. Stand behind a corner or column, then lean out left or right and fire off a few rounds.

IMPORTANT:

REV - B

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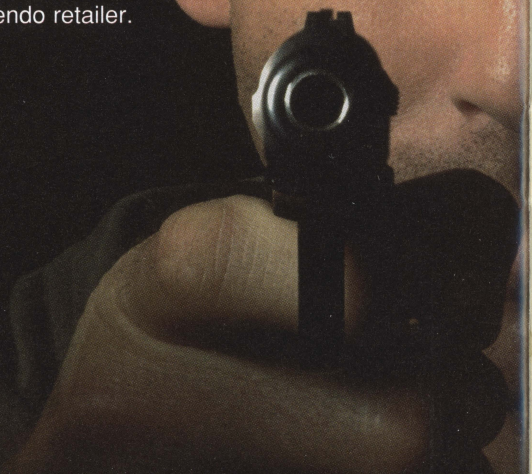

WARRANTY AND SERVICE INFORMATION:

REV - I

3-MONTH LIMITED WARRANTY
(For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

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WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

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