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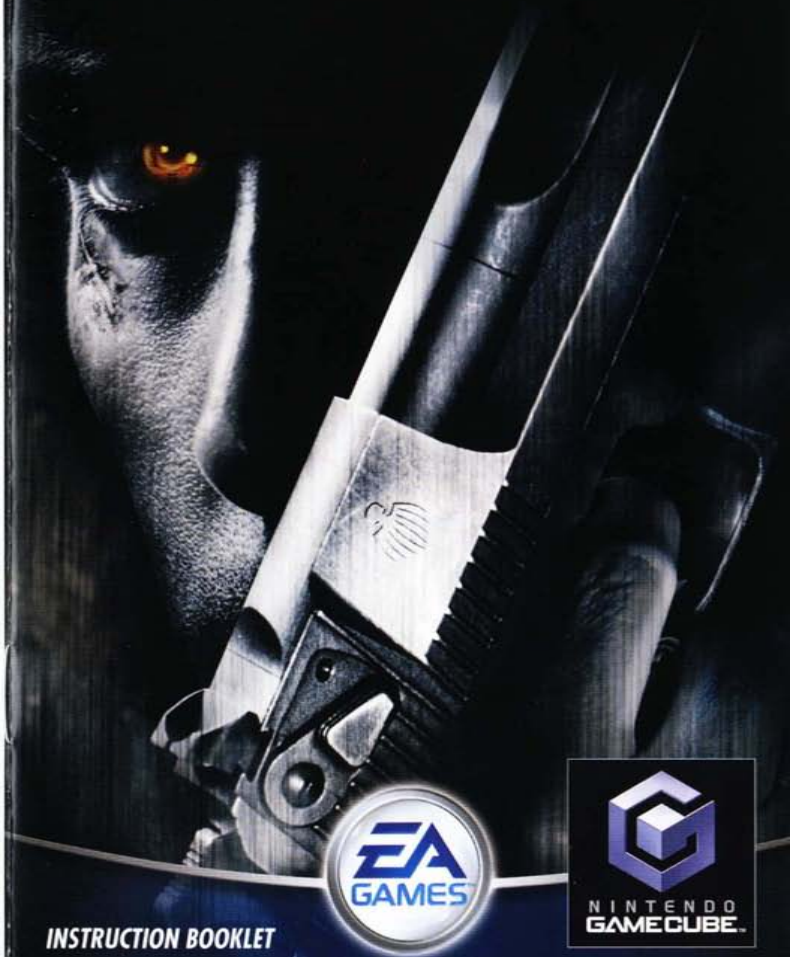
GoldenEye Rogue Agent™



INSTRUCTION BOOKLET

NINTENDO GAMECUBE

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Original Nintendo Seal of Quality™

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Memory Card Uses 2 Blocks

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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Gameplay Controls

Move	Control Stick
Aim	**C** Stick
Select GoldenEye ability	+Control Pad
Right hand trigger	**R** Button
Left hand trigger	**L** Button
Reload	**Y** Button
Crouch toggle	**B** Button
Right hand action/drop or pick up weapon in the right hand	**A** Button + **R** Button
Throw grenade (when hand is empty)	**L** Button
Hand-to-hand attack	**Z** Button
Left hand action/drop or pick up weapon in the left hand	**A** Button + **L** Button
Pause game	**START/PAUSE**

GoldenEye Controls

Select Magnetic Polarity Shield	+Control Pad ⇩
Select Magnetic Induction Field	+Control Pad ⇨
Select MRI Vision	+Control Pad ⇦
Select EM Hack	+Control Pad ⇧
Activate/Deactivate GoldenEye	**X** Button

Note: This is the precision control configuration. Other configurations are available by accessing the Options menu (see p. 8).

Introduction

AURIC

AURIC ENTERPRISES
Zurich – London – Louisville

Mr. Hunter:

Welcome to my organization. I'm sure you will find the benefits of working together superior to what you were accustomed to at MI6.

As we agreed, I have initiated plans to restore sight in the eye you've lost. The work was contracted by Francisco Scaramanga, whose standards are of the highest calibre. I assure you, the results will enhance your abilities.

This leaves only the final term of our agreement: our common enemy, Dr. Julius No. I will hold our contract fulfilled the moment he has been eliminated. Come immediately to Auric Enterprises in Switzerland. All travel and documents have been arranged.

You will be met by my driver at Zurich Airport. He goes by the name of Oddjob.

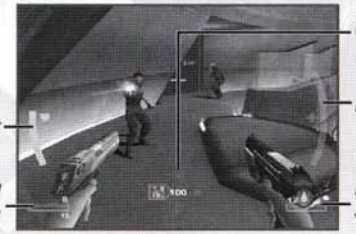
Auric Goldfinger

Setting Up the Game

CAMPAIGN	Start or continue a Single Player campaign.
SPLITSCREEN	Play against friends and discover who the top *Rogue Agent* is.
PROFILE OPTIONS	Change controller and audio/visual options, view stats or change the active profile.
EXTRAS	View the credits or get unlocked features.

Playing the Game

Game Screen



Moving and Using Cover

- To move, press the Control Stick.
- You may be tough, but you are not invulnerable. Your enemies are more accurate when you stay in the open. To avoid damage and make it tougher for enemies to fire upon you accurately, take cover behind obstacles.
- To toggle between crouching and standing, press the **B** Button.

Health and Armour

Health

Your health is measured by the curved red bar on the right side of the screen.

- As you take damage your health is depleted. If you avoid taking damage for several seconds you health will begin to replenish itself.
- The meter flashes when your health becomes low. If your health runs out completely you are defeated and must resume the mission form your last auto-save point.

Armour

Your armour level is measured by the curved blue bar on the left side of the screen.

- To replenish your armour level, acquire armour vests. When your armour level is full, the on-screen armour gauge turns gold.
- Some enemies carry a spare armour vest which you can acquire once you have dispatched them.

Tip: Use precise shots to eliminate enemies cleanly and maximise the value of the armour they may be carrying. The more bullets you fire into an enemy, the more you degrade his spare armour.

Weapons Handling

As a rogue agent you carry the SPEC-9 personal side-arm. This light weapon can never be dropped and always has ammunition.

- You may pick up additional weapons during a mission, but only Type-S Frag grenades and the SPEC-9 can be holstered. When your left or right hands are free, these two weapons are automatically equipped. All other weapons are dropped when you pick up a new weapon.
- Some weapons are small and can be fired one-handed while other weapons are heavier and require both hands.
- If a two-handed weapon has a secondary feature, such as a recon scope, activate the feature by pressing the **L** Button.
- For maximum firepower, wield weapons in both hands.

Right Hand

- To fire your right hand weapon, press the **R** Button.
- To pick up a new weapon in your right hand, press the **A** Button + **R** Button.
- To drop a weapon in your right hand, hold the **A** Button + **R** Button until it drops.
- If no other weapon is equipped in your right hand, your SPEC-9 personal sidearm is automatically equipped.

Left Hand

- To fire your left hand weapon, press the **L** Button.
- You can throw grenades only if your left hand is free of other weapons.
- To pick up a new weapon in your left hand, press the **A** Button + **L** Button.
- To drop a weapon in your left hand, hold the **A** Button + **L** Button until it drops.

Hand-to-Hand Attacks

Sometimes the best option at close range is your bare hands.

- Melee attacks directly damage an enemy's health, even if the enemy has full armour.
- To subdue an enemy by hand, press the **Z** Button to strike your opponent until he is stunned (usually one or two strikes). Once stunned, press the **Z** Button again to knock your enemy out.

  Note: Heavily armoured enemies can withstand multiple melee attacks before being stunned.

Hostage Taking

When cover is scarce, using enemies as human shields is an efficient way of protecting yourself and dispensing with your opponents.

- To take a hostage, press the **Z** Button to stun your opponent with a hand-to-hand attack then press the **A** Button to take a stunned opponent hostage.

- Hostages can be thrown by pressing the **A** Button. Well-timed throws can knock other enemies to the ground.

Using Machine Traps

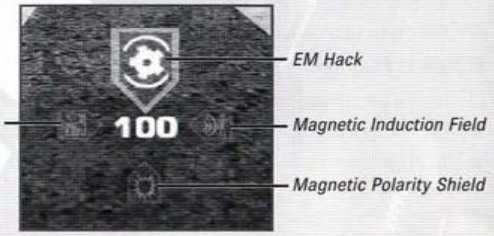
Machine traps - elements in the environment that can be used to defeat opponents - are located throughout the game.

- When the prompt appears, press the **A** Button to activate a machine trap.

Tip: Be cautious around machine traps. Your enemies may decide to use them against you.

Using the GoldenEye

Your GoldenEye can be upgraded with the ability to shield you from gunfire, see enemies through walls and more. As you progress through the campaign, new GoldenEye ability upgrades are awarded to you by Francisco Scaramanga.



- To use your GoldenEye, press the +Conrtol Pad to select a GoldenEye ability, then press the **X** Button to activate the GoldenEye.
- Using your GoldenEye depletes your GoldenEye power level over time. Some GoldenEye features consume significant amounts of power all at once and others drain power slowly over time. Be sure to keep an eye on your power levels.
- When you are not using your GoldenEye it slowly recharges its power level.
- Certain types of machinery or structures can drain your GoldenEye of its power. Watch your on-screen readouts for signs of power drain.

GoldenEye Upgrades

POLARITY SHIELD	Deflect bullets and other attacks or discharge into enemies with melee attacks. (Drains power over time.)
MRI VISION	Detect an opponent's presence through walls and other obstacles. (Drains power over time.)
EM HACK	Tamper with weapons and remote control electronics. (One time power cost per use.)
MAGNETIC FIELD	Throw enemies to their doom. Press the **C** Stick to control the field's direction. (One time power cost per use.)

Multiplayer with the GoldenEye

- In Multiplayer games the Magnetic Field is replaced by an EMP burst. This stuns your opponent so that he cannot move and slowly drains his health.

- Using the Polarity Shield in Multiplayer makes you invincible for a short period of time at the cost of draining all of your GoldenEye power. During the time your Polarity Shield is enabled you are undetectable on the MRI Vision scans of others.

Rogue Scoring

At the end of each mission you are scored on how well you completed your assignment. Your Rogue Score is the sum of the total eliminations you accomplished during the mission plus several bonuses. Special unlocks, such as multiplayer maps, become available to you for achieving high scores. You can increase your overall score by earning bonuses in the following areas.

ACCURACY	Awarded for exceeding your accuracy goal.
DIFFICULTY	Flat bonus awarded for playing at an increased difficulty level.
ROGUE	Awarded for accomplishing special moves such as precise shots, melee knockouts or the exceptional use of a machine trap.

Note: If you earn a Rogue Bonus during gameplay, an icon appears in the upper right corner of the screen indicating what type of bonus was earned.

Pause Menu

Read the mission objectives, adjust controller options, restart the level or quit the game from the Pause menu.

- To pause the game, press **START/PAUSE**.
- Select OPTIONS in the Pause menu to change the button layout, invert the Y axis on your controller, toggle the Rumble Feature, auto aim and auto level ON/OFF, or adjust X and Y sensitivity.

Game Modes

Conquer the Bond underworld in a variety of game modes, from single player campaigns to all-out multiplayer firefights.

Campaign

Play a series of missions to exact revenge on Dr. No.

To start a new single player campaign:

1. Select CAMPAIGN in the Main menu.
2. Automatically play the next mission in the campaign sequence or select MISSION to choose a different mission.
3. Select DIFFICULTY to change the difficulty level.
4. Select PLAY. The campaign begins.

Note: Missions are played sequentially. Unlock new missions by successfully completing the previous missions.

Splitscreen

Fight up to four friends in multiplayer Splitscreen mode.

To start a game in Splitscreen mode:

1. Select SPLITSCREEN in the Main menu.
2. Press **START/PAUSE** to access the Profile Selection screen.

   Note: If you do not wish to create a new profile you may use the 'default' profile. However, your game progress and any unlocks are not saved.
3. Select a profile and a character. An on-screen prompt appears noting that you are ready to play.
4. When all players are ready, press the **Y** Button to continue.
5. Select a game mode and a map.

   Note: Some maps must be unlocked in Campaign and Splitscreen modes.
6. If you wish, press the **X** Button to adjust advanced options (see p.8).
7. Once a game mode and map have been selected and any additional options adjusted, press the **A** Button to begin.

Splitscreen Game Modes

SHOWDOWN	Every man for himself. The most kills wins.
TEAM SHOWDOWN	Eliminate the other team... at all costs (3+ players only).
DOMINATION	Capture domination points to keep your counter high.
TUG-O-WAR	Use the switches to move the train into the opponents area

Advanced Options

MAP ROTATION	Queue up to nine more maps to play or repeat in one session.
RULES	Give the match a particular rule set. **NORMAL**: Play the match with no special rules. **GOLDEN GUN:** Place Scaramanga's legendary Golden Gun in the map. **YOU ONLY LIVE TWICE:** Each player receives two lives. **LICENCE TO KILL:** All weapons are one hit eliminations.
TIME	Set the time limit for the match.
ELIMINATIONS	Set the elimination limit for the match

Note: Time and Eliminations cannot both be OFF at the same time.

FRIENDLY FIRE (team modes only)	Determine whether teammates can injure each other.
BALANCE TEAMS (team modes only)	Set whether the game forces teams to have even numbers of players
MODIFIERS	Allow a variety of gameplay modifiers to be in effect.
WEAPON SETUP	Customise which weapons appear on the map.
POWERUP SETUP	Set which powerups appear on the map.

Note: You must select PLAY in the Advanced Setup screen to use the settings you select. Exiting the Advanced Setup screen will reset these options.

Weapons

SPEC-9

Your personal sidearm is a modified version of the MI6 standard issue 9MM. Although this weapon inflicts light damage, it is fast and highly accurate.

Note: The SPEC-9 is holstered when other weapons are equipped.

TYPE-S FRAG

This standard-issue, highly explosive grenade with a ricochet fuse provides indirect fire options in short- and long-range situations. It inflicts an extremely high level of damage with large blast radius.

Note: Type-S Frag grenades can only be thrown when left hand is free.

JACKAL .357

With heavy firepower in a small package, the Jackal .357 is the most popular pistol in the underworld. It inflicts a high level of damage and is extremely accurate.

MAMBA 12G

This short-range, wide-coverage shotgun excels at assault operations. Although its powerful blast inflicts a high level of damage and can knock opponents off their feet, its accuracy leaves something to be desired.

HS-90

This compact and reliable submachine is a popular weapon among guard and patrol units throughout the underworld. Its high rate of fire compensates for its light damage capabilities and poor accuracy.

AR4 COMMANDO

Originally manufactured for British Special Forces applications, the two-handed AR4 Commando is the pre-eminent recon and assault weapon in the world today.

LONGBOW SR (Campaign only)

Perfect for assassination and sniper missions, the two-handed Longbow SR provides incredible accuracy over long distances for the patient operator.

HARPOON RL

A portable, anti-armour rocket launcher that can fire multiple rounds before disposal, the Harpoon is also an effective anti-personnel weapon. Due to its extremely wide blast radius, this two-handed weapon is not recommended for use in close quarters.

PREDATOR MG

This two-handed, portable aircraft weapon employs a high-capacity magazine and spin-up chain firing mechanism to deliver continuous automatic fire for extended periods.

VENOM 200ML

Originally developed for kidnapping and interrogations, the Venom injector paralyzes targets with a powerful nerve agent. A direct hit will immobilise a target for several seconds.

MK II DETONATOR

This coveted sabotage weapon launches an explosive charge that attaches to any surface, including clothing and armour, which can be manually detonated. It is especially effective against vehicles and troop formations.

MAG-RAIL

The by-product of space weapons research, the Mag-Rail uses a superconductive magnetic field to launch a depleted uranium rail which can penetrate walls, obstacles and enemy personnel.

TESLA EM (Campaign only)

Developed from EMP technology used to cleanse data evidence from super computers, the Tesla EM is a high-powered, anti-personnel weapon that can disrupt polarity shields employed by the underworld elite.

OMEN XR

Although the existence of this weapon cannot be verified, there are widespread reports that Auric Enterprises is aggressively pursuing development of an experimental rifle equipped with organic mass energy neutralization technology, which would cause instant target vaporization.

GOBLIN MINE (multiplayer only)

Predominantly used in sieges and warfare operations, the Goblin Mine is a two-handed proximity explosive with an automatic, motion-detected detonation.

GOLDEN GUN (multiplayer only)

A masterpiece in the art of concealed weapon craftsmanship, the Golden Gun, the personal weapon of Francisco Scaramanga, can eliminate any man in a single shot.

Hints & Tips

- Use cover to your advantage. Stand behind walls or crouch behind smaller obstacles to disrupt enemy aim and allow enough time for your health to recharge.
- Experiment with a variety of one- or two-handed to find the perfect configuration for your needs.
- Elite commander units are equipped with personal shields similar to the GoldenEye's polarity shield upgrade. These enemies can be identified by a red name that appears near your crosshairs. Treat them with extreme caution.
- If you're pinned down, try using your EM Hack against enemies with dual weapons or heavy weapons. The resulting inaccuracy will make it safer for you to return fire.
- Don't forget your hand-to-hand attacks. They come in handy in close quarters or against heavily armoured enemies.
- Think like a villain. You won't get far in the underworld if you play like you've got a conscience.

Saving and Loading

In order to save or load, you must have a NINTENDO GAMECUBE MEMORY CARD (Memory Card) inserted into slot A.
Your progress is automatically saved to your profile.

- To load a game, select a profile in Campaign or Splitscreen modes. Your game progress is automatically loaded.

> Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

Note: Never insert or remove a Memory Card when saving or loading.

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