

LOG ON TO 007.EA.COM FOR:

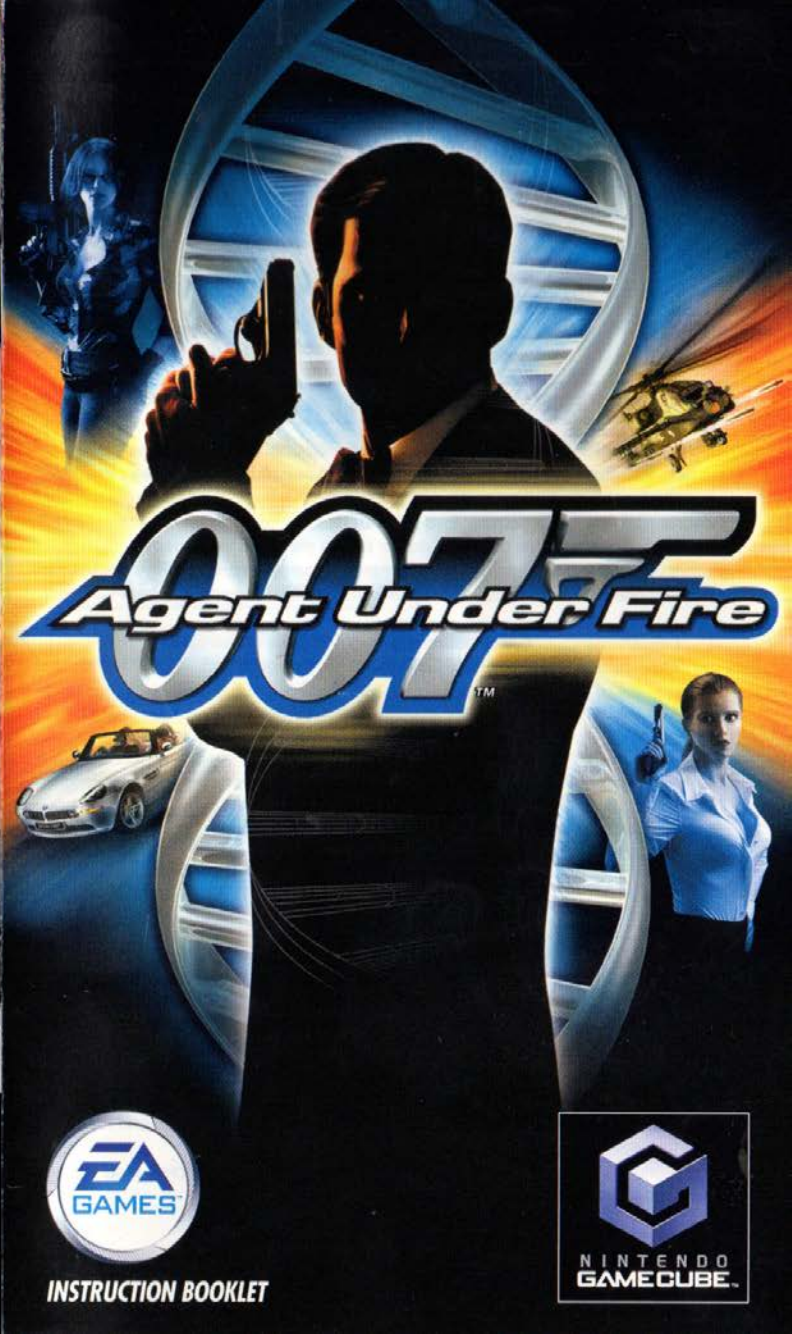
- **Top secret information from the world of James Bond**
- **Information on the latest and upcoming games**
- **Hints, tips, maps and codes**

Your **007**TM

Videogame Headquarters



EmuMovies



007TM
Agent Under Fire



INSTRUCTION BOOKLET



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

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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.



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.®



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



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



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, OR VISIT WWW.ESRB.ORG.

TEEN (13+)
Violence
Suggestive Themes

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

007 Agent Under Fire

CONTENTS

STARTING THE GAME	4
COMMAND REFERENCE	5
BASIC CONTROLS	5
WEAPONS HANDLING	6
DRIVING CONTROLS	6
INTRODUCTION	7
SETTING UP THE GAME	8
MAIN MENU	8
YOUR ASSIGNMENT	8
OPTIONS SCREEN	10
BOND IN ACTION	11
DEFAULT ACTION CONTROLS	11
PAUSE SCREEN	14
MISSION RESULTS SCREEN	15
BOND'S WEAPONRY	15
BOND BEHIND THE WHEEL	21
DEFAULT DRIVING CONTROLS	21
VEHICLES	22
DRIVING WEAPONS	23
DRIVING GADGETS	24
MISSIONS	25
ALLIES AND ENEMIES	26
ALLIES	26
ENEMIES	26
MULTIPLAYER	28
MULTIPLAYER GAME SELECT SCREEN	28
MULTIPLAYER GAME MODE SETUP	29
MULTIPLAYER MENUS	29
SAVING AND LOADING	33
LIMITED 90-DAY WARRANTY	34

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

STARTING THE GAME

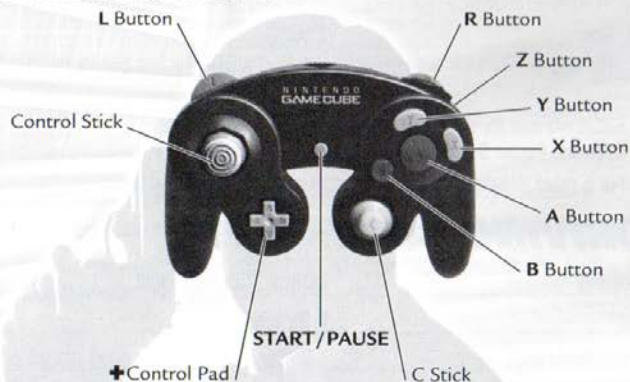
NINTENDO® GAMECUBE™

1. Turn OFF the POWER Button on your Nintendo GameCube™.
2. Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube™.
3. If you're playing against one or more friends, plug another Controller into the Nintendo GameCube™ for each additional friend.
4. Insert the *James Bond 007 in...Agent Under Fire™* Game Disc into the optical Disc Drive.
5. Turn ON the POWER Button and proceed to the *James Bond 007 in...Agent Under Fire™* title screen. If you can't proceed to the title screen, begin again at step 1.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATION

CONTROLLER SETUP 1



MENU CONTROLS

Highlight menu items	+ Control Pad
Cycle choices	+ Control Pad
Select/Go to next screen	A Button
Return to previous screen	B Button

BASIC CONTROLS

ACTION GAME CONTROLS

Move Forward/Back	Control Stick Up/Down
Strafe Left/Right	C Stick Left/Right
Look Left/Right	Control Stick Left/Right
Crouch	X Button (hold)
Action (Reload, Open, Talk, etc.)	A Button
Jump	Y Button
Select Gadget	+ Control Pad Left/Right
Use Gadget	B Button

WEAPONS HANDLING

Fire/Punch	R Button
Aim Up/Down	C Stick Up/Down
Aim Left/Right	Control Stick Left/Right
Select Weapon	+ Control Pad Up/Down
Alt. Fire	Z Button
Manual Aim	L Button (hold) + Control Stick
Manual Zoom	L Button (hold) and C Stick Up/Down

To open the Pause Screen during gameplay, press **START/PAUSE**.

◆ For a more detailed list of commands, > *Default Action Controls* p. 11.

DRIVING CONTROLS

Steering	Control Stick Left/Right
Gas	R Button
Brake/Reverse	L Button
E-Brake	X Button
Change View	Z Button
Look Back	C Stick Down

WEAPONS HANDLING

Fire Machine Guns	B Button
Select Weapon	Y Button
Fire Selected Weapon	A Button

NOTE: When someone other than Bond is driving the car, the controls are slightly different than the ones listed here. For more information, > *Default Rail Shooter Controls* p. 12.

◆ To open the Pause Screen during gameplay, press **START/PAUSE**.

■ For a more detailed list of commands, > *Default Driving Controls* p. 21.

INTRODUCTION

In *James Bond 007 in...Agent Under Fire™*, you step into the role of the world's most famous agent: James Bond. In realistic first-person 3D, you infiltrate heavily defended compounds, employing a wide variety of Q-style gadgetry and weapons to achieve your mission. In other assignments, you get behind the wheel of the most famous cars in 007's world and speed through city streets in a mad dash to prevent an evil plot from coming to life.

- Intense action and fluid gameplay in 12 first-person locations around the world.
- Full-tilt driving missions featuring the BMW 750iL, BMW Z8 and the Aston Martin DB5.
- Split-screen multiplayer for up to 4 players in 12 multiplayer maps.
- R has been busy in the lab building a completely new arsenal of gadgets.
- The latest in weaponry: Wolfram P2K, Windsor FSU-4 assault rifle, Koffler & Stock D17 machine gun and more.

FOR MORE INFO about the *James Bond 007 in...Agent Under Fire™* video game, check out **007.ea.com**. For more information about James Bond films, visit **www.jamesbond.com**.

SETTING UP THE GAME

MAIN MENU

From the Main menu, you can start a new mission, load a saved mission, save your game, or change game options.



◆ To begin a mission, choose **SELECT MISSION**. The Select Mission screen appears.

NOTE: Default settings in this manual appear in bold type.

SELECT MISSION	Start a mission. ▶ <i>Select Mission Screen</i> p. 9.
LOAD MISSION	Load a saved game. ▶ <i>Saving and Loading</i> p. 33.
SAVE MISSION	Save your game. ▶ <i>Saving and Loading</i> p. 33.
MULTIPLAYER	Start multiplayer games. ▶ <i>Multiplayer</i> p. 28.
OPTIONS	Set audio, video and gameplay options. ▶ <i>Options Screen</i> p. 10.

YOUR ASSIGNMENT

007: We have received a call for help from our friends across the Pond. CIA agent Zoe Nightshade has been investigating the connection between a Hong Kong-based bio-technology firm, Identicon, and its parent company, Malprave Industries. Nightshade has gone missing, and her investigation is of keen interest to MI6. You must rescue her!

SELECT MISSION SCREEN

In the Mission Select screen, you can choose to begin a game at any mission that you have reached.

- ◆ To set your difficulty level, press **+** Control Pad Up/Down.
- Select from **OPERATIVE** (easy), **AGENT** (medium), or **00 AGENT** (hard). More points are awarded on higher difficulty levels when completing a mission.

To select a mission:

1. Press **+** Control Pad Left/Right.
2. Press the **A** Button to make the selection. The Mission Briefing screen appears.

- ◆ Press the **B** Button to return to the Main menu.
- Reaching the Gold Medal Target score unlocks hidden rewards, such as weapons and levels.

MISSION BRIEFING SCREEN

M's mission briefings outline the situation and objectives for the upcoming mission. Listen to them carefully to prepare for the dangers ahead.



To return to the previous screen, press the **B** Button.

- ◆ To begin your mission, press the **A** Button.

OPTIONS SCREEN

◆ To access the Options screen, select **OPTIONS** from the Main menu. Use the Options screen to set your music, sound and controller preferences.

- DIFFICULTY** Select from **OPERATIVE** (easy), **AGENT** (medium) or **OO AGENT** (hard)
- CONTROLLER SETUP** Choose **CONTROLLER SETUP** to adjust the configuration of your controller. ► *Controller Setup* below.

NOTE: You cannot configure the driving controls. There is only one set of controls for the driving missions.

- INVERT PITCH** Toggle between **OFF/ON**.
- RUMBLE** Toggle rumble feature of the controller **OFF/ON**.
- HUD ALWAYS VISIBLE** Toggle permanent display of the Heads-Up Display **OFF/ON**.
- CROSS HAIR** Toggle display of the aiming crosshair **OFF/ON**.
- GOLD REWARDS** Toggle **OFF/ON** the ability to use Gold Reward items in single player missions.
- MUSIC** Press the **+** Control Pad Left/Right to adjust the music volume.
- SOUND EFFECTS** Press the **+** Control Pad Left/Right to adjust the volume of the sound effects.
- CREDITS** See who contributed to *Agent Under Fire*.
- ◆ To select and change one of the options, press the **+** Control Pad Up/Down to highlight the desired option, then press the **A** Button or press the **+** Control Pad Left/Right (depending on the option).

CONTROLLER SETUP

In the Controller Setup screen, you can choose from a set of predefined controller configurations.

- ◆ To choose a configuration, press the **+** Control Pad Left/Right.

BOND IN ACTION

Whilst stealthily avoiding enemy guards to achieve your mission, a secret agent must be prepared to take quick and decisive action. While it may be simple to learn the *basics* of spycraft, *mastery* takes constant practice.



- ◆ To change the controller setup for the Action/Rail parts of the game, select **CONTROLLER SETUP** from the Options screen. For more information, ► *Options Screen* p. 10.
- The controls listed in this section are for the default controller: **SETUP 1**.

DEFAULT ACTION CONTROLS

NOTE: To abort the mission at any time, press **START/PAUSE**. Highlight **QUIT MISSION** and press the **A** Button. Highlight **YES** and press the **A** Button again to return to the Select Mission menu.

MOVEMENT

- ◆ To move **forward/backward**, press Control Stick Up/Down.
- ◆ To **rotate your view left/right**, press Control Stick Left/Right.
- ◆ To **look up/down**, press C Stick Up/Down.
- ◆ To **strafe left/right**, press C Stick Left/Right.
- ◆ To **crouch**, press and hold down the **X** Button.
- ◆ To **jump**, press the **Y** Button.

WEAPON HANDLING

- ◆ To **fire your weapon**, press the **R** Button.
- ◆ To **manually aim** the selected weapon or gadget, press and hold the **L** Button, then use the Control Stick.
- ◆ To **cycle through your weapons**, press **+** Control Pad Up/Down.
- ◆ To perform an **action/reload weapon**, press the **A** Button.

GADGET HANDLING

- ◆ To cycle through your gadgets, press **+** Control Pad Left/Right.
- ◆ To use the selected gadget, press the **B** Button.

OTHER

- ◆ To pause the game and open the Pause screen, press **START/PAUSE**.
- ◆ To dismiss the Pause screen, press **START/PAUSE**.
- ◆ To switch to Alt. Fire functions, like toggling the pistol silencer or activating the 3-level zoom for scoped weapons, press the **Z** Button.

NOTE: When someone other than Bond is driving the car, the controls are slightly different than the ones listed here. For more information, > *Default Rail Shooter Controls* below.

ACTION BUTTON

During missions, you may need to interact with the environment.

- ◆ To open doors, press buttons, activate machinery, or reload your weapon, press the **A** Button.

DEFAULT RAIL SHOOTER CONTROLS

In situations where you are defending from atop a racing vehicle, the controls you use are slightly different than the ones for Action missions. The differences are listed below.

- ◆ To aim your weapon, press Control Stick.
- ◆ To zoom in/out with your weapon, press and hold the **L** Button to manually aim, and then press **C** Stick Up/Down to zoom in and out.

NOTE: Zoom functionality is not available for all rail shooter weapons.

- ◆ To perform a 180-degree spin, press the **B** Button.

STEALTH TACTICS

Some missions require more stealth than strength. In these situations, walking slowly or moving in a crouched position makes you harder to detect.

- ◆ To crouch, press the **X** Button (hold to remain in a crouched position).
- ◆ To walk slowly, press the Control Stick slightly forward.

HEALTH METER



Health Meter

Located in the lower-left corner of the screen, the Health Meter displays your physical condition. As you sustain injury during the game, segments of the Health Meter become transparent. When the meter starts blinking, your health is critical.

Picking up armor power-ups restores part of the Health Meter.

SCORE

During gameplay, you score points based on a number of factors:

- **Bond Moves** – Each mission has a certain number of Bond-like actions you can perform. Your score increases for each action.
- **Enemies Subdued** – How many adversaries you subdued.

NOTE: You will increase ammo efficiency and accuracy if you can manage to subdue them by hand!

- **Ammo Efficiency** – A good spy overcomes his opposition while expending little ammo.
- **Weapon Accuracy** – Aim well, hit your targets, and you are rewarded.
- **Damage Taken** – The best Agents come through the worst missions without injury.
- **Mission Duration** – A quick mission is the hallmark of a good spy. Completing the assignment in less time improves your score.
- **007 Bonus** – Once you attain a Gold Medal for a mission, you can replay the mission in order to pick up 007 Bonus Tokens. The tokens are hidden and scattered throughout the location. If you pick up all of the tokens – and your score is high enough – you may earn a Platinum Medal and a special reward.
- **Difficulty Bonus** – You will be kindly rewarded for completing a mission on harder difficulty levels.

Players who score well during play will receive a medal: bronze, silver, gold, or platinum. Gold and platinum medals unlock bonuses, such as new weapons or new multiplayer maps.

MI6 MESSAGES

- ◆ During the course of a mission, MI6 has the ability to relay useful information to you. Using an ultra-quiet radio system, MI6 can talk to you directly.
- Occasionally, MI6 messages add mission objectives, which are updated in the Pause screen. For more information, > *Pause Screen* below.

PAUSE SCREEN

During gameplay, you can review mission objectives, re-read the mission briefing, or restart the mission through the Pause screen.

- ◆ To open the Pause screen during gameplay, press **START/PAUSE**. At the bottom of the screen, you can see the mission duration and the number of lives you have remaining.
- On Driving missions, you can view the full navigational map on the Pause screen.
- When you run out of lives, you return to the Select Mission screen.
> *Select Mission Screen* p. 9.

CONTINUE MISSION Return to the game.

RESTART MISSION Restart gameplay from the beginning of the current mission.

QUIT MISSION Quit the current mission and return to the Select Mission menu.

- ◆ Press **+ Control Pad Up/Down** to highlight an option, then press the **A Button** to select.
- ◆ To review mission objectives, the mission briefing or the mission map (Driving missions only), press **+ Control Pad Left/Right**.
- ◆ To scroll through the mission briefing, press the **+ Control Pad Up/Down**.
- ◆ To return to the game, press **START/PAUSE**.

MISSION RESULTS SCREEN

When you complete a mission, the Mission Results Screen displays your score and ratings based on your performance. You score points in several important areas. You will receive a difficulty bonus if you play on harder difficulty levels. For more information, > *Score* p. 13.

MISSION RESULTS		
Metric	Value	Score
Bond Missions	3 / 7	4,000
Enemies Subdued	27 / 27	20,000
Assets Efficiency	8%	900
Weapons Accuracy	71%	4,000
Damage Taken	7%	14,000
Mission Duration	6:58 / 5:00	8,000
SUBTOTAL		
Difficulty Bonus	104,530	0
Total Score	104,530	0

Continue to the Main menu

Performance ratings
(> *Score* p. 13)
Score subtotal
Difficulty bonus
Score

If you successfully complete the mission, you may advance to the next mission. If you fail to complete your objectives, you must replay the mission. Good luck, 007.

BOND'S WEAPONRY

During missions, you may encounter powerful foes and experience high-risk situations. To complete your assignments, you need to rely on your weapons and gadgets.

Some situations require the use of force, while others demand stealth tactics. As you collect weapons along the way, learn to choose the best one for each situation.

- In the descriptions below, it is noted if an item is only available in multiplayer or single player missions.

PISTOLS

WOLFRAM P2K

Designed to be the next generation of sidearm for the German police, this pistol sports a compact design and smooth single-action firing mechanism. The P2K fires special lightweight 9mm bullets – while not the most powerful rounds in Bond's world, they allow for rapid and precise firing.

- Bond's Wolfram P2K can be fitted with a silencer that screws into the barrel.
- To arm the silencer, use **Alt. Fire**.

WINDSOR VIPER

This large, stainless steel pistol delivers a .44 Magnum bullet with tremendous stopping power. The Windsor is limited by a heavy recoil which reduces its rate of fire.

IAC DEFENDER

Developed for the Israeli military, the IAC fires the powerful .44 Magnum round at a steady rate of fire, thanks to a gas-powered blowback system. It's a powerful weapon, but accuracy suffers.

DARTGUN

For special single-player missions, R provides this gas-powered pistol capable of firing non-lethal darts. Use this weapon to immobilize innocent guards.

THE GOLDEN GUN

This special pistol is given as a reward for exceptional service in your first mission. It has all of the advantages of the standard P2K, except that it's more powerful.

- In Multiplayer, the Golden Gun is capable of taking an opponent down in one shot.

SUBMACHINE GUNS

KOFFLER & STOCK KS7

Developed for German border patrols, the Koffler & Stock KS7 is an inexpensive lightweight machine gun found in great numbers throughout the world. Its low firepower, poor accuracy, and small clip size make it effective only at close range.

INGALLS TYPE 20

Originally designed for urban police use, the Ingalls Type 20 never achieved popularity because of its poor accuracy. It immediately caught on with the criminal underworld, where its lack of finesse was viewed as an advantage rather than a liability. Compared to the KS7, the Ingalls has a higher rate of fire and a larger clip.

CALYPSO P-750

The large-capacity cylindrical magazine gives the Calypso P-750 an unusual look, but it carries more rounds than any other submachine gun. An additional grip gives it greater accuracy than the Ingalls or KS7, and a high rate of fire makes it a formidable weapon.

MUNITIONS BELGIQUE PS100

Built for the Belgian military, the PS100 features a dorsal magazine that holds more rounds than the Ingalls or the KS7. Its superior rate of fire makes the PS100 the most lethal submachine gun in the world.

ASSAULT RIFLES

KAZAKOVICH KA-57

The most recognizable assault rifle in the world, the KA-57 was developed for the Soviet infantry during the Cold War. It's a sturdy rifle with low stopping power and a slow rate of fire — more accurate than a submachine gun, but lacking the punch of other assault rifles.

WINDSOR FSU-4

A version of the US Army's standard-issue assault rifle, the Windsor FSU-4 offers a decent rate of fire and accuracy with the added benefit of a grenade launcher.

- ◆ To switch to the weapon's grenade launcher, select **Alt. Fire**.

MEYER-WESTLICHER UGW

While other nations preferred steel and aluminum-alloy weapons, the Austrian Army realized the possibilities of designs based on plastics. The UGW features a good rate of fire and excellent accuracy, aided by a 3x scope.

KOFFLER & STOCK D17

The revolutionary design from Koffler & Stock may change weapons forever. The D17 fires caseless ammunition which increases the weapon's accuracy. With a high rate of fire and a powerful 4x scope, the D17 ensures considerable firepower on a target with a high degree of accuracy.

OTHER

HAND ATTACK

Your hand-to-hand combat training allows you to deliver a devastating knock-out blow with your bare hands. In certain situations, a single strike can take down an opponent.

- Only available in single-player.

FRINESI SPECIAL 12

Used by police forces around the world, this 12-gauge combat shotgun has limited range but tremendous firepower.

- In Multiplayer, **Alt. Fire** turns the Frinesi into an automatic shotgun.

SWZ SSR4000

A bolt-action rifle, the SSR4000 can deliver powerful rounds accurately and at great distances. A single shot from the SSR4000 neutralizes almost any opponent. In addition, the SSR4000 has the power to penetrate armored helicopter glareshields.

- The SSR 4000 is equipped with a 6x telescopic sight. To access the scope, use either the **Alt. Fire** or Manual Zoom.

GRENADES (SINGLE PLAYER)

Grenades can be used to attack opponents while taking cover.

- To throw a grenade, press the **R** Button (the **Fire** Button in the default controller setup). To increase the range of your throw, hold down the **Fire** Button before releasing. The longer you hold down the button, the farther you'll throw the grenade.

MRL-22

This compact, shoulder-launched weapon fires unguided rockets that deliver tremendous firepower. Accuracy is not a premium with the MRL-22 since collateral damage ensures neutralization of any nearby opponents.

- In Multiplayer, **Alt. Fire** allows the MRL-22 to fire guided rockets. The rocket tracks your targeting cursor until it hits a solid object.

FIXED GUNS (SINGLE PLAYER)

You will encounter various fixed guns mounted on pedestals. These can be used against enemy vehicles and helicopters.

- To use a fixed gun, move to the weapon's handles and press the **A** Button (The **Action** Button in the default controller setup). Press the **A** Button a second time to walk away from the fixed gun.

GRENADE LAUNCHER (MULTIPLAYER)

The grenade launcher shoots grenades farther and faster. It's an effective weapon for eliminating snipers and players camping in hard to reach areas.

- **Alt. Fire** turns a grenade into a Cluster Grenade. The Cluster Grenade disperses a series of sub-munitions that spread out over a wide area before exploding. Each sub-munition does less damage, but the overall area of effect is greater.

MINES (MULTIPLAYER)

Multiplayer features an array of interesting mines. These devices can be placed on almost any surface. Trip Mines display laser beams in your team color. Walking through the beam damages you or your enemy. Proximity Mines explode when any player enters the mines' detection area. Detonator Mines are the most destructive of all mines and also require the most skill to use. Once mines are placed, you can detonate them using the Q-Remote gadget.

PHOTON CANNON (MULTIPLAYER)

The Photon Cannon is an experimental MI6 Training Center weapon. It shoots two different types of projectiles. These projectiles are highly destructive energy balls. The primary firing mode shoots a homing projectile that targets players as they move.

- The Photon Cannon **Alt. Fire** mode shoots a volley of up to 5 energy balls. When this mode is fully charged the results can be devastating.

GADGETS

Q-DECRYPTOR

The Q-Decryptor function on your cell phone can come in handy. A sophisticated computer de-scrambles encrypted codes in doors and mainframes. Point and activate this tool to open locked doors and systems.

Q-CLAW

Hidden in your cell phone is the Q-Claw, a double-coiled filament that can be used to climb up to ledges and balconies. If the filament strikes a suitable surface, it grabs and holds, pulling the holder of the Q-Claw towards that point. Very useful in securing entrance to above-ground areas.

Keep an eye out for special surfaces to which the Q-Claw can attach.



- In Multiplayer, players can use the Q-Claw and fire weapons simultaneously.
- In Multiplayer, almost any surface can be clawed.

Q-LASER

When activated, the Q-Laser emits a short-range laser with tremendous cutting power. This tool is very useful for breaking locks.

Q-SPECS

These x-ray glasses can reveal hidden doors, hatches or panels. Dress for success, 007.

Q-CAMERA

This compact tool of the spy trade should come in handy. Select the camera and point it so that the subject is in the center of the screen. Press the **B** Button to take a snapshot (the **Use Gadget** control in the default controller setup).

Q-REMOTE

The Q-Remote downloads wireless transmitter programs and activates their corresponding devices. When you come across a device that emits or receives a green-colored pulse, point the Q-Remote at the device and press the **B** Button. The device is then activated.

If the device is receiving red pulses, you must first locate the program emitter and download its program before you can activate it with your Q-Remote.



Download programs
from the green beacon

Q-CARD

Point and activate the Q-Card at any electronic lock. In a few seconds, the Q-Card can resolve the locking mechanism and deactivate it.

Q-JET

The Q-Jet can lift an agent into the air to reach elevated platforms or stations. It is a short-burst mechanism, requiring frequent recharges.

- To operate the Q-Jet, use normal movement controls.
- To recharge your Q-Jet, look for nearby Refueling Stations and press the **A** Button (default **Action** Button) to refuel.
- In Multiplayer, Q-Jet continuously regenerates.

ITEMS

In addition to your variety of gadgets, there are also a number of useful items to be found in each mission. When collected, items are automatically applied to your inventory.

ARMOR

Armor partially restores your health when you've been injured.

WEAPONS

Enemies may drop weapons that you can use.

KEYCARDS

To gain access to secure areas, you may have to acquire a keycard from enemy personnel.

AMMO CLIP

Adds ammunition to a specific weapon.

BOND BEHIND THE WHEEL

When you're driving, you are responsible for all domestic laws of the road—except when circumstances make that, well, difficult. Each vehicle is equipped with weapons and an integrated navigation system to help you to locate and track items and enemies in the world. And do try to bring the car back in one piece, will you, 007?



NOTE: You cannot configure the driving controls. There is only one set of controls for the driving missions.

DEFAULT DRIVING CONTROLS

DRIVING BASICS

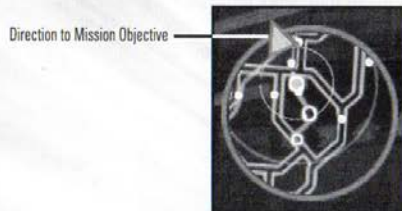
- ◆ To **steer**, press the Control Stick Left/Right.
- ◆ To **throttle**, press the **R** Button.
- ◆ To apply the **handbrake**, press the **X** Button.
- ◆ To **brake and throttle in reverse**, press the **L** Button.
- ◆ To **cycle available camera angles**, press the **Z** Button.
- ◆ To **look behind you**, press the C Stick Down.

WEAPONS HANDLING

- ◆ To fire **machine guns**, press the **B** Button.
- ◆ To fire the **selected weapon or gadget**, press the **A** Button.
- ◆ To **select a weapon or gadget**, press the **Y** Button.

NAVIGATION

When driving, the integrated navigation system is displayed in the upper-right corner. Use it to reach your objectives and avoid hazards.



- ◆ The Navigation icons are color-coded:

Blue = Bond

Red = Enemy

Green = Objectives

Yellow = Power-Up

- ◆ To view a full map for a driving mission, open the Pause screen. To open the Pause screen, press **START/PAUSE**. Then, highlight MAP by pressing **+ Control Pad Left/Right**.

VEHICLES

BMW 750iL

The height of elegance in the BMW line, the 750iL defines smooth driving and sleek performance. Powered by a panther of a 12-cylinder engine, the 750iL throttles evenly under any conditions.

BMW Z8

The latest in performance from BMW, this exquisite two-seater can run with any production sports car in the world. Its five-liter V8 engine powers this lightweight car to 60mph in less than 5 seconds. Top speed approaches 150mph.

ASTON MARTIN DB5

The Aston Martin DB5 has become increasingly hard to find. Only 1,021 cars were made between 1964 and 1965, and they are favorites among collectors. For more practical purposes, the DB5 is a fine performer on the European autobahns. Quick off the line, a DB5 can reach a top speed of 143mph.

DRIVING WEAPONS

The following are available weapons for the rail-shooting missions.

CH-6

This rocket launcher projects unguided missiles wherever you point it.

KA-57S

The S stands for "scope." With the scope attachment, this rifle becomes a fine weapon for accurate long-distance shooting.

SHOTGUN

This 12-gauge weapon features pump-action reloading. It can also operate as a long-distance weapon, but with greatly diminished effectiveness.

RCH-1

User-guided rockets. When launched, the view switches to that of the rocket until it impacts the target.

- ◆ To detonate a RCH-1 rocket before it impacts the target, press the **R** Button (the button in the default controller setup).

NOTE: Not all weapons are available in all rail-shooting missions.

The following are available when you are behind the wheel of MI6's finest vehicles.

MACHINE GUNS

All MI6 vehicles come equipped with standard, forward-mounted machine guns. These have unlimited ammunition, but are by no means the most accurate weapon in your arsenal.

ROCKETS

These forward-firing projectiles have no guidance systems, so use with caution.

MISSILES

Vehicle-mounted missiles that will lock onto the nearest target. Allow sufficient time for target lock before firing!

DRIVING GADGETS

R has prepared a set of gadgets for your use during driving assignments.

Q-PULSE

The Q-Pulse emits an electromagnetic shock wave that disables electronic devices within its radius. Since most vehicles operate with electronically controlled fuel injection systems, the Q-Pulse should stop them in their tracks.

Q-VISION

Q-Vision goggles reveal all sources of heat. They are a good means of detecting an enemy lying in wait in the dark.

Q-SMOKE

Use the Q-Smoke to throw up a smoke screen to disorient enemies in pursuit.

Q-SLICK

This oily concoction trips up pursuing vehicles and sends them sliding for a long way.

Q-BOOSTER

For a temporary burst of speed, use the Q-Booster to evade your pursuers.

MISSIONS

During a mission you may receive messages from M instructing you of a change of plans. The current mission objectives are always available through the Pause screen.

◆ To open the Pause screen, press **START/PAUSE** during gameplay. To see mission objectives from the Pause screen, press **+** Control Pad Left/Right and highlight the Objectives option.

OBJECTIVES AND SCORING

The most important thing, 007, is to complete the objectives of the mission. Of course, a good spy overcomes his opposition with a minimum of gunfire. Should the use of weaponry become unavoidable, accuracy is an important factor. But remember, 007, we at MI6 teach our agents that less noise and fuss is always preferable. For more information, ► *Score* p. 13.

CHANGING OBJECTIVES

During a mission, 007, your objectives may change. When an objective changes, MI6 calls via radio link to inform you. The new objectives become available through the Pause screen. For more information, ► *Pause Screen* p. 14.

007
Agent Under Fire

ALLIES AND ENEMIES

ALLIES

M

M is a stickler for detail and detests shoddy work among any of her agents. Before each mission, she informs you of the latest intelligence data.

- Objectives may change during a mission. At any time, you can read the current objectives through the Pause screen. For more information,
➤ *Pause Screen* p. 14.

R

A master inventor, R delivers the gadgets that you need in order to complete your assignments. Some of his projects have taken years to complete, and he does get a bit testy when they are misused or destroyed. Do be careful with them, won't you?

ZOE NIGHTSHADE

One of the CIA's undercover agents, Zoe Nightshade is willing to assist you in your efforts to stop Adrian Malprave. Zoe is also skilled in a variety of firearms and is a world-class driver.

ENEMIES

An outfit calling itself Identicon Corporation has been cropping up frequently in reports from the field. MI6 has begun a full investigation of Identicon and will report its findings to you as they become available. At this point, details are sketchy, 007, but you should familiarize yourself with these individuals associated with Identicon.

ADRIAN MALPRAVE

It is only recently that Adrian Malprave has come to the attention of MI6. Starting with a small shipping concern twenty-five years ago, Malprave has developed Malprave Industries into one of the world's largest and broadest multi-national corporations. Malprave Industries is actively involved in oil, shipping and emerging fields such as bio-technology. Malprave has recently been photographed with known underworld figures such as Carla the Jackal, and an investigation has revealed that some connected subsidiaries have no apparent corporate function or income at all.

NIGEL BLOCH

Bloch is CEO of Identicon Corporation, a subsidiary of Malprave Industries that has come under suspicion during the MI6 inquiry. A brilliant engineer and shrewd businessman, Bloch has, until now, only a brief dossier in MI6 files.

Twenty-one years ago, he was convicted of securities fraud and falsifying data related to a patent application. Since securing his release from Whitemoor Prison, he has apparently led a clean life with a number of professional successes and citations in the field of bio-technology research. However, his association with Malprave leads MI6 to believe that Bloch has returned to criminal activity.

CARLA THE JACKAL

No one knows the real name of Carla the Jackal—an encounter with her is usually the last. Drifting in and out of the shadows of international terrorism, Carla has been spotted in Paris, Jakarta, Lisbon, Tripoli and Miami and was recently photographed with Malprave in Hong Kong. She has made a name for herself as a thief with extraordinary abilities to escape capture. Always available for hire, Carla appears to have a growing relationship with Adrian Malprave. Their intentions are unknown.

MULTIPLAYER

Hidden in the stony crags of Scotland, MI6 has been secretly training the best agents in the world. The Haverrock Proving Grounds pits Bond against skilled enemy opponents. Here you can train in multiple scenarios in 12 different arenas, one of which must be unlocked in single-player gameplay.

In multiplayer play, you have a wider arsenal of weapons and firing modes than in single-player mode. Furthermore, mines can be used in multiplayer.

MULTIPLAYER GAME SELECT SCREEN

To select a multiplayer game from the Main menu, press **+** Control Pad Up/Down, highlight **MULTIPLAYER** and press the **A** Button. The Multiplayer Game Select screen opens.

- ◆ To select a multiplayer game type in the Multiplayer Game Select screen, press **+** Control Pad Left/Right to change modes. Press the **A** Button to select a mode.

COMBAT TRAINING

Train against other agents in the most challenging of circumstances.

PROTECT THE FLAG

Protect the flag from your opponents.

GOLDEN GUN

1 shot from the Golden Gun finishes your opponent—or you. Be very careful.

- Golden Gun mode must be unlocked in single-player gameplay. In Multiplayer, a single shot from a Golden Gun is lethal.

ANTI-TERRORIST TRAINING

Defuse bombs placed throughout the map.

TOP AGENT

Be the top agent who must use his superior skills and weapons to defeat every one else (3-4 characters, at least one human player).

- Up to 4 players can participate in multiplayer matches. In most game modes, any player can join forces with another player for team vs. team play.

MULTIPLAYER GAME MODE SETUP

After you select the Multiplayer Game type, the Multiplayer Game Mode Setup screen opens. Here, you configure your selected game.

NUMBER OF PLAYERS

Choose 1-4 (depending on game mode and map) players to participate.

TIME LIMIT

Choose 1-120 minutes to play. (20 is default)

POINT LIMIT

Choose 1-100 points or UNLIMITED points to win the game. (25 is default)

CARRY LIMIT

Choose 1- 60 minutes of flag carry time for the Protect the Flag mode. (3 is default)

- You score 1 point for defeating an enemy. You lose 1 point each time you cause your own character to run out of health.

MAP SETTINGS

To play with the most recent set of weapons and game options, chose **USER SELECTED** or choose **DEFAULT** to play with the weapons and gadgets designed for the mission.

MAP

Select the map for your game.

- Some of these options are only available depending on the selected game mode.

MULTIPLAYER MENUS

After configuring a multiplayer game, each player can configure game and individual player options. Player Options and Player Character determine individual player gameplay options, while the other options apply to and can be changed by all players.

- ◆ To begin the game with the selected multiplayer options, select **START GAME**.

PLAYER OPTIONS

Select and configure player options including the configuration of your controller. > *Player Options* p. 30.

PLAYER CHARACTER

Select a name, a character and a team color for yourself.

- When multiple players select different teams, the game is adversarial. To play cooperatively, some players must choose the same team.

OPTIONS

Toggle **OFF/ON** options for friendly fire and available gadgets. Also, set your game mode specific options here. > *Multiplayer Options* p. 30.

WEAPONS

Choose the weapons that all players will have access to in the match.

- ◆ To select a different Weapon Set, select **WEAPONS** from the Mode menu. Then press the **+** Control Pad Left/Right while highlighting **WEAPON SET**.

- ◆ To customize a Weapon Set, select WEAPONS and then press + Control Pad Left/Right to select one of the Custom sets. You can then select different weapons for each by pressing + Control Pad Left/Right while highlighting a given SLOT.

POWERUPS	Select 0-2 powerups to appear and be usable in your game.
MODIFIERS	Toggle these modifiers to tailor your game, and set your movement speed. > <i>Multiplayer Modifiers</i> p. 31.
BOTS	Sets options for bots.

PLAYER OPTIONS

In the Multiplayer Player Options screen, you can configure special settings for your controller and gameplay for multiplayer games.

CONTROLLER	Press + Control Pad Left/Right to set the type of controller layout to use.
INVERT PITCH	Turn inverse look OFF/ON .
YAW SENSITIVITY	Set left-right sensitivity of both the C Stick and Control Stick between 50-200. 100 is default.
PITCH SENSITIVITY	Set up-down sensitivity of both the C Stick and Control Stick between 50-200. 100 is default.
CROUCH TOGGLE	Turn the ability to toggle crouch OFF/ON (with crouch toggle ON , you remain crouched after pressing the crouch button).
AUTO SWITCH WEAPON	Toggle automatic switching to better weapons OFF/ON .
CROSSHAIR	Toggle display of aiming crosshairs OFF/ON .
AUTO AIM	Select automatic aiming mode of your gun: BEGINNER , NORMAL , ADVANCED , NONE .
RADAR	Set display of the radar: FULL , SP. (Special) ITEMS only or NO RADAR .
STARTING HEALTH	Set the level of health at which you start each new session between 50 and 200. 100 is default.
HUD DISPLAY	Toggle player Heads-Up Display OFF/ON .
PLAYER NAME	Toggle the name display of a targeted player OFF/ON .

MULTIPLAYER OPTIONS

In the Multiplayer Options screen, you can set gaming options for all players. Some missions will have Q-Jet and Q-Claw **ON** by default.

FRIENDLY FIRE	Toggle damage from friendly fire OFF/ON .
Q-JET	Toggle availability of Q-Jet OFF/ON .

Q-CLAW	Toggle availability of Q-Claw OFF/ON .
BOMB TIMER LENGTH	For the Anti-Terrorist Training mode, players define the timer length, in seconds, of the bombs. 30 seconds is the default.
BOMB DEFUSE TIME	For the Anti-Terrorist Training mode, players define the length of time, in seconds, it takes to diffuse a bomb. 3 seconds is the default.

MULTIPLAYER MODIFIERS

Changing one modifier can create a completely new multiplayer experience. Be sure to experiment with the game modifiers. Some modifiers must be unlocked in the single-player game.

In the Multiplayer Modifiers screen, you can change the following eight modifiers.

ONE SHOT	When One Shot is ON , characters that are hit with any weapon are instantly defeated and respawn.
LOW GRAVITY	Toggle lower gravity OFF/ON . Low gravity allows for bigger leaps.
FULL ARSENAL	Toggle OFF/ON . Each player starts with every weapon available on the map. ■ The Full Arsenal modifier must be unlocked in single-player gameplay.
SAFE RESTART	Toggle OFF/ON the restarting of players in a safe location furthest from the other players. While it does slow game action, it is very helpful for beginners.
RANDOM WEAPONS	When Random Weapons is ON , you pick up one random weapon any time you move over a pick-up icon.
PERSISTENT WEAPONS	When Persistent Weapons is ON , you do not remove weapons that you pick up. ■ The Persistent Weapons modifier discourages camping at one weapon spawn location.
GOLDEN BULLET	When Golden Bullet is ON , all players begin with one weapon which has no auto-aim ability yet can stop another player with one shot.
SPEED	Increase or decrease the speed of players in the game.
NO FALLING DAMAGE	When ON , player will not incur falling damage. This modifier is useful when using Q-Jet and Q-Claw.

BOTS

To play a multiplayer game with bots enabled, you must first choose a game selection on the Multiplayer Select Screen that allows bots.

COMBAT TRAINING	Allows bots
PROTECT THE FLAG	Does not allow bots
GOLDEN GUN	Does not allow bots
ANTI-TERRORIST TRAINING	Does not allow bots
TOP AGENT	Allows bots

◆ To access maps that allow bots, access the Multiplayer Game Mode Setup screen.

DUNGEON	Allows bots
TOWN	Allows bots
WINE CELLAR	Allows bots
RED SECTOR	Allows bots
CASTLE	Allows bots
COOLING STATION	Allows bots
ABBEY	Allows bots
ARSENAL	Allows bots
HARBOT	Allows bots
BLUE SECTOR	Allows bots
ESCORT	Does not allow bots
MANOR	Does not allow bots

NOTE: When a game type or map that does not allow bots is chosen, the bots menu nevertheless still appears under MODIFIERS in the multiplayer menus screen. However, if selected, a message appears indicating that bots are not available in your specified map or game mode.

◆ To access bots options (if a game type and level that allows bots have been chosen), select BOTS in the Multiplayer Menus screen. A screen appears asking you to specify number of bots as well as set options for each bot enabled.

NOTE: If the number of players has been set to one, then a bot is enabled automatically and cannot be set to zero. If Top Agent is selected (which requires at least 3 players) bots compensate for any missing human players.

Once you have enabled bot usage, you can customize options for each enabled bot. The following options are available:

SKILL	Easy, Medium, and Hard
TEAM	Red, Blue, Green, or Gold.
AGRESSION	Low, Medium, or High.
CHARACTER	Change appearance of the bot.

SAVING AND LOADING

Save or load files from your Memory Card.

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

NOTE: This game only supports saving to Memory Card Slot A. You cannot save a game to slot Memory Card Slot B.

To load a file:

1. Select Load Mission from the Main menu and press the **A** Button. The Load Mission screen appears.
2. Press the **A** Button to access the contents of the Memory Card.
3. Press Up/Down on the **+** Control Pad to browse through the 8 available mission slots.
4. Highlight the desired mission and press the **A** Button to confirm.
5. Select YES to confirm or NO to cancel your selection. Your game is loaded.

To save a file:

1. Select Save Mission from the Main menu and press the **A** Button. The Save Mission screen appears.
2. Press the **A** Button to access the contents of the Memory Card.
3. Press Up/Down on the **+** Control Pad to browse through the 8 available mission slots.
4. Highlight the desired mission and press the **A** Button to confirm.
5. Input a name for your game save on the virtual keyboard. Press the **A** Button to select each letter.

NOTE: The name can be no more than 9 characters long.

6. Once you are satisfied with the name, highlight DONE and press the **A** Button to confirm. Your game is saved.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

EA WARRANTY CONTACT INFO

E-Mail: warranty@ea.com

Web Page: techsupport.ea.com

Phone: (650) 628-1900

Fax: (650) 628-5999

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial **900-288-HINT (4468)**. \$0.95 per minute.

In **CANADA**, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips and codes.**

EA TECHNICAL SUPPORT CONTACT INFO

E-Mail: support@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

Fax: (650) 628-5999

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Nintendo, Nintendo GameCube™ and the official seal are trademarks of Nintendo, © 2001 Nintendo. All rights reserved.

AGENT UNDER FIRE Interactive Game (all object code, all other software components and certain audio visual components only) © 2002 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. AGENT UNDER FIRE Interactive Game (certain audiovisual components) © 2002 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2000 Danjaq, LLC, and United Artists Corporation. Agent Under Fire is a trademark of Danjaq, LLC and United Artists Corporation. This product contains software technology licensed from Id Software, Inc. Id Technology © 2002 Id Software, Inc. All rights reserved. Quake® is a registered trademark of Id Software. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. Esprit, Lotus and Lotus Round Device are registered trademarks of Group Lotus plc. Aston Martin DB5 used under license from Aston Martin Lagonda Limited, Ford Motor Company. EA GAMES™ is an Electronic Arts™ brand.

Licensed by Nintendo.

"James Bond Theme"

Written by Monty Norman

© 1962 Renewed 1990 UNITED ARTISTS LTD.

All Rights Controlled and Administered by EMI UNART CATALOG, INC.

All Rights Reserved. International Copyright Secured. Used by Permission.

All other trademarks are the property of their respective owners.

Agent Under Fire

Proof of Purchase
James Bond 007 in...
Agent Under Fire™

