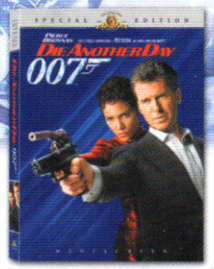

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EA GAMES

INSTRUCTION BOOKLET

NINTENDO GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- 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

The Nintendo GameCube 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.

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

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

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

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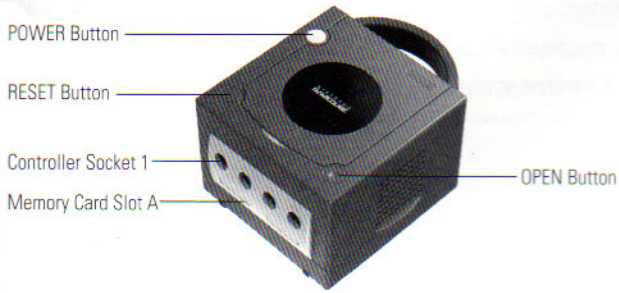
GETTING STARTED

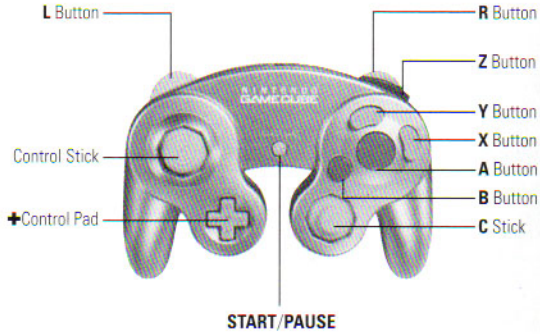
NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *James Bond 007™: Everything or Nothing*™ Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *James Bond 007: Everything or Nothing* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *James Bond 007: Everything or Nothing* title screen, press **START/PAUSE** to advance to the Main menu (➢ p. 12).

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	✚Control Pad or Control Stick ⇳
Change highlighted item	✚Control Pad or Control Stick ⇔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode. In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display game in Progressive Mode?" appears. Select YES to activate the mode.

COMPLETE CONTROLS

GAME CONTROLS

Move	Control Stick
Action	A Button
Fire Weapon	R Button
Lock On Target/Next Target/ Sniper Scope	L Button
Look /Aim Adjust	C Stick
Bond Sense/Inventory	✚Control Pad ⇔
Punch Left/Right	Y Button/X Button
Dive	B Button
Next Gadget	✚Control Pad ⇧
Next Weapon	✚Control Pad ⇩
Wall Cover (When Near Wall)	Z Button
Crouch	Z Button
Sniper Zoom (When Looking Through Sniper Scope)	✚Control Pad ⇳
Turn Around (While Rappelling)	Z Button
Pause Game	START/PAUSE

DRIVING CONTROLS

Forward	R Button
Brake/Reverse	L Button
Handbrake	X Button
Steer Left/Right	Control Stick ⇔
Fire Weapon	A Button
Next Weapon	✚Control Pad ⇔
Activate Gadget	B Button
Enter/Exit Vehicle (Only in Designated Areas)	Y Button
Look Back	C Stick ⇩
Move (When Outside Vehicle)	Control Stick
Context-Sensitive Action Button (When Outside Vehicle)	Y Button
Altitude (Helicopter Only)	Control Stick ⇳
Burnout (Motorcycle Only)	R Button + X Button
Wheelie (Motorcycle Only)	Control Stick ⇩
180-Degree Spin (Rail Mission only)	X Button
Center Turret (Non-Rail Tank Only)	Y Button
Raise/Lower Cannon (Tank Only)	C Stick or Control Stick ⇳
Rotate Cannon (Tank Only)	C Stick or Control Stick ⇔
Self Destruct (RC Car Only)	B Button
Change Camera	✚Control Pad ⇧
Toggle HUD Map	✚Control Pad ⇩
Pause Game	START/PAUSE

INTRODUCTION

PROLOGUE

Greetings, 007. We have a new mission for you that is of the greatest importance.

The recent theft of Oxford University's highly classified prototype nano-robot project—and disappearance of its overseer, Dr. Katya Nadanova—has caused chaos in the global intelligence community. This nanobot project was a humanitarian effort intended to facilitate the remote inspection and repair of hazardous nuclear containment facilities. However, in the wrong hands, this technology could be used for entirely more sinister purposes.

This is where you come in, Bond. We've already identified the rogue political faction responsible for the theft and tracked them to a secret facility in Egypt's Sahara Desert. Your mission, 007, is to destroy both the hardware and the facility. The fate of the world may very well rest once again on your success.

Good luck, 007.

CAST

PIERCE BROSNAN AS... JAMES BOND

The world's greatest secret agent, James Bond is an excellent marksman, an exceptional driver, and a consummate gentleman. 007 can be your greatest ally or your most dangerous foe.

WILLEM DAFOE AS... NIKOLAI DIAVOLO

Diavolo is more than merely a former KGB officer disillusioned by the Westernization of his homeland. The prodigy of 007's nemesis Max Zorin, Diavolo was groomed to carry Zorin's plans to their natural conclusion—namely, world domination.

SHANNON ELIZABETH AS... SERENA ST. GERMAINE

This American geologist possesses both brains and beauty. Her knowledge of the villages of South America proves to be an asset to 007, and her expert ability as a helicopter pilot may come in handy at the opportune time.

HEIDI KLUM AS... DR. KATYA NADANOVA

A brilliant scientist, Nadanova has exceptional credentials for the overseer of Oxford University's top secret nanotech project. Her intelligence is only matched by her beauty. After she is kidnapped Bond is assigned to rescue her and the stolen nanotech she helped create, but Dr. Nadanova may have some surprises in store for 007...

MYA AS... AGENT MYA STARLING

An NSA agent operating undercover as a nightclub chanteuse, Starling's home base is in Louisiana and her mission is to investigate Diavolo's activities in New Orleans. Her impeccable intel, not to mention her many other talents, are of great use to 007.

RICHARD KIEL AS... JAWS

The long standing rivalry continues between Bond and his nemesis, Jaws. A formidable hitman, Jaws is eager to cross paths with 007 once again and finally defeat his arch enemy.

JOHN CLEESE AS... Q

The MI6 quartermaster, Q is in charge of creating and distributing all the weapons, vehicles, and gadgets assigned to 00 agents. A skilled inventor of covert equipment, Q is often irritated with 007's lack of respect for his creations.

JUDI DENCH AS... M

As the head of MI6, M is responsible for all operations and agents. As Bond's boss, she is a consummate taskmaster who often dispenses crucial information and advice.

MISAKI ITO AS... MS. NAGAI

Ms. Nagai's skills with weaponry and technology make her highly qualified in her role as Q's assistant in the Q-Lab. Her expert knowledge of nanotechnology will be indispensable to Bond on this mission.

LOCALES

EGYPT

James Bond 007: Everything or Nothing opens with a mission deep within the Sahara Desert. After sabotaging a secret facility, Bond uses his daring to board a train careening through the archeological wonders of the expansive Egyptian desert.

PERU

In the town of Puerto Viejo, an American geologist's research on platinum reserves becomes a vital clue for Bond. After joining forces with 007, the two infiltrate a luxurious private estate on the outskirts of the Peruvian village.

NEW ORLEANS

In partnership with Mya Starling, an NSA operative, Bond gets to the bottom of his mission's Louisiana connection. While there, he pays a visit to a sultry nightclub and an antiquated Creole plantation.

MOSCOW

In the Russian capital of Moscow, *James Bond 007: Everything or Nothing* comes to its dramatic finale. Bond must act quickly to prevent Diavolo from turning Moscow's Red Square into the testing grounds for his new world order.

SETTING UP THE GAME

Let's go over the basics, 007.

MAIN MENU

Start a new game, engage in multiplayer battles, or adjust options.

SINGLE PLAYER	Begin a new adventure as 007.
MULTIPLAYER	Compete with friends to see who is the top agent (➢ p. 24).
OPTIONS	Adjust audio and gameplay settings.

To start a new game:

1. Select **SINGLE PLAYER** in the Main menu and press the **A** Button. The Select Game Type screen appears.
2. Select **NEW GAME** or LOAD GAME and press the **A** Button. The Mission Select screen appears.
3. Choose a mission and press the **A** Button. The Difficulty screen appears.
4. Select a difficulty rating—OPERATIVE, **AGENT**, or 00 AGENT—and press the **A** Button. Gameplay begins.

NOTE: Levels are completed sequentially. To unlock a new level, complete the previous level.

➥ For more information on saving and loading, ➢ p. 28.

OPTIONS

Adjust volume and gameplay settings from the Options menu.

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

➥ To access the Options menu, select OPTIONS in the Main menu and press the **A** Button.

RUMBLE FEATURE	Turn the Rumble Feature **ON** or OFF.
SUBTITLES	Turn ON or **OFF** the subtitling feature.
WIDESCREEN	Change your display from normal (**OFF**) to letterbox (ON) format.
AUDIO SETTINGS	Adjust the volume of the in-game music, effects, and dialog.
BRIGHTNESS ADJUST	Adjust the brightness of your game display.
RESTORE DEFAULTS	Restore your game to the original settings.
CREDITS	View the game credits.

BOND IN ACTION

Saving the world requires a thorough understanding of everything that's happening around you. Pay attention, 007.

BASIC MOVES

A stealthy entrance, a quick attack, and accurate aim are hallmarks of a 00 agent.

TARGETING

Defeat an enemy with a well-placed shot.

AUTO-AIM

Pick off your enemies with a quick shot.

➟ To lock onto a target, press and hold the L Button. You see the target indicator. Press the R Button to fire.

TIP: Fire in short bursts for better accuracy.

MANUAL AIM

Use your manual aim when you need an accurate shot at an enemy.

TO USE YOUR MANUAL AIM:

1. Press and hold the L Button. Your manual aim target appears.

➟ To adjust the target location, push the C Stick.

2. Press the R Button to fire your weapon.

TIP: You can change targets by moving the manual aim crosshairs in the direction of the target you want to select.

STEALTH MOVES

Sometimes a stealthy entrance is preferable over a fire fight.

CROUCH

Crouching behind crates, furniture, or other items in your environment is an excellent way to remain undetected.

➟ To crouch, press the Z Button.

➟ To move while crouching, press the Z Button and then push the Control Stick ⇔.

➟ To stand up, press the Z Button again.

TIP: Crouching behind objects in your environment can help you avoid being hit during a fire fight. You can shoot over cover while crouching.

WALL HUG

To avoid detection, sometimes it is best to closely strafe a wall instead of walking out in the open.

➟ To wall hug, approach a wall and press the Z Button.

➟ To strafe, push the Control Stick ⇔ while in a wall hug.

➟ To disengage from a wall hug, push the Control Stick ⇳.

➟ To shoot from a corner, lock onto your target by holding the L Button, and fire by pressing the R Button.

TIP: Engaging in a wall hug and then peering around corners is an excellent way of determining if there are enemies in the vicinity while still remaining undetected.

HAND-TO-HAND COMBAT

Sometimes the best weapon for the job is your own hands.

- To engage in hand-to-hand combat, press the **Y** Button and/or the **X** Button.
- To throw an opponent, press the **Y** Button and the **X** Button at the same time.
- To counter an enemy hand-to-hand attack, press the **Y** Button and the **B** Button at the same time just before he attacks.

TIP: To subdue an enemy with stealth, sneak up on him and use a hand attack from behind.

- When you successfully subdue three enemies by hand within a certain period of time you enter Power Mode. In Power Mode you inflict more damage on your enemies and take less damage inflicted by enemies.

BOND SENSE

Use Bond Sense to take a quick reading of your surroundings and obtain useful information about objects in the world around you.

- To enter Bond Sense, press the ✚Control Pad ⇔. The action around you slows and your inventory list appears.

To obtain information about objects in your vicinity using Bond Sense:

1. While using Bond Sense, push the **C** Stick ⇔ to move the camera view.
2. When the interest indicator appears, press and hold the **R** Button.
3. Release the **R** Button to return to a normal view.

If you want to lock on to an object of interest:

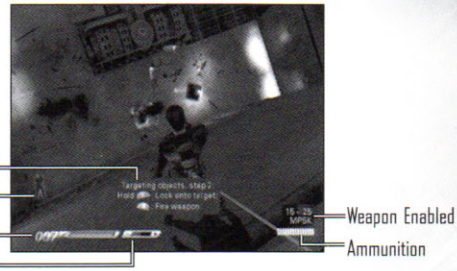
1. While using Bond Sense, push the **C** Stick to move the camera view.
2. When the interest indicator appears, press and hold the **L** Button.

NOTE: Locking on an object brings you out of Bond Sense.

3. Press the **R** Button to shoot the object.

TIP: Look for barrels or other explosive objects and use them against your enemies!

GAMEPLAY SCREEN



HEALTH METER — At full health, the meter appears as a green bar. As injuries occur, the bar depletes. When the bar is completely dark, you fail your mission.

POWER METER — Indicates how much energy you have left for gadgets that use power.

WEAPON ENABLED — Indicates which weapon or gadget you have enabled.

AMMUNITION — Indicates amount of ammunition remaining (if applicable).

RESULTS SCREEN

Determine your mission's success from the Results Screen.

◎ You receive points for accomplishing your mission in a fashion that befits your title as the world's greatest super agent.

BOND MOMENTS	Each mission has opportunities for you to use your unique style of problem solving. How many did you attain?
ENEMIES SUBDUED	Number of enemies you subdued.
WEAPON ACCURACY	Number of shots that hit their target.
WEAPON EFFICIENCY	Number of rounds used versus how many enemies you dispatched.
MISSION DURATION	Notes how close you were to reaching the mission's optimal target time.
DIFFICULTY MODIFIER	Score multiplier for playing at a higher difficulty level.

TIP: You can increase your Weapon Efficiency score by using hand-to-hand combat.

BOND EQUIPPED

Q has customized quite an assortment of weapons, gadgets, and vehicles to ensure your success in your mission. Get to know them well.

RAPPEL

This wall-climbing gadget comes in handy when a swift exit is required.

➟ To rappel, run directly at the ledge. The rappel gadget automatically attaches itself to the ledge and allows you to descend.

TO SCALE A WALL:

1. Select the rappel gadget in your inventory. The rappel gadget is equipped.
2. Ready the rappel gadget by pressing the **A** Button. The gadget is readied.
3. Press and hold the **L** Button to lock onto the ledge you want to attach to. The target is locked.
4. Press the **R** Button to fire the rappel. The rappel line attaches to the ledge.
5. Run directly towards the wall. You automatically begin to scale the wall.

➟ To move left or right while rappelling, push the Control Stick ⇔.

➟ To turn around while rappelling, press the **Z** Button.

◎ You can target and fire your weapon as normal while rappelling.

Q SPIDER

The Q Spider is not only an excellent remote reconnaissance gadget; it also handily doubles as a deadly weapon.

TO USE THE Q SPIDER:

1. Select the Q Spider in your inventory. The Q Spider is equipped.
2. Press the **A** Button to activate the Q Spider. The gadget is activated
3. Push the Control Stick to control the Q Spider. You can now penetrate hostile territory remotely.

➟ When available, to detonate the Q Spider, press the **R** Button.

TIP: Be mindful of how you control the Q Spider. It is only silent when moving slowly.

NANO SUIT
Remaining undetected during covert operations is essential. Use this Nano Suit to become invisible. But be careful, if you move too quickly, the effect is broken.

SLEEPER DART
One shot from this standard-issue MI6 sleeper dart gun puts an enemy to sleep for hours. Pleasant dreams.

COIN GRENADES
These seemingly normal-looking coins carry a dangerous payload. Choose between three types.

EXPLOSIVE	Damages enemies caught in the explosion.
STROBE	Creates a blinding flash that stuns enemies for a time.
EMP	Disables electronic equipment in the blast area.

THERMOVISION
These contact lenses allow you to see the heat signatures of enemies, even in the dark.

NETWORK TAP
Fire these special darts when you need to access certain kinds of technological equipment.

RC CAR (DRIVING MISSIONS ONLY)
The RC Car is perfect for getting into places where going through the front door is not an option.

➟ To deploy the RC Car, press the **Y** Button when prompted. The RC Car is deployed.

◎ Operate the RC Car using the standard driving controls (➟ p. 7).

➟ To fire the RC Car's laser, press the **A** Button.

➟ To detonate the RC Car, press the **B** Button.

TIP: Keep your eye on the battery meter. The vehicle self-destructs when it runs out of power.

BOND BEHIND THE WHEEL
These vehicles won't drive themselves, 007. Use your impeccable skills behind the wheel and quick thinking to stay on top of the action.

DRIVING AS BOND
It will take more than simply a gas and brake pedal to survive. Your gadgets and weapons are essential to a successful mission.

➟ To accelerate, press the **R** Button.

➟ To steer left or right, push the Control Stick ⇔.

➟ To brake and reverse, press the **L** Button.

➟ To fire the currently selected weapon, press the **A** Button.

➟ To switch weapons, press the ✚Control Pad ⇔ or the **Z** Button.

➟ For a complete list of driving controls, ➟ p. 7.

ADVANCED MANEUVERS
Select vehicles have the ability to perform specialized maneuvers.

STRAFING (HELICOPTER ONLY)
Strafing allows you to avoid incoming missiles while still engaging your target.

➟ To strafe, press and hold the **X** Button, then push the Control Stick ⇔.

➟ To disengage from strafing, release the **X** Button.

ACTION SLIDE (MOTORCYCLES ONLY)
The action slide enables the motorcycle to bypass low-hanging obstacles.

➟ To perform an action slide, press the **B** Button when prompted.

VEHICLES

Thanks to Q, Bond's vehicles are always top-notch and ready for the extraordinary. Do try to bring it back in one piece, 007.

ASTON MARTIN V12 VANQUISH

The Vanquish, outfitted with a V12 engine, is a formidable piece of machinery. Thanks to Q, this already impressive vehicle has been fitted with a weapons cache that makes it the most sophisticated show on the road.

PORSCHE CAYENNE TURBO

This turbocharged SUV is state of the art. The Cayenne's Q-lab modifications give new meaning to the term 'fully-equipped.'

TRIUMPH DAYTONA 600

Triumph's Daytona 600 is one of the most complete all-round sports machines today. Built to ultra light and powerful specs, Q's modifications have made it the ultimate force to be reckoned with on two wheels.

PAUSE MENU

Even the world's greatest 00 agent sometimes needs to take a break.

➡ To access the Pause menu, press **START/PAUSE**.

OBJECTIVES	Review your mission and scoring objectives.
GAME	Restart your mission or quit from the Game menu.
OPTIONS	Adjust Controller or game options.

➡ To return to gameplay, press **START/PAUSE** again.

OPTIONS

Adjust the Rumble Feature, HUD, subtitle, and volume options.

CONTROLLER	View the current Controller configuration.
INVERT HORIZONTAL	Switch the horizontal axis of your Controller by selecting ON or **OFF**.
INVERT VERTICAL	Switch the vertical axis of your Controller by selecting ON or **OFF**.
HUD ALWAYS ON	Choose to permanently enable the HUD ON or **OFF**.
RUMBLE FEATURE	Turn the Rumble Feature **ON** or OFF.
SUBTITLES	Enable subtitles by selecting ON or **OFF**.
MUSIC VOLUME	Adjust the volume of the background music in the game.
EFFECTS VOLUME	Adjust the volume of the special effects in the game.
DIALOGUE VOLUME	Make the in-game speech louder or softer.
VERTICAL SPLIT VIEW (Multiplayer Only)	Split the screen vertically instead of horizontally.
RADAR DISPLAY MODE (Multiplayer Only)	Make the radar camera- or player-relative.

MULTIPLAYER

Battle up to four friends in cooperative or arena-style multiplayer gameplay.

COOPERATIVE	Two MI6 agents must fight their way through a mission gone awry.
RACE	A cooperative-style mission where your team is judged on how quickly you complete your task.
SCRAMBLE	Pick what you want to be scored on and compete head-to-head with a friend. Just be careful not to find yourself in your partner's crosshairs.
ARENA	Up to four players battle it out in this free-for-all. Watch out for Jaws!

NOTE: Arena mode must be unlocked before it can be selected.

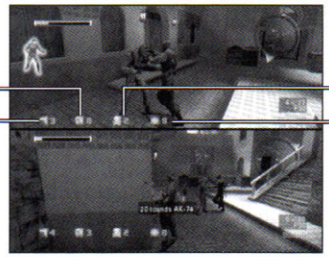
To start a multiplayer game:

1. Select MULTIPLAYER in the Main menu and press the **A** Button. The Multiplayer menu appears.
2. Choose between **COOPERATIVE**, RACE, SCRAMBLE, or ARENA multiplayer modes and press the **A** Button.
3. In Arena mode, choose to play as **TWO PLAYERS**, THREE PLAYERS, or FOUR PLAYERS and press the **A** Button. The Player Profile menu appears.
4. Choose to create a new profile for each player (➢ below), or select a preexisting profile, then press the **A** Button. The Select Character screen appears.
5. Select a character for each player and press the **A** Button. The Select Options screen appears.
6. Select the game mode options desired and press the **A** Button. The Select Map screen appears.
7. Choose the map you wish to play and press the **A** Button. Gameplay begins.

To create a multiplayer profile:

1. Select CREATE NEW PROFILE in the Player Profile menu and press the **A** Button. The Keyboard appears.
2. Push the Control Stick ⇔ to select a letter and press the **A** Button to confirm.
3. When you are finished, select END and press the **A** Button.
4. Choose to save your profile to the Nintendo GameCube™ Memory Card or continue without saving. Your profile is created.

MULTIPLAYER GAMEPLAY SCREEN



WEAPON DISABLES	Indicates how many enemies you have disabled with a weapon.
HAND TO HAND DISABLES	Shows the number of enemies you have disabled with hand-to-hand combat.
PLAYER DEATHS	Lists how many times you have died in the current mission.
TEAM LIVES	Displays the number of lives you and your partner have remaining.

- If all members of your team use up all of your lives, you fail your mission and must start over from the beginning.

MULTIPLAYER MOVES

Cooperative action on a mission can mean the difference between success... and death.

TEAM TARGETING

Dispatching tough foes sometimes requires a group effort.

TO ENGAGE IN TEAM TARGETING:

1. Both players should target the same enemy. The team targeting indicator appears.
2. Both players press the **R** Button to fire. The enemy is fired upon by both teammates.

TIP: Focus your fire at the same enemy to dispatch them faster.

AMMO SHARING

Winning teams know how to share resources.

TO REQUEST AMMO FROM YOUR PARTNER:

1. Approach your teammate and face him.

NOTE: Be sure the gun you want ammo for is equipped.

2. Press the **A** Button. The request ammo indicator appears on the other player's screen.

➟ To offer ammo to your partner, press the **A** Button when the request ammo indicator appears on your screen. One clip of ammo is given to the other player.

TIP: Keep an eye on your ammo reserves.

CONNECTIVITY

If you own both the Game Boy® Advance and Nintendo GameCube™ versions of *James Bond 007: Everything or Nothing* you can use a Nintendo GameCube™ Game Boy® Advance cable to connect your Game Boy® Advance system to your Nintendo GameCube™.

1. Turn OFF the power switch on your Game Boy® Advance and turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Insert the *James Bond 007: Everything or Nothing* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Connect the Game Boy® Advance and Nintendo GameCube™ with a Nintendo GameCube™ Game Boy® Advance cable.
4. Insert the *James Bond 007: Everything or Nothing* Nintendo GameCube™ Game Disc into the Optical Disc Drive of your Nintendo GameCube™ and then turn both systems ON.
5. On your Game Boy® Advance, press the ✚Control Pad ⇔ to highlight a language and then press the **A** Button to confirm. The title screen appears.
6. Press **START** to continue to the Main menu on your Game Boy® Advance. The Main menu appears.
7. Select GCN LINK from the Main menu on your Game Boy® Advance and press the **A** Button.
8. On your Nintendo GameCube™, press **START/PAUSE** to continue to the Main menu. The Main menu appears.
9. Select SINGLE PLAYER in the Main menu and press the **A** Button.
10. Select LOAD GAME and press the **A** Button. The Load Game screen appears.
11. Select a saved game and press the **A** Button. The Mission Selection screen appears.
12. When the mission begins, hints and statistics will be displayed on the Game Boy® Advance to assist you during play.

SAVING AND LOADING

Save and load your game progress at will.

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

TO SAVE A GAME:

1. Successfully complete a mission. A prompt appears asking if you wish to save the game.
2. Select YES and press the A Button. The Select Save Location screen appears.
3. Choose a game save location and press the A Button. The game is saved.

TO LOAD A GAME:

1. Select SINGLE PLAYER in the Main menu and press the A Button. The Single Player menu appears.
2. Select LOAD GAME in the Single Player menu and press the A Button. The Load Game menu appears.
3. Select the save game data you wish to load in the Load Game menu and press the A Button. The save game data is loaded.

NOTE: Multiplayer progress is saved to a user profile, which is created separately from the Single Player story saved game. User profiles created for multiplayer games can be saved using the same process described above.

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Written by Mya Harrison, Ron Fair, and Randy Bugnitz
Produced by Ron Fair
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"James Bond Theme"
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