

BEYOND GOOD & EVIL™



EmuMovies

INSTRUCTION BOOKLET



UBISOFT™



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.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

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

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Rev-D (L)

TEEN



Violence
Comic Mischief

ESRB CONTENT RATING

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STARTING THE GAME

1. Set up your Nintendo GameCube according to the Nintendo GameCube Instruction Booklet.
2. Make sure the power is off before inserting or removing a Nintendo GameCube™ Game Disc.
3. Insert the Beyond Good & Evil Game Disc and close the Disc Cover.
4. Insert the Nintendo GameCube™ Controller to Controller Socket 1 and turn on the Nintendo GameCube.
5. Follow the on-screen instructions to start the game.

Do not remove or insert a Nintendo GameCube accessory or a Nintendo GameCube™ Memory Card when the power is on.

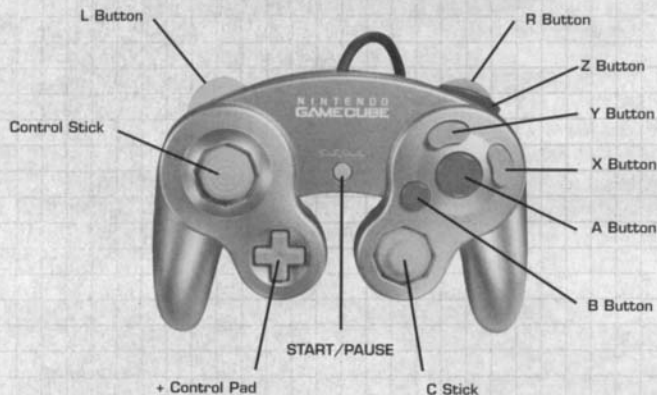
STORY

Every day on the planet Hillys, the DomZ attacks strike the population. The Alpha Section intervention troops seem incapable of protecting the people.

You play the part of Jade, a young reporter with a mysterious past. Will you succeed in saving the planet Hillys and unveiling the secrets of the DomZ invasion? Your best weapons are your camera, your faithful companions, and your desire to reveal the truth. But watch out! The dividing line between good and evil is sometimes very thin, indeed!



NAVIGATING IN THE MENUS



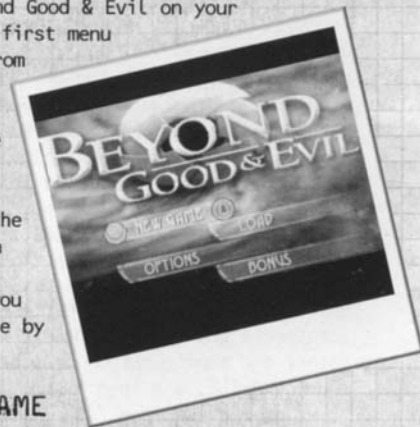
To navigate in the game menus, use the Control Stick. To validate a selection, press the A Button. To go back to a previous page, press the B Button. To obtain further information about an object, press the X Button.

Note: In the Map menu, the C Stick is also used to change certain options. Always look for the icons on-screen to help you navigate in the menus.

BEGINNING BEYOND GOOD & EVIL

LANGUAGE SELECTION

When you start up *Beyond Good & Evil* on your Nintendo GameCube, the first menu allows you to choose from several different languages. Select the language of your choice with the Control Stick; then validate your selection by pressing the A Button. If you happen to make a mistake when selecting a language, you must restart the console by pressing RESET.



STARTING THE GAME

Once you have selected a language, the Startup menu appears automatically. The following options are available in this menu:

- > **NEW GAME:** Select New Game to begin a new game, and confirm your choice by pressing the A Button. The game will start up automatically.
- > **LOAD:** Select Load to access a previously saved game. A menu appears showing all your previously saved games. You can save up to five different games. Select the game you want with the Control Stick and validate your choice by pressing the A Button. This option is only possible if you have a Nintendo GameCube Memory Card inserted into Memory Card Slot A and if you have previously saved a game.

- > **OPTIONS:** Set the game volumes, remove the subtitles, or change the settings for the Controller. For the Options screens, use the B Button to go back and the A Button to validate your choices.

VOLUME SETTINGS: Select Advanced Options in the Options menu and validate with the X Button. Next, select Volume and set the sound level. You can also change between Mono and Stereo modes by selecting the Mono/Stereo option with the Control Stick and confirming your choice by pressing the X Button. To remove or display the subtitles, select the Subtitles option with the Control Stick and choose Yes/No by pressing the X Button.

CONTROL SETTINGS: You can choose to activate the Rumble Feature on your Controller, or to change the Camera and Aiming modes (normal or reversed). Select the configuration of your choice with the Control Stick, and then change the mode by pressing the X Button.

LOADING AND SAVING

LOADING

You can load another game at any time, provided you have inserted a Memory Card containing a saved game in your Memory Card Slot A.

To do this, press START/PAUSE on your Controller to display the Main Menu; then select Load/Options and validate with the A Button to open the Loading screen. Next, choose one of the saved games and validate.

Caution: If you have not saved the current game in progress before loading one of your saved games, it will be lost.

SAVING

To save a game in the Beyond Good & Evil universe, you must find one of the saving terminals distributed in different places on the planet Hillys. These saving terminals can also be used to read the Mdisks that Jade is carrying. One of these Mdisks (the green one) is specifically intended for saving your games.

To be able to save a game, you must first insert a Memory Card into Memory Card Slot A.

To save a game, position Jade in front of an Mdisk reader and press the A Button or the X Button to use the reader. Move down through the different Mdisks in your possession using the Control Stick, choose the saved game Mdisk, and validate by pressing the A Button or cancel by pressing the B Button. Then simply follow the instructions on the screen.

Please refer to the Nintendo GameCube Instruction Booklet for information regarding formatting and deleting files from a Memory Card.

MAIN FUNCTIONS OF THE NINTENDO GAMECUBE CONTROLLER

Control Stick: Move Jade or her vehicle in any direction.

C Stick: Direct the camera, zoom in, or zoom out.

Z Button: Switch to Look or Camera mode.

R Button: Switch to Race or Acceleration mode.

L Button: Switch to Crouching or Stealth mode.

START/PAUSE: Access the game menu or pause during the game.

A Button: Validate, perform special actions, trigger a Super Attack, take a photo, shoot, or lock on to a target. Also, draw alongside a dock in the hovercraft.

X Button: Use a selected object.

B Button: Go back to the previous page, dive, roll, or release a hovercraft when on water.

Y Button: Ask companions for help, or shift to Interior View mode when driving.

+ Control Pad: Select objects in the inventory or select a companion.

CONTROLLING JADE

To MOVE Jade, shift the Control Stick in the direction of your choice. To RUN, press the R Button at the same time.

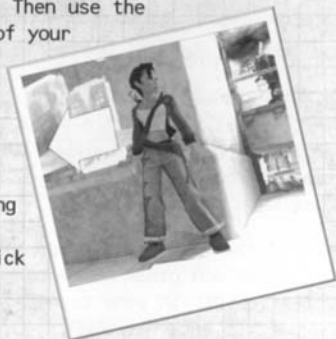
To MOVE STEALTHILY, shift the Control Stick in the direction of your choice while pressing the L Button. In this mode, Jade remains crouched and makes less noise when she moves.

Most of the time, Jade jumps over precipices and other obstacles automatically. In some cases, however, to make her JUMP, you will have to direct her and press the A Button.

To ROLL or DIVE, press the B Button. Rolls also enable you to avoid attacks from certain enemies.



To **FLATTEN YOURSELF AGAINST A WALL** and move along it, approach the wall and Jade will flatten herself against it automatically whenever possible. Then use the Control Stick in the direction of your choice.



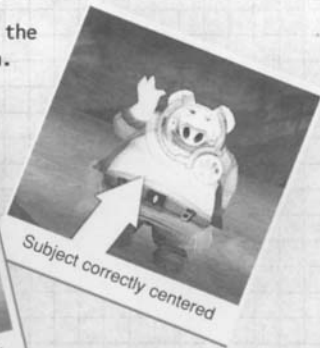
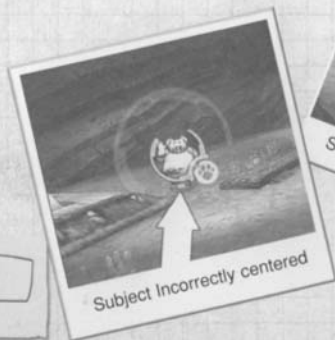
To **HANG ON** and **CLIMB** ladders or vertical walls, move up against the surface with the Control Stick and Jade will jump and hang on automatically. You may then climb by pushing the Control Stick up; to come down off the wall, push the Control Stick down.

To **PUSH** a heavy or imposing object, position yourself against the object and move Jade in the desired direction using the Control Stick. In some cases, the objects are too heavy and Jade will have to ask her companions for help.

To **SMASH IN** or **FORCE** a door or a grate with your foot, move Jade against the opening with the Control Stick and press the A Button.

To **TAKE A PHOTO**, press the Z Button to shift into Camera mode, use the C Stick simultaneously to zoom in or zoom out and focus, and - when you're happy with the framing - press the A Button to take the photo.

To direct Jade when fighting, see the Combat and Special Attacks section.



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CONTROLLING COMPANIONS

Jade is nearly always accompanied by one or two companions who help her in her quest for the truth. They try to assist her to the best of their abilities, following and acting independently whenever possible, but sometimes you have to ask them to perform a specific action in order to use a particular power or object in their possession.



To ask a companion to perform a specific action, press the Y Button. When several companions are accompanying Jade, choose one of them using the + Control Pad Up or Down.

CONTROLLING VEHICLES

For the most part, the vehicles are controlled in the same way as Jade; she is the one who is at the controls. In the course of the adventure, various accessories appear to enhance the vehicles' abilities.

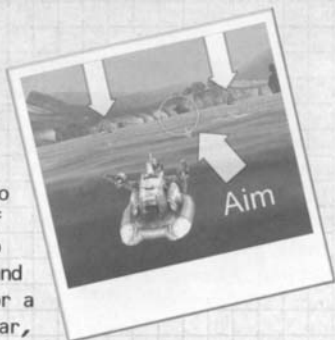
To **DRIVE** a vehicle, shift the Control Stick in the direction of your choice. To **ACCELERATE**, press the R Button simultaneously.

To shift into **INTERIOR VIEW** mode, press the Y Button. This also allows you to use the compass to find your way around the planet Hillys more easily.



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To DRAW ALONGSIDE a dock in the hovercraft, press the A Button.



To SHOOT, press the A Button. When you have installed the neutralizing cannon, you will also be able to hit a larger number of targets by LOCKING ON to them. To do this, move toward the target and keep the A Button pressed down for a few moments until the sights appear, then release.

To JUMP over an obstacle or to REACH steep paths, press the B Button.

To TAKE A PHOTO from a vehicle, press the Z Button to shift into Camera mode and use the C Stick simultaneously to zoom in or zoom out and focus. When you are happy with the framing, press the A Button to take the photo. You cannot move around in Camera mode.

To RELEASE the hovercraft from the spacecraft when you are on water, press the B Button. To reconnect the hovercraft to the spacecraft, position yourself under the spacecraft that is waiting on automatic pilot and press the B Button.

CONTROLLING CAMERAS

By default, the camera follows Jade or her vehicles and positions itself automatically to provide an optimum view of the situation. You can also use the C Stick to TURN the camera around; in certain game sequences, this is a very practical way to anticipate dangers or enemies.

To shift into LOOK mode, press the Z Button and keep it pressed down. You can turn the camera by using the Control Stick simultaneously. When Jade has her camera, Look mode also becomes AIMING mode, allowing you to zoom in precisely or to shoot a projectile.



Jade fights her enemies and the creatures that inhabit the planet Hillys using her Daī-Jo stick. Through the Daī-Jo stick, the power that sleeps in Jade wakes up and generates a Super Attack.

STICK FIGHTING

To strike with the Daī-Jo, press the A Button. When fighting several enemies simultaneously, you can use the Control Stick to direct and distribute the blows. The variety of blows struck is determined automatically, depending on the direction you take.



If you press the A Button more rapidly, Jade can shift into a whirlwind attack that is faster and more powerful.



SUPER ATTACK

When Jade is not in motion, she can concentrate and release an energy discharge that affects all the enemies in the zone. To trigger a Super Attack, press the A Button and keep it pressed down for a few moments; then release it when the Daī-Jo energy has built up.

FIGHTING WITH COMPANIONS

Jade's companions take part in the fighting of their own accord, whenever possible, but each one has a particular attack mode and awaits your orders before using it. In some cases, it is vital for Jade and her companions to cooperate well if they want to gain victory in a fight. To ask companions to use their special attacks, press the Y Button.

MAIN SCREEN

From this screen you can access inventory menus, Jade's main accessories, the companions' inventories, vehicles, email, objectives, maps, and the Load and Options menus. Move the cursor around the spiral using the Control Stick and confirm your choice by pressing the A Button. Press the B Button to go back to the game.



S.A.C.

The S.A.C. contains all the objects found by Jade. Move the cursor around the spiral using the Control Stick and confirm by pressing the B Button to open the S.A.C.

Small arrows at either end enable you to scroll through the different pages of objects. You can also give an object to a companion, or vice versa, by selecting it and dropping it onto the character icon of your choice. Press the X Button for information about an object. Press the B Button to go back to a previous page.



REPORT SCREENS

To consult the progress of your current reports, select the Camera icon and validate with the A Button. You will then access the different icons corresponding to your photo album and the different reports, whether finished or still underway.



OBJECTS AND ACCESSORIES



CAMERA: More than an accessory, this is Jade's main tool of trade. It can store and transmit photos and reports, and receive information and email; a database also provides information about objects or creatures that are in your line of sight. With the camera, you can also scan maps and record them to help you find your way around.



PEARLS: Pearls are objects of great value, used as an unofficial currency by a good number of Hillyans. As a matter of fact, some storekeepers will only accept this means of payment. Jade must accumulate as many pearls as possible to buy the equipment she needs for her mission.



CREDIT CARD: This card automatically stores all Materia Crystal units won or found by Jade. It must always be presented when you want to make a purchase.



STARKOS: Similar to synthetic bread rolls, the energy-giving Starkos restore 1 heart of energy. Jade can give Starkos directly to her companions in the game. To do this, select the Starkos with the + Control Pad, approach your companion, and press Give with the X Button.



K-BUPS: K-Bups are high-energy food for Hillyans. Consuming 1 K-Bup restores all your energy. As with Starkos, you can transfer K-Bups directly from your inventory to a companion's inventory by approaching the companion and pressing the X Button.



AP-1s: These physiological accelerators increase your physical resistance. Each AP-1 you possess increases the life gauge of Jade or her companions by 1 heart. It is possible to possess several AP-1s.



MECA-IMPULSER: These mechanical versions of the AP-1s increase the resistance and armor-plating of vehicles.



GYRODISK GLOVE: The glove generates and projects small disks of energy that can activate mechanisms from a distance and can sometimes even affect small animals. The variety of uses to which they can be put is only limited by the user's imagination. To use the Gyrodisk Glove, press the Z Button to shift into Camera/Aiming mode, use the sights to target your object, and press the A Button to fire.



KEYS: The Hillyan army uses these coded magnetic passes. There are various kinds, each specific to a particular type of lock. Jade must acquire several of these keys in order to infiltrate certain secret places.



TICKETS: These little cards are generally used as memos for codes and other things.



ANIMAL DETECTOR: This very useful long-range detector, linked up to your database, detects and analyzes the presence of animals or creatures in a zone and shows you where they are on the map.



MDISK: These memory disks are commonly used on Hillys for information storage, email, other messages and databases, or simply daily newspapers.



PEARL DETECTOR: This long-range wave scanner analyzes the sound frequencies emitted by pearls and shows you where they are on the map.



STRENGTHENED SUPER ATTACK: This accumulator allows Jade to increase the power within her. When she possesses it, her Super Attack is more powerful and generates bursts of energy discharges.



BOOSTS: These super-fuel capsules make vehicles accelerate suddenly for a few seconds, multiplying their speed by three.

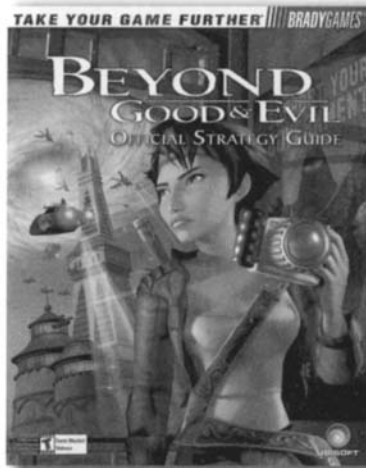


PODS: These very useful small drones enable you to repair your damaged vehicles.

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NOTES

NOTES

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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the complete product title or have it available if you are calling.

CONTACT US OVER THE INTERNET

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

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For fastest response via email, please visit our website at: <http://support.ubi.com/>.

From this site, you will be able to enter the Ubisoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

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If all else fails you can write to us at:
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3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

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Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

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After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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