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GoldenEye
Rogue Agent™

TEEN T CONTENT RATED BY ESRB

EA GAMES

MGM INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, visit www.esrb.org.

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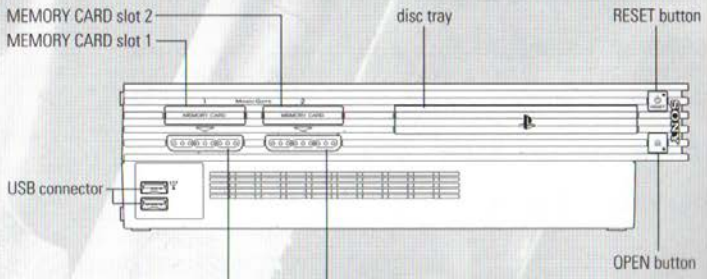
For more info about this and other titles, check out EA GAMES™ on the web at **www.eagames.com**.

STARTING THE GAME

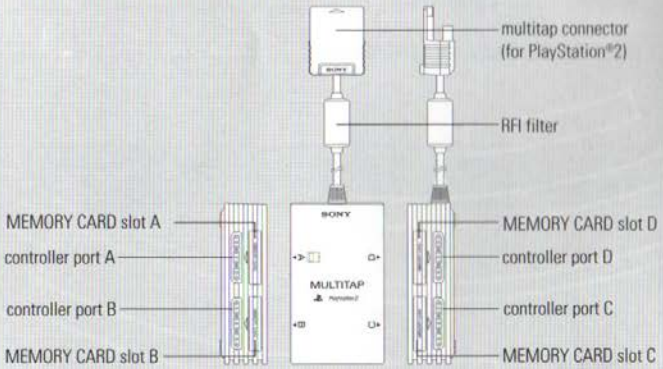
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



***Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

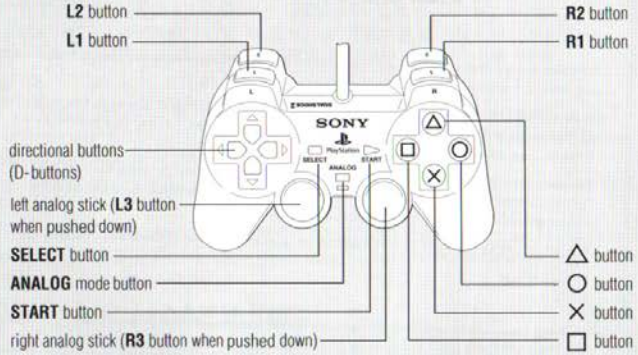
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the GoldenEye: Rogue Agent™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

GAMEPLAY CONTROLS

Move	left analog stick
Aim	right analog stick
Right hand trigger	R1 button
Left hand trigger	L1 button
Reload	△ button
Crouch toggle	○ button
Drop or pick up weapon in the right hand	× button
Throw grenade (when hand is empty)	L1 button
Hand-to-hand attack	R2 button
Drop or pick up weapon in the left hand	□ button
Pause game	START button
Activate Item (when prompted)	× Button

GOLDENEYE CONTROLS

Select Magnetic Polarity Shield	D-button ↓
Select Magnetic Induction Field	D-button →
Select MRI Vision	D-button ←
Select EM Hack	D-button ↑
Activate/Deactivate GoldenEye	L2 button

NOTE: This is the default control configuration. Other configurations are available by accessing the Options menu (see p. 7).

INTRODUCTION

AURIC

AURIC ENTERPRISES

Zurich – London – Louisville

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

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

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

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

Auric Goldfinger

SETTING UP THE GAME

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

PLAYING THE GAME

GAME SCREEN

MOVING AND USING COVER

- To move, press the left analog stick.
- You may be tough, but you are not invulnerable. Your enemies are more accurate when you stay out in the open. To avoid damage and make it tougher for enemies to fire upon you accurately, take cover behind obstacles.
- To toggle between crouching and standing, press the ◉ button.

HEALTH AND ARMOR

HEALTH

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

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

ARMOR

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

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

TIP: Use precise shots to eliminate enemies cleanly and maximize the value of the armor they may be carrying (your SPEC-9 is suitable for this task). The more bullets you fire into an enemy, the more you degrade his spare armor.

WEAPONS HANDLING

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

- You may pick up additional weapons during a mission, but only Type-S Frag grenades and the SPEC-9 can be holstered. When your left or right hands are free, these two weapons are automatically equipped. All other weapons are dropped when you pick up a new weapon.
- Some weapons are small and can be fired one-handed while other weapons are heavier and require both hands.
- If a two-handed weapon has a secondary feature, such as a recon scope, activate the feature by pressing the L1 button.
- For maximum firepower, wield weapons in both hands.

RIGHT HAND

- To fire your right hand weapon, press the R1 button.
- To pick up a new weapon in your right hand, press the ⊗ button.
- To drop the weapon in your right hand, press and hold the ⊗ button until it drops.
- If no other weapon is equipped in your right hand, your SPEC-9 personal sidearm is automatically equipped.

LEFT HAND

- To fire your left hand weapon, press the L1 button.
- You can throw grenades only if your left hand is free of other weapons.
- To pick up a new weapon in your left hand, press the ▣ button.
- To drop the weapon in your left hand, press and hold the ▣ button until it drops.

HAND-TO-HAND ATTACKS

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

- Melee attacks directly damage an enemy's health, even if the enemy has full armor.
- To subdue an enemy by hand, press the R2 button to strike your opponent until he is stunned (usually one or two strikes). Once stunned, press the R2 button again to knock your enemy out.

NOTE: Heavily-armored enemies can withstand multiple melee attacks before being stunned.

HOSTAGE TAKING

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

- To take a hostage, press the R2 button to stun your opponent with a hand-to-hand attack then press the ✕ button to take a stunned opponent hostage.
- Hostages can be thrown by pressing the ✕ button. Well-timed throws can knock other enemies to the ground.

USING MACHINE TRAPS

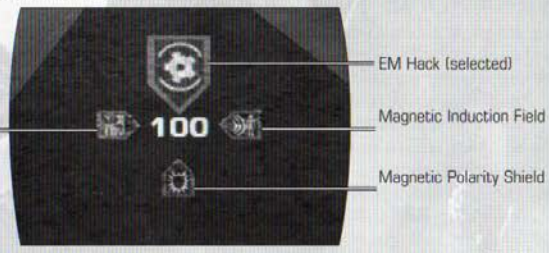
Machine traps – elements in the environment that can be used to defeat opponents – are located throughout the game.

- When the prompt appears, press the ✕ button to activate a machine trap.

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

USING THE GOLDENEYE

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



- To use your GoldenEye, press the D-button to select a GoldenEye ability, then press the L2 button to activate the GoldenEye.
- Using your GoldenEye depletes your GoldenEye power level. Some GoldenEye features consume significant amounts of power all at once and others drain power slowly over time. Be sure to keep an eye on your power levels.
- When you are not using your GoldenEye, it slowly recharges its power level.

GOLDENEYE UPGRADES

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

MULTIPLAYER WITH THE GOLDENEYE

- In Multiplayer games the Induction Field is replaced by an EMP burst. This stuns your opponent so that he cannot move and interrupts his GoldenEye powers.

TIP: If you get caught in an EMP burst, use the EM Hack to break free.

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

ROGUE SCORING

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

You can increase your overall score by earning bonuses in the following areas:

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

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

PAUSE MENU

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

- To pause the game, press the START button.
- Select CONTROLLER OPTIONS in the Pause menu to change the button configuration, invert the vertical axis on your controller, toggle controller vibration, auto aim, and auto level ON/OFF, or adjust X and Y axis sensitivity.
- To see visual diagrams of every controller layout, access PROFILE OPTIONS in the Main menu, then select CONTROLLER OPTIONS.

GAME MODES

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

CAMPAIGN

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

To start a new single player campaign:

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

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

SPLITSCREEN

Two, three, or four players can compete in multiplayer Splitscreen mode.

To start a game in Splitscreen mode:

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

NOTE: If you do not wish to create a new profile you may use the pre-named profile. However, any maps, skins, or options you might have unlocked are not available.

3. Select a profile and a character by pressing the ✕ button. An on-screen prompt appears noting that you are ready to play.
4. When all players are ready, press the ■ button to continue.
5. Select a game mode and a map.

NOTE: Some maps, skins, and options must be unlocked in Campaign mode.

6. If you wish, press the ● button to adjust the Advanced Setup (see p. 8).
7. Once a game mode and map have been selected and any additional options adjusted, press the ✕ button to begin.

SPLITSCREEN GAME MODES

SHOWDOWN	Every man for himself. The most kills wins.
TEAM SHOWDOWN	Eliminate the other team... at all costs.
DOMINATION	Capture domination points to keep your counter high.
TUG-O-WAR	Teams compete to transport a bomb to their goal.

ADVANCED SETUP

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

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

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

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

ONLINE

Take on enemies over an Internet connection.

- To begin, select ONLINE from the Main menu, then select a profile and a skin and confirm your network configuration.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.eagames.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.eagames.com.

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NOTE: A network adaptor (Ethernet/modem)(for PlayStation®2) and a memory card (8MB)(for PlayStation®2) with Your Network Configuration file inserted in to MEMORY CARD slot 1 are required to play GoldenEye: Rogue Agent. GoldenEye: Rogue Agent is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/Modem)(for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB)(for PlayStation®2).

You must use MEMORY CARD slot 1 when loading Your Network Configuration file or saving and loading an EA Account.

EA ACCOUNT SETUP

Create a new account or use an existing one.

To create a new account:

1. Select CREATE NEW EA ACCOUNT. Follow the on-screen instructions and use the on-screen keyboard to enter your details.
2. Select CREATE NEW at the Select EA Persona screen and follow the on-screen instructions.
3. Select your chosen persona to continue.

To use an existing account:

1. Your EA Account appears by default or you can select a different account by choosing EXISTING EA ACCOUNT.

- Your EA Account only defaults once you've saved it. A single player profile must be created in order to save your EA Account.

2. At the Select EA Persona screen, choose an existing EA Persona to continue.

IMPORTANT ONLINE CONNECTIVITY INFORMATION

Ensure that your firewall/router does not actively block the following ports: UDP 18040, 18045, 13020, 6000, and 3005.

ONLINE MENU

QUICK PLAY	Quickly search and join an existing match.
SEARCH FOR MATCH	Filter your search for online matches.
HOST MATCH	Create a new online match for others to join.
LEADERBOARDS	See how you stack up against other Rogue Agents.
ONLINE STATS	View your personal stats.
ACCOUNT OPTIONS	Modify your EA Account settings.
CHANGE SKIN	Select a character skin to use during gameplay.

QUICK PLAY

Jump right into an online game with Quick Play mode.

- To start a Quick Play game, select QUICK PLAY in the Online menu. A randomly chosen match appears. You may either join this game or select to be matched with another randomly chosen game.

SEARCH FOR MATCH

Search for Match allows you to filter the list of online games.

- Select SEARCH FOR MATCH in the Online menu. You may now filter the list of online games by game mode, rules, maps, and other options.

HOST MATCH

Host an online game for others to join.

- To host a match, select HOST MATCH in the Online menu. Select a map and adjust advanced setup options if desired (see p. 8). Gameplay begins.
- To set the minimum number of players needed to begin a match, access the advanced options screen.

EA MESSENGER

Find your friends online—or discover new ones.

- To open EA Messenger, press the ◉ button.
- Check your friends list to see if any of your friends are online.
- If you own a supported USB headset, you can talk with your friends while playing online. To access voice over IP, connect your USB headset. Voice over IP capability is always on by default.

ONLINE MULTIPLAYER MODES

All Splitscreen game modes are available in online play. Additionally, one game mode, Countdown, is available exclusively online.

COUNTDOWN Protect countdown platforms to drop your enemies' counter to zero.

WEAPONS

SPEC-9

Your personal sidearm is a modified version of the MI6 standard issue 9MM. This light weapon is ineffective against body armor but can be lethal against soft targets.

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

TYPE-S FRAG

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

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

JACKAL .357

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

MAMBA 12GA.

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

HS-90

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

AR4 COMMANDO

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

NOTE: Comes equipped with a scope.

LONGBOW SR (CAMPAIGN ONLY)

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

NOTE: Comes equipped with a scope.

HARPOON RL

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

PREDATOR MG

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

VENOM 200ML

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

MARK II DETONATOR

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

MAG-RAIL

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

TESLA EM (CAMPAIGN ONLY)

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

OMEN XR

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

GOBLIN MINE(MULTIPLAYER ONLY)

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

GOLDEN GUN (MULTIPLAYER ONLY)

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

HINTS & TIPS

- Cover is the most important tactical element in the game. Use it to your advantage.
- Experiment with a variety of one- or two-handed weapon combinations to find the perfect configuration for your needs.
- Elite commander units are equipped with personal shields similar to the GoldenEye's polarity shield upgrade. These enemies can be identified by a red name that appears near your crosshairs. Treat them with extreme caution.
- If you're pinned down, try using your EM Hack against enemies with dual weapons or heavy weapons. The resulting inaccuracy will make it safer for you to return fire.
- Don't forget your hand-to-hand attacks. They come in handy in close quarters or against heavily-armored enemies.
- Think like a villain. You won't get far in the underworld if you play like you've got a conscience.

SAVING AND LOADING

Your progress is automatically saved to your profile.

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

NOTE: *GoldenEye: Rogue Agent* only supports MEMORY CARD slot 1.

NOTE: A memory card (8MB) (for PlayStation®2) is required to save progress.

NOTE: Never insert or remove a memory card when loading or saving files.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

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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 Contact Info

E-mail and Website: http://techsupport.ea.com

Phone: (650) 628-1900

EA Warranty Mailing Address

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