



007™ Agent Under Fire



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T
CONTENT RATED BY
ESRB



Metro Goldwyn Mayer
TRADE MARK

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, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



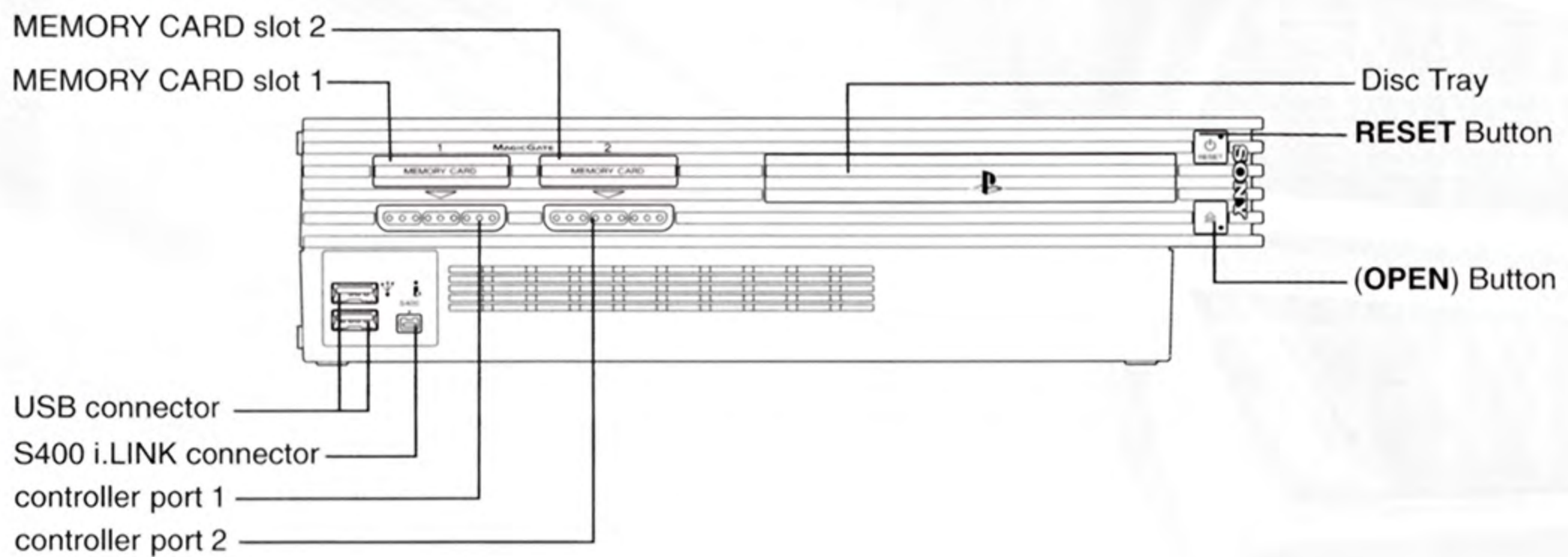
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FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

STARTING THE GAME

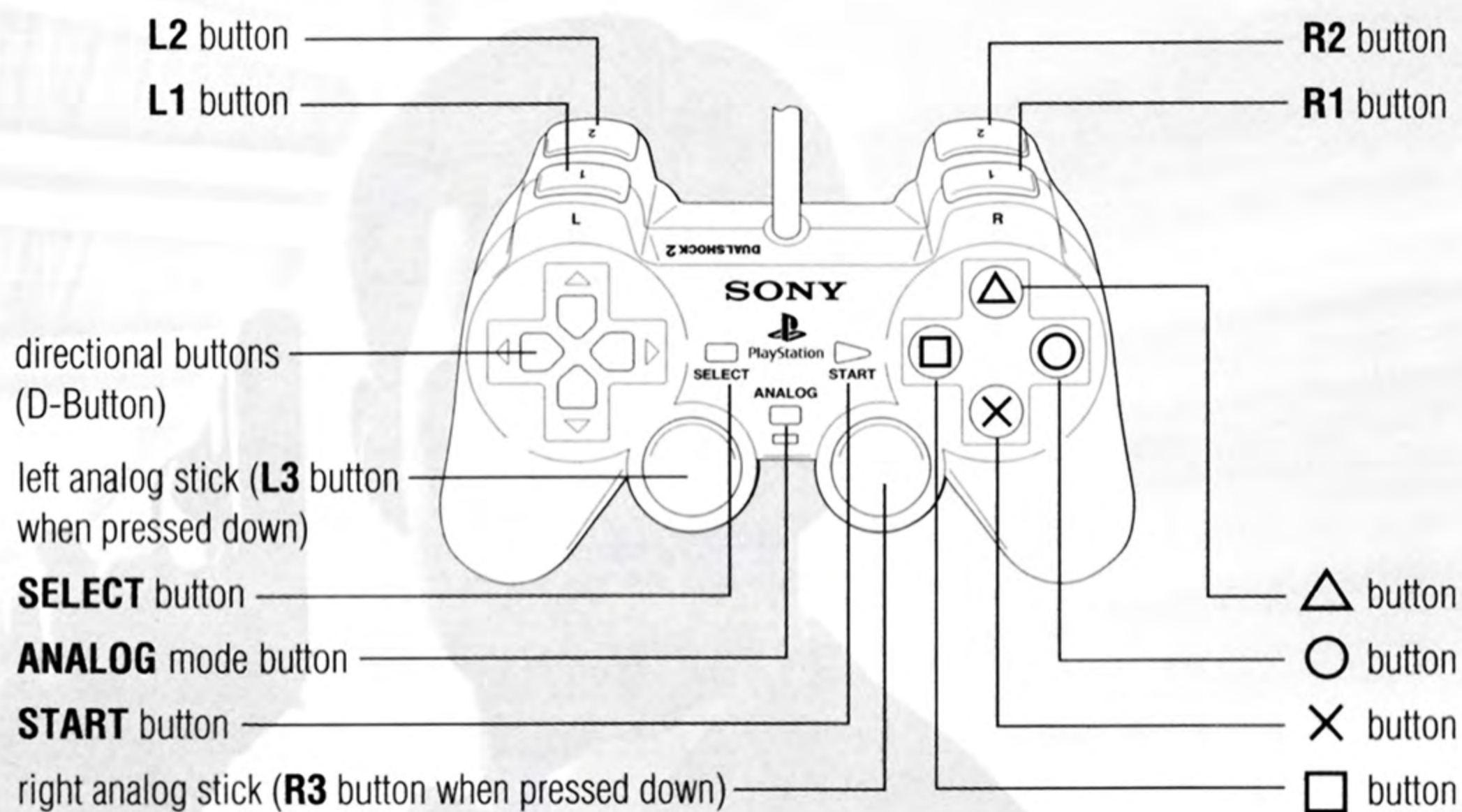
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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 *James Bond 007 in...Agent Under Fire™* 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.

COMMAND REFERENCE

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-Button ↑
Cycle choices	D-Button ↔
Select/Go to next screen	× button
Return to previous screen	▲ button

BASIC CONTROLS

Action Game Controls

Move Forward/Back	left analog stick ↑
Slide/Strafe Left/Right	right analog stick ↔ or L1 button/ R1 button
Crouch	L2 button
Action (Reload, Open, Talk, etc.)	■ button
Jump	▲ button
Select Gadget	D-Button ↔
Use Gadget	● button

WEAPONS HANDLING

Fire/Punch	✕ button
Aim Up/Down	right analog stick ↑
Aim Left/Right	left analog stick ↔
Center Aim	R3 button
Select Weapon	D-Button ↓
Alt. Fire	SELECT button
Manual Aim	R2 button + left analog stick
Manual Aim Zoom	R2 button + right analog stick ↑

◆ To open the Pause screen during gameplay, press the **START** button.

■ For a more detailed list of commands, ► *Default Action Controls* p. 9.

DRIVING CONTROLS

Steering	left analog stick or D-Button ↔
Gas and Brake/Reverse	right analog stick ↑
Gas	✕ button
Brake/Reverse	■ button
Handbrake	● button
Change View	▲ button
Look Back	L2 button

DRIVING WEAPONS HANDLING

Fire Machine Guns	L1 button
Select Weapon	R2 button
Fire Selected Weapon	R1 button

NOTE: When someone else is driving the car, the controls are slightly different than the ones listed here. For more information, ► *Default Rail Shooter Controls* p. 10.

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

■ For a more detailed list of commands, ► *Default Driving Controls* p. 18.

INTRODUCTION

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 via a Multitap (for PlayStation 2) 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 *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. 7.
LOAD MISSION	Load a saved game. > <i>Saving and Loading</i> p. 27.
SAVE MISSION	Save your game. > <i>Saving and Loading</i> p. 27.
MULTIPLAYER	Start multiplayer games. > <i>Multiplayer</i> p. 23.
OPTIONS	Set audio, video and gameplay options. > <i>Options Screen</i> p. 8.

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

Press the D-Button \leftrightarrow to highlight a mission, then press the \times button to select. Press \blacktriangle to return to the Main menu.

- ◆ To select a mission, press the \times button. The Mission Briefing screen appears.
- 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 \blacktriangle button.



- ◆ To begin your mission, press the \times button.

OPTIONS SCREEN

Use the Options screen to set your music, sound and controller preferences.

DIFFICULTY Set your difficulty level: **OPERATIVE** (easy), **AGENT** (medium), or **00 AGENT** (hard).

■ More points are awarded on higher difficulty levels when completing a mission.

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**.

VIBRATION Toggle vibration 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 D-Button ↔ to adjust the music volume.

SOUND EFFECTS Press the D-Button ↔ to adjust the volume of the sound effects.

CREDITS See who contributed to *Agent Under Fire*.

- ◆ To access the Options screen, select **OPTIONS** from the Main menu.
- ◆ To select and change one of the options, press the D-Button ↑ and press the ✖ button or press the D-Button ↔ (depending on the option).

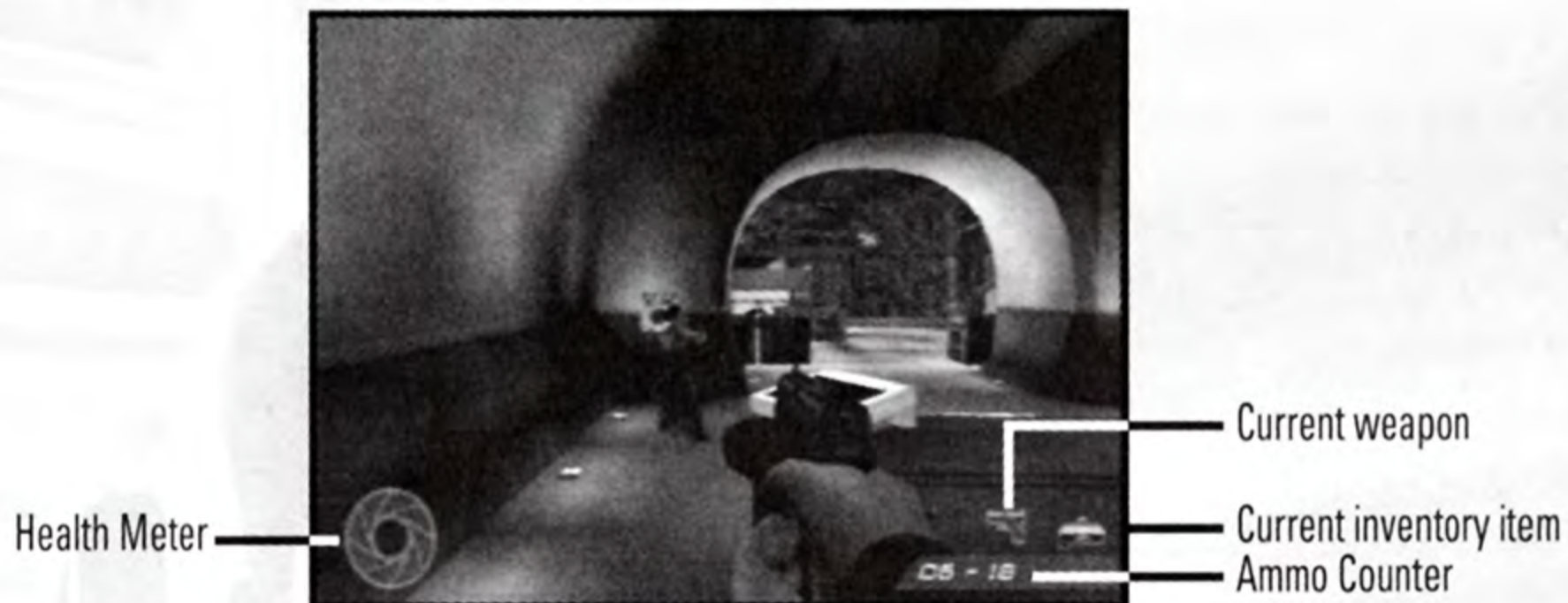
CONTROLLER SETUP

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

- ◆ To choose a configuration, press the D-Button ↔. To select, press the ✖ button.

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. 8.
- 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 the **START** button. Highlight **QUIT MISSION** and press the **✖** button. Highlight **YES** and press the **✖** button again to return to the Main menu.

MOVEMENT

- ◆ To move **forward/backward**, press the left analog stick \updownarrow .
- ◆ To **rotate your view left/right**, press the left analog stick \leftrightarrow .
- ◆ To **look up/down**, press the right analog stick \updownarrow .
- ◆ To **strafe left/right**, press the right analog stick \leftrightarrow or press the **L1** button/**R1** button.
- ◆ To **crouch**, press and hold down the **L2** button.
- ◆ To **center your view**, press the **R3** button.
- ◆ To **jump**, press the **▲** button.

WEAPON HANDLING

- ◆ To **fire your weapon**, press the **✖** button.
- ◆ To **manually aim** the selected weapon or gadget, press and hold the **R2** button, then press the left analog stick.
- ◆ To **cycle through your weapons**, press the **D-Button** \updownarrow .
- ◆ To perform an **action/reload weapon**, press the **■** button.

GADGET HANDLING

- ◆ To **cycle through your gadgets**, press the D-Button ↔.
- ◆ To **use the selected gadget**, press the ● button.

OTHER

- ◆ To **pause** the game and open the Pause screen, press the **START** button.
- ◆ To switch to Alt. Fire functions like toggling the silencer on your pistol or activating the 3-level zoom feature for scoped weapons, press the **SELECT** button.

NOTE: When someone else 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 ■ 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 the left analog stick or press the right analog stick.
- ◆ To **zoom in/out** with your weapon, press and hold the **R2** button to manually aim, and then press the right analog stick ↑ to zoom in and out.

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

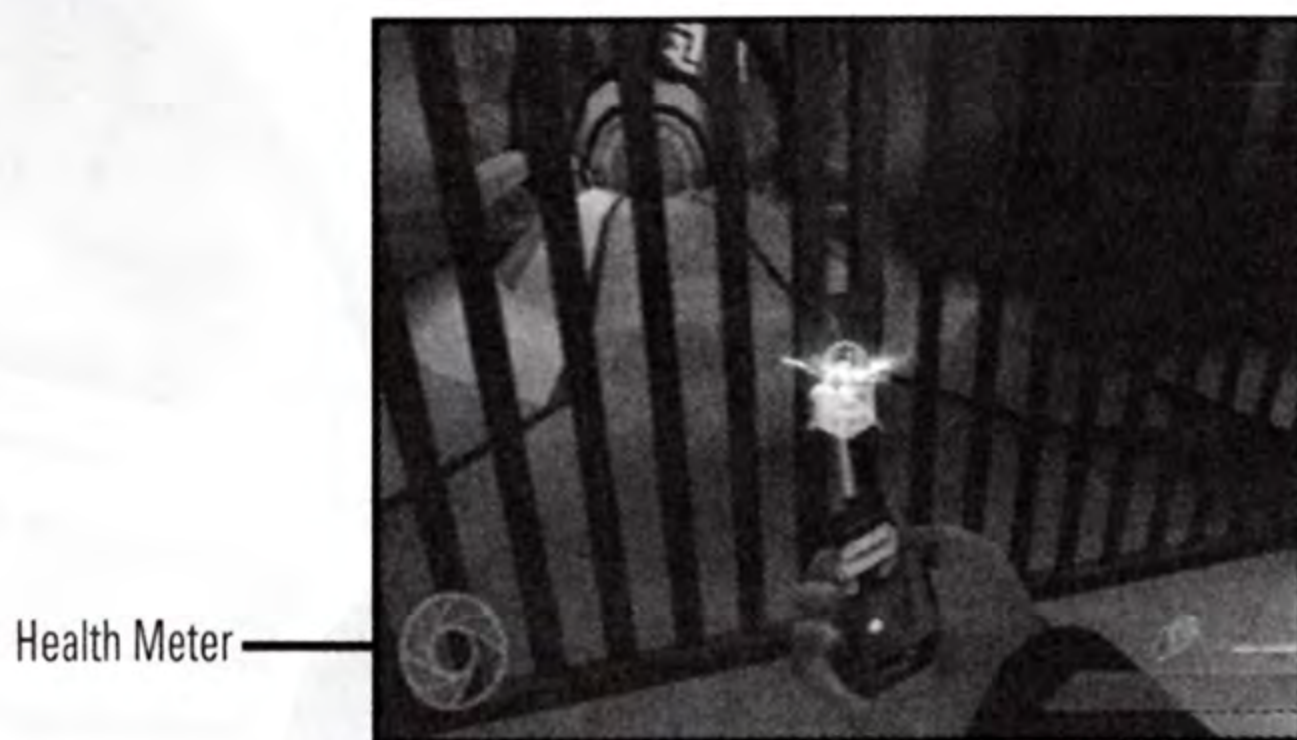
- ◆ To perform a **180-degree spin**, press the **L2** button.

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 **L2** button (hold to remain in a crouched position).
- ◆ To walk slowly, press the left analog stick slightly forward.

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 did you subdue.

NOTE: You will receive double points 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.
- **Mission Duration** – A quick mission is the hallmark of a good spy. Completing the assignment in less time improves your score.
- **Damage Taken** – The best Agents come through the worst missions without injury.
- **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 the **START** button.

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. 7.

CONTINUE MISSION Return to the game.

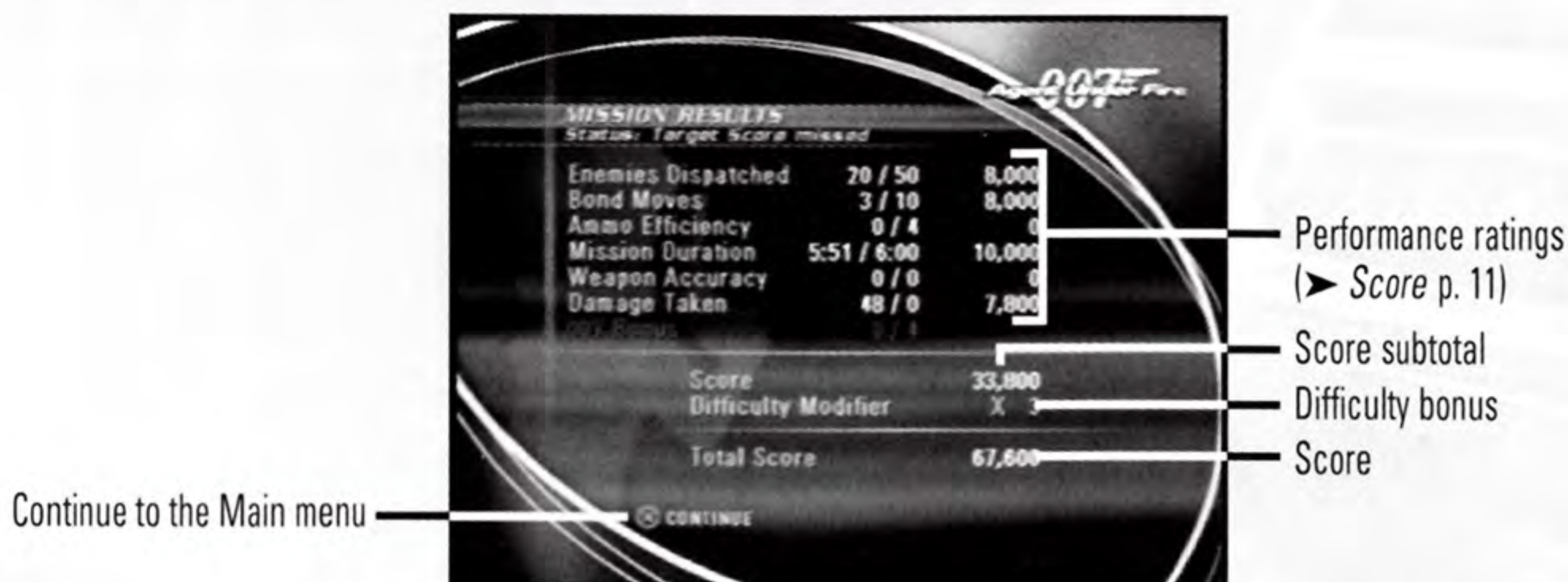
RESTART MISSION Restart gameplay from the beginning of the current mission.

QUIT MISSION Quit the current mission and return to the Main menu.

- ◆ Press the D-Button \updownarrow to highlight an option, then press the \times button to select.
- ◆ To review mission objectives, the mission briefing or the mission map (Driving missions only), press the D-Button \leftrightarrow .
- ◆ To scroll through the mission briefing, press the D-Button \updownarrow .
- ◆ To return to the game, press the **START** button.

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. 11.



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 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.

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

Grenades can be used to attack opponents while taking cover.

- To throw a grenade, press the **✕** 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 **■** button (The **Action** button in the default controller setup). Press the **■** 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 M16 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.

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

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



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 ● 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 ● 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 while pressing the ● button.
- To recharge your Q-Jet, look for nearby Refueling Stations and press the ■ 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 left analog stick ←→.
- ◆ To **throttle/brake**, press the right analog stick ↑↓.
- ◆ To **throttle**, press the ✕ button.
- ◆ To apply the **handbrake**, press the ● button.
- ◆ To **brake and throttle in reverse**, press the ■ button.

- ◆ To **cycle available camera angles**, press the **▲** button.
- ◆ To **look behind you**, press the **L2** button.

WEAPONS HANDLING

- ◆ To fire **machine guns**, press the **L1** button.
- ◆ To fire the **selected weapon or gadget**, press the **R1** button.
- ◆ To **select a weapon or gadget**, press the **R2** button.

NAVIGATION

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

Direction to Mission Objective



- ◆ 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 the **START** button. Then, highlight **MAP** by pressing the D-Button **↔**.

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 ✖ button (the **Fire** 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 a running engine or 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 the **START** button during gameplay. To see mission objectives from the Pause screen, press the D-Button ↔ 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. 11.

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. 12.

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. 12.

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 the D-Button \updownarrow , highlight MULTIPLAYER and press the \times button. The Multiplayer Game Select screen opens.

- ◆ To select a multiplayer game type in the Multiplayer Game Select screen, press the D-Button \leftrightarrow to change modes. Press the \times 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 player only, multimap requires at least 3 controllers to be connected in order to select.)

- Up to 4 players can participate in multiplayer matches. In most games 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 2, 3 or 4 players to participate.

TIME LIMIT

Choose 1-120 minutes to play.

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.

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

MAP SETTINGS

To play with the most recent set of weapons, 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. 25.

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. 25.

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 D-Button ↔ while highlighting **WEAPON SET**.
- ◆ To customize a Weapon Set, select **WEAPONS** and then press the D-Button ↔ to select one of the Custom sets. You can then select different weapons for each by pressing the D-Button ↔ 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. ► *Multiplayer Modifiers* p. 26.

PLAYER OPTIONS

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

- CONTROLLER** Press the D-Button ↔ to set the type of controller layout to use.
- INVERT PITCH** Turn inverse look **OFF/ON**.
- YAW SENSITIVITY** Set left-right sensitivity of both analog sticks between 50-200. **100** is default.
- PITCH SENSITIVITY** Set up-down sensitivity of both analog sticks 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 an automatic aiming mode for your weapons: **BEGINNER**, **INTERMEDIATE**, **ADVANCED**, **NO AUTOAIM**.
- 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.

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.

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.

ONE SHOT When One Shot is ON, players that are hit with any weapon restart and are counted towards the total of the player that shot them.

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.

SAVING AND LOADING

Agent Under Fire allows you to save game data with the use of a memory card (8MB) (for PlayStation®2).

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

NOTE: Games can only be loaded from or saved to a memory card in MEMORY CARD slot 1 or MEMORY CARD slot 1-A (if a multitap is in use).

TO LOAD A SAVED GAME

1. Select LOAD MISSION from the Main menu.
-

NOTE: When you save your game, you do not return to your exact location. You return to the start of the mission most recently unlocked.

2. On the Load Mission screen, highlight the desired MEMORY CARD slot, then press the **✖** button. Highlight the desired mission data to load and press the **✖** button. The game data loads.

TO SAVE GAME DATA

1. When you complete a mission, you can save your game in the Main menu. Select SAVE MISSION.
2. On the Save Game screen, highlight the desired MEMORY CARD slot to save your data to, then press the **✖** button.
3. Select a slot in which to save your data. Choose an empty slot (press the **✖** button) if available or choose a previously used slot, and select YES to overwrite.
4. Enter the name of the game to save.
 - ◆ To finish, select DONE.
 - ◆ To return to the previous screen, press the **▲** button.

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