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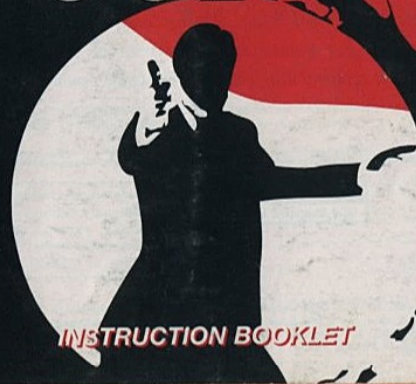
GAME BOY



JAMES BOND

007™

DMG-AW7E-USA



INSTRUCTION BOOKLET

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

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KIDS TO ADULTS
Mild Animated Violence

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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Thank you for selecting the James Bond 007™ Game Pak for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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YOUR MISSION

An arms smuggling ring threatens to create a new world order. The peace and security of the entire planet is at stake. MI6 sent agent 008 into Turkey to dismantle the operation. Soon thereafter, all contact was lost with 008. M makes a decision to send their best agent, James Bond, to investigate the whereabouts of 008. As Bond carries out this latest order, he becomes entangled in his deadliest mission yet.

As James Bond, you must use all of your expertise to unravel the sinister plot. It is up to you to determine friend from foe as you uncover clues. Along the way, weapons and items will be found that assist you in overcoming the many obstacles placed in your path. Be sure to keep an eye open for Q and his unique brand of help. Be careful, Bond, you may not be able to charm everyone.

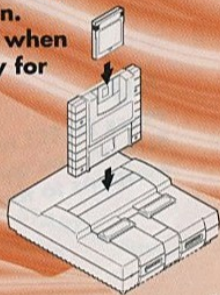
PLUGGING IN

Game Boy® system

First, you have to plug the Game Pak into the Game Boy system. Then turn the power on. Press **START** when you're ready for a great adventure.

Super Game Boy® accessory

Plug the Game Pak into the Super Game Boy accessory. Then insert the Super Game Boy accessory into your Super NES®. Turn the power on. Press **START** when you're ready for adventure.



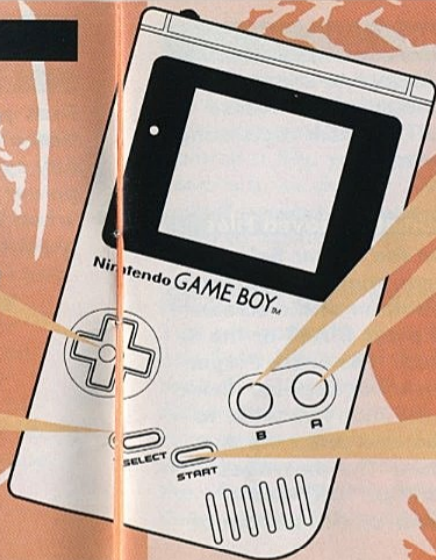
CONTROLLER OPERATION

+ Control Pad

The directional arrows make your character move in eight different directions. This also moves your cursor.

SELECT

Press **SELECT** to see your Sub-Screen. In the Sub-Screen, you can assign different items or weapons to the A and B Buttons.



A and B Buttons

You can assign different items (functions) to the A and B Buttons. Both buttons will also let you talk to people and search for hidden items.

START

Press **START** to save your game.

GETTING STARTED

Selecting a Player File

Press **START** on the Title Screen to go to the Player Select Screen. Move the cursor to one of the three "Save Files" and press **START**. Your progress will be saved in this file so you can pick up your adventure later.

Name Your File

On the Name Registration Screen, use the +Control Pad to move the cursor and the **A** Button to select a letter. The **B** Button will

backspace to erase the previous letter. Press **START** to finish registering your name.

Deleting Saved Files

From the Player Select Screen, move the cursor to the bottom of the screen and press **START** or the **A** Button. The Erase Player Screen will appear. Select the file that you want to erase and press the **A** Button. The messages "QUIT" or "OK" will appear on the bottom of

the screen. Select one of these options and press the **A** Button. Remember that once you have deleted a file, you cannot restore it, so choose "OK" only if you are sure you want to delete a file.

Copying Saved Files

You can copy the data in one Save File to another Save File. On the Player Select Screen, move the cursor to the bottom of the screen, then use + or - on the +Control Pad to select Copy. Press either **START**

or the **A** Button and the Copy Player Screen will appear. Select the file you want to copy from and press the **A** Button, then select the destination file. As you could when deleting a file, you can then choose QUIT or OK. You must be careful when copying files because the information in the file you copy will be replaced and cannot be retrieved.

ENDING AND SAVING THE GAME

Save and Continue

This option will save the items that you had when the game ended and then let you pick up the action where you left off. You will continue the game at the entrance to the last building you entered.

Save and Quit

This option saves the items you had when your game ended. The game will then return to the opening demo sequence.

Continue Without Saving

This option will resume the game without saving the items you had acquired when your game ended. Select this option when you do not want to change your saved data. With this option, you can restart from where you saved last by turning the power OFF and back ON, and then selecting your player on the Player Select Screen.

Quitting the Game

You can quit the game in mid-play if you wish. When you press the START Button, the display shown will appear on the screen. Select "Save and Quit" using the +Control Pad and press the A Button.

Drop Boxes

Some enemies will drop boxes that have useful items in them. Some will hold Bandages and Med-Kits while others will hold ammo for Bond's weapons. Once in awhile, a drop box will be booby trapped so be careful!

Restoring Life

You can restore lost life energy by picking up Bandages or Med-Kits. Bandages will restore some of your character's life while the Med-Kits will restore all of it.

MAIN SCREEN

Player

Selected Items

This displays the items you currently have selected for use. Press the B Button to use the item on the left; press the A Button to use the item on the right.

Item Found

This shows you what item you picked up during the game.

Life Meter

This displays your life force. Each time you get hurt, the meter drains. If your meter is completely drained, your adventure ends.

Selected Items

To use these items, you must arm yourself and press the A or B Button. At the start of your adventure, you will only have your punch and block. Your inventory of items will increase one by one as you meet people and explore each area. Change items on the Sub-Screen. Move the cursor to the item you wish to use and then press the button you want to assign to that item.

You can use certain items a limited number of times. The number of times you can use an item is displayed next to it.

Inventory Items

These items are different from your Selected Items in that you use Inventory Items automatically if you enter a situation where you need them.



BASIC MOVES

Walking

You can make your character move up, down, left, right and diagonally by pressing the +Control Pad.

Talking and Searching

Press the A or B Button when you are near characters to engage them in conversations. Your character will not be able to speak with everyone. You can also search for objects the same way. In

either case, if the message is very long, you have to press the A or B Button to see all of it.

Other Moves

You will have other items and moves to choose from. When you get a new item, test it out in a variety of situations. Also, be ready to switch to the item appropriate for the situation you are in.

BASIC ABILITIES

Punch

At the beginning of the game, Bond can only punch.

Sometimes, this will be Bond's only option.



Block

Bond can block attacks from enemies.



WEAPONS



Service Revolver

Bond's standard issue weapon. A handgun that can usually be found wherever 007 is.

Machete

As well as a weapon, the machete can also hack away brush that is in Bond's way.



Sub-Machine Gun

A rapid-fire weapon that can shoot three rounds at a time.



Grenades

Grenades are more powerful and have a larger explosion than any of the guns.



Missile Launcher

The most powerful weapon in the game.



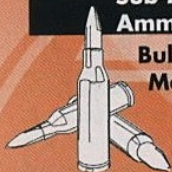
AMMUNITION

Bullets



These bullets are the lethal part of Bond's Service Revolver.

Sub-Machine Gun Ammo



Bullets for the Sub-Machine Gun.

Missiles

The basic missile that is used with the Missile Launcher.



ITEMS

Bandages



These are used automatically to replenish part of Bond's health bar.

Med-Kit

Bond can store these items to use whenever his health is getting low.



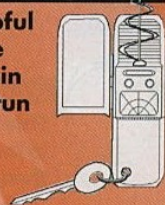
Field Communicator

M and Q can communicate with Bond through this item and give him helpful information.



Electric Key Chain

One of Q's helpful inventions. The special key chain can help 007 stun even large enemies.





Lamp

Bond must find this item if he wants to explore caves.

Night Vision Goggles

Used to see in dark areas without tipping off nearby enemies.



Laser Watch

This Q invention allows Bond to cut through locks.

Satellite Link

007 can use the Satellite Link to find his location on a map.



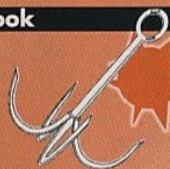
Water Canteen

Take a full canteen of water if you hope to make it through the desert.



Grappling Hook

With this, Bond can reach high places he could not on his own.



Bullet Proof Vest

Bond can withstand some of the damage from bullets.

Exploding Pen

This pen is a one time use item, so use it wisely.



Titanium Shield

Bond can use this to deflect bullets and items.



Mirror

The Mirror is Bond's only defense against lasers.



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This warranty is valid only in the United States.

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