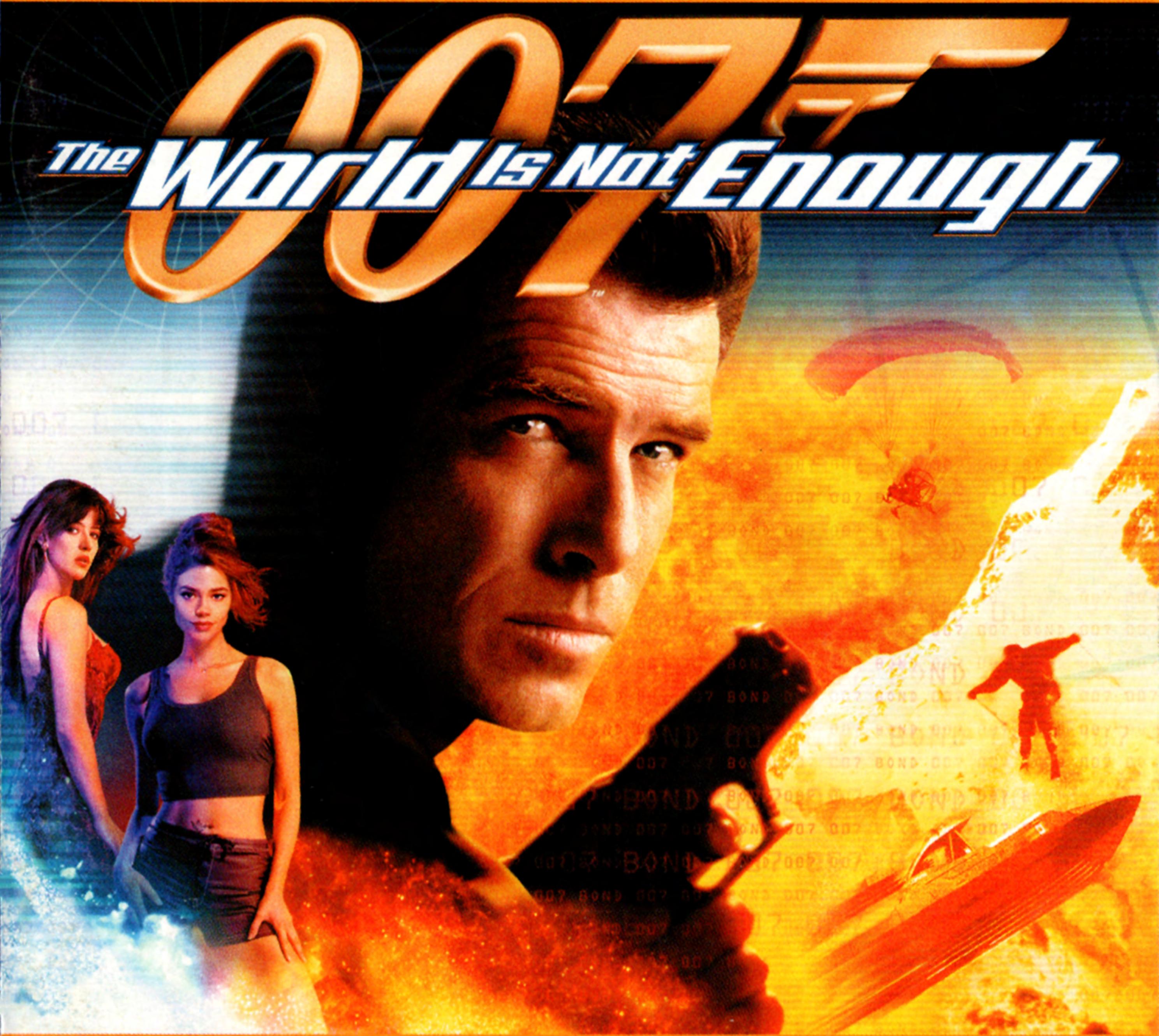


INSTRUCTION BOOKLET



WARNINGS AND CONSUMER INFORMATION

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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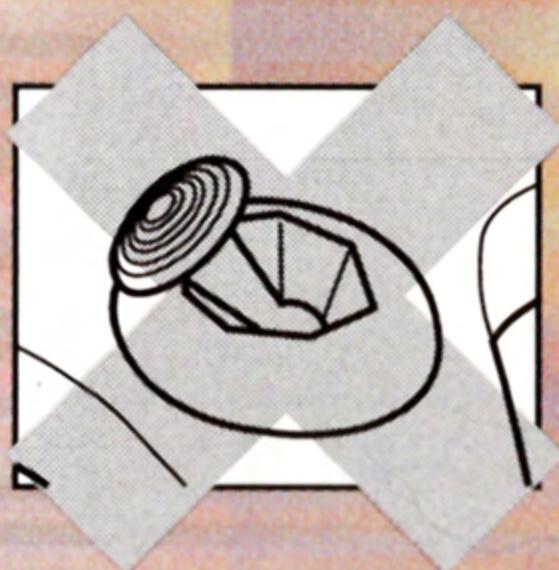
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Control Stick Function

The Nintendo® 64 Controller contains a Control Stick which uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional **+** Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



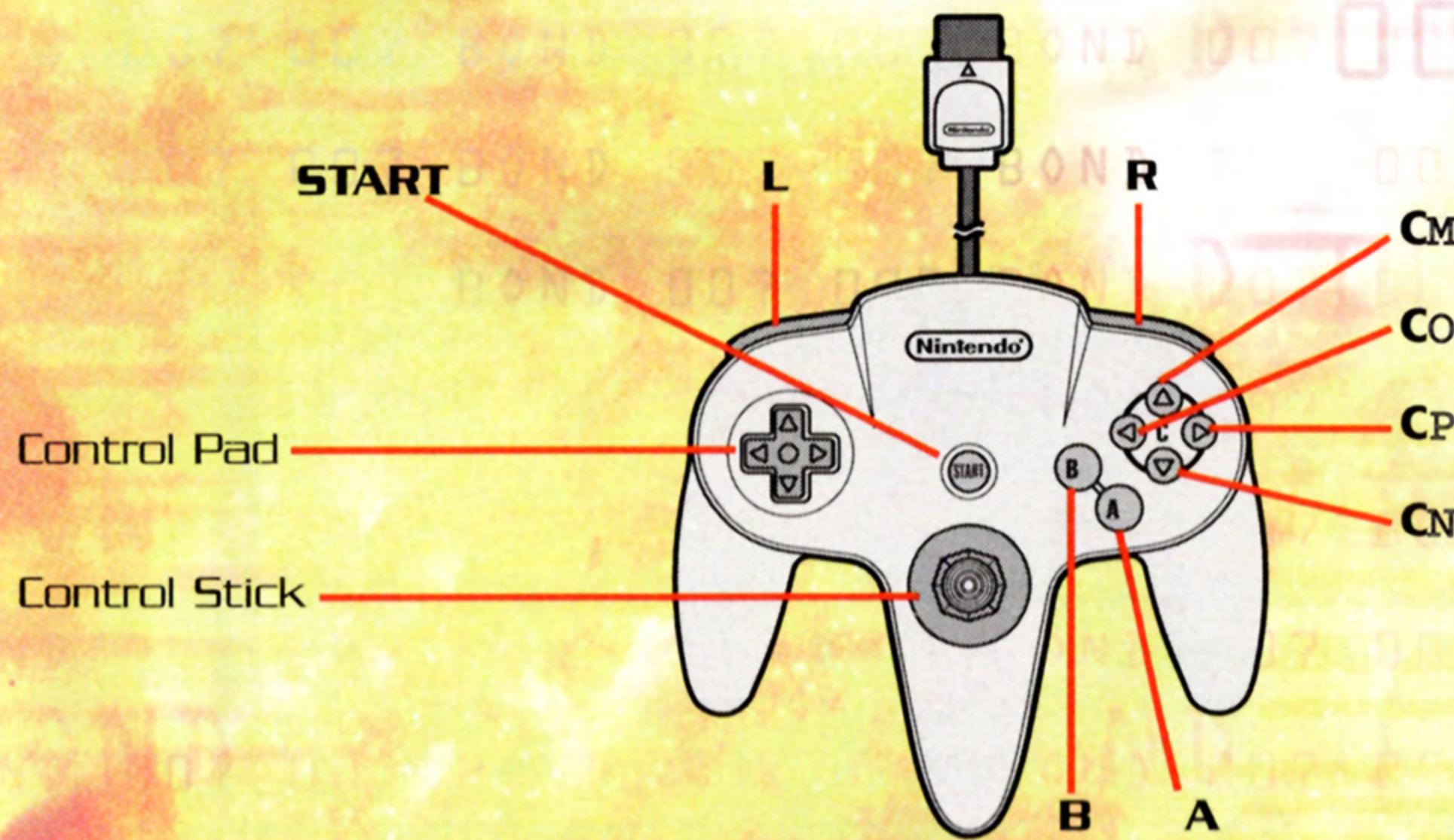
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

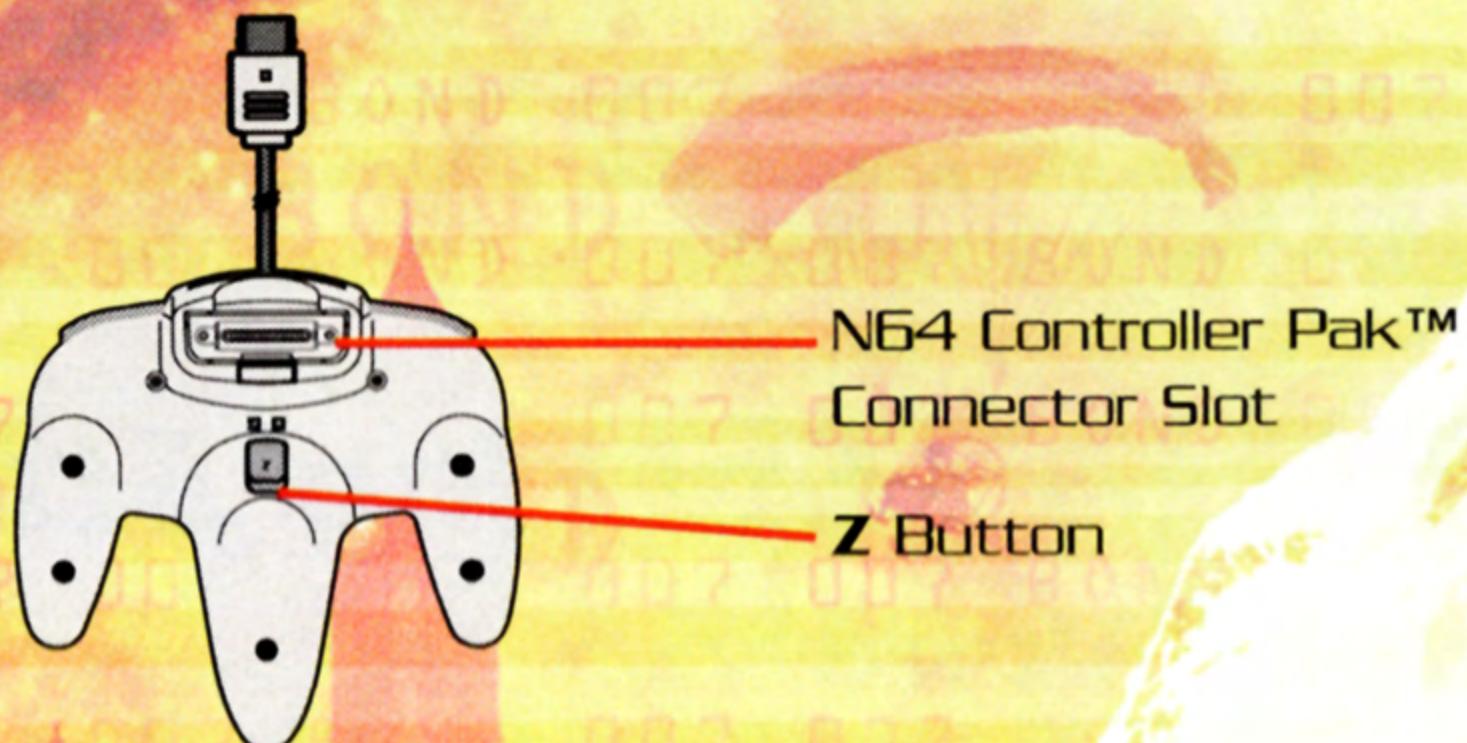
Starting The Game

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The MGM Interactive, EA GAMES,™ and Eurocom Logo screens appear, followed by "***The World Is Not Enough***" Title screen. If you don't see them, begin again at step 1.
6. At the "***The World Is Not Enough***" Title screen, press **START** to advance to the Main menu (► p. 4).

Basic Command Summary



Note: The Control Stick functions identically to the Control Pad throughout all menus and gameplay.



Note: The Z and L buttons activate the same actions.

ACTION	CONTROL
Move	Control Stick
Fire/Use	Z Button
Action/Reload	B Button
Cycle Weapons	A Button
Aim	R Button
Look Up/Down	Control Pad $\uparrow\downarrow$
Strafe	O P C Button
Jump/Duck	M N C Button
Pause	START

For a more detailed list of commands, ➤ *Complete Game Controls* on p. 7.

Important: 007: The World Is Not Enough is designed to save to Controller Pak

1. Do not attempt to insert Controller Paks into sockets 2,3, or 4.

Introduction

Welcome back, 007.TM An MI-6 agent has been murdered and a classified report from the Russian Atomic Energy Department taken from his body. An old friend, Sir Robert King, accidentally purchased this stolen document, believing it to contain information about terrorists who attacked his pipeline in Kazakhstan. In the meantime, a Swiss banker named Lachaise, a middle-man in this affair, has offered to return Sir Robert's money. I want you to go to him, discover who killed our agent, and collect the money.

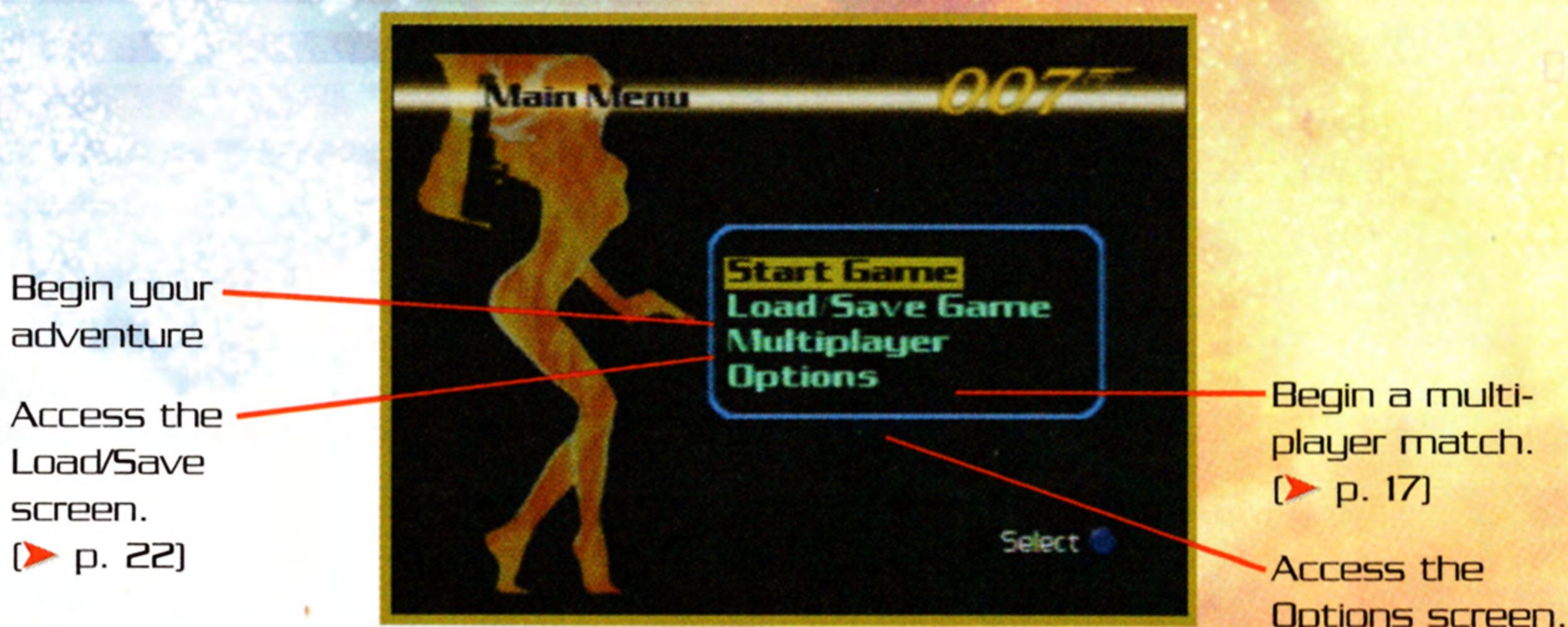
For more info about "The World is Not Enough" video game, check out www.007.ea.com. For more information about other EA GAMES titles, visit Electronic ArtsTM on the web at www.ea.com. For more information about "The World is Not Enough" and other James Bond films, visit www.jamesbond.com.

Expansion Pak Notes: "The World is Not Enough" supports the Expansion Pak. While all modes of gameplay are accessible without the Expansion Pak, players who choose to use the Expansion Pak will be treated to a more visually stunning game. With the Expansion Pak, Hi-Color mode is enabled.

Getting Started

Main Menu

Start a single or multiplayer game, load or save game data, or change game options from the Main menu.



► To begin a new mission, select **START GAME**. The Mission Selection screen

appears.

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

MISSION SELECTION SCREEN

Choose a mission to undertake. You must complete the current mission to advance to the next mission.

Control Pad
to highlight
a mission, then
press **A** Button to
select.



After selecting a mission, the Difficulty menu appears.

DIFFICULTY MENU

Select the skill level at which you want to compete. The higher the skill level, the more objectives you need to complete in each mission. Do you have what it takes to survive as a 00 Agent?

AGENT

The easiest level and a great place for beginning agents to gain experience.

SECRET AGENT

A moderate challenge for veteran agents.

00 AGENT

The ultimate test for experienced agents. In this level, enemies are stronger, smarter, and more skillful.

Note: In **00 Agent** mode, the Auto Aim feature is not available. You must rely totally on your skill to survive.

After selecting a skill level, the Mission Briefing screen appears.

MISSION BRIEFING SCREEN

This screen contains all pertinent information you will need to complete the upcoming mission. The more knowledge you have, the better equipped you will be to handle any unforeseen problems in the field.



► To begin your mission, press **START**.

Options Screen

Set the game options you prefer.

► To access the Options screen, select OPTIONS from the Main menu.

CONTROLLER STYLE

Access the Controller Style Select screen, then Control Pad \leftrightarrow to choose your optimal control configuration.

ADVANCED CONTROLS

LOOK UP/DOWN

Access the Advanced Controls Options screen. When set to **NORMAL**, Control Pad \uparrow to look up and \downarrow to look down. When set to **INVERT**, the controls are reversed.

AUTO AIM

When **ON**, your weapon's aim automatically homes in on the closest enemy.

AIM CONTROL

The Aim Control option is used to set how you bring up your crosshairs for manual aiming. When set to **HOLD**, you must press and hold the Aim Button to bring up the crosshairs. When set to **TOGGLE**, pressing the Aim Button toggles the crosshairs on- or offscreen.

SIGHT ON SCREEN

When **ON**, a red aiming dot appears during gameplay.

AMMO ON SCREEN

When **ON**, the Ammo Counter appears on screen.



LOOK AHEAD	When ON , your character looks straight ahead when ascending or descending.
AUTO LEVEL	When ON , your viewing angle automatically levels after a sudden change in movement speed.
RESTORE ZOOM LEVEL	When ON , when you start aiming, your zoom level is restored to it's previous setting.
GRAPHICS	Access the Graphics Options screen.
RESOLUTION	Select the STANDARD or HI-COLOR detail level for your game.
BRIGHTNESS	Adjust the overall brightness level of the game.
ASPECT RATIO	Play with a NORMAL or WIDESCREEN view.
AUDIO	Access the Audio Options screen.
MUSIC VOLUME	Control Pad Left/Right to set the soundtrack volume level.
SFX VOLUME	Control Pad Left/Right to set the FX volume level.
SOUND MODE	Choose to play with STEREO , SURROUND , or MONO sound.
CREDITS	View the game credits.

Playing As Bond

The life of a secret agent is filled with intrigue and danger. Master the following techniques to overcome any obstacles you may face in your upcoming missions.

Complete Game Controls

BASIC MOVES

- ➡ To move **forward/backward**, Control Stick
- ➡ To **turn left/right**, Control Stick
- ➡ To **crouch** down/**stand** up, press the **C**
- ➡ To **strafe left/right**, press the **C**
- ➡ To **jump**, press the **C** (cannot jump while crouched).
- ➡ To **look up/down**, Control Pad

WEAPON HANDLING

- ➡ To use a **weapon/item**, press the **Z** Button.
- ➡ To **select the next weapon**, press the **A** Button.
- ➡ To **select previous weapon**, hold the **A** Button and press the **Z** Button.
- ➡ To perform an **action/reload**, press the **B** Button.
- ➡ To **aim**, press and hold the **R** Button + Control Stick.
- ➡ To **zoom in/out** while aiming, press the **C** Δ ∇ .
- ➡ To **select next gadget**, hold the **A** Button and press the **B** Button.
- ➡ To **switch between alternate weapon modes**, hold the **B** Button and press the **Z** Button.
- ➡ To **switch between vision modes** (if you have the appropriate gadgets), hold the **B** Button and press the **A** Button.

Gameplay Screen



HEALTH METER

The Health Meter displays your physical condition. When the meter is completely green, you possess 100% health. As you are injured, the meter decreases. When you sustain significant injury, the meter changes in color from green to red. When the meter is depleted, the mission ends.

OXYGEN METER

In certain missions, you are required to swim underwater and an Oxygen Meter appears. When the meter is completely blue, you possess 100% of your oxygen. As time passes, the meter decreases. When the meter is depleted, you will sustain injury. Once you reach the surface, the Oxygen Meter replenishes.

Pause Screen

- To access the Pause screen, press **START** during gameplay.
- Control Pad **↓** to select an option, then press the **A** Button to select.

CONTINUE

Resume your current mission.

OBJECTIVES

Review the status of the current mission's objectives.

WEAPONS

Access the Weapons menu.

GADGETS

Access the Gadgets menu.

MESSAGES

Review what has been said to you during the mission.

OPTIONS

Access the Options screen.

RESTART

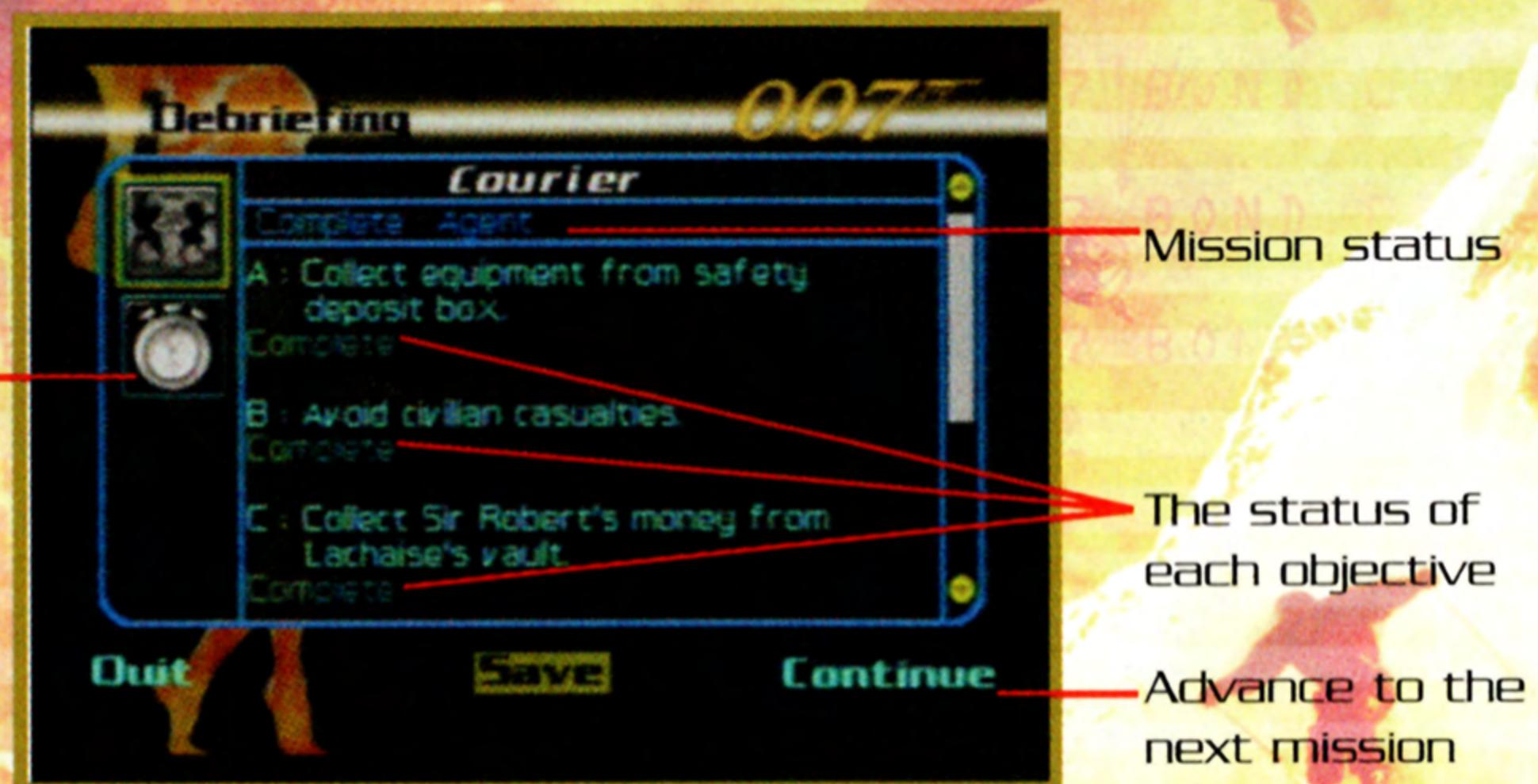
Start the current mission from the beginning.

QUIT

End your current adventure and return to the Debriefing screen.

Debriefing Screen

At the conclusion of a mission, the Debriefing screen appears.



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

In the course of your missions you'll encounter a number of powerful foes and experience many high-risk situations. To complete your assignments, you'll need to strategically use your weapons and gadgets.

Weapons

For these assignments, you'll be required to use a wide range of high-tech weaponry. Some situations require the use of force, while others demand silent anti-personnel tactics for stealth purposes. As you collect additional weapons along the way, choose the best one for a given situation. The following weapons are some of the most common you will find throughout your assignments.

DEUTSCHE M45

An updated version of the Deutsche M9. This heavy-caliber submachine gun sacrifices a bit in the rate of fire with a tradeoff of more stopping power.

Capacity: 25 Rounds
Damage: Medium
Range: Medium
Ammunition: .45 ACP

FRINESI SPECIAL 12

A shotgun with automatic-fire capabilities. The Frinesi is powerful, but lacks accuracy from long-range.

Capacity: 8 Rounds
Damage: High
Range: Low
Ammunition: 12 Gauge

GL 40

The GL 40 is a single-shot grenade launcher. The grenades will explode after a 5-second delay.

Capacity: 1 Round
Damage: Very High
Range: High
Ammunition: 40mm

INGALLS TYPE 20

The Ingalls Type 20 is a heavy machine pistol with a high rate of fire, complete with a silencer. It is a favorite amongst terrorists and urban criminals.

Capacity:	30 Rounds
Damage:	Medium
Range:	Medium
Ammunition:	.45 ACP

MEYER BULLPUP

The Meyer Bullpup is a compact and highly accurate rifle. Its telescopic sight makes it a great weapon to use from a distance.

Capacity:	30 Rounds
Damage:	High
Range:	High
Ammunition:	5.6 mm

MEYER TMP

The Meyer TMP is a small machine pistol with a high rate of fire. Though its damage is low, it is very reliable from a distance.

Capacity:	25 Rounds
Damage:	Low
Range:	Medium
Ammunition:	9mm

RAPTOR MAGNUM

The Magnum is a large, powerful, semi-automatic pistol. Because of the heavy-caliber rounds, the Magnum holds less rounds than a standard firearm such as the P2K.

Capacity:	8 Rounds
Damage:	High
Range:	Low
Ammunition:	.44 Mag

SOVIET KA-57

This heavy assault rifle is the standard issue weapon for the Russian military. It has excellent stopping power, but limited accuracy.

Capacity:	30 Rounds
Damage:	High
Range:	High
Ammunition:	7.62 mm

SUISSE SSR 4000

Designed for covert missions, this is a superbly accurate sniper rifle with silencer and telescopic sight. However, the bolt action makes it slow to fire and reload.

<i>Capacity:</i>	5 Rounds
<i>Damage:</i>	High
<i>Range:</i>	Very High
<i>Ammunition:</i>	7.62mm

WATCH DART

Designed to look like a normal wristwatch, this is actually a concealed dart gun. It is intended for covert infiltration missions, and fires small tranquilizer darts capable of dropping your target on the spot. Intended for situations when non-lethal force must be used, this will be issued to you at the start of appropriate missions.

WATCH STUNNER

Also contained in your wristwatch is a low-powered electric cable weapon. When it hits a person, the Stunner's current interferes with the body's own natural electrical field. The target is immobilized by muscle contractions, but no permanent damage is suffered. It will incapacitate a target as long as the beam is held on them, and they will need a short time to recover afterwards.

The Stunner uses an internal power supply, which is good for 100 shots. This power supply recharges automatically, at a rate of 2 shots for every 1 second without use.

WOLFRAM P2K

The P2K is your standard issue firearm. It is lightweight, efficient, and sometimes comes equipped with a silencer.

<i>Capacity:</i>	16 Rounds
<i>Damage:</i>	Low
<i>Range:</i>	Low
<i>Ammunition:</i>	9mm

Gadgets

As part of MI-6's Q Division, you have access to some of the most technologically-advanced field equipment available.

To use a gadget:

1. Press **START** to pause the game. The Pause menu appears.
2. On the Pause menu, select GADGETS. The Gadgets menu appears.
3. Control Pad to highlight a gadget, then press the **A** Button to equip the gadget. The gameplay screen appears.
4. Press the **Z** Button to use the gadget.

► To quickly select a gadget, hold the **A** Button, then press the **B** Button to cycle through available gadgets.

BODY ARMOR

An anti-fragmentation vest composed of 10-layer kevlar weave, with ceramic inserts. Body Armor protects against any small-arms rounds or blunt trauma. After acquiring Body Armor, a blue Armor Meter appears under the Health Meter. Each time you sustain injury, the Armor Meter depletes instead of the Health Meter. Once the Armor Meter is depleted, any further injury is applied to your Health Meter.

Note: Once collected, the Body Armor is immediately equipped. Other gadgets can be used with Body Armor equipped.

BOMB DISPOSAL KIT

Consisting of wire-cutters, probes, and other tools, this handy kit allows you to defuse explosive devices.

To use the Bomb Disposal Kit:

1. Select the Bomb Disposal Kit from your Gadget menu.
2. Aim the kit at the explosive device, then repeatedly press or hold the **Z** Button until the bomb is defused. You can measure your progress on the blue gauge. Watch out for the red gauge, which is the anti-tampering device: If this reaches 100% then the bomb will go off.

CAMERA

A miniature digital camera with conventional and low-light operating capability. Use the Camera to copy secret documents, take surveillance shots, or gather incriminating evidence. You're only as good as your information.

COVERT MODEM

A small computer device that can be attached to a target computer and used to relay data back to MI-6 Headquarters.

CUTTING LASER WATCH

Your wristwatch also possesses a powerful, short-range cutting laser. It can be used to sever wires or cables, or to burn the locks off doors.

DATA SCRAMBLER

A miniature electronic 'bomb' that when placed on a computer or electronic storage device, irreparably scrambles any data within.

FINGER PRINT SCANNER

A handy device used to copy an individual's fingerprints in order to open high-security locks.

FLASH BANG GUN

A stun grenade disguised as a semi-automatic pistol, with the detonator hidden in a pair of glasses. These are used to disorient and subdue targets rather than do permanent damage.

GRAPPLE HOOK WATCH

A fashionable timepiece containing a miniature grappling hook with 50-foot high-tensile micro-filament, able to support up to 800 lbs.

KEYPAD DECRYPTOR

A computerized algorithm generator which is capable of decoding any encoded keypad lock system within seconds.

NIGHT VISION GLASSES

These glasses allow the wearer to see clearly in the darkest environments. They have a limited power supply, which automatically recharges when not in use.

PHONE TAP

A tiny transceiver device used for bugging telephones. Will broadcast any received conversations.

SAFE CRACKER

An electronic gadget that automatically ascertains the combination of any safe and unlocks it.

X-RAY GLASSES

These glasses allow the wearer to see through walls or doors, at close-range.

Mission Briefings

The World is Not Enough contains fourteen challenging missions. To complete a mission, you must successfully fulfill all of the mission objectives. The higher the skill level, the more objectives there are for you to complete.

Mission 1: Courier

An MI-6 agent has been killed, and a classified report from the Russian Atomic Energy Department was taken from his body. Sir Robert King mistakenly purchased this report believing it contained information about the terrorists who have attacked his new oil pipeline in Kazakhstan. You must see Lachaise, a Swiss banker and middleman in this affair, to ascertain the identity of the murderer, retrieve King's money, and escape.

Mission 2: King's Ransom

The money you retrieved from Spain is to be returned to Sir Robert King. King is an old friend of M's, who helped him years ago when his daughter Elektra was kidnapped by the terrorist Renard. When a terrorist group launches an attack on MI-6 Headquarters, you must clear the building of enemies, while securing the safety of key MI-6 personnel.

Mission 3: Thames Chase

The Female Assassin who murdered Lachaise is behind the attack on MI-6. You must pursue her through the streets and capture her alive in order to find out who she is working for.

Mission 4: Underground Uprising

The Female Assassin has taken refuge in an underground train station, which has been over-run by her henchmen. You must free the hostages held inside, then locate and defuse a bomb, before continuing the pursuit.

Mission 5: Cold Reception

The terrorist Renard has returned, seeking revenge. With Sir Robert King dead, and the MI-6 Headquarters devastated, his next target is likely to be Elektra herself. You must find out who is working for Renard in Elektra's organization and make sure that she comes to no harm.

Mission 6: Night Watch

The attack on Elektra has confirmed your fears about Renard. You suspect Elektra's head of security, Davidov, may be Renard's inside man. You must gather enough evidence to incriminate him. Use caution though. You must avoid detection and be careful not to harm any of Elektra's employees – they are innocent after all.

Mission 7: Midnight Departure

Davidov, under the guise of Dr. Arkov, is on his way to rendezvous with Renard. Track him through the forest and eliminate him, then take his place on the flight to Kazakhstan.

Mission 8: Masquerade

Renard's mercenaries, disguised as IDA personnel, have brought you to an old Soviet nuclear test facility in Kazakhstan. Posing as Dr. Arkov, you must penetrate the facility without arousing suspicion while you discover what is going on.

Missions 9/10: City of Walkways I & II

Renard has managed to steal a nuclear warhead. To get a lead on where he might be hiding, you must visit a former adversary, Valentin Zukovsky. Though he now runs both a legitimate casino and a caviar fishery, if anyone knows what is going on in the black market, it will be Zukovsky.

Mission 11: Turncoat

Zukovsky has admitted that his nephew Nikolai is smuggling equipment to Elektra. The delivery is to be made to Istanbul. Zukovsky has a listening station in the city, and brings you and Christmas, a nuclear physicist, there to help find Elektra. However, before you can reach Nikolai, Bull, one of Zukovsky's men detonates a bomb that disables the station. You must track down Bull and stop him from warning Renard.

Mission 12: Fallen Angel

M is currently a hostage in a tower. You must make your way past Elektra's personnel and ensure M's safe release. Additionally, you must also stop Renard and Elektra from escaping in the submarine.

Mission 13: A Sinking Feeling

With Elektra out of the way, you can now focus on Renard. He has captured Christmas and set off in the submarine. Make your way aboard, and rescue Christmas.

Mission 14: Meltdown

It's now or never, Bond. Find Renard and stop him from detonating the submarine's nuclear reactor. If he is successful, the city will be destroyed and millions of innocent people will die.

Multiplayer

Multiplayer mode is the ultimate contest of good vs. evil for up to four competitors.

- To start a multiplayer match, select MULTIPLAYER from the Main menu. The Multiplayer Menu screen appears.

Multiplayer Menu Screen

Select the options for your match on the Multiplayer Menu screen.

Press the **A** Button to access the Game Type screen (► *Game Type Screen* on p. 18)

Select the number of players

Set the number of CPU-controlled characters

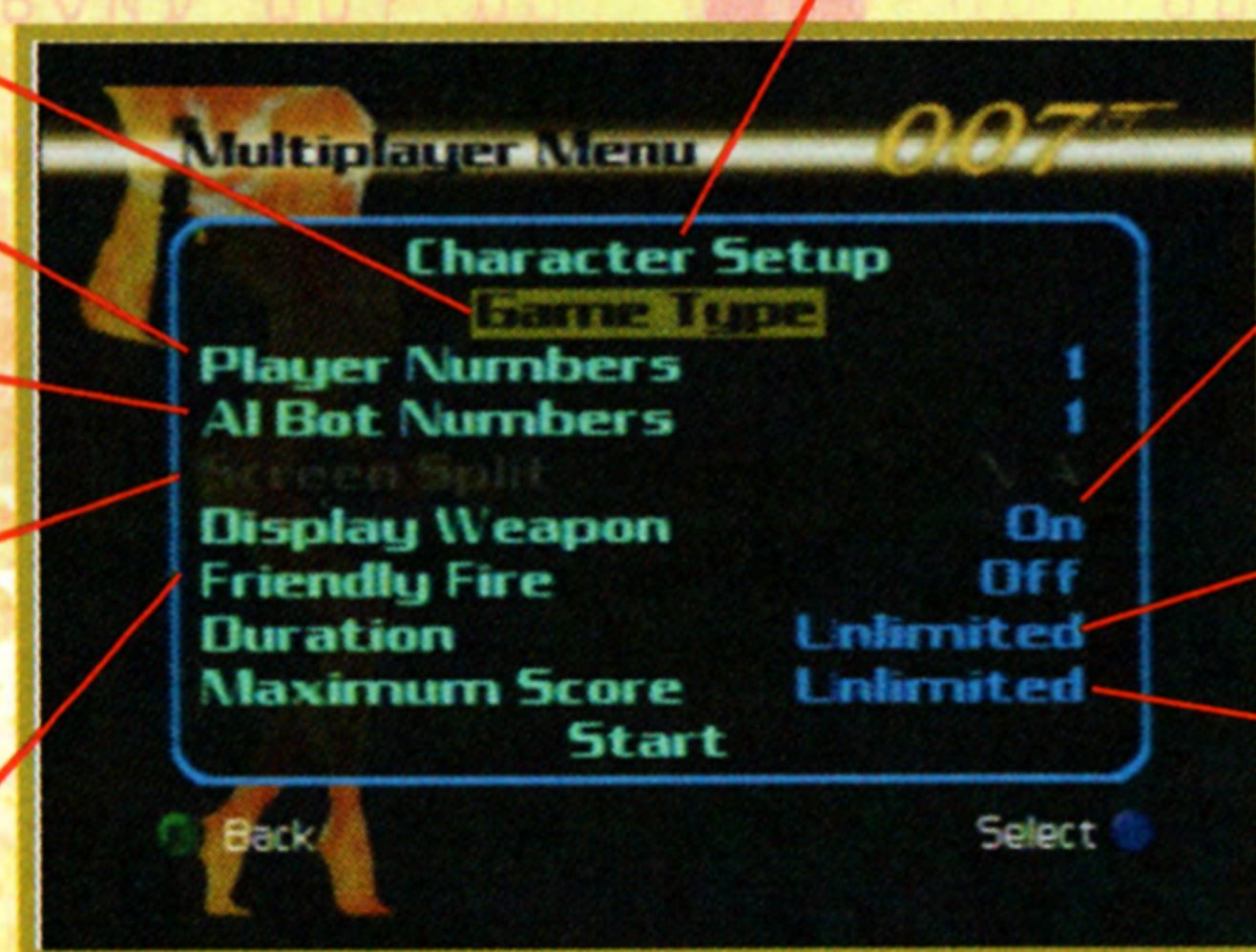
Choose to play with a **HORIZONTAL** or **VERTICAL** split-screen.

Press the **A** Button to access the Character Setup screen (► *Character Select Screen* on p. 20)

When **ON**, your weapon info appears onscreen

Set the match length limit

Set the score limit



When Friendly Fire is set to **ON**, teammates can sustain damage from your attacks

- After choosing your desired play options, highlight **START**, then press the **A** Button. The Level Select screen appears.

Level Select Screen

Choose the arena that you wish to compete in.

Control Pad
to highlight an
arena, then
press the A
Button to select.



► After choosing an arena, the Rumble Pak Select menu appears. Press **START** to begin your match.

Game Type Screen

Choose a Scenario and Mode for your multiplayer match.

SCENARIO TYPES

Select the rules and victory conditions for your match.

ARENA

It's every player for themselves. The most effective player wins the match.

TEAM ARENA

Players are split into two teams. The most effective team wins the match.

CAPTURE THE FLAG

Players are split into two teams. Each team must steal the opposing team's flag and return it to their own capture point to score points.

CAPTURE THE BRIEFCASE

Players are split into two teams. Each team must steal the opposing team's briefcase and return it to their own capture point to score points. However, you only earn a point if both briefcases are in your capture point at the same time.

KING OF THE HILL

Players score extra points by possessing 'The Hill', a special area in each map. Keep your opponents away from The Hill.

TEAM KING OF THE HILL

Players are split into two teams. Players score extra points by possessing 'The Hill', a special area in each map. Keep your opponents away from The Hill. The team who score the most points wins the match.

UPLINK

Players are split into two teams and three uplink units are placed throughout the map. When a member of either the red or blue team touches the uplink unit, the unit switches to that team's color. As time passes, each team earns points for the uplink units under their control.

LAST AGENT STANDING

Each player has a fixed number of lives. The last player left alive wins the game.

GOLDEN GUN

In this scenario, the three components of the Golden Gun (Golden Pen, Golden Lighter, and Golden Cigarette Case) are scattered throughout the level and players must try to collect them. Once collected the player can utilize the Golden Gun. A single shot is lethal. When a player holding the Golden Gun, or any of its components, is removed, the player loses it. The players that eliminate all competitors with the Golden Gun wins the game.

MODE TYPES

Choose a Mode type to determine which weapons can be used in a match.

STANDARD

All weapons are available to each player in this mode.

COVERT

Only weapons designed for covert missions are available here.

COMBAT

Only weapons designed for assault missions are available here.

RAPID FIRE

Only weapons with a high rate of fire are available here.

CLOSE COMBAT

Only weapons designed for use at close-range are available here.

SNIPER COMBAT

Only weapons designed for use at long-range are available here.

EXPLOSIVE

Only weapons that create explosions are available here.

EXOTIC

Only the most unique weapons in the game are available here.

WILD FIRE

Only fully-automatic weapons are available here.

GADGET WAR

Only silenced weapons and gadgets are available here.

Character Select Screen

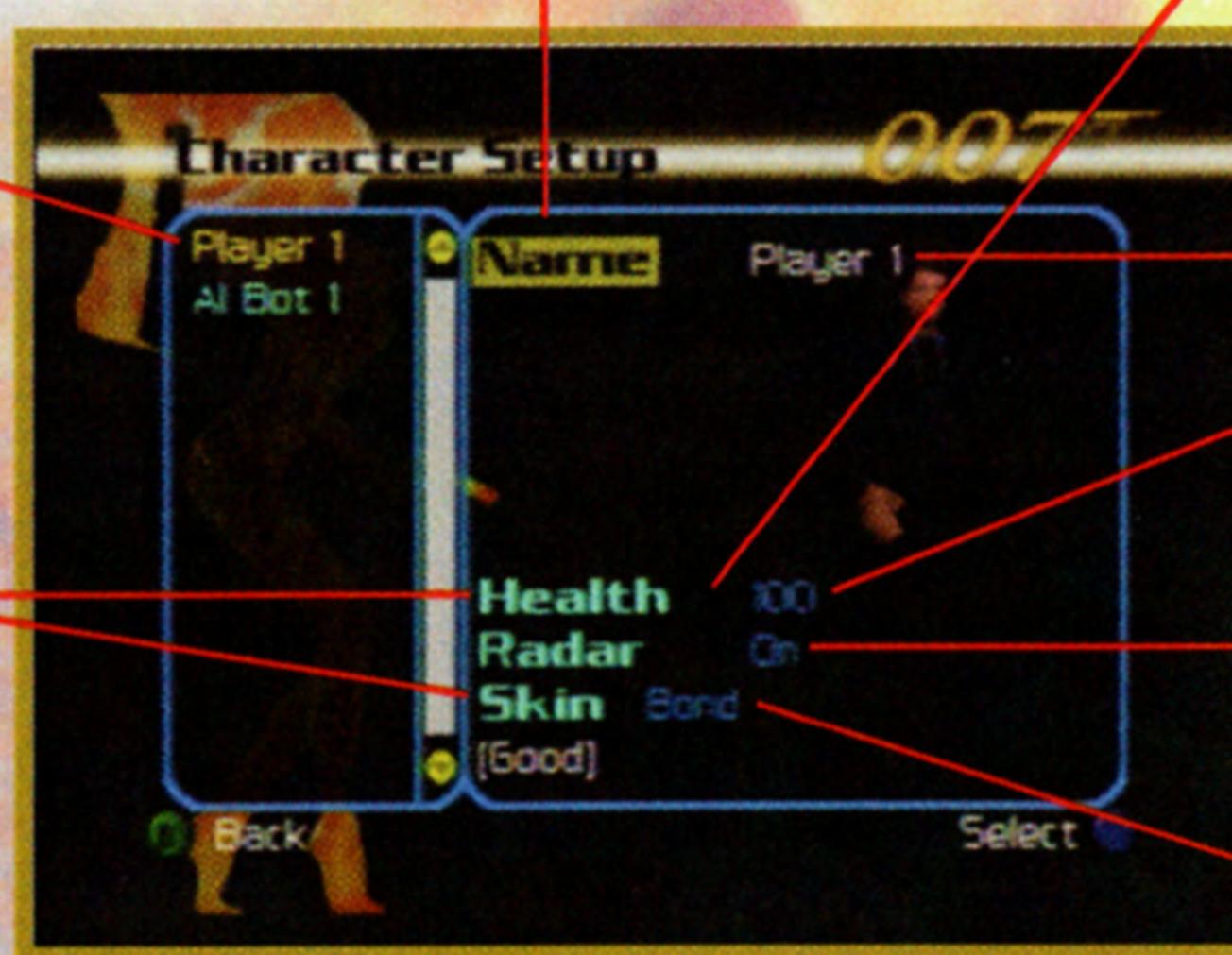
Select the characters and set the character options for each player.

Press the **A** Button to access the Player Name menu and enter your name

Control Pad $\uparrow\downarrow$ to highlight an option, then Control Pad \leftrightarrow to change the option

Use the **C** $\triangle\downarrow$ to highlight the player you want to adjust options for

Control Pad $\uparrow\downarrow$ to highlight an option, then Control Pad \leftrightarrow to change the option



Player name

Set the character's health level

Turn the character's radar **ON/OFF**

Change character

- After setting the character options, press the **B** Button to return to the Multiplayer Menu screen.

Team Select Screen

For any team matches (Team Arena, Capture the Flag, Uplink, Capture the Briefcase, Team King of the Hill), the Team Select screen appears following the Multiplayer Menu screen.

Control Pad $\uparrow\downarrow$ to highlight a player, then Control Pad \leftrightarrow to assign the player to the RED or BLUE team.



To begin a team match:

1. Press the **A** Button. The Rumble Pak Select menu appears.
2. Press **START** to begin your match.

Pause Menu

Adjust gameplay options or view player statistics on the Pause menu.

- To access the Pause menu, press **START** during gameplay.
- Control Pad $\uparrow\downarrow$ to select an option, then press the **A** Button to select.

CONTINUE

Continue the match.

OPTIONS

Access the Options screen. (► p. 6.)

RESTART

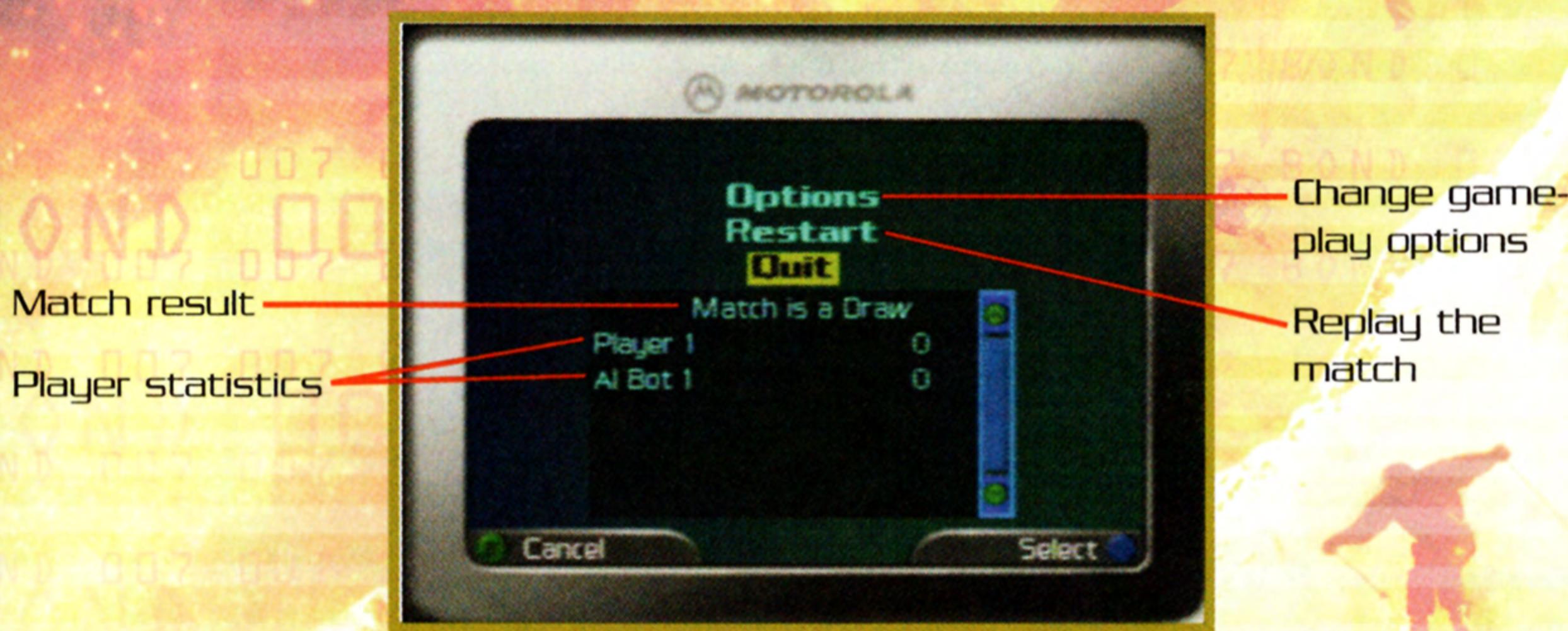
Start your match over.

QUIT

End your match. The Multiplayer Menu screen appears.

Results Screen

At the conclusion of a match, the Results screen appears.



- To return to the Multiplayer Menu screen, select **QUIT**, then press the **A** Button.

Loading and Saving

The World is Not Enough allows you to save a game in progress with the use of a Controller Pak.

To load a saved game:

1. Select LOAD/SAVE GAME from the Main menu. The Load/Save menu appears.
2. Control Pad $\uparrow\downarrow$ to highlight LOAD, then press the **A** Button to select.
3. Control Pad $\uparrow\downarrow$ to highlight the file you want to load, then press the **A** Button. The game data loads.

To save game data:

1. Select LOAD/SAVE GAME from the Main menu. The Load/Save menu appears.
2. Control Pad $\uparrow\downarrow$ to highlight SAVE, then press the **A** Button to select.
3. Control Pad $\uparrow\downarrow$ to highlight the slot you want to save to, then press the **A** Button. The game data saves.

► If you wish to overwrite a previous save, complete steps **1** and **2**. On step **3**, select your old save and press the **A** Button. You will be prompted to press the **B** Button to overwrite. Press the **B** Button.

► Your game data can also be saved from the Debriefing screen. Following a mission, select SAVE, then follow the steps listed above.

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Special thanks to

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