



Electronic Arts Inc.
209 Redwood Shores Parkway Redwood City, CA 94065



1417705

Nintendo

GAME BOY COLOR

CGB-B07E-USA

The 007 *The World Is Not Enough*

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.



EVERYONE
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.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1998, 2001 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMS.

CONTENTS

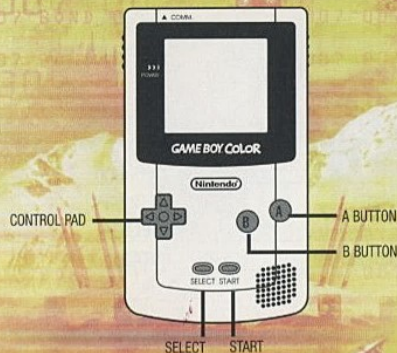
STARTING THE GAME.....	2
COMPLETE GAME CONTROLS	3
YOUR ASSIGNMENT	5
GETTING STARTED.....	6
PLAYING AS BOND	8
BOND'S ARSENAL.....	10
MISSION BRIEFINGS.....	15
CONTINUING A MISSION	17
CREDITS	18

STARTING THE GAME

1. Turn OFF the POWER switch on your Game Boy® Color. Never insert or remove a Game Pak when the power is ON.
2. Insert the *The World Is Not Enough™* Game Pak into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The Legal screen appears.
4. After the Legal screen times out, press the A Button to advance to the Title screen.
5. When the Title screen appears, press **START** to advance to the Main Menu screen. (► p. 6.)

GAME BOY
COLOR

COMPLETE GAME CONTROLS



MENU OPTIONS

ACTION

Highlight Option

Select Option

Previous Screen

CONTROL

Control Pad

A Button

B Button

CONTROLS

ACTION

Move Bond

Action Button

Shoot Weapon/Use Gadget

View Progress screen

Pause game/Change Item screen

CONTROL

Control Pad

A Button

B Button

SELECT

START

YOUR ASSIGNMENT

Welcome back, 007™. An MI-6 agent has been murdered and a classified report from the Russian Atomic Energy Department has been stolen 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 007.ea.com. For more information about *The World Is Not Enough* and other James Bond™ films, visit www.jamesbond.com.

GAME BOY COLOR

GETTING STARTED

Your adventure starts on the Main Menu screen.

MAIN MENU SCREEN

Undertake a New Game, continue an adventure in progress, or access the Options screen.



- New Game — BEGIN YOUR ADVENTURE
- Continue — ACCESS THE PASSWORD SCREEN. (▶ CONTINUING A MISSION ON P. 17.)
- Options — ACCESS THE OPTIONS SCREEN. (▶ P. 7)

- ◆ To start a new adventure, highlight **NEW GAME**, then press the **A** Button. The Mission Briefing screen appears.

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

GAME BOY COLOR

MISSION BRIEFING SCREEN

The Mission Briefing screen contains all the pertinent information you will need to complete the upcoming mission. The more knowledge you arm yourself with, the better equipped you will be to handle any unforeseen problems in the field.

- ◆ To toggle between M and R's comments, press **SELECT**.
- ◆ To advance through the briefing text, Control Pad **↔**.
- ◆ To begin your mission, press the **A** Button.

OPTIONS SCREEN

Set the game options you prefer.

- ◆ To highlight an option, Control Pad **↓**.
- ◆ To toggle options **ON/OFF**, Control Pad **↔**.

SOUND Toggle the sound effects **ON/OFF**.

MUSIC Toggle the background music **ON/OFF**.

CREDITS Press the **A** Button to view the game credits.

- ◆ To return to the Main Menu screen, press the **B** Button.

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.

GAMEPLAY SCREEN



For a complete list of game controls, ► *Complete Game Controls* on p. 3.

ACTION BUTTON

In many situations during your mission, you may need to interact with the environment. To press buttons, move levers, and more, press the **A** Button to perform the required action.

HEALTH METER

The Health Meter displays your physical condition. When the meter is completely filled, you possess 100% health. When you take damage, the meter decreases. When the meter completely depletes, the mission ends.

GAME BOYCOLOR

MISSION OBJECTIVE METER

The Mission Objective Meter tracks the progress of your mission parameters. Each time you complete an objective outlined in the mission briefing, an objective icon highlights. You must complete all mission objectives to complete a mission.



PROGRESS SCREEN

During your mission, check the Progress screen to study your current statistics or review mission objectives.

◆ To view the Progress screen, press **SELECT**.



◆ To return to gameplay, press the **B** Button.

DEBRIEFING SCREEN

At the conclusion of a successful mission, the Debriefing screen appears with a summary of your overall mission statistics.

- ◆ To advance to the Password screen, press the **A** Button twice.

PASSWORD SCREEN

The Password screen displays a password that allows you to bypass the previously-completed mission. Keep a record of the passwords for each completed mission, so that you can resume your adventure at a later time. (► *Continuing A Mission* on p. 17.)

BOND'S WEAPONRY

In the course of your mission 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.

To equip an item from Bond's Arsenal:

1. Press **START**. The game pauses.
2. While paused, Control Pad \leftrightarrow to highlight the item you want to use.
3. Press **START** again to unpause the game. Bond now holds the item.

GAME BOY COLOR

WEAPONS

For these assignments, you will 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 the ones you will find throughout your assignment.

WOLFRAM P2K



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

GL 40



The GL 40 is a four-shot grenade launcher. The grenades will explode upon contact.

KA-57



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

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.

DEUTSCHE M45



This 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.

TASER



The Taser is a low-powered electric cable weapon. When it hits a person, the Taser's current interferes with the body's own natural electrical field. The target is immobilized by no permanent damage.

TIP: IF YOU HAVE NO WEAPON SELECTED, YOU CAN PUNCH YOUR ENEMY BY PRESSING THE A BUTTON.

GADGETS

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

EZ ACCESS CARD



This card can be used to open the security vault in Mission 2 without the access code information.

LASER WATCH



Your Q-Lab-issued wristwatch possesses a powerful, short-range cutting laser. It can be used to burn the locks off of doors.

NIGHT VISION GLASSES



These glasses allow the wearer to see clearly in the darkest environments.

GAME BOYCOLOR

P2K FLASHBANG

A stun grenade disguised as a semi-automatic pistol. This is used to disorient and subdue targets rather than do permanent damage.

REMOTE MINES



Used exclusively in Mission 8, Remote Mines can be dropped in a specific location and detonated from a distance.

STICKY GRENADES



These explosive devices can be used to destroy objects that impede your progress.

MISCELLANEOUS ITEMS

In addition to the vast array of weapons and gadgets at your disposal additional items can also be found in the various levels to help you complete your mission.

AMMO POWER-UPS

Ammo power-ups are used to replenish the ammunition in the weapon you are carrying. Once your ammunition clip is full, you are unable to collect additional Ammo Power-Ups.



CAR KEYS



These are used to start the car and fire it's missiles in Mission 6.

HEALTH POWER-UPS



Spread throughout each mission are a number of Health Power-Ups. Each time you collect one, a portion of your Health Meter is restored. Once you have full health, you cannot pick up any more power-ups.

LEVEL ACCESS CARDS

These handy items are used to open locked doors and allow you to enter restricted areas of a level.



GAME BOY COLOR

MISSION BRIEFINGS

The World is Not Enough contains 8 challenging missions. To complete a mission, you must successfully fulfill all of the mission objectives.

MISSION 1: COURIER (BILBAO, SPAIN)

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 from a Swiss banker named Lachaise, a middle man in this affair. You must enter the bank, retrieve King's money, and escape. If possible, try to ascertain the identity of the murderer.

MISSION 2: ASSAULT ON MI-6 (LONDON, UK)

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 and track down their leader.

MISSION 3: THAMES CHASE (RIVER THAMES, LONDON, UK)

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

MISSION 4: NIGHT WATCH (BAKU, AZERBAIJAN)

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 5: MASQUERADE (KAZAKHSTAN)

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.

MISSION 6: CITY OF WALKWAYS (BAKU, AZERBAIJAN)

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 7: FALLEN ANGEL (ISTANBUL, TURKEY)

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

GAME BOYcolor

MISSION 8: MELTDOWN (BOSPORUS, TURKEY)

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.

CONTINUING A MISSION

The Password screen allows you to resume your adventure at any time.

To enter a password:

1. Select CONTINUE from the Main Menu screen. The Password screen appears.
2. Control Pad ← to highlight an icon slot, then Control Pad ↑ to cycle the icon you want.
3. When the correct password is entered, press the A Button. Your game data loads.

CREDITS

2nd Productions

Programming: Benjamin Lee

Graphics: Gene Higashi, Mike Roberts, Glenn Wippich

Additional Graphics: Vince Fung, Derek Garvens,
Liquid Development, Terry Lloyd, Ed Pearson

Audio: Peter Kerekas

Game Design: Benjamin Lee

Production: Benjamin Lee, Herman Yee

MGM Interactive

President, Home Entertainment Group: David Bishop

Executive Producer: Neil Haldar

DANJAQ, LLC: Keith Snelgrove, Simon Mathew

Executive Director: Pamela Trucano

Executive Vice President, Worldwide Marketing: Blake Thomas

Vice President, Business & Legal Affairs: Robert Rader

Senior Test Lead: Pax Adair

Test Leads: Nathan Miller, David Guzman

Senior Financial Analyst: Eric Medel

Assistant Extraordinaire: Laura Wilson

Special Thanks: Phyllis Gordon, Mark Leino, Matt Lieberman, Chris Neel, David Elsey, Lee Nedler, Allyssa Moore, David Pope, DANJAQ, LLC, Megan Crawford

Electronic Arts

Producer: Ken Balthasar

Assistant Producer: Jamil Dawsari

Management: Tom Frisina, Kathy Frazier, Edwin Caparaz

Product Manager: Nicolas Abtoss

Testing: Shan Simpson, Charles Paw, Vincent Brooks

Special Thanks: Victor Mercleca

Package Project Management: John Burns

Package Design: Mark Hauser

Package Illustration/Photography: Courtesy of MGM

Writer: Anthony Lynch

Documentation Layout: Big Idea Group

CDC: Darryl Jenkins, Dave Knudson, Andrew Young, Tony Alexander,
Benjamin Smith, Anthony Barbagallo

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90-days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATION

This warranty is in place of all other warranties and no other representation or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period describe above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. This warranty gives you specific rights and you may also have other rights, which vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that when sending a product you use a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. Electronic Arts is not responsible for products not in its possession.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights are reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent from Electronic Arts.

Electronic Arts Contact Information:

Electronic Arts Customer Warranty

PO Box 9025

Redwood City, CA 94063-9025

Web page: techsupport.ea.com

E-mail: warranty@ea.com

Phone: 650-628-1900

Fax: 650-628-5999

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

World Wide Web: techsupport.ea.com

FTP: ftp.ea.com

Internet E-mail: support@ea.com

THE WORLD IS NOT ENOUGH Interactive Game (all source code, all other software components and certain audiovisual components only) and documentation (c) 2001 Electronic Arts Inc. All rights reserved.

The World Is Not Enough Interactive Game, (certain audio and visual components). © 2001 Danjaq, LLC, and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2001 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC.

Licensed by Nintendo, Nintendo, Game Boy, Game Boy Color, Game Boy Advance, and the official seal are trademarks of Nintendo of America Inc. © 1989, 1998, 2001 Nintendo of America Inc.

Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA GAMES™ is an Electronic Arts™ brand. All other trademarks are the property of their respective owners.

GAME BOYCOLOR

THE WORLD IS NOT ENOUGH

SKU #1417705



0 14633 14177 1