



HUGE N64 REVIEWS—ROBOTRON 64, TETRISPHERE—AND MORE!

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STAR FOX
64
Test Your Medal!

GOLDENEYE™

**Top Secret
16-Page Mission Briefing**

MISCHIEF
N64 PREVIEW
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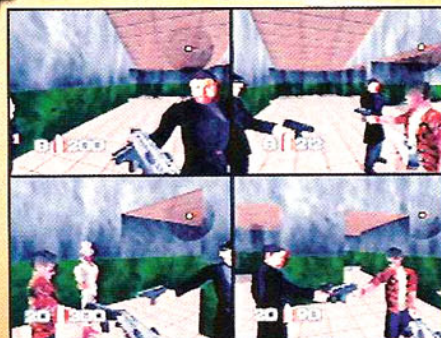
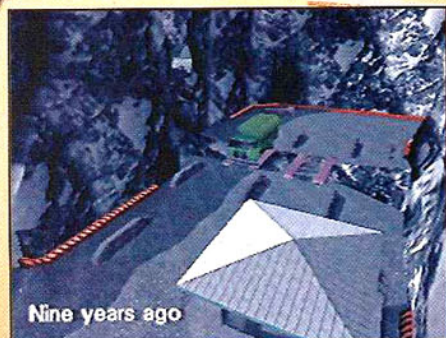
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GOLDENEYE 007™

AS JAMES BOND, AGENT 007, YOU MUST STOP THE MYSTERIOUS TERRORIST KNOWN AS JANUS FROM USING THE DEADLY GOLDENEYE SATELLITE TO BLACKMAIL THE WORLD. WE HAVE A TOP SECRET FILE CRAMMED WITH MAPS AND TIPS FOR COMPLETING EVERY MISSION ON EVERY DIFFICULTY LEVEL. FOR ENGLAND, JAMES.



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Volume 99 August 1997

MULTI RACING CHAMPIONSHIP



We took Ocean's Multi Racing Championship for a supremely smooth test drive, and now it's your turn to get behind the wheel of the most exciting racing game yet for the N64. Shift into high gear with eight pages of racing strategies and course maps from the Nintendo Power pit crew. You'll swear you can feel the rumble and throb of 500 horsepower beneath your fingertips!

P. 30

STARFOX 64

Even if you've won the final battle against Andross, the war is not over yet! Our top military strategists have come up with mission plans that will help you score hit points and gold medals in every stage of Star Fox 64. Not only will you be a decorated war hero, but you'll also enable a hidden extra mode with tougher missions and new Vs. Mode features.



P. 42

TETRISPHERE

If you're looking for a fresh challenge, you've come to the right place. Tetrisphere's 3-D puzzles will tax your physical and mental skills to their limits. Our seven-page review will give you everything you need to flip, nip and tuck your way to Tetrisphere success—but we still can't guarantee that you won't have conniptions along the way!

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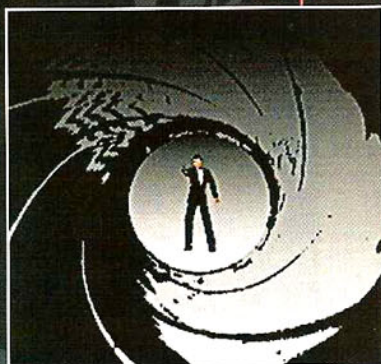
THE NAME IS BOND. JAMES BOND.

GOLDENEYE™

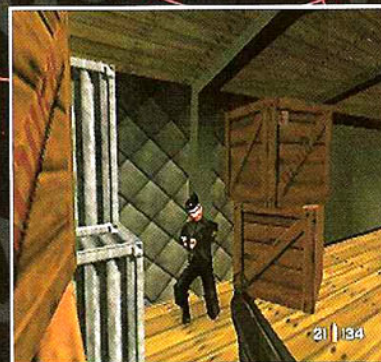
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This month Nintendo and Rare present GoldenEye, a Rumble-Pak enhanced, movie based, 3-D action thriller that will redefine the quality gamers expect from first-person perspective games. Plug in your Rumble Pak and crank up the soundtrack—the tactile feedback from your controller will leave you shaken, and GoldenEye's breathtaking suspense will have you stirred.



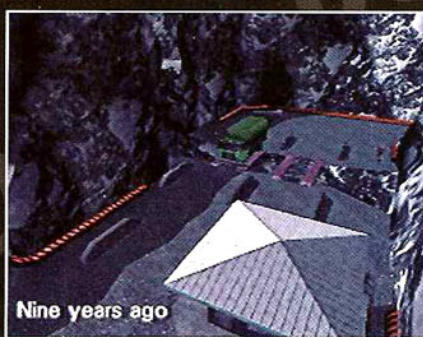
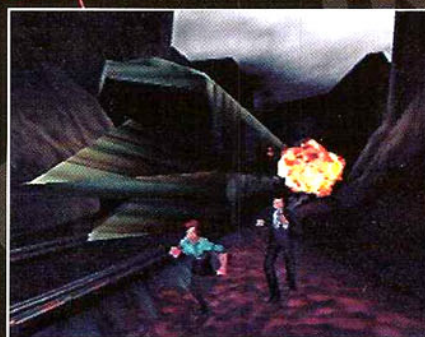
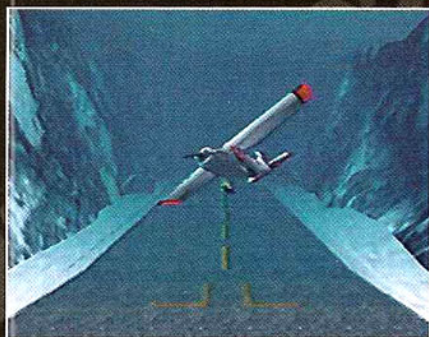
The Cold War is over, but new foes are seizing control of the former Soviet Union's weapons of mass destruction. One such device is the GoldenEye Satellite, a space weapon capable of delivering a devastating electromagnetic pulse over a battlefield or city. Now a mysterious underworld figure has stolen the computerized control cards for the GoldenEye Satellite, and it's up to James Bond, British Secret Agent 007, to end the global crisis. But before Bond can make the world safe for future generations, he must solve the mysteries of his past, beginning with the untimely demise of his friend and equal, Alec Trevelyan, British Secret Agent 006.



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CAMERA'S ROLLING...ACTION 007[™]

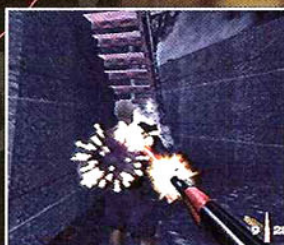
From exciting, action-packed cinematic sequences to Monty Norman's famous James Bond theme music, GoldenEye has all the elements to make you feel like you're the leading man in a major motion picture. The animation sequences also serve a double purpose—these scenes contain vital clues that will assist you in meeting your mission objectives.



SUAVE AND SOPHISTICATED 007[™]

Being a secret agent means you're in the intelligence business—you're required to use an equal measure of brains with your brawn. Many mission objectives involve breaking into computer systems or locating and identifying allies that can assist you in your cause, which mirrors the high tech intrigue found throughout the movie.

Bond: It appears that we are cellmates



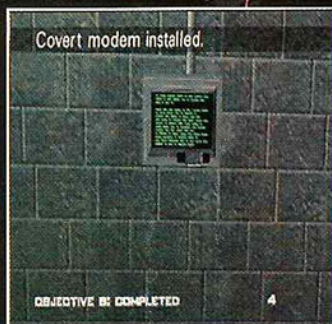
Mishkin: General Ourumov is our traitor.



Most first-person perspective games involve blasting everything in sight, but GoldenEye challenges players to use their brains with their brawn, especially on stealth missions in which they must locate allies or hack into computer systems. If you neutralize an innocent bystander or destroy the wrong computer, your mission will be a failure.

TOOLS OF THE TRADE 007

GoldenEye is packed with guns and gadgetry. While many first-person games focus on creating carnage, the developers at Rare added lots of clever devices, and players are rewarded for choosing the appropriate tool for a given situation. There's usually more than one way to complete a mission, and if players use their brains, they might find easy ways out of their predicaments.



GADGETS

Espionage in the Information Age has changed significantly since the days of Dr. No. While 007 still carries his micro spy camera, most of his new equipment includes covert modems, door decoders, automatic bomb defusers and high speed data copying devices.



HANDGUNS

Pistols are easy to conceal, making them the primary weapons for most missions. Some handguns can be fitted with silencers and are ideal for covert assignments. Other pistols have tremendous power and are capable of firing through doors and thin barriers.



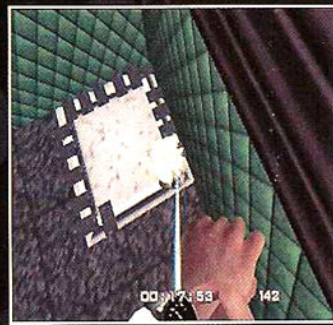
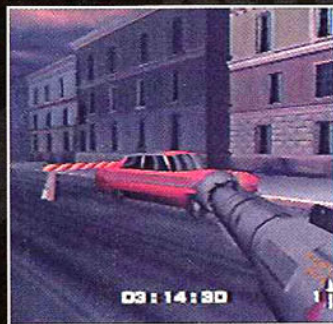
AUTOMATIC WEAPONS

The game features a massive arsenal of automatic weapons with various rapid rates of fire. While these weapons are effective for holding large groups of enemies at bay, most automatics will recoil slightly, throwing off your aim as you fire repeatedly.



EXPLOSIVES

Bond's arsenal is filled with volatile explosives ranging from grenades and plastic explosives to three versions of specialized mines. All mines have adhesive bases that attach to almost any kind of surface you'll find in the game. Remote mines are activated by a detonator you carry on your watch, but timed mines have a five second fuse, so you must plant them and run for cover. Proximity mines explode when they sense motion—remember where you place them so you don't stumble into your own trap.



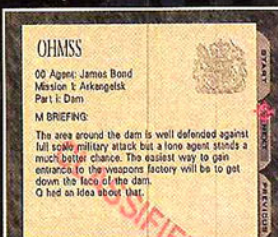
SPECIAL WEAPONS

Q has a couple of fancy weapons you can easily conceal, like your handy Watch Laser. There are other special weapons hidden in crates and alcoves throughout the game. If you're resourceful, you'll find that these devices have multiple applications.

ALL THE DETAILS IN BRIEFS 007

Each assignment in the Mission Game begins with the review of six or seven pages in a dossier stuffed with confidential information from MI6. The first file always outlines your assignment's primary objectives. You cannot continue to the next mission until you complete the primary objectives and get out of the scenario alive. The other files contain brief summaries of the situation and notes from your meetings or conversations with M, Q and Moneypenny.

M BRIEFING



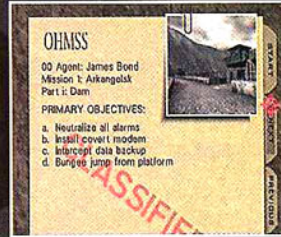
M will brief you on your mission and give you detailed background information outlining the key objectives necessary for fulfilling your assignment.

Q BRANCH



Q always has a tip or two on how to use his gadgets in the field. You'll receive special tools to use on certain missions. Try to return them in one piece.

OBJECTIVES



The number of objectives on a mission increases when you pick a higher difficulty level. The most common directive is to minimize civilian casualties.

THREE LEVELS OF THRILLS 007ST

GoldenEye has three difficulty levels: Agent, Secret Agent and 00 Agent. While most first-person games make their difficulty levels harder by progressively weakening your character, GoldenEye's most challenging levels have increased assignments. For example, in Sovernaya's Surface Mission, beginning agents must complete one objective. 00 Agents must sneak around and execute five times as many assignments before they're allowed to move on to the next assignment.



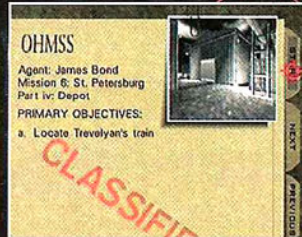
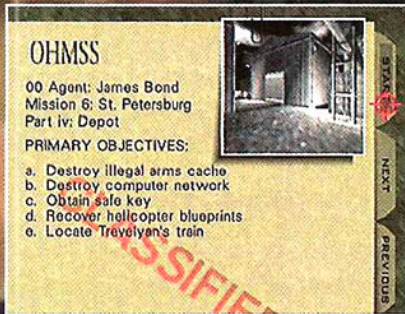
AGENT



SECRET AGENT



00 AGENT

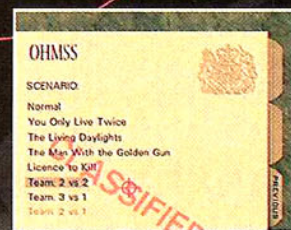


MULTIPLAYER MAYHEM 007ST

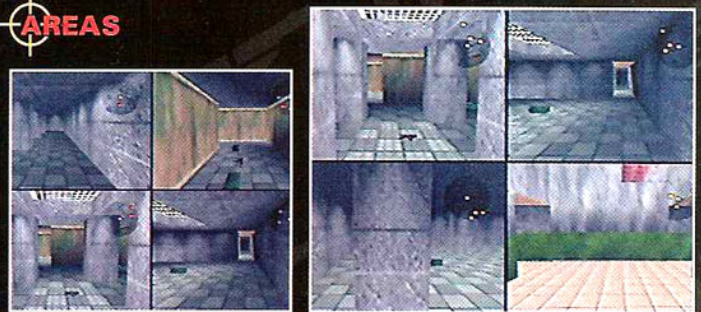
You can shoot it out with up to three other players in GoldenEye's Multiplayer Mode, just like Bond and Scaramanga did in *The Man with the Golden Gun*. Multiplayer Mode has a varied assortment of arenas and characters featured in GoldenEye and other 007 movies. You'll find additional hidden agents and arenas as you complete GoldenEye's Mission Mode at different difficulty levels.

SCENARIOS

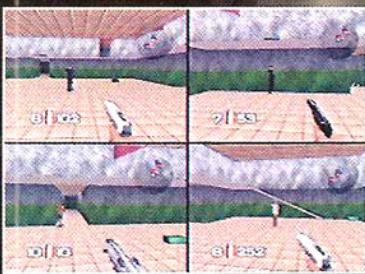
Players can select from eight multiplayer scenarios including a competitive shoot-out, free-for-all and variations of two-on-two, three-on-one and two-on-one team play. There are also special matches such as *You Only Live Twice*, where players have only two lives, *The Man with the Golden Gun*, where the player with the Golden Gun can defeat enemies with a single shot, *Licensed to Kill*, where every hit is fatal, and *The Living Daylights*, where the winner is the player who carries the flag the longest.



AREAS



When you first start playing GoldenEye, you can choose between nine different multiplayer arenas, but as you progress through the levels in the Mission Game, you'll eventually earn access to two special areas, including a secret arena you won't find until you complete all of the missions as a 00 Agent. The mazes in each multiplayer arena vary in complexity, but victory often depends on how familiar you are with your environment.



CHARACTERS

Players initially can choose to assume one of eight different personalities from the GoldenEye movie in a multiplayer contest, but you'll find more characters as you finish the various difficulty levels in the Mission Mode. There are a total of four additional hidden characters, so depending on how far you progress in your missions, you could choose from a dozen different characters.

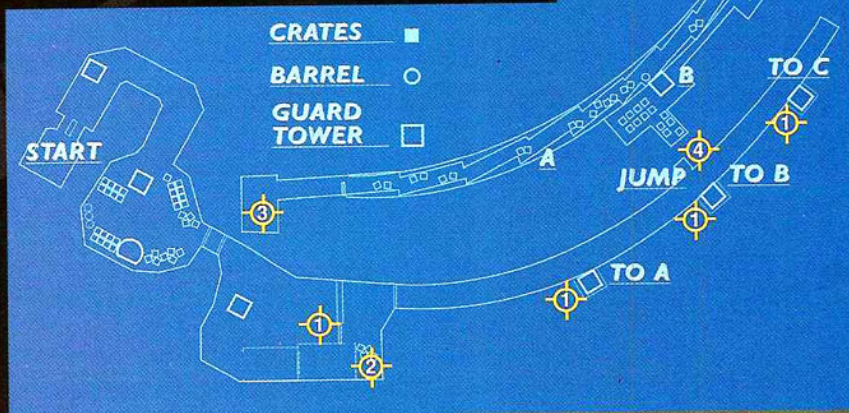
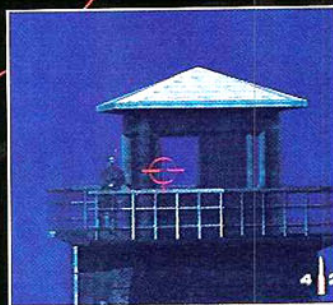


MISSION 1: ARKANGELSK 007[™] DAM

Bond's odyssey begins nine years ago, at the Soviet controlled chemical weapons facility in Arkangelsk, U.S.S.R. The nerve gas produced here has turned up in the hands of international terrorists. Infiltrate the facility through a vent in the Byelomorje Dam.

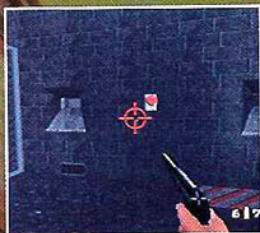
Q BRANCH

We need to know the shipping contacts for the chemical weapons supply, so I want you to attach this covert modem on the cable next to the facility's satellite dish. The modem automatically activates when you attach its adhesive base near the computer monitor. We'll get a copy of everything they transmit, including the terrorist group locations.

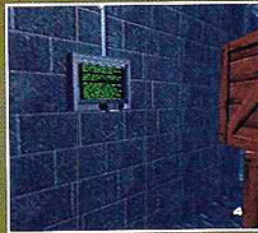


1 NEUTRALIZE ALL ALARMS

Byelomorje has four alarm stations. The first one is beneath the satellite dish and the other stations are on the dam. Use the sniper rifle to take out the guards near each alarm.



2 INSTALL COVERT MODEM



Directly beneath the facility's satellite dish is an all-weather computer monitor. This is the uplink computer that transmits order information to and from the chemical weapons factory. Activate your Covert Modem and attach it near the monitor.



3 INTERCEPT DATA BACKUP

Off-site data backup initiated.

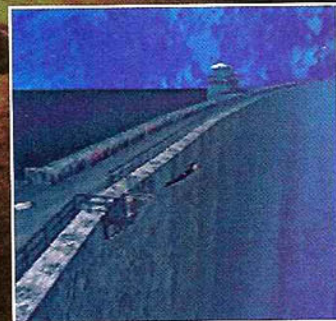


This is the most dangerous part of the mission. Infiltrate the dam through one of the three tower basements and work your way along the corridor to the operations center. Some of the crates in the hallway contain explosives, so try taking out the guards from a distance by destroying the boxes. The center's mainframe computer has the data files.



4 BUNGEE JUMP FROM PLATFORM

The bungee jump off the platform at Byelomorje Dam is automatic on all three agent modes. Step off the platform after you've completed your objectives and watch the cinematic sequence showing Bond making the 700-foot leap off the dam.



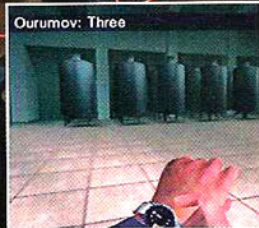
MISSION 1: ARKANGELSK 007[™] FACILITY

After the bungee jump, 007 scrambles inside a small vent connected to the Arkangelsk Facility. The chemical weapons factory is teeming with scientists and military personnel, and there's a double agent hiding in one of the labs. Bond must get the door decoder from the spy so he can link up with his trusted ally, Agent 006.

Q BRANCH

I'm giving you five remote mines to use on the ten chemical weapons storage tanks. These mines have adhesive bases and activate as soon as they're attached any surface. Your watch is the detonator. Attach all five mines so they face another tank before you detonate the charges.

Ourumov: Three



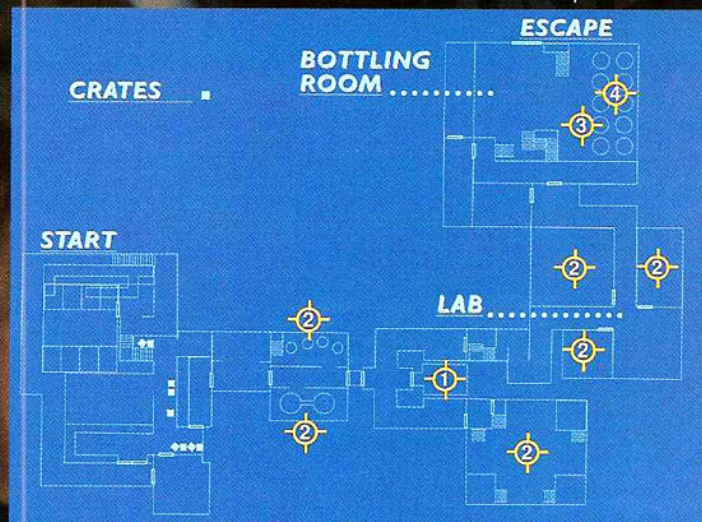
1 GAIN ENTRY TO LABORATORY AREA

Three computer rooms control remote access doors connected to the Laboratory. All of the computer rooms are guarded, and it's important to neutralize the sentries without doing collateral damage to the door controls.



AGENT OBJECTIVES

CONFIDENTIAL
AGENT SECRET AGENT
00 AGENT



2 CONTACT DOUBLE AGENT

Dr. Doak is wandering randomly about the labs in the facility. He'll recognize you and will give you a door decoder when you make contact. You'll use the decoder on the sealed door leading to the chemical weapons bottling room.



3 RENDEZVOUS WITH 006

Your fellow agent, Alec Trevelyan, is waiting for you inside the chemical weapons bottling room. Talk to Alec until the game tells you that your mission objective is accomplished, then quickly place the remote charges on the storage tanks.



4 DESTROY THE BOTTLING ROOM TANKS

You have five remote mines to use on ten storage tanks. The only way to complete the job is to place the charges on each tank so they face an adjacent tank. Once you plant a mine, there's no way to remove it, so do the job right the first time.



1 FIND THE PLANE'S IGNITION KEY

The plane's ignition key is in the shack on the left side of the loading dock. Use a grenade or two to neutralize the security force guarding the office, then snatch the key on the desk and sprint to the tank parked on the right side of the runway.



MISSION 1: ARKANGELSK 007⁵ RUNWAY

Bond has a plane to catch. Of course, there are the small matters of attending to the endless troops, neutralizing the heavy runway defenses and stealing the only aircraft around for several thousand kilometers.

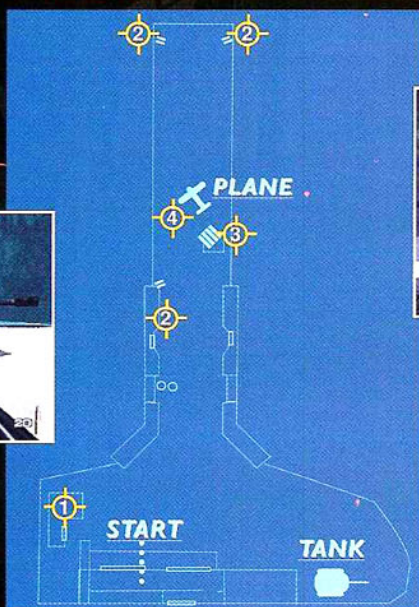
Q BRANCH

No fancy gadget can ever top improvisation, 007. Good thing you spent that week in Heavy Armor Tactical Training Camp—show us what you learned by manning that tank and wiping out the runway defenses.



3 ELIMINATE MISSILE BATTERY

This silent missile battery won't swing into action until you take to the skies and then it will be too late to destroy it. Grenades, remote mines or tank shells will knock this weapon out of commission.



2 DESTROY THE HEAVY GUNS



There are three heavy guns in the bunkers surrounding the runway. You can use grenades, remote mines or the tank's main gun to wipe out these hardened defenses. If you decide to drive the tank, remember that the turret gun can rotate and dispatch any threats running up behind you.

4 ESCAPE IN PLANE

You're clear for take off if you have the plane ignition key and you've eliminated the heavy weapons. Stand behind the plane's left door and face toward the prop, then open the door. Enemy troops will destroy the plane if you procrastinate.

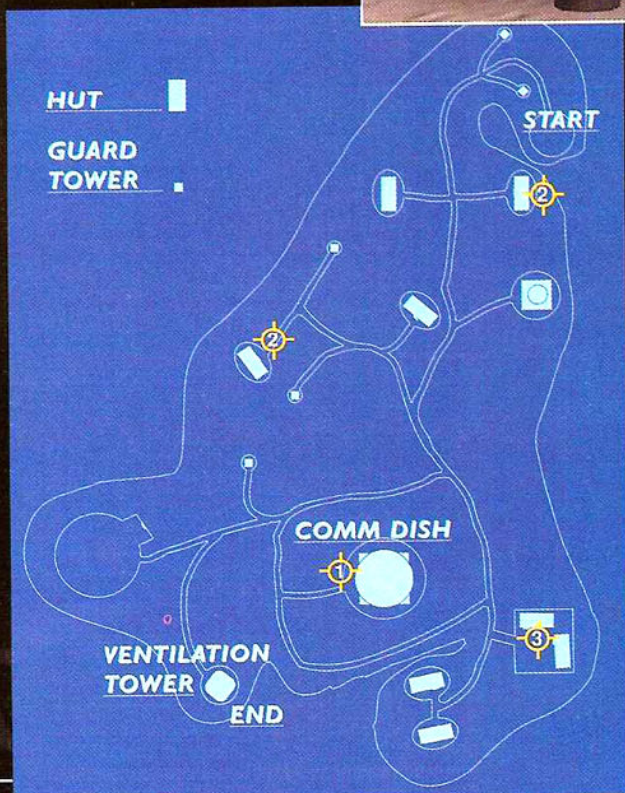
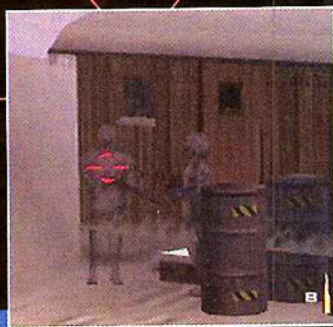


MISSION 2: SEVERNAYA 007[™] SURFACE

Five years after the Arkangelsk Mission, Bond is ordered to investigate the secret Severnaya installation on the Siberian Plateau. General Ourumov may be using the old observatory complex as a cover for his Soviet space weapons control center.

Q BRANCH

This is a standard issue sniper rifle with silencer, 007. I don't know your controller configuration, but you can press the Aim button to look through the scope. There's an added feature—press the top Look button on your controller to zoom the cross hairs in on your target.



1 POWER DOWN THE COMMUNICATIONS DISH



Communications dish powered down.

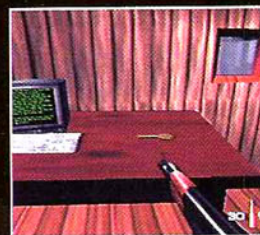
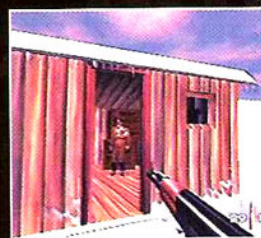


While it's fun to play cat and mouse with the Siberian Special Forces Units guarding the complex, sooner or later these elite troops are going to figure out what they're up against and call for assistance. Make tracks for the satellite dish and power down the communications computer. The computer does have an auxiliary system, so make sure you turn it off instead of blowing it up.



2 GRAB THE SAFE KEY

A Siberian Special Forces officer in a warming hut near the dish has a large key. This key unlocks the door to the hut you passed when you started the Severnaya assignment. Take the key from the officer, grab the grenade launcher, and return to the locked hut to get the safe key.



3 STEAL THE BUILDING PLANS



Next to the old observatory are two huts surrounded by a chain link fence. Search the huts and use the key on the safe. Inside the safe are the plans for the space weapons center. By this time the Siberian Special Forces Units are closing in on you. Use the grenade launcher and the sniper rifle to crush their morale.

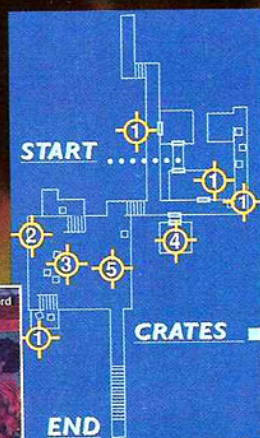


MISSION 2: SEVERNAYA 007[™] BUNKER

While the space weapons control center is still under construction, the GoldenEye satellite tracking computers are fully operational. Bond must copy the computer files and get the information back to London.

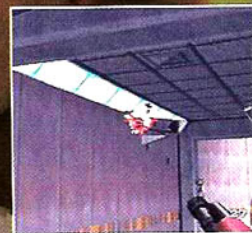
Q BRANCH

Since you're more proficient at cracking heads than passwords, I've created this handy Data Thief for overriding computer security systems. All you have to do is plug it into the mainframe computer.



1 DISRUPT ALL SECURITY DEVICES

There are four security cameras in the bunker. Disable the two sentries next to the ventilation chamber or they'll sound the alarm and end your mission in a matter of seconds. The base has an elite security force that will terminate intruders spotted by the cameras.



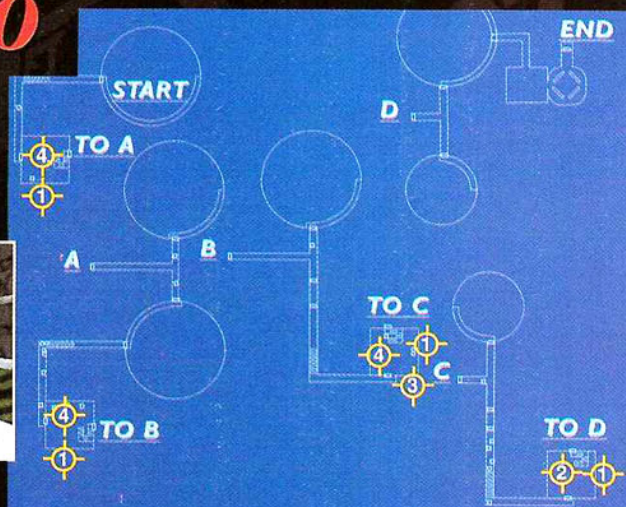
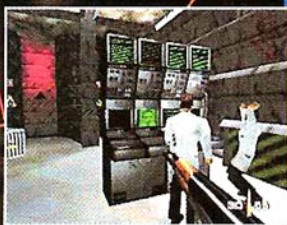
MISSION 3: KIRGHIZSTAN

007™ LAUNCH SILO

Seven years after the Arkangelsk mission, the Soviet Union is beginning to crumble. MI6 is concerned that the test firings at the Kirghizstan Launch Silo may be outside the control of the former Soviet powers. Bond must copy the missile launch data and destroy the silo.

Q BRANCH

You're going to use standard plastic explosives on this mission, ol' chap. Place the charges inside the fuel rooms. Those are the square chambers with the scientists and the computers.



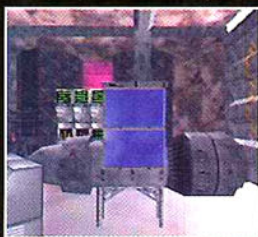
1 PLANT BOMBS IN FUEL ROOMS



There are explosives already set in the silo, but additional plastic charges will obliterate all traces of the GoldenEye Satellite assembly program. Place the explosives on the walls inside the square rooms containing computers.

2 PHOTOGRAPH SATELLITE

This GoldenEye satellite won't be getting off the ground. Snap a picture of it for the folks back in the London Office, then sprint for the exit. If you're not playing in 00 Mode, you'll find Body Armor resting on top of a crate behind the satellite.



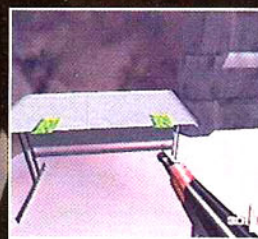
3 OBTAIN TELEMETRIC DATA



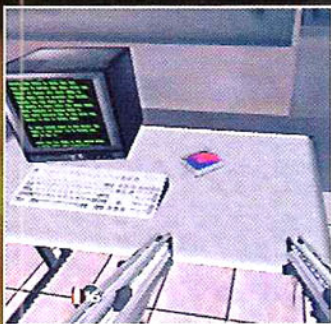
The GoldenEye telemetric data is on a DAT tape. You'll find the cassette in a scientist's pocket where researchers are working on a rocket nose cone. If you haven't disrupted the room, the scientist will be standing just to the right of the entrance.

4 RETRIEVE SATELLITE CIRCUITRY

There are four satellite circuit boards in the fuel rooms. You'll find two in the first room, then one board in each of the next two rooms. The chamber holding the GoldenEye satellite does not have a circuit board. If you treat the scientists humanely, they'll surrender their keys.



2 COPY GOLDENEYE KEY AND LEAVE ORIGINAL



Q gave you a fancy briefcase with a Key Analyzer inside it. This device is capable of copying all formats of electronic keys used throughout the world. Make a copy of the GoldenEye Key with the Key Analyzer, then return the original so General Ourumov won't get wise and re-code the computer's security system.

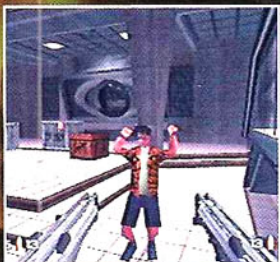
4 DOWNLOAD DATA FROM COMPUTER

Boris is willing to activate the mainframe, but he'll set off the base alarm system in exchange. You have a fistful of seconds to use the Data Thief on the mainframe before fending off the security guards that will charge through the door. You can flee when the game tells you that the information is downloaded.



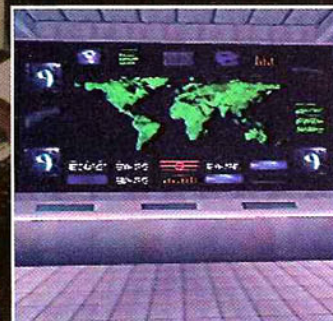
3 GET PERSONNEL TO ACTIVATE COMPUTER

There's a techie named Boris wandering around the control center. If you don't scare him, you might be able to persuade Boris to activate the mainframe so you can download the tracking data. But be careful—this weasel might have a trick or two in his pocket protector.



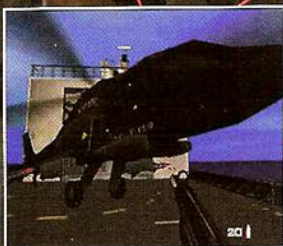
5 PHOTOGRAPH MAIN VIDEO SCREEN

If a picture is worth a thousand words, a photograph of the GoldenEye Satellite tracking screen is certainly worth a billion bytes of information. You'll save yourself a ton of trouble if you snap a picture of this screen before copying the GoldenEye Key or persuading Boris to activate the mainframe.



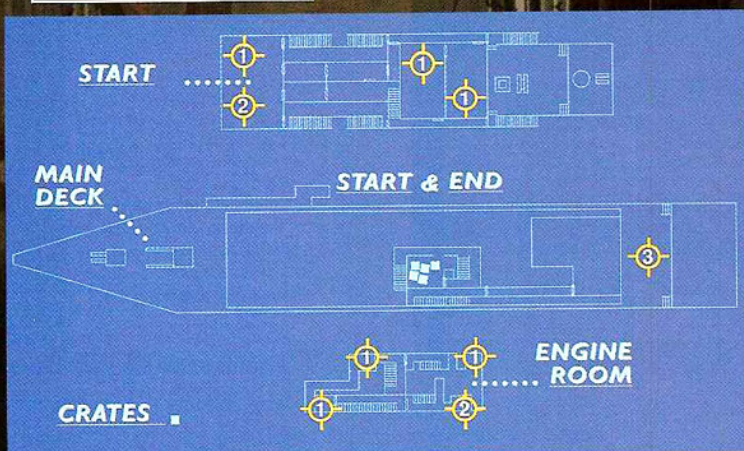
MISSION 4: MONTE CARLO 007[™] FRIGATE

It's now the present. A demonstration of a stealth helicopter has turned into a hostage situation aboard a French frigate. James Bond must remedy the situation by freeing the hostages and defusing the bombs planted on the ship's bridge and engine room.



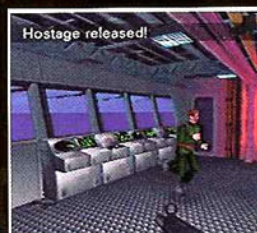
Q BRANCH

We suspect that the hostage situation is a ruse to cover the theft of the stealth helicopter. Plant this tracking bug on the helicopter before it leaves the ship. Here's a bomb defuser you can use to take care of the explosives planted on the frigate.



1 RESCUE HOSTAGES

The hostage rescue is the trickiest part of your mission, especially when you're trying to save the captive guarded by three terrorists on the bridge. To successfully complete your assignment, you must rescue five of the six crew members on the frigate. The terrorists will execute their hostages the moment they see you. Use your silencer and try to exterminate each threat with a single shot.



AGENT OBJECTIVES

AGENT
SECRET AGENT
00 AGENT

2 DISARM BRIDGE AND ENGINE ROOM BOMBS

The bomb defuser will automatically disarm a bomb when you stand directly in front of the explosive. The terrorists on the bridge and inside the engine room will detonate the bombs if you engage them in a prolonged firefight. Use a D5K equipped with a silencer to neutralize the sentries before you attempt to disarm a bomb.

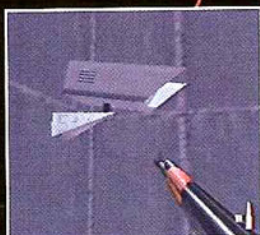
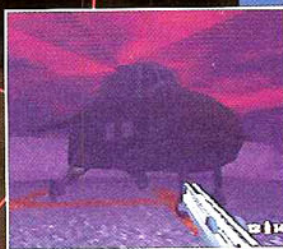


MISSION 5: SEVERNAYA 007[™] SURFACE

Bond is back in Severnaya four years after his first visit. Construction on the GoldenEye base is complete and the elite security forces now carry a thermal imagery system that can pinpoint intruders. Bond must hurry to complete his assignment.

Q BRANCH

You'll have to neutralize a Spetznatz support helicopter waiting next to the bunker. This magnetic explosive should do the job. It's a standard mine modified with a ten-second delay fuse. Throw the mine at the helicopter and run beyond the range of the blast radius.



1 DISRUPT ALL SURVEILLANCE EQUIPMENT

Your last visit to Severnaya prompted base security to install four surveillance cameras. You'll find three of them attached to the warming huts. The fourth camera is above the stairway inside the Communications Dish building. The hardest part of this assignment is locating and destroying the cameras before they spot you.

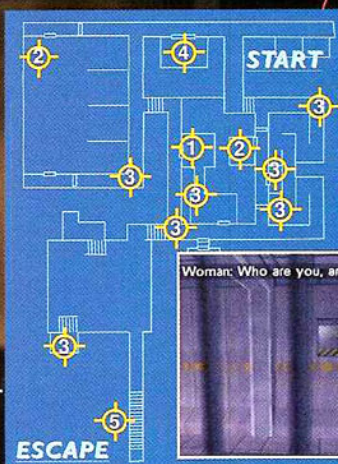


3 PLANT TRACKING DEVICE ON HELICOPTER

The helicopter won't take off from the La Fayette while you're aboard, so you can place the tracking device at any time during your assignment. Remember that you can throw the device from a distance, so you don't need to stand next to the helicopter and risk exposure to potential crossfire. Since this is an easy objective to complete, save yourself some trouble by planting the device before rescuing the hostages.



MISSION 5: SEVERNAYA 007 BUNKER



Bond's gamble on risking capture pays off. Not only does he infiltrate the bunker, but 007 may find the sole survivor of the raid on Severnaya. James can't confirm this until he compares the casualty and staff lists and escapes with the survivor.

Q BRANCH

If you're not in some corner of the world ruining government property, you're surrendering it to the opposition. Honestly, 007, I don't know what to say other than try using your watch to break out of there.

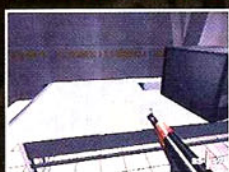


1 RECOVER CCTV TAPE

MI6 will be the laughing stock of the international community if the closed circuit television tape documenting your capture gets out. The tape is on the table in the room next to the ventilation shaft.



2 COMPARE STAFF/CASUALTY LIST



The staff list is in a manila envelope on a table. A guard in the storage room has the casualty list. You'll need both documents to verify that Natalya is the person you're looking for.



3 DISABLE SECURITY CAMERAS



Severnaya's crack security forces will make your mission nearly impossible to accomplish if you're spotted by any of their seven security cameras. Blast the cameras before security has a chance to see you.

4 RECOVER GOLDENEYE OPS MANUAL

The GoldenEye Operations Manual is locked in a safe with your gun. One of the guards near the ventilation shaft is carrying the safe key. MI6 needs the manual to reconfigure the satellite's navigational system.



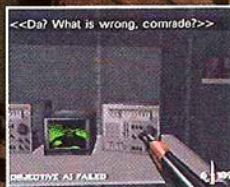
5 ESCAPE WITH NATALYA

Natalya will follow you through the bunker, but she doesn't have any combat training. Try to keep her behind you at all times. The guards won't try to shoot her unless she blocks their line of sight.



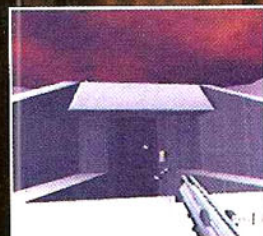
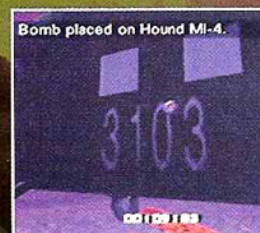
2 BREAK BUNKER COMMUNICATIONS LINK

You've completed this assignment before, but a guard in a nearby hut now has the key to the communications room. Demolish the computer so security can't reactivate the system.



3 DISABLE THE SPETZNAZ SUPPORT AIRCRAFT

The Siberian Special Forces units are snapping at your heels. The last thing you need is enemy reinforcements arriving by air. Attach your timed mine to the helicopter and dive for refuge in the nearest snow-drift. You might get lucky and catch your pursuers in the blast.



4 GET INSIDE THE BUNKER

If you've met all your mission objectives, open the door and enter the Severnaya Bunker. General Ourumov is expecting you, but allowing yourself to be captured is the only way you can gather more information and persuade Natalya Simonova to join your cause.



MISSION 6: ST. PETERSBURG

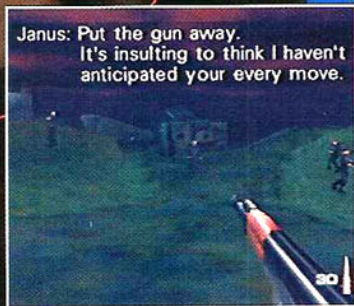
007[™] STATUE PARK

Q's tracking device on the stealth helicopter has been destroyed. Not only has the helicopter vanished, but Natalya Simonova has disappeared, too. Fresh out of clues, Bond agrees to accept an invitation to meet a mysterious underworld weapons dealer named Janus. Perhaps 007 can find new leads in the forbidding, dark maze of St. Petersburg's monument graveyard.

Q BRANCH

No gizmos for this mission, old boy. You'll have to rely on your marksmanship and savvy. I understand that those Russian arms dealers are toting around the latest in automatic shotguns. While the gun design is nothing new, we'd like to have one in our collection here at Q Branch. If you come across one, do try to bring it back in one piece.

Janus: Put the gun away. It's insulting to think I haven't anticipated your every move.



1 CONTACT VALENTIN

M has arranged a meeting for Bond with Valentin Zukovsky, a former KGB agent, inside an abandoned cargo container in Statue Park. Valentin has been in contact with Janus and he'll give you directions to the rendezvous point. There are two cargo containers in the park—one is silver and the other is covered with rust. Valentin is waiting for you inside the open door of the rusted shipping crate.

Valentin: Now I must leave - the guards are out in force and I fear they may mistake me for a spy!

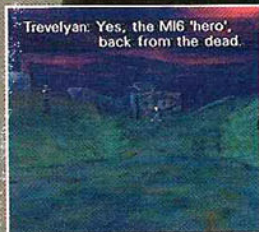


2 CONFRONT AND UNMASK JANUS

Valentin tells you to meet Janus beneath the statue of Lenin in the corner of the park, but he doesn't tell you about the arms dealer's extreme paranoia. If you approach the statue with your weapon drawn, Janus will call off the meeting. He'll also order his men to fire if you attempt to walk toward him while he's talking about the helicopter.



Trevelyan: Yes, the MiG 'hero', back from the dead.



3 LOCATE HELICOPTER

While you were waiting in the shadow of Lenin's statue, Janus landed the stealth helicopter back at the gates where you entered the park. You have the difficult task of fighting your way back across Statue Park, disarming the ticking time bomb inside the helicopter and saving Natalya.



4 RESCUE NATALYA

Natalya is lying unconscious next to the stealth helicopter. Apparently her captors

assumed that the bomb's blast radius would engulf her before she regained her senses, so they didn't bother tying her up. There's no time left to defuse the bomb. Besides, you left the bomb defuser aboard the runabout in Monte Carlo and Janus probably booby trapped the timing mechanism. At least the helicopter's flight recorder will survive the blast. All you can do is wake Natalya up and order her to follow you a safe distance from the explosion.



Helicopter destroyed.



AGENT OBJECTIVES

AGENT SECRET AGENT
00 AGENT

5 FIND THE FLIGHT RECORDER

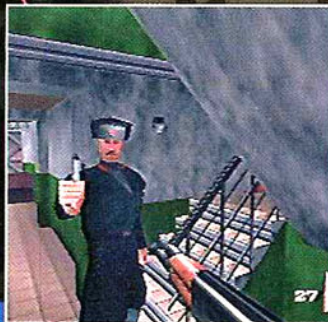
The blast from the explosion showers composite aircraft parts all over Statue Park, making it a tough task to find the yellow flight recorder box among the maze of blocks and statues. Since the blast couldn't have carried it too far, you won't have to explore the entire park again.



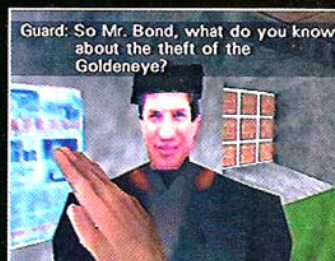
MISSION 6: ST. PETERSBURG

007 **MILITARY ARCHIVES**

Arrested by Russian Defense Minister Mishkin, Bond and Natalya are now led to the interrogation rooms deep inside the Military Archives. Mishkin would like to believe 007's story, but Ourumov has framed Bond and Natalya, ruining their credibility. Escape is the only means of avoiding the general's death sentence. Bond must find Natalya and get out of the Military Archives before Ourumov can round up a firing squad.

Q **BRANCH**

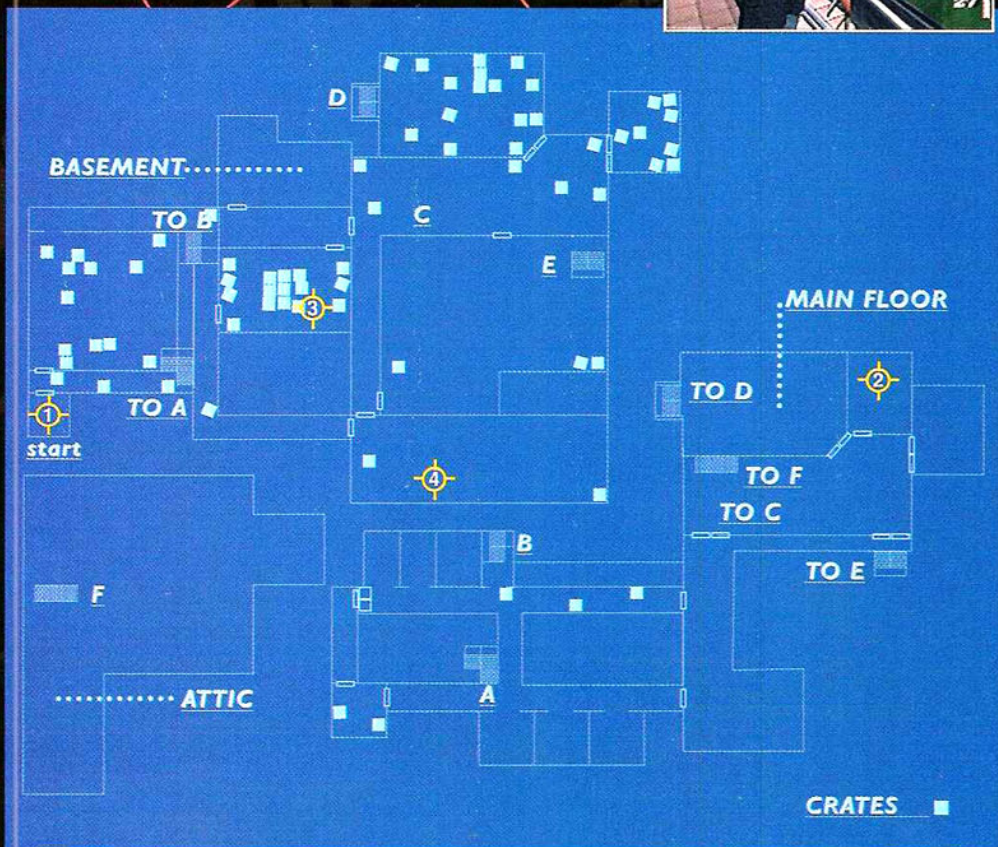
Captured again? Honestly, 007, I don't know how you manage to get yourself into these predicaments. If you can't bring me back a Russian shotgun, at least try to recover the helicopter flight recorder box. We might be able to use the information to reconstruct the aircraft's flight path.

1 **ESCAPE FROM INTERROGATION ROOM**

Your trusty sidearm is on the table in front of you. It's too bad that the ammo clip is lying on the floor on the opposite side of the table. If you move fast, you might be able to neutralize the two interrogators in the room without taking a hit.

2 **FIND NATALYA**3 **RECOVER THE HELICOPTER'S BLACK BOX**

Deep in the basement of the archives, Defense Minister Mishkin is waiting for you by the safe holding the flight recorder. This storage room is packed with explosive boxes, so watch your aim or the whole place will explode. Mishkin now realizes that General Ourumov is a traitor, and he'll show his faith in you by delivering the flight recorder.

4 **ESCAPE WITH NATALYA**

After you find Defense Minister Mishkin, Natalya will mention something about escaping from the Military Archives through the library windows. If you walk around the corner from where you spoke to the Defense Minister, you'll see three large, full-length windows. Shoot the glass out of the windows and lead Natalya down the alley.



Natalya is being held in a separate interrogation room on the second floor of the Archives building. Her captors will execute her if you hesitate and bungle the surprise. Take out the guard standing directly behind her first.

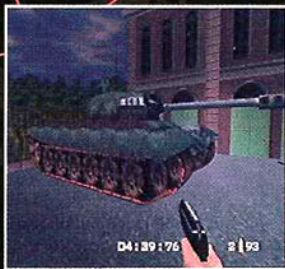


MISSION 6: ST. PETERSBURG 007 *STREET'S*

Natalya has been grabbed and forced into a waiting car by General Ourumov outside the military archives. Bond has no choice but to steal the nearest available vehicle and pursue the General. The narrow streets of St. Petersburg are packed with pedestrians and automobiles. Borrowing a nearby tank, Bond must cautiously give chase at the highest speed possible.

Q BRANCH

There's no time to give you gadgets here, but this situation reminds me of that story you told me about the Arkangelsk Runway episode nine years ago. Of course, that was back in the days of the Cold War when we had money to send you off to all those special facilities, like the Heavy Armor Tactical Training Camp. Can you still drive a tank, 007?



1 CHASE OURUMOV AND NATALYA

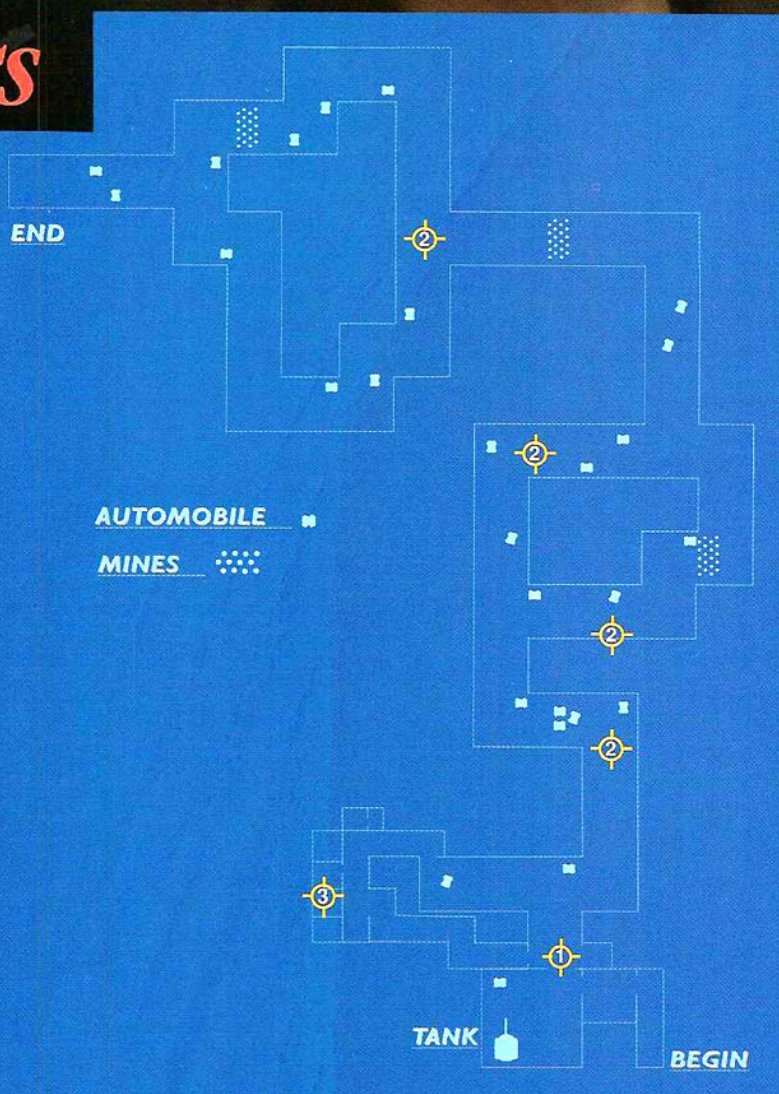
Caught in the center of the chaos, the citizens of St. Petersburg have abandoned their vehicles in the middle of the streets. You'll take damage if you run over the cars, so drive around them or clear them with the tank gun.



General Ourumov has anticipated your pursuit and ordered his men to set up minefields on several thoroughfares. At least the troops won't have time to conceal the mines. Remove the obstacles with several shells from your tank gun.

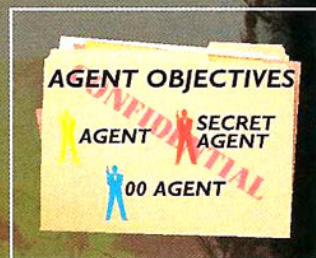
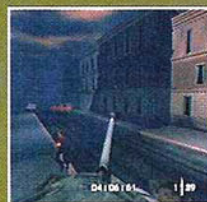


At most roadblocks you'll encounter guards with small arms, but in other areas of the city you'll find troops equipped with anti-tank guns. Use your assault rifle to neutralize these threats before they place you in their cross hairs.



2 MINIMIZE CIVILIAN CASUALTIES

The local citizens are in a panic. The last time there was this much gunfire in St. Petersburg was during the Second World War. While some civilians are running blindly down the middle of the street, you must avoid hitting them at all costs. You'll have to give up the chase if you injure more than ten pedestrians.



3 CONTACT VALENTIN

Valentin is standing inside a building up a twisting alley near the Military Archives. The extra trip might seem like a waste of time, but if you talk to him he'll delay General Ourumov and buy you six precious minutes. This is a worthwhile effort when you consider that you start the stage with half that amount of time.

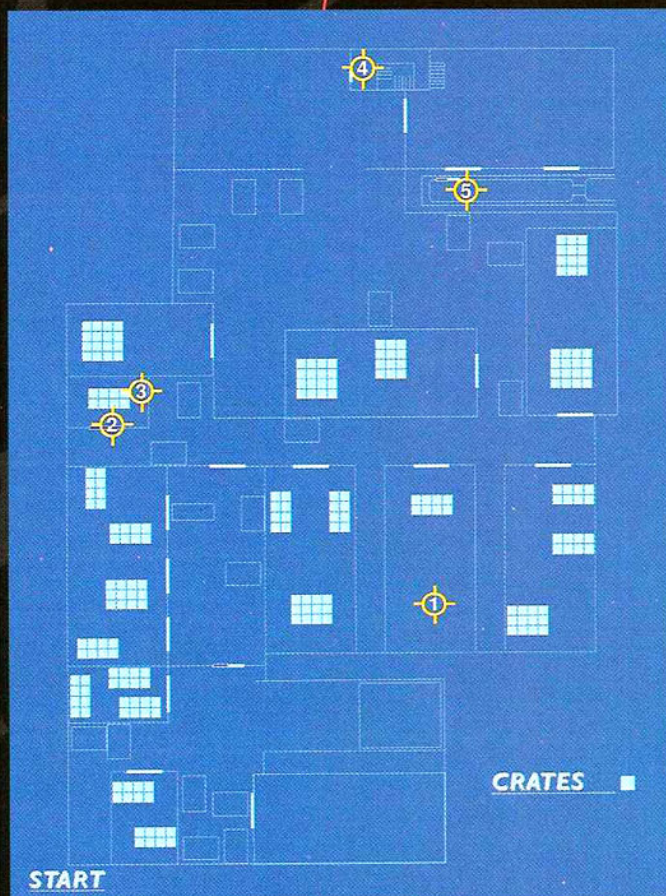


MISSION 6: ST. PETERSBURG 007 DEPOT

Hot on Ourumov's tail, Bond chases the general into a dilapidated military rail depot. Valentin mentioned that this area was Janus's headquarters. The place is crawling with heavily armed troops. 007 can clean up the stealth helicopter fiasco if he steals the aircraft blueprints from the crime syndicate, but first he needs to find Ourumov and save Natalya.

Q BRANCH

Valentin just sent us an informative fax, 007. Apparently Janus has a computer network containing files of stolen schematics of MI6's best tools and weapons. If you demolish the syndicate's mainframes, we won't have to worry about copies of our equipment falling into terrorist hands.

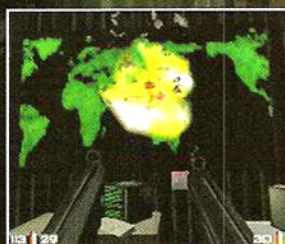


1 DESTROY ILLEGAL ARMS CACHE



You'll find a warehouse containing an illegal arms cache just inside a walled courtyard. There are three heavily armed sentries guarding the weapons. You can dispatch the sentries one at a time in a firefight or take aim at one of the crates lying on the floor. The resulting explosion will wipe out the entire arms cache.

2 DESTROY THE JANUS COMPUTER NETWORK



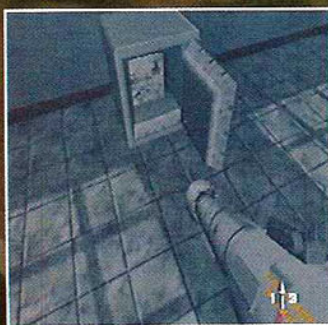
On the opposite side of the walled courtyard you'll find a warehouse filled with computers. The network is protected by an automated gun. Duck behind the metal crates and use the rocket launcher that you found in the cache to neutralize the gun. Destroy the mainframes and the projection screen to complete your objective.

3 OBTAIN THE SAFE KEY

The safe key is lying on the left-hand table in front of the projection screen. If you've already trashed the room, it may be difficult to see the key among the debris. Use the key to recover the helicopter blueprints.



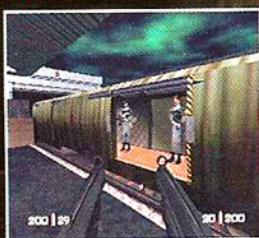
4 RECOVER THE HELICOPTER BLUEPRINTS



The helicopter blueprints are locked inside a safe on the depot building's second floor. If you've picked up the key in the computer room, you won't have any problem eliminating the two sentries and grabbing the plans. If you've accomplished the other objectives, you can board Janus's train waiting next to the building.

5 LOCATE TREVELYAN'S TRAIN

The train won't depart from the station without you. It's parked outside the depot, the only two-story building in the stage. You must go up and back down the depot office stairs to reach the train. If you're having problems getting aboard, try leaning against the yellow and black caution stripes on the sliding doors.

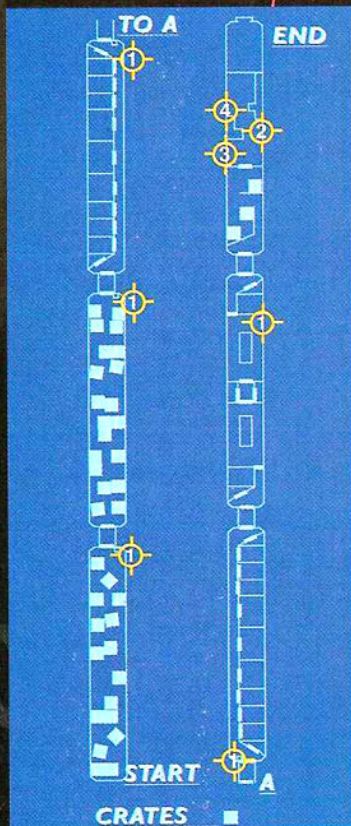


MISSION 6: ST. PETERSBURG 007[™] TRAIN

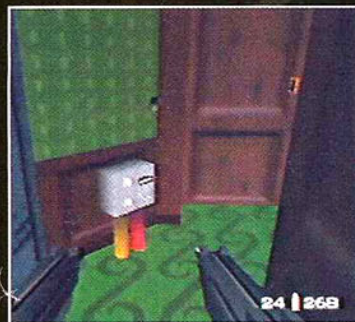
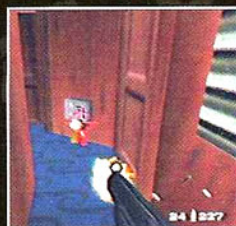
Ourumov is holding Natalya at gunpoint at the front of Trevelyan's personal train. Bond must work his way through all of the carriages, disable the train's brakes and eliminate the General. The Janus security force is on full alert, so this stage will be an explosive firefight.

Q BRANCH

Considering your record for being captured, 007, I've added a special function to your watch. It's a high-powered, compact laser that's capable of cutting through stainless steel. Be sure to give it a shot during your next jail break.



1 DISABLE THE BRAKE UNITS

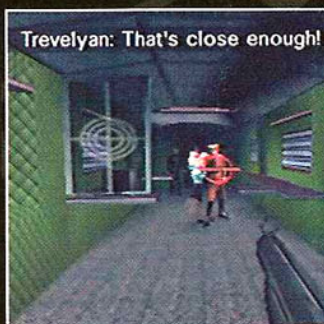


Trevelyan's armored train is equipped with a failsafe brake system. A safety feature on the train will automatically stop the train if the brakes malfunction. You can create a malfunction by blasting the brake units in each car.



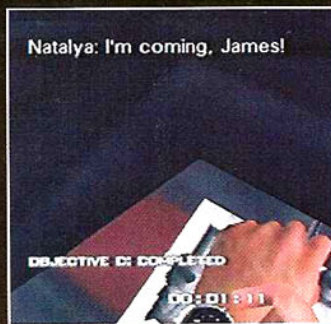
2 RESCUE NATALYA

Natalya is being held at gunpoint by General Ourumov in the final car of the train. Trevelyan will challenge you to choose your target—will you save the girl or eliminate Alec? You have a split second to take out the General.



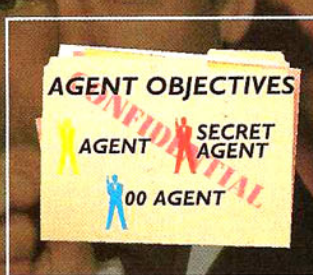
3 ESCAPE FROM THE TRAIN

While you've saved Natalya, Trevelyan has you trapped inside the train. You have 300 charges in your watch laser and 59 seconds to blast away metal plates welded to the escape hatch on the floor. Use the cross hairs to aim your laser.



4 LOCATE THE JANUS BASE AND CRACK BORIS'S PASSWORD

Natalya will activate the train computer and track down the Janus Base and Boris while you're shooting at the floor. Your job is to protect her by eliminating the three soldiers waiting for both of you right outside the train.



MISSION 7: CUBA

007 JUNGLE

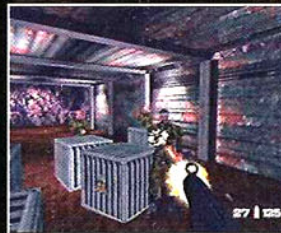
Alec Trevelyan knows that it's only a matter of time before Bond tracks him to Cuba, so he orders his men to set up traps throughout the jungle. Somewhere in the steamy darkness Xenia Onatopp has a sinister surprise waiting for 007.



MISSION 7: CUBA

007 CONTROL CENTER

Natalya: James, you were wonderful!



If Bond can get Natalya to the GoldenEye Control Center, she may be able to reprogram the satellite so it will burn up in the earth's atmosphere. The real trick will be keeping her alive while she's breaking into the computer network.

MISSION 7: CUBA

007 WATER CAVERNS

Trevelyan's secret satellite antenna is submerged beneath a lake. If Bond can demolish the base's water pumps, the massive antenna will rise to the surface and the waiting U.S. Marines will know the exact location of the Janus base.

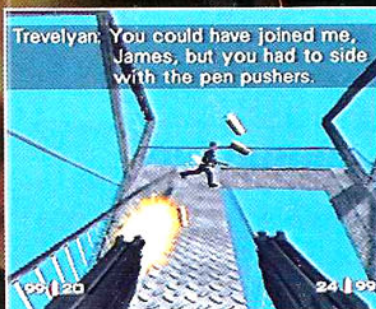


MISSION 7: CUBA

007 ANTENNA CRADLE



Trevelyan has one last chance to manually realign the satellite antenna and order GoldenEye to attack London, but Bond is waiting for him near the cradle. Who will win the final confrontation between the former Agent 006 and Agent 007?



NEXT ISSUE: 100 BEST AMBUSHES!

The fun is far from over when you complete GoldenEye's Mission Game, even on 00 Agent Level. Do you have what it takes to defeat three other players in arena combat? You will after you learn about the 100 best ambush locations in all of GoldenEye's multiplayer arenas. Next month's issue will list the best hiding spots you'll need to know about in order to remain the agent with the Golden Gun.



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YOU'VE
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