

= GoldenEye 007 (1997 video game) =

GoldenEye 007 is a first @-@ person shooter video game developed by Rare and based on the 1995 James Bond film GoldenEye . It was exclusively released for the Nintendo 64 video game console in August 1997 . The game features a single @-@ player campaign in which players assume the role of British Secret Intelligence Service agent James Bond as he fights to prevent a criminal syndicate from using a satellite weapon against London to cause a global financial meltdown . The game also includes a split @-@ screen multiplayer mode in which two , three , or four players can compete in different types of deathmatch games .

GoldenEye 007 was originally conceived as an on @-@ rails shooter inspired by Sega 's Virtua Cop , before being redesigned as a free @-@ roaming shooter . The game was highly acclaimed by the gaming media and has sold over eight million copies worldwide , making it the third @-@ best @-@ selling Nintendo 64 game . GoldenEye 007 is considered an important game in the history of first @-@ person shooters for demonstrating the viability of game consoles as platforms for the genre , and for signalling a transition from the then @-@ standard Doom @-@ like approach to a more realistic style . It pioneered features such as atmospheric single @-@ player missions , stealth elements , and a console multiplayer deathmatch mode . The game is frequently cited as one of the greatest video games of all time .

GoldenEye 007 was followed by a spiritual successor , Perfect Dark , also developed by Rare for the Nintendo 64 . A reimagining of the game , also titled GoldenEye 007 , was published by Activision and released for the Wii and Nintendo DS in 2010 , and later re @-@ released as GoldenEye 007 : Reloaded for the Xbox 360 and PlayStation 3 the following year .

= = Gameplay = =

GoldenEye 007 is a first @-@ person shooter that features both single and multiplayer modes . In the single @-@ player mode , the player takes the role of James Bond through a series of free @-@ roaming 3D levels . Each level requires the player to complete a certain set of objectives ? such as collecting or destroying specified items , rescuing hostages , or meeting with friendly non @-@ player characters (NPCs) ? and then exit the stage . Some gadgets from the James Bond film series are featured in the game and are often used to complete particular mission objectives ; for example , in one level the electromagnetic watch from Live and Let Die is used to acquire a jail cell key .

The arsenal of weapons includes pistols , submachine guns , assault rifles , grenades , and throwing knives , among others . Guns have a finite magazine and must be reloaded after a certain number of shots , but the player may acquire and carry as many weapons as can be found in each mission . The player 's initial weapon in most missions is James Bond 's Walther PPK , called the PP7 in @-@ game . Most of the game 's firearms are modelled on real @-@ life counterparts (although their names are altered) , while others are based on fictitious devices featured in the Bond films , such as the Golden Gun and Moonraker laser . The weapons vary in characteristics such as rate of fire , degree of penetration , and type of ammunition used , and inflict different levels of damage depending on which body part they hit .

Stealth is a significant element of the gameplay ; frequent gunfire can alert distant guards , and activated alarms can trigger infinitely @-@ respawning enemies . Therefore , to avoid gunfights with numerous opponents , it is advantageous to eliminate soldiers and security cameras before they spot or hear the player . Certain weapons incorporate suppressor or telescopic sight attachments to aid the player in killing enemies discreetly . There are no health @-@ recovery items in the game , although armour vests can be acquired to provide a secondary health bar .

Four save files are available to track the player 's progress through the game 's twenty missions , each of which may be played on " Agent " , " Secret Agent " , or " 00 @-@ Agent " difficulty settings . Higher difficulties increase the challenge by altering factors such as the damage enemies can withstand and inflict , the amount of ammunition available , and the number of objectives that must be completed . Once a mission is completed , the player may either continue progressing through

the story or choose to replay a previously completed level . Completing certain missions within particular target times enables the player to unlock bonus cheat options which make various changes to the gameplay . Upon fully completing the game on the hardest difficulty setting , an additional " 007 " mode is unlocked that allows the player to customise the challenge of any mission by manually adjusting enemies ' health , reaction times , aiming accuracy , and the damage they inflict .

The multiplayer mode allows two , three , or four players to compete against each other in five different types of split screen deathmatch games : Normal , You Only Live Twice , The Living Daylights (Flag Tag) , The Man With the Golden Gun , and Licence to Kill . Normal is a basic deathmatch mode in which the main objective is to kill opponents as many times as possible . It can be played as a free @-@ for @-@ all game or in teams . In You Only Live Twice , players only have two lives before they are eliminated from the game , and Licence to Kill is a mode in which players die from a single hit with any weapon . In The Man With the Golden Gun , a single Golden Gun , which is capable of killing opponents with only one shot , is placed in a fixed location on the map ; once the Golden Gun is picked up , the only way to re @-@ acquire it is to kill the player holding it . The player with the Golden Gun is unable to pick up body armour while opponents can . In The Living Daylights , a " flag " is placed in a fixed location on the map , and the player who holds it the longest wins . The flag @-@ carrier cannot use weapons but can still collect them to keep opponents from stocking ammunition . Aspects of each gametype can be customised , including the chosen map , class of weapons , and winning condition . As players progress through the single player mode , new maps and characters are unlocked in the multiplayer mode .

= = Plot = =

GoldenEye 007 closely follows the plot of the movie , though with some minor alterations . The game starts in Arkhangelsk , in the Soviet Union (now Russia) in 1986 , where MI6 has uncovered a secret chemical weapons facility at the Byelomorye Dam . James Bond and fellow 00 @-@ agent Alec Trevelyan are sent to infiltrate the facility and plant explosive charges . During the mission , Trevelyan is apparently killed by Colonel Arkady Ourumov , but Bond escapes by commandeering an aeroplane . Five years later in 1991 , Bond is sent to investigate a satellite control station in Severnaya , Russia , where programmers Natalya Simonova and Boris Grishenko work . Two years after the Severnaya mission , in 1993 , Bond investigates an unscheduled test firing of a missile in Kyrgyzstan , believed to be a cover for the launch of a satellite known as GoldenEye . This space @-@ based weapon works by firing a concentrated electromagnetic pulse at any Earth target to disable any electrical circuit within range . As Bond leaves the silo , he is ambushed by Ourumov and a squad of Russian troops . Ourumov manages to escape during the encounter .

The remainder of the game takes place in 1995 . Bond visits Monte Carlo to investigate the frigate La Fayette , where he rescues several hostages and plants a tracker bug on the Eurocopter Tiger helicopter before it is stolen by the Janus crime syndicate . Bond is then sent a second time to Severnaya , but during the mission he is captured and locked up in the bunker 's cells along with Natalya Simonova , who has been betrayed to Janus . The two escape the complex seconds before it is destroyed , on the orders of Ourumov , by the GoldenEye satellite 's EMP . Bond next travels to Saint Petersburg , where he arranges with ex @-@ KGB agent Valentin Zerkov to meet the chief of the Janus organisation . This is revealed to be Alec Trevelyan ? his execution by Ourumov in the Arkhangelsk facility was faked . Bond and Natalya escape from Trevelyan , but are arrested by the Russian police and taken to the military archives for interrogation . Bond eventually manages to escape the interrogation room , rescue Natalya , and communicate with Defence Minister Dimitri Mishkin , who has verified Bond 's claim of Ourumov 's treachery . Natalya is recaptured by General Ourumov , and Bond gives chase through the streets of St. Petersburg , eventually reaching an arms depot used by Janus . There Bond destroys its weaponry stores and then hitches a ride on Trevelyan 's ex @-@ Soviet missile train , where he kills Ourumov and rescues Natalya . However , Alec Trevelyan and his ally Xenia Onatopp escape to their secret base in Cuba .

Natalya accompanies Bond to the Caribbean . Surveying the Cuban jungle aerially , their light

aircraft is shot down . Unscathed , Bond and Natalya perform a ground search of the area 's heavily guarded jungle terrain , but are ambushed by Xenia , who is quickly killed by Bond . Bond sneaks Natalya into the control centre to disrupt transmissions to the GoldenEye satellite and force it to burn up in the Earth 's atmosphere . He then follows the fleeing Trevelyan through a series of flooded caverns , eventually arriving at the antenna of the control centre 's radio telescope . Trevelyan attempts to re @-@ align it in a final attempt to restore contact with the GoldenEye , but Bond ultimately destroys machinery vital to controlling the antenna and defeats Trevelyan in a gunfight on a platform above the dish .

= = Development = =

GoldenEye 007 was developed by an inexperienced team ; eight of its ten developers had never previously worked on video games . As programmer David Doak recalls , " Looking back , there are things I 'd be wary of attempting now , but as none of the people working on the code , graphics , and game design had worked on a game before , there was this joyful naïveté . " Due to the success of Donkey Kong Country , GoldenEye 007 was originally suggested as a 2D side @-@ scrolling platformer for the Super Nintendo Entertainment System , but Martin Hollis , the director and producer of the game , proposed " a 3D shooting game " for Nintendo 's in @-@ development " Ultra 64 " console .

The intention for the first few months of development was for the game to be an on @-@ rails shooter similar to Sega 's light gun game Virtua Cop ; GoldenEye 's gas plant location was modelled by Karl Hilton with a predetermined path in mind . Although GoldenEye is controlled with a pad rather than a light gun , Hollis credited Virtua Cop as an influence on the developers ' adoption of features such as gun reloading , position @-@ dependent hit reaction animations , penalties for killing innocent characters , and an alternative aiming system that is activated upon pressing the R button of the Nintendo 64 controller .

The development team visited the studios of the GoldenEye film to collect photographs and blueprints of the sets used in the movie . Silicon Graphics Onyx workstations and Nintendo 's NINGEN development software were used to create the geometry for virtual environments based on this reference material . However , many of the missions were extended or modified to allow the player to participate in sequences which the film 's James Bond did not . Hilton explained , " We tried to stick to [the reference material] for authenticity but we weren 't afraid of adding to it to help the game design . It was very organic . " Initially , the designers ' priority was purely on the creation of interesting spaces ; level design and balance considerations such as the placement of start and exit points , characters and objectives did not begin until this process was complete . According to Martin Hollis , " The benefit of this sloppy unplanned approach was that many of the levels in the game have a realistic and non @-@ linear feel . There are rooms with no direct relevance to the level . There are multiple routes across the level . " Hollis also noted that the concept of several varied objectives within each mission was inspired by the multiple tasks in each stage of Super Mario 64 , a game whose 3D collision detection system was also influential for Hollis .

Final Nintendo 64 specifications and development workstations were not initially available to Rare : a modified Sega Saturn controller was used for some early playtesting , and the developers had to estimate what the finalised console 's capabilities would be . The final Nintendo 64 hardware could render polygons faster than the SGI Onyx workstations they had been using , but the game 's textures had to be cut down by half . Karl Hilton explained one method of improving the game 's performance : " A lot of GoldenEye is in black and white . RGB colour textures cost a lot more in terms of processing power . You could do double the resolution if you used greyscale , so a lot was done like that . If I needed a bit of colour , I 'd add it in the vertex . " At one time , developers planned to implement the reloading of the weapons by the player unplugging and re @-@ inserting the Rumble Pak on the Nintendo 64 controller , though this idea was discarded at Nintendo 's behest .

GoldenEye 007 introduced stealth elements not seen in previous first @-@ person shooter games . Doak explained how this was implemented : " Whenever you fired a gun , it had a radius test and

alerted the non @-@ player characters within that radius . If you fired the same gun again within a certain amount of time , it did a larger radius test and I think there was a third even larger radius after that . It meant if you found one guy and shot him in the head and then didn 't fire again , the timer would reset " . Windows throughout the game were programmed so that enemies cannot see through them while the player can . Though decidedly unrealistic , this was an intentional feature made to encourage the player to use windows to covertly spy on enemies . Rather than trying to release the game in tandem with the movie , the Stamper brothers made sure to give the developers as much time as they needed . It was developed through two and a half years , the first year of which was spent developing the engine and producing art assets . The game 's multiplayer mode was added late in the development process ; Martin Hollis described it as " a complete afterthought " . According to David Doak , the majority of the work on the multiplayer mode was done by Steve Ellis , who " sat in a room with all the code written for a single @-@ player game and turned GoldenEye into a multiplayer game . "

GoldenEye 007 was released on 25 August 1997 , nearly two years after the film . The game 's cartridge size was 96 Mb (12 MB) . Additionally , every cartridge of the game contains a fully functional ZX Spectrum emulator with ten Rare developed games . This function was originally made as an experimental side project by Rare staff and was deactivated in the final build of the game , but has since been unlocked through fan @-@ developed patches . In addition to the Nintendo 64 game , a racing version was in development for the Virtual Boy , but was ultimately cancelled before release .

= = Reception = =

Despite an unsuccessful showing at E3 1997 and low expectations among the gaming media , GoldenEye 007 turned out to be both a critical and a commercial success . It received very high critical praise and sold more than eight million units worldwide , making it the third best selling Nintendo 64 game , behind Super Mario 64 and Mario Kart 64 . According to a paper published on the website of the Entertainment Software Association , the game grossed \$ 250 million worldwide . Video game journalists have praised GoldenEye 007 for proving that it is possible to create a " fun " first @-@ person shooter experience on a console in both single @-@ player and multiplayer modes ; when the game was released , the first @-@ person shooter was primarily a genre for PC gamers . Journalists noted that the game " opened the genre to a completely new market " and that it was " the first big console [first @-@ person shooter] that truly got it right . " Additionally , the game 's use of realistic gameplay , which contrasted with the approaches taken by Doom @-@ clones , and introduction of multiplayer deathmatch on a console are often credited for having revolutionised the genre .

Graphically , the game was praised for its varied and detailed environments ; well @-@ animated characters ; realistic effects such as glass transparencies , bullet holes and lingering smoke ; and for generally maintaining a solid frame rate . The zoomable sniper rifle was praised as one of the game 's most impressive and entertaining features , Edge describing it as a " novel twist " and Jeff Gerstmann of GameSpot noting its ability to alleviate the game 's distance fog . GoldenEye 007 has subsequently become credited alongside Shiny Entertainment 's MDK for pioneering and popularising the now @-@ standard inclusion of scoped sniper rifles in video games . The game 's audio was also well @-@ received : the music was praised for its inclusion of the " James Bond Theme " and " addictive " tunes based on the GoldenEye film 's score . The sound effects were said to be detailed , although some reviewers criticised the omission of character speech . Some later levels begin in lifts and feature transitions from elevator music to full soundtracks , which Gerstmann cited as examples of the music 's ability to add ambience to the game , and as an illustration of the game 's attention to detail .

The gameplay was praised for its depth . IGN 's Doug Perry called GoldenEye 007 an immersive game , which " blends smart strategy gameplay with fast @-@ action gunmanship " . Similarly , Greg Sewart of Gaming Age pointed out that players also have " a bit of freedom as to what they want to do in any given situation , and what order the directives are completed in " . Reviewers also

enjoyed the wide variety of weapons and the multi @-@ objective @-@ based missions , stating that they make the game stay " fresh by never having you do the same thing twice " . The controls were praised for their precision and were said to be more intuitive than Acclaim 's earlier well @-@ received Nintendo 64 first @-@ person shooter Turok : Dinosaur Hunter . The game 's use of context @-@ sensitive hit locations on the enemies added a realism that was previously unseen in video games , even though the Quake computer mod Team Fortress already featured locational damage such as headshots . Colin of Game Revolution called the gameplay realistic , setting GoldenEye " apart from the pack " , but also criticised the campaign for being badly paced . He noted that GoldenEye 007 " takes it for granted that you have already seen the movie " . He also added that players may get stuck due to the game 's lack of orientation .

At the time , the multiplayer mode was considered the best multiplayer game on the system , " edging Mario Kart 64 by a hair " according to IGN . Edge called it addictive and praised the originality of some of the scenarios such as You Only Live Twice . The magazine also stated that it set the standard for multiplayer console combat until it was surpassed by the release of Halo : Combat Evolved in 2001 . Retrospective commentary on GoldenEye 007 in the years following its release included an October 2011 review by Mark Reece from NintendoLife . Reece gave the game a rating of eight out of ten , commenting that although the game 's multiplayer mode stands up well , its graphics , audio and " fiddly " aiming system are dated . He noted that GoldenEye 007 's approach to difficulty settings provides considerable replay value , but is a system rarely used in modern first @-@ person shooters . On the game 's original release , Edge awarded it a score of nine out of ten , but in 2013 , with the benefit of hindsight , the magazine concluded that it should have received its highest score .

= = = Accolades = = =

GoldenEye 007 has collected numerous awards , including the BAFTA Interactive Entertainment " Games Award " in 1998 , and four awards from the Academy of Interactive Arts & Sciences : " Console Action Game of the Year " , " Console Game of the Year " , " Interactive Title of the Year " and " Outstanding Achievement in Software Engineering " . Rare was also recognised for its work on the game and won the BAFTA award for " Best UK Developer " . In 2011 , the game was selected as one of 80 titles from the past 40 years to be placed in the Art of Video Games exhibit in the Smithsonian American Art Museum . With its eight million copies sold , GoldenEye 007 was also one of the most significant titles that helped the Nintendo 64 to remain competitive with rival Sony 's PlayStation , even though it eventually lost much of its market share .

GoldenEye 007 is frequently cited as one of the greatest video games of all time . Rowan Kaiser of 1UP.com , who placed the game 53rd on " The 60 Most Influential Games of All Time " , pointed out that the game " paved the way for the later popularity of Halo , Call of Duty , and more " . Similarly , GamePro , placing it ninth in " The 52 Most Important Video Games of All Time " , called it the console killer @-@ app of the 1990s and the best game ever licensed from a film . In 2011 , IGN journalists placed the multiplayer mode at 17th in their list of the " Top 100 Video Game Moments " , and in 2010 Nintendo Power listed GoldenEye 007 as one of the greatest multiplayer experiences in Nintendo history , stating that it is remembered as one of the finest examples of a first @-@ person shooter .

In a 2000 poll , readers of Computer and Video Games voted GoldenEye 007 into first place in a list of " the hundred greatest video games " , and it was ranked fifth in a poll the following year . In 2001 , the game ranked 16th in Game Informer 's list of the " Top 100 Games of All Time " . In 2004 , readers of Retro Gamer voted GoldenEye as the 33rd top retro game , with the editors calling it " the game that sold a million N64s " and " easily the best Bond game to date . " In 2005 , a " Best Games of All @-@ Time " contest at GameFAQs placed GoldenEye 007 at seventh , and in a list made by IGN in 2005 , the game was ranked 29th , while the Reader 's Choice placed it at seventh . Video game review site ScrewAttack rated GoldenEye 007 number one in three separate top ten lists : a 2008 list of the " Top 10 FPS Games Ever " , a 2009 list of the " Top 10 Movie @-@ Based Games " , and a 2010 list of the " Top 10 Local @-@ Multiplayer Console Games " . Edge has featured

GoldenEye 007 prominently in three "greatest game" lists : it placed third in a staff @-@ voted poll in 2000 ; 17th in a staff , reader , and gaming industry @-@ voted poll in 2007 ; and it was also included as one of the publication 's top ten shooters in 2003 .

= = Legacy = =

GoldenEye 007 led Rare to begin development of a spiritual successor titled Perfect Dark , also for the Nintendo 64 . Using a modified version of the GoldenEye 007 game engine , Perfect Dark made its debut at E3 1998 , and was released in 2000 to critical acclaim . Although the game features a setting and storyline unrelated to James Bond , it shares many gameplay features with GoldenEye 007 , including a similar control scheme , mission objectives that vary with the difficulty setting , and cheat options unlockable through quick level completions . The game led to the development of the Perfect Dark franchise .

A number of the GoldenEye 007 team left Rare soon after development on Perfect Dark commenced , beginning with Martin Hollis in 1998 , who after working on the GameCube at Nintendo of America formed his own company Zoonami in 2000 . Other members formed Free Radical Design , and by 2004 , four of the team of nine who originally worked on GoldenEye 007 were employed there . Free Radical Design developed the TimeSplitters series of first @-@ person shooters for the PlayStation 2 , GameCube and Xbox . These games contain several references to GoldenEye 007 , including the design of the health @-@ HUD , the nature of the aiming system , and the dam setting of the opening level of TimeSplitters 2 .

In 1999 , the James Bond game licence was acquired by Electronic Arts , which published games based upon the then @-@ recent James Bond films , Tomorrow Never Dies and The World Is Not Enough , as well as entirely original ones , including 007 : Nightfire , 007 : Everything or Nothing and GoldenEye : Rogue Agent . Although some received positive reviews from critics , none of them reached the critical or commercial success of GoldenEye 007 . In 2006 , the licence was acquired by Activision . The company would then publish additional James Bond games , including 007 : Quantum of Solace , James Bond 007 : Blood Stone , and a reimagining of the Nintendo 64 game , also titled GoldenEye 007 . The reimagining features Daniel Craig as the playable character , modern first @-@ person shooter conventions , entirely new level @-@ layouts , and an online component . It was originally released for the Wii and Nintendo DS in 2010 and re @-@ released as GoldenEye 007 : Reloaded for the Xbox 360 and PlayStation 3 the following year .

An Xbox Live Arcade port of GoldenEye 007 was in development at Rare for several months , and in 2006 Nintendo of America president Reggie Fils @-@ Aime commented that Nintendo was " exploring all the rights issues " involved in bringing GoldenEye 007 to the Wii Virtual Console . However , due to legal issues involving the numerous licence holders with rights to the game and to the Bond intellectual property , the game has still not been released on either format . In 2010 , an independent development team released GoldenEye : Source , a multiplayer only total conversion mod developed using Valve 's Source engine .