GOLDENEYE

Prepared 10/4/95

Summary of Game Idea

The game will be similar to *Virtua Cop* in terms of game-play. Bond will move around the 3D environment, with a first-person perspective screen-shot, and a weapon or item at the bottom of the screen. The intention is to make the characters and backgrounds in the game polygonal. In contrast to *Virtua Cop*, *Goldeneye* will have:

1   A large number of character types, with every character different

There will be key characters, echoing major characters in the film, and generic character types such as foot-soldiers, guards, technicians, etc. Each instance of any character type can be made unique by varying their colour, size, height, speed and behaviour.

2   More moves for each character

Virtua Cop relies on a small number of prerecorded moves. *Goldeneye* will have a large number of move types, such as jumps, dives, ducks, falls, runs, staggers, etc., each with sub-types for different speeds and different characters.

3   More intelligent characters

Unlike *Virtua Cop*, the characters will react to the player's movements and actions intelligently. They will try to achieve their own goals, based on information from their eyes and ears. All characters will try to survive, but in addition to this, they might be trying to reach an alarm switch, rescue their comrade, obey an order, play dead, hide under a table, or reach an exit.

4   A large range of objects

Many collectable weapons and tools will be found throughout the game, as well as those Bond is given to help him in his mission.

5   More uses for each object

For instance, a gun can be used for more than just shooting bad guys. It could be used to shoot doors, locks, alarm systems, pipes, etc. It can also be used in combination with other objects — you could shoot a mine or a round of ammunition to cause an explosion. Similarly, a fire extinguisher could be sprayed at a fire, or a person, or used as a blunt instrument, or thrown as a weapon.

6   More interesting 3D backgrounds

The backgrounds will not be flat and level with vertical walls like those in *Virtua Cop*, but will have levels, gangways, and walkways, and imaginative architecture, much of which will be from the film.

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Missions

Bond will have a number of missions to complete, some based on the film plot, while many will be created specially for the video game. Bond will often be given a mission objective by his superiors, such as 'collect information on the Goldeneye Project', or 'rescue this VIP'. For other missions there will be no briefing, and Bond will have to rely on his intuition.

Types of mission will vary, for instance: covert, sabotage, clandestine, and rescue missions are all possibilities. Bond may or may not be authorized to kill during the mission. A covert mission would require Bond to be as quiet as possible, (using a silenced pistol) and if the player disregards these instructions they will find it hard (or impossible) to complete the level. The bad guys would react to the amount of noise Bond makes, and a silent attack will be rewarded with the sight of surprised and unarmed enemies diving for their guns. In contrast, a less covert mission would have Bond storming a train or attempting to escape from a building with more powerful unsilenced weapons (a sub-machine gun, for example) and stiffer opposition, who hold their guns at the ready.

Pace

In order to avoid monotonous and repetitive empty levels the missions will be action-packed and fast paced, with a minimum of waiting, searching, and trial-and-error guesswork.

The violence will be low-key, in order to match the Bond films. There will be no blood, and avoidance will be rewarded as well as fine marksmanship. Gratuitous behaviour will not be encouraged.

Control

Control of the gun is crucial, so the joystick will be used to aim the gun, the joy-pad trigger or a key-pad button will be used to fire, and movement will be on the remaining controls. It may be possible to have movement partly automatic, or on the keypad, or perhaps controlled together with the gun. Similarly the view may be controlled by the user, or it may be possible to enhance this control automatically. *Virtua Cop* is good in this respect, having very natural, totally automatic camera panning and zooming. The view should normally include all threatening characters, to avoid being unexpectedly shot in the back. The exact control system cannot be chosen until the joy-pad shape is finalized.

Realism

The game environment will be as interactive as possible while maintaining the feel and complete focus of a shooting game. Bond will be able to use parts of the scenery as weapons, such as chairs, fire extinguishers, barrels of nerve gas, and so on. Bullets will also leave their mark on the walls and objects around the level — glass will shat-

ter, while bulletproof glass will craze but hold; locks will break when shot, and padlocks will break and fall off after the same treatment; computer screens will shatter and spark, and computer banks will emit showers of sparks before shutting down; etc. All surfaces or objects that are struck by bullets will have an appropriate effect: wood will splinter; glass will shatter; metal drums will get bullet holes; metal surfaces will make the bullet ricochet; stone will get chipped; small objects such as guns, cups or books will be knocked across the room.

The weapon or item in Bond's hand will not intrude too heavily into the view, and there will be no screen readout of ammunition left, etc. so that the level of realism is heightened.

The atmosphere will be further enhanced by the use of locations from the film as missions in the game.

Multi-player Option

There is also the possibility of a link-up between two consoles, with the result that two players could play two characters in the game, such as Bond and Trevelyan in the early missions, or Bond and Natalya later on.

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Missions

1 Severnaya — Part One
2 Dam, Arkhangelsk
3 Chemical Warfare Facility #2, Arkhangelsk
4 Manticore, Monte Carlo
5 French Destroyer, Monte Carlo
6 Severnaya — Part Two
7 Statue Park, St. Petersburg
8 Russian Intelligence Building, St. Petersburg
9 Trevelyan's Train, St. Petersburg
10 Jungle, Arecibo
11 Transmitter Perimeter Buildings, Arecibo
12 Transmitter dish, Arecibo
13 Control Centre, Arecibo
14 Transmitter Catwalk, Arecibo
15 Trevelyan, Arecibo

The levels above follow the plot of the film with the exception of Severnaya Part One and Two, and Statue Park, St. Petersburg. All three are plot additions. Bond never went to Severnaya in the film, although he states in the script that he has "been inside that kind of Russian facility"; nor did he go there after the first satellite was activated. In the game, Bond will put up more of a fight in Statue Park against the Janus syndicate operatives, rather than being Tazered into unconsciousness almost immediately.

Mission Objectives

1 Severnaya — Part One

Bond and Trevelyan have to sneak into the Severnaya base to get their hands on the details of the new project that is being started there, code-named Goldeneye. Information will have to be obtained from the wall safe which has a digital lock — Q has a gadget specifically for this. Bond takes the task of finding the information while Trevelyan provides back-up. Since this is meant to be a covert mission Bond should be seen as little as possible.

2 Dam, Arkhangelsk

Bond must clear the dam of soldiers in preparation for his bungee jump down to the chemical factory. There is a guardhouse with a tower at one end of the dam, and three guard posts on the dam itself. To get onto the dam Bond will have to open an electric gate which is blocking his way — the switch is in the guardhouse. Once on the dam, Bond will bungee down to the main facility.

3 Chemical Warfare Facility #2, Arkhangelsk

Once the dam is cleared, Bond must enter the Chemical plant and meet up with Trevelyan. The two will then proceed through the facility until they reach the main gas storage area, where they will set bombs on the storage tanks. Following this, Trevelyan will be captured and Bond will have to escape.

4 Manticore, Monte Carlo
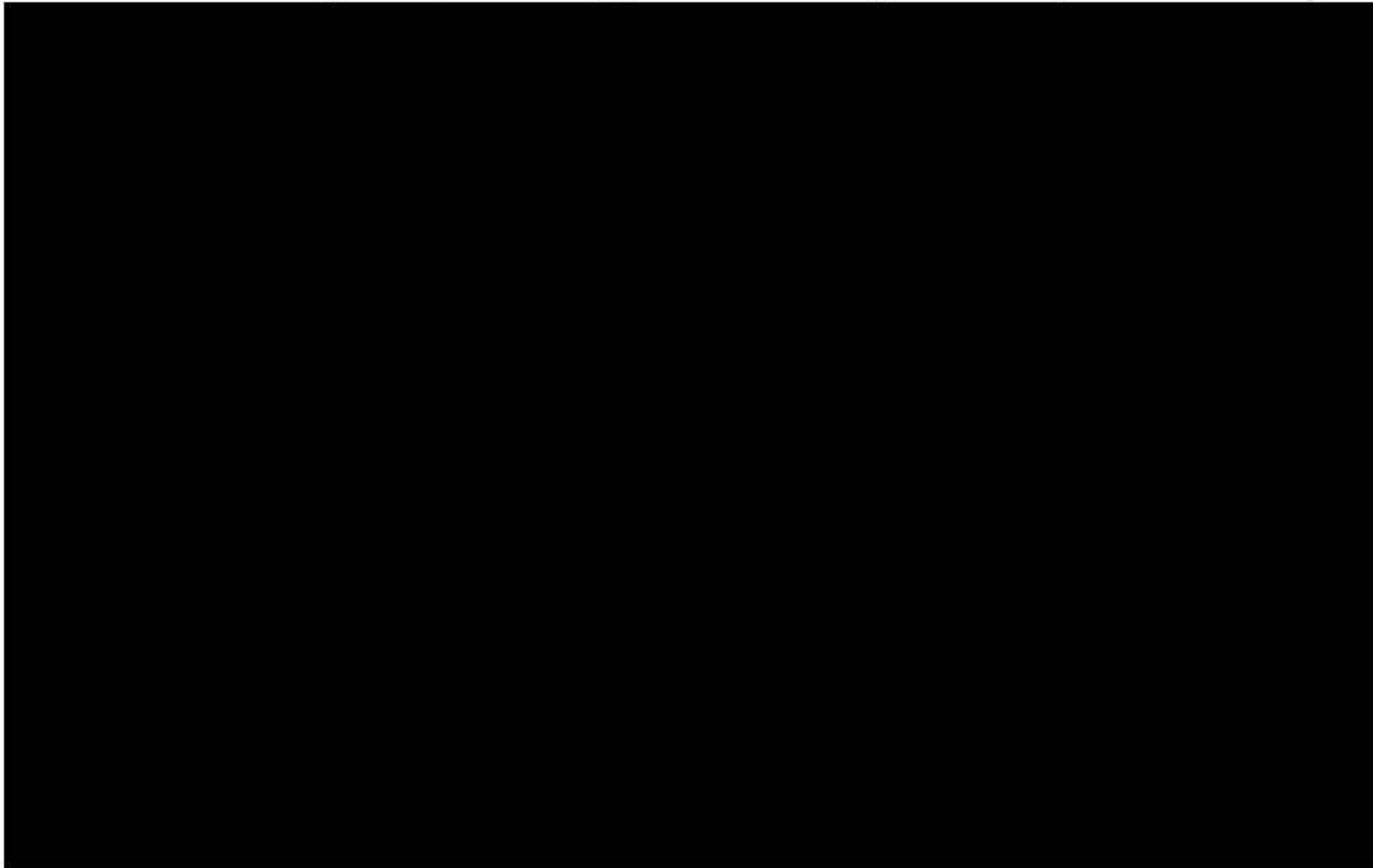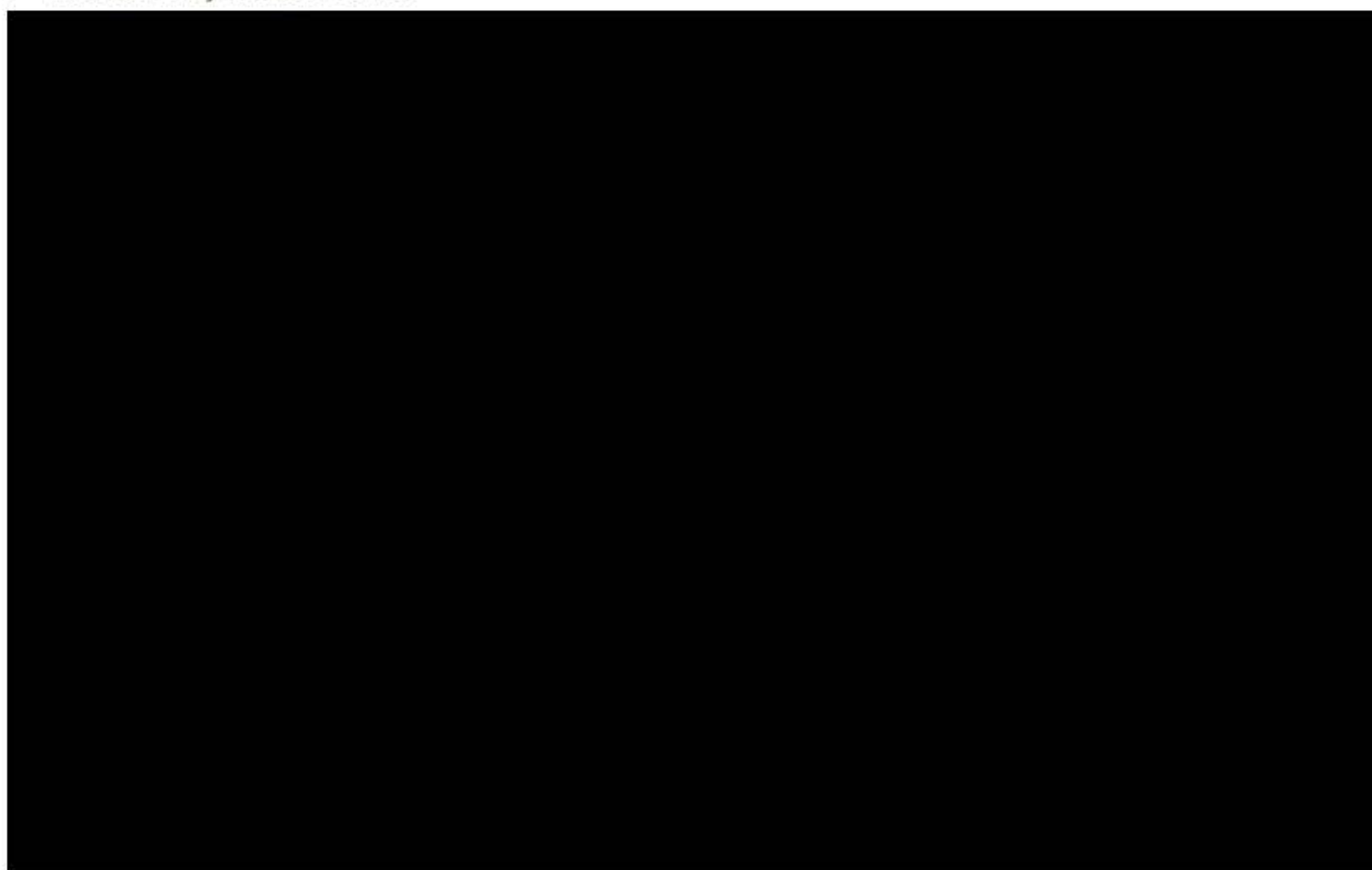
7 Statue Park, St. Petersburg

A political rubbish dump, where, in amongst all the wrecked statues of communist leaders, Bond finds the stolen Tiger helicopter and also quite a few members of the Janus syndicate, including Trevelyan, their leader. He must survive and kill as many of them as possible, while attempting to destroy the Tiger. The ensuing explosion will bring many Russian soldiers to the park who will capture Bond and take him for interrogation.

8 Russian Intelligence Building, St. Petersburg

Bond will have his Walther PPK taken away, making his escape a little difficult to begin with. He will have to use improvised weaponry until a gun becomes available, and then the serious work of escaping begins. Russian soldiers, led (or directed) by General Ouromov, will be chasing him, attempting to shoot him for the supposed murder of Defense Secretary Mishkin. Bond has to get out of the Interrogation room, and find his way out of the maze of a building to be safe.

9 Trevelyan's Train

Bond disables the train and boards it in an attempt to get Natalya back from Ouromov's and Trevelyan's clutches. On board the train, he comes into contact with a number of Janus operatives as well as Ouromov, Trevelyan, and Xenia. While the latter two escape, Ouromov uses Natalya as a shield, giving Bond a chance to kill him.· Following Trevelyan's escape, Bond and Natalya must escape the train before it

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Weapons

1 Pistols
Walther PPK
Silenced PPK
Colt ·45 Automatic
Silenced ·45 Automatic
Machine Pistol

2 Rapid fire weapons
Sub-machine gun
Assault rifle
General Purpose Machine Gun

3 Various
Magnetic Time Bomb
Throwing Knife
Sniper's Rifle with Sight
Laser-Sighted Rifle
Grenades

Q Gadgets

Piton Gun
Belt with built-in Piton Gun and tensile wire
Exploding Pen
Laser Watch
Magnetic Bomb
Magnetic Bomb Detonator (in watch)
Lock Opener
Photo Binoculars

Good Guys

James Bond 007
M
Q
Natalya
Jack Wade

Bad Guys

Alec Trevelyan 006
Xenia
General Ouromov
Boris
Russian Soldiers of various ranks
Russian Military Intelligence Operatives of various ranks
Trevelyan's own Soldiers

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Visual Effects

Gunshots and muzzle flashes
Silenced Gunshots and puffs of smoke from the silencer
Bullet holes in walls
Bullet holes in windows and glass
Ricochets from metal and stone objects
Cartridge cases being ejected from guns
Wounds on both Bond and his attackers
Bad guys falling from balconies having been shot
Unarmed Bad guys going to pick up guns
Wounded Bad guys going to pick up guns
Sparks from computer equipment
Flames and explosions
Smoke from fires
Day and night when outside
Liquid escaping from ruptured pipes and tanks
Gas escaping from ruptured tanks or pipes
Sea and lake effects (Arkhangelsk dam, Monte Carlo and Arecibo)
Mirror and glass reflections
Leaf movement (Jungle, Arecibo)

Table 1: Goldeneye Relevant Location List

Date	Scene	Location
20 -21 Feb	Russian Military Intelligence	Studio Lot
2 -4 March	Nerve Gas Plant, Prod. Room	Studio E
6-10 March	Arecibo Control/ Complex	Studio B
8-10 March	Upper Level	Studio B
13-14 March	Lower Level	Studio B
15-17 March	Statue Park ?	Studio Lot
23 March	Rail Depot Ourumov's Car	Nene Valley
29-1 March/	Trevelyan's	Studio C