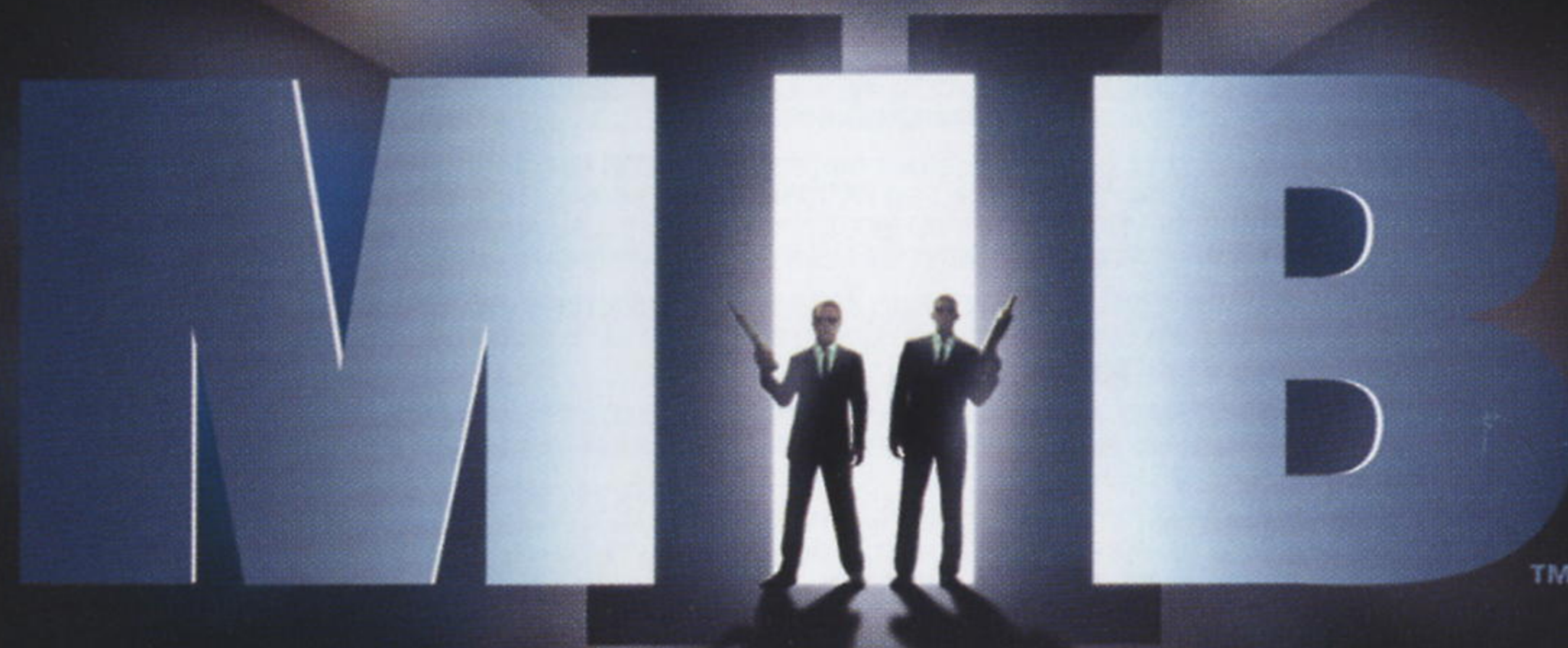


SAME PLANET. NEW SCUM.



MEN IN BLACK II
ALIEN ESCAPE

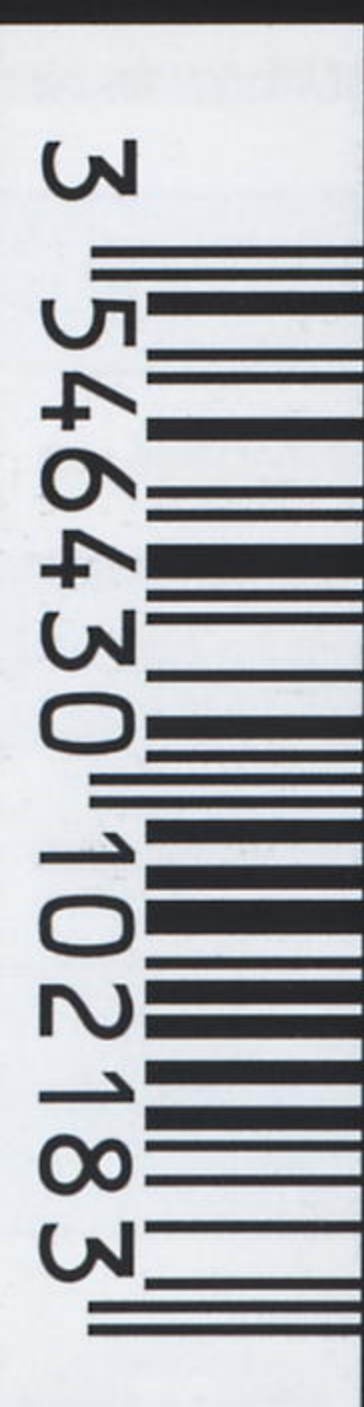


INSTRUCTION BOOKLET



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CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVÉ CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIÈRE DE FABRICATION, DE FIABILITÉ ET SURTOUT, DE QUALITÉ. RECHERCHÉZ CE SCEAU LORSQUE VOUS ACHÉTEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITÉ AVEC VOTRE SYSTÈME NINTENDO.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA NINTENDO.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU NINTENDO SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND NINTENDO-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÅR KOMPATIBLA MED NINTENDO.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT NINTENDO.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI NINTENDO YHTEENSOPIVIA TUOTTEITA.



1 Player
1 joueur

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER. CE JEU PERMET DE JOUER AVEC UN JOUEUR ET UNE MANETTE.



Memory Card
(carte mémoire)
Uses **03** Blocks
Nécessite **03** blocs

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS. CE JEU NECESSITE UNE MEMORY CARD (CARTE MEMOIRE) POUR SAUVEGARDER VOTRE PROGRESSION, VOS PARAMÈTRES OU VOS RESULTATS.

LICENSED BY



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CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



GETTING STARTED

1. Turn OFF the POWER Button on your NINTENDO GAMECUBE.
WARNING: Never try to insert or remove a NINTENDO GAMECUBE DISC while the power is ON.
2. Make sure a NINTENDO GAMECUBE CONTROLLER is plugged into Controller Socket 1.
3. If you're playing against friends, plug additional Controllers into additional Controller Sockets.
4. Insert the NINTENDO GAMECUBE DISC into the NINTENDO GAMECUBE and close the Disc Cover.
5. Turn ON the POWER Button and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press START/PAUSE. Next, you will be prompted to start a new game or load a previously saved game (see "Saving/Loading" on page 5). You will then continue on to the Main Menu (see page 5).

CONTROLS



MENU CONTROLS

START/PAUSE	Skip cinematic sequences	A Button	Select/Accept
+ Control Pad	Select menu items	B Button	Deselect/Cancel/Back

IN-GAME CONTROLS

START/PAUSE	Pause	Y Button	Cycle available weapons
Control Stick	Move	Z Button	Fire Xenobomb
A Button (Tap)	Fire current weapon	L Button	Strafe/move left
A Button (Hold)	Charge Fusion Cannon	R Button	Strafe/move right
X Button	180° quick-turn	B Button	Roll

USING MENU SCREENS

Use the **+ Control Pad** to move through the options available on all menu screens. Press the **A Button** to confirm your selection, or press the **B Button** to return to the previous screen.

Zed's Tips: Try out the different control configurations to find the one that best suits you.

Zed's Tips: Learn to use the Strafe in conjunction with the Roll to avoid alien fire.

WELCOME, NEW AGENT

You'll conform to the identity we give you. You will have no identifying marks of any kind. You will not stand out in any way. Your entire image is crafted to leave no lasting memory. You're a rumour, recognizable only as déjà vu. You don't exist; you were never even born. Anonymity is your name. Silence is your native tongue. You are no longer part of the system. We're above the system. Over it. Beyond it. We're "them." We're "they." We are the Men in Black.

Congratulations, you have been selected to join the most important law enforcement organization on Earth.

For almost forty years, the MIB (**Men in Black**) have monitored all aspects of alien activity on this planet, in addition to providing intergalactic immigration services and representing the Earth in all fifth, sixth and seventh-dimensional foreign affairs.

Your primary duty is to investigate any and all unlawful acts committed by aliens. "Unlawful Acts" are defined as those covered by "Alien Penal Codes, Volumes I-NQVII," in addition to those common laws which bind the native peoples of Earth.

While the use of physical force against aliens would normally be considered only as a last resort, the situation we currently face is like no other. Therefore, we expect you to use whatever means you deem necessary in order to enforce the law.

So, step into the black suit, white shirt, black tie, black socks and black sunglasses of the world's least-known agency, because once again, the safety of the entire planet is at stake!

Oh, and bring a sponge...

CHOOSE YOUR GAME / STARTING A NEW GAME

When the Memory Card Management screen appears, select an empty slot.

After you select an empty slot, enter your name.

Note: If your NINTENDO GAMECUBE MEMORY CARD 59 is not formatted, you will be prompted to format it at this point. All mission data, scores, high score table information and any classified information you unlock will be recorded and stored under this name. When you have finished entering your name, choose ACCEPT. Your game is now saved and you will move to the opening cinematic sequence of the game. Your new MIB career has begun!

Note: If you do not have a NINTENDO GAMECUBE MEMORY CARD 59 with 3 blocks of free space, select CONTINUE. You will still be able to play **Men in Black™ II: Alien Escape**, but any progress you make, along with data such as high score information, will not be saved.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the NINTENDO GAMECUBE console. (For more information please refer to the hardware console manual.)

RESUMING / DELETING A PREVIOUS GAME

Select any occupied save game slot. You will then be given the option to LOAD or DELETE that game.

Select LOAD to go to the Main Menu with all your previous achievements intact.

Select DELETE to erase that save game. You can then use that slot to start a new game.

MAIN MENU

The Main Menu gives you the following choices:

MISSIONS

Select "Missions" to enter the primary game mode. Select your character, choose a mission (from those unlocked in your current saved game), view the mission briefing, then get ready to get it on!

There are five primary missions to complete in **Men in Black™ II: Alien Escape**, each with multiple sub-levels set across a variety of environments. Success in these missions unlocks additional elements of the game, including classified MIB information.

It's only through completing these missions that you can defeat the alien menace and save the Earth once more, so get ready to kick some alien butt!

CST: COMBAT SKILLS TRAINING

Want to know which weapons are most effective against a particular alien species? Or want to know which weapon suits your particular combat style? Then get yourself down to the CST Arena, where you'll have access to the finest examples of alien weaponry currently sanctioned for use by the MIB. CST is unlocked when you complete the game.

Here you can familiarize yourself with the various pieces of high-tech hardware you'll encounter on active duty, while taking down hordes of slaving holographic opponents in the safety* of a controlled combat environment.

There are six progressive levels of skill for each of the weapons. Your goal for each weapon is to complete all six levels, using only the stamina of a single health bar.

**Zed's Tips: While all due care is taken to provide a safe Training Arena, the MIB organization will not be held liable for any personal damage accrued by agents while operating potentially lethal hardware in an enclosed space.*

OPTIONS

The place to go for LOAD/SAVE operations, Audio/Video settings, alternate Controller Configurations and High Score data. (See Options Menu section below for more detailed information.)

CLASSIFIED

As you complete missions and achieve pre-defined score thresholds and other goals, you will unlock a wealth of classified information about the **Men in Black™ II: Alien Escape** universe, including:

- **BOSS MODE:** Take on any previously defeated bosses.
- **AGENT DATA:** Bios of agents Jay and Kay.
- **ALIEN DATA:** Top secret data for MIB agents only.
- **MAKING OF...:** Pre-production artwork.

PERSONNEL

Select this option to reveal the secret identities of the covert operatives and alien criminals behind the game.

OPTIONS MENU LOAD/SAVE

It's a little-known fact that the phrase LOAD/SAVE is actually a mortal insult in the Mulkoran language. Here, however, it gives you the option to load a previously saved game. Ensure that you have a NINTENDO GAMECUBE MEMORY CARD 59 with 3 blocks of free space inserted into Slot A. Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

GAME OPTIONS

Difficulty

Switch between "Normal" and "Hard" settings, depending on how tough you're feeling at the time.

Rumble

Turn your controller's Rumble Feature ON or OFF.

AUDIO

Use the + **Control Pad** to move between audio options, and alter settings.

Stereo/Mono

One speaker or two? The power of choice is yours.

Zed's Tips: Mono is recommended for alien players with monaural hearing capacity.

SFX

Do you prefer your explosions, gunfire and unearthly alien chattering loud? Move the slider to the right. If you're feeling a little more sedate, left is the way to go.

Voice

Manage character dialogue volume within the game. Level settings range from librarian's whisper to drill sergeant bellow.

Music

Seven out of ten MIB agents who expressed a preference leaned toward thumping-good tunes as the most appropriate soundtrack for reducing opponents to fountains of goo. But if the occasion demands something a little quieter, just move that slider bar to the left.

CONTROLS

Switch between the different control setups available.

HIGH SCORES

Want to see how you shape up against the rest of the MIB? Take a look here to see the current high-achievers on each of the five missions and six CST levels.

TIME TO KICK SOME ALIEN BUTT!

When you're ready for action, select the Missions option on the Main Menu to head out into the field.

SELECT YOUR CHARACTER

Press the + **Control Pad** up and down to move between the MIB agents whose black leather shoes you'll be filling. Press the **A Button** to confirm your choice. Remember, you can always press the **B Button** to cancel any choice and return to the previous selection option.

SELECT YOUR MISSION

Press the + **Control Pad** up and down to move between available missions. When you've decided where you want to exercise your particular brand of galactic law enforcement, press the **A Button** to go to the Mission Briefing.

MISSION BRIEFING

Here Zed fills you in on your selected mission, with all currently available information.

Mission briefings are a combination of spoken instruction and video-based information, and often include background information on whatever alien menace you're up against, so pay attention!

When the briefing concludes, you are given the option to REPEAT the briefing (for agents with shorter attention spans) or CONTINUE the mission.

LOAD 'EM UP, HEAD 'EM OUT...

Take some time to double-check your weapons and adjust your tie while the mission loads, because once the particle beams and Moltronic demostat rays start flying, you'll have other things on your mind.

MIB AGENTS DON'T QUIT

If you unfortunately die during a Mission, you can continue from the beginning of the same level. However, you will start with the same number of lives, health and weapons that you had when you first reached that level. You will also lose all the points you had previously gained, and possibly a chance to enter your name into the High Scores.

OUT IN THE FIELD

During missions you can keep track of all vital information via the HUD (Heads-Up Display) which is constantly displayed.

HEALTH

Shows how healthy you are at any moment. Tends to drop alarmingly in the presence of excess alien scum, but you can top it up with Medi-Health Packs.

CHARACTER ICON

In a combat environment where excessive Neuralyzer™ exposure may be a factor, it's good to have a constant reminder of just who you are.



SCORE

As an additional means of comparing your skills with those of other MIB agents, a score is allocated to each enemy alien. The point value of each alien is based on its criminal rating and relative toughness according to the MIB Alien Offender Classification Database. At the end of each level, Mission and CST level, you will also gain score bonuses for your work on the field.

RADAR

It's always a good idea to keep at least one eye on this at all times. Agents with more than two eyes will be at an advantage here, but even those with only a single ocular node should hazard a glance whenever there's a break in the action.

The radar covers an area large enough to give adequate warning of both immediate and incoming threats. It is calibrated to allow agents to distinguish between multiple targets at close to extreme-close ranges. In addition to standard radar options, this device now features PrePsychTech™ circuitry, which detects rifts in the time-space continuum at all standard operating ranges. This allows operatives to anticipate the arrival of opponents who utilize time-space dilation and teleportation devices.

CURRENT WEAPON

Shows your currently selected, in-hand weapon. Cycle through your alien-tech armoury at any time to see what hardware you're packing.

WEAPON LEVEL

Located on the right-hand side of the Current Weapon icon. As you collect upgrades and boost your weapon to higher levels of capability, this gauge provides an "at a glance" guide to your inhand weapon's current level.

CHARGE-UP GAUGE

The gauge is located on the left side of the Current Weapon Icon. To use the DRG Fusion Cannon, hold down the fire button (A button). If an alien or aliens are within range, a target lock will appear on screen and your DRG Fusion Cannon will begin to charge up.

The DRG Fusion Cannon can target up to eight aliens at any one time.

Releasing the button at any point during charge-up will fire the weapon; the higher the Charge-Up Gauge the more damage the DRG will do.

Zed's Tips: When using the DRG, always keep your target within the weapon's auto-targeting range. If line-of-sight is blocked, or the target engages a shield mechanism, the auto-target will be lost and you will waste combat time relocking.

IN-GAME MENU

Press START/PAUSE at any time to pause and take a break from alien-blasting.

RESUME GAME

Select this to leap straight back into the saddle.

OPTIONS

This in-game shortcut allows you to access Save Game, Audio and Controls without returning to the Main Menu.

QUIT

No one likes a quitter, but if you absolutely have to sound the retreat, this will take you straight back to the Main Menu.

PICKUPS

When you're out on a mission, keep your eyes peeled for pickups that can help you complete your mission. Some are found in the mission environment itself, while others are dropped by defeated opponents.

Weapon Pickups/Upgrades

These come in five different types, corresponding to each of the five basic weapons which Jay or Kay have access to in the game. Whenever you collect a weapon pickup for a weapon that you don't already have, that weapon will be added to your arsenal for that mission.

If you collect a weapon pickup for a weapon that you already have, that weapon will be instantly upgraded to its next level of power.

Zed's Tips: Warning! Certain types of aliens have attacks capable of knocking your weapon upgrades out onto the terrain around you. When this happens, your weapon's capabilities will instantly drop to your weapon's capabilities to lower levels. All is not lost, however. If you are quick, you can collect your dropped weapon pickups before they disappear.

Medi-Health Packs

These come in two colours: orange and red. Orange Medi-Health Packs restore a quarter of your health, while red Medi-Health Packs restore half your health.

Xeno Bombs

Xeno Bombs, also known as Shining Orbs of Justice and Benevolence (but only within the Quorn system, where they were originally developed), are handy one-shot weapons capable of dispensing a large, even spread of damage, which radiates outward from its detonation point.

The advanced technology behind Xeno Bombs has been fully adapted to local conditions, as the bomb's blast is highly dangerous to all known alien life forms, yet completely harmless to humans. All non-human MIB agents are therefore advised to never use this weapon, except in the most dire of circumstances. (In this case, we recommend applying sun-block with an SPF rating of 6,000+ before detonation.)

Zed's Tips: Xeno Bombs are especially useful when you're completely hemmed in by hostile aliens. Even if a Xeno Bomb doesn't completely destroy them, they will usually be "softened up" enough for you to quickly finish off by more conventional means.

MIB Tape

MIB Tape is the high-tech MIB equivalent of "Police Line: Do Not Cross" tape often found at crime scenes.

Whenever an agent clears a sub-area within a level, that area is instantly sealed off with MIB Tape. This forms an impassable barrier indicating that the area is cleared and it's time for you to move on.

DEBRIEFING

At the end of each level, mission and CST level, agents pass through an automated debriefing process, during which combat performance is assessed and bonuses are added to your score.

If your mission or CST training score is high enough, your name will be saved in the High Scores (found in Options). Only the best MIB agents' names are found here, so play for the highest score you can!

TIMES

The time taken for you to complete a mission or CST level is recorded for your information. If your time is fast enough, you'll receive a Time Bonus, which is added to your score.

SCORE BONUSES

There are a number of score bonuses you will receive for your combat performance. This is where the big points come in, so do your best to get as many of these bonuses as you can.

Zed's Tips: Score Bonuses increase if the game's difficulty is set to Hard.



UNLOCKING REWARDS

By completing Missions and CST levels, you will be rewarded with classified MIB information. For more information, see Classified in the Main Menu.

MEET THE MIB AGENT JAY

A former NYPD cop, agent Jay knows he's got the skills to get the job done. He's faster and lighter on his feet than Kay, but not quite so experienced.



AGENT KAY

The MIB's most experienced field operative, and a living (and galactic) legend to boot, Agent Kay can put The Fear into alien miscreants without even drawing his weapon. Kay's not quite as fast as his partner Jay, but he's got experience and toughness on his side.

AGENT ZED

Zed is the main man, the top dog, the head cheese of the **Men in Black**. He's also the only person in the universe with the knowledge, diplomacy and authority to keep an organization this diverse running smoothly. Well, relatively smoothly, anyway.



WORM GUYS (AKA: THE MANITOBA)

Technically, these guys aren't actually a part of the MIB organization, but they can usually be found somewhere around the place, either brewing up another high-octane java fix or getting themselves into trouble.

Manitoba have a bad habit of getting themselves into places and situations that they shouldn't, so if you happen to see them while on a mission, rescue them instead of shooting at them!

MIB WEAPONS

In order to serve the MIB to the best of your abilities, you should have a thorough and intimate knowledge of the tools at your disposal.

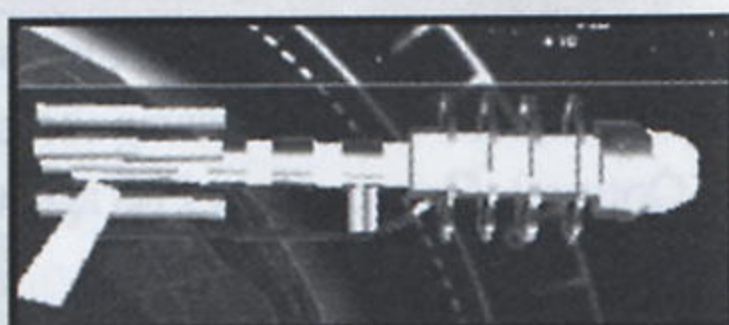
J2 BLASTER (STANDARD ISSUE)

The standard sidearm of MIB agents in the field. The J2 is a standard blaster-type weapon which works by stripping particles from its barrel and hyper-accelerating them at whichever unfortunate individual it happens to be pointed at.



XD9 "LAZY WEASEL"

Developed by the Xandrians as a sports-hunting weapon for Turquamarine Kraalbeasts (a small-but-vicious local game creature that resembles a cross between a wolverine and an armoured car), the XD9 has proven invaluable for situations involving multiple hostile targets, particularly those where a wide field of fire is required.



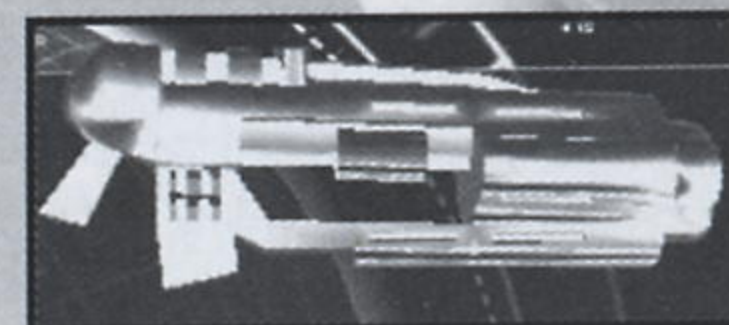
HBIII GLOBULATOR

No arsenal is complete without at least one homing weapon, and the Globulator is the number one choice for many agents. Despite its size (or perhaps because of it, since carrying one always makes quite an impression) it is also popular with off-world pest exterminators.



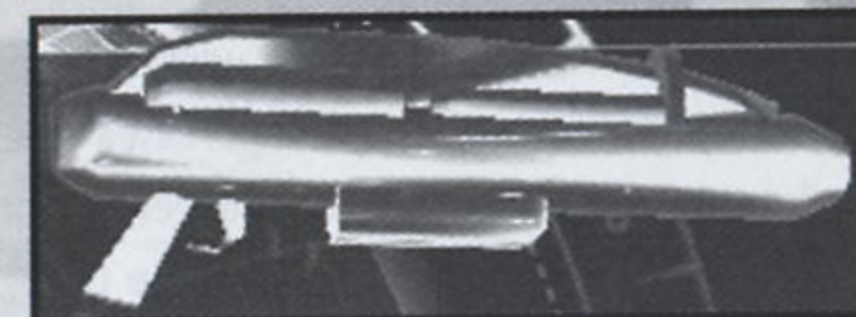
K12 IONHAMMER

Military-class technology from a subsidiary of the Jrexill Corporation (best known for their popular range of snack foods), the Ionhammer fires projectiles which are essentially unstable ionic disruption fields, contained within a thin-but-resilient shell. Available in 17 fun flavours, including raspberry, tuna and methane.



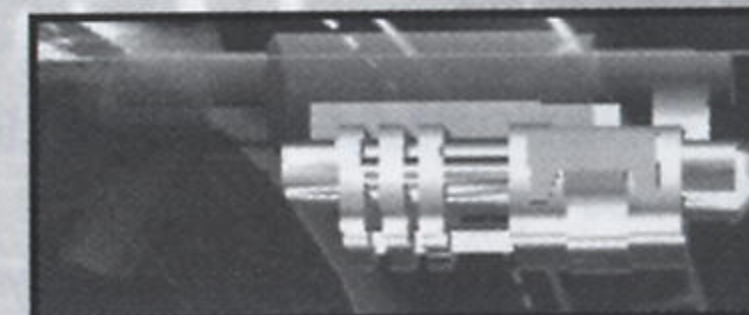
SLI PLASMA TORCH

SolCorp Leisure Industries designed this as a rapid-spray delivery system for tanning lotion. However, following late-night experiments after a staff party, someone exchanged the lotion tank with one filled with liquefied electro-plasma, and a weaponry legend was born.



DRG FUSION CANNON

This is one of the more useful pieces of alien tech to recently come into use. Small yet powerful, the DRG FC is attached via an adaptive NFC mounting bracket to any other hand weapon. Capable of targeting multiple opponents, it delivers a user-definable energy payload of anything between 2.4 and 357 MegaThromms.



MISSION LEVELS DOCKSIDE

Located within the Greater Manhattan Alien Inclusion Zone, Dockside is a natural magnet for alien "business people," particularly those with an eye or five for the importation/exportation of items of dubious legality.

PLEASANTVIEW NUCLEAR PLANT

Decommissioned after failing to meet EPA safety standards seven years running, there have been occasional rumours of glowing green lights in the vicinity of this slowly deteriorating power station. With irradiated sports drinks going through something of a popularity boom in certain parts of the galaxy, this location may bear closer investigation.

GLOBAL INC.

Global is a business powerhouse and New York success story, with financial interests in such wide-ranging areas as computer hardware, satellite communications, shipping, heavy digging machinery, ICBMs, book publishing, open-pit mining, medical research, corporate security and sheep farming. However, stories persist of off-world alien involvement at the highest management level.

NY STREETS

Where better to find an alien than right in the middle of the Big Apple? When several neighbourhood sectors are shut down for security reasons, it seems like every alien hoodlum in town wants to come out and play with the MIB...

VSS MAXIMUS SECURITUS

One of the largest prison ships ever built, the Maximus Securitatus was thought to be lost after it plunged into our sun. However, rumours of its demise, along with its cargo of alien scum, turned out to be premature.