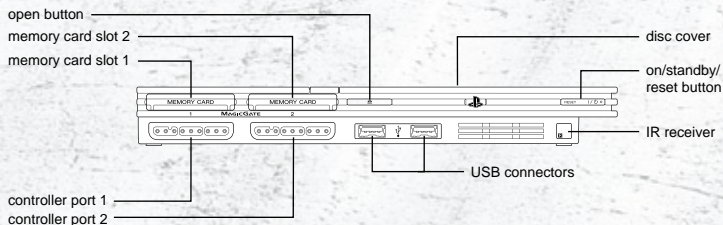


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Getting Started



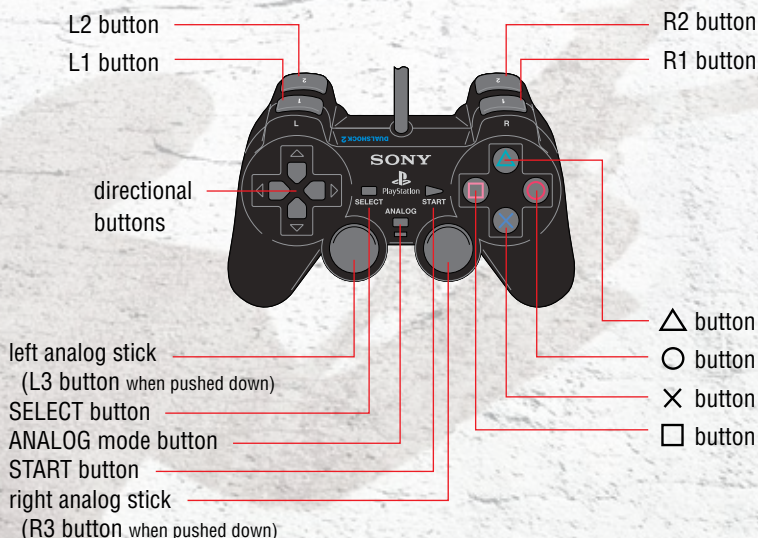
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Quantum of Solace* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *Quantum of Solace* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

Main Menu

From this menu, you're able to start new games, load from your last checkpoint, select a chapter in the story to jump to and access configuration options.

New Game — This option takes you to the beginning of Bond's story.

Last Saved Checkpoint — Load the game from the last checkpoint to continue your progress.

Chapter Select — Jump to any level you have currently unlocked. You'll select your difficulty level after choosing the mission.

Options — Choose this to adapt the gameplay to your favorite setup; this includes aim assist, control and aiming settings.

Save System

Quantum of Solace uses an automatic checkpoint save system to track your game progress. You can select your saving slot in the in-game Main Menu.

In-Game Display











1. **Weapon** — Indicates which weapon you currently have equipped.
2. **Health & Stance** — Shows your current health by how full the icon is, and shows stance by what position Bond is in. There are four stances; Standing, Crouched, Standing with Precision Aim switched on, and Crouched with Precision Aim switched on.
3. **Ammo Count** — Shows remaining ammunition and flashes red when low. The number indicates the total number of bullets you carry, outside of the current clip.
4. **Action Prompt** — Shows which actions you can take depending on the environment and the related button press to perform the action.
5. **Status Indicator** — Displays mission objectives/status.
6. **GPS** — Displays your local mini-map with radar of Bond, enemies, objectives, other characters and security cameras.
7. **Damage Indicator** (not pictured) — This is a red arc that appears near the centre of the screen to indicate the direction from which you are taking damage.

Health System

As you take greater amounts of damage, a red mist appears on the edge of the screen, indicating that you will need to seek secure cover to survive. You will slowly recover if you can avoid taking damage for a while.

Controls

Command	Default Button	Description
Move/Strafe	Left Analog Stick	Moves character
Aim/Look	Right Analog Stick	Moves crosshairs
Fire	R 1	Fires your current weapon. R 1 will also perform a melee attack
Aiming Mode	R3 button	Press to toggle aiming mode on or off
Take Cover	Hold L 1	Available when near an object you can hide behind. Beware, some materials are not as strong and will get destroyed by gunfire
Reload	R 2	Reloads your current weapon
Switch Weapons	◀ or ▶ on the directional buttons	Changes to any other weapon you have picked up in the level

Command	Default Button	Description
Evasive Roll	 button	Rolls forward in the direction the character is currently facing
Crouch	 button	 button switches to either Crouched or Standing, depending on which stance you are currently in.  button will make you stand if you are crouching
Action	 button	Perform a takedown when near an enemy. Also interacts with the environment and performs vaults over objects
Use/Interact	 button	Pick up items and interact with doors or other objects when prompted
Switch Camera Side		Moves the camera to the left or right of Bond
Toggle GPS Map	SELECT button	Brings up the GPS map. Press twice to zoom in to the map and a third time to hide the map
Pause	 button	Pauses the game and brings up your Main Menu and objectives

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INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.