



QUANTUM OF SOLACE 7F

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Single Player Menu

From this menu, you're able to start new games, continue games in progress, select a chapter in the story to jump to, access unlockables and configuration options, or jump to the Multiplayer menu.

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

Continue — Load the game from the last checkpoint to continue your progress.

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

Unlockables — Uncover the various extras from accomplishing certain objectives throughout the game.

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

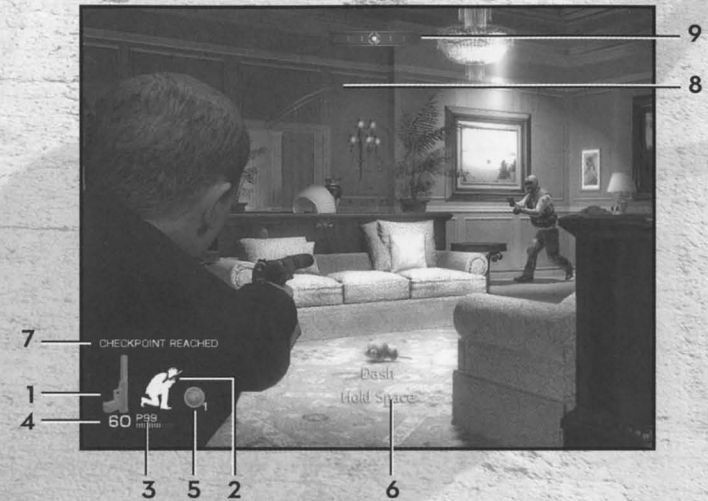
Multiplayer — Choose this to go to the Multiplayer menu.

Save System

Quantum of Solace uses an automatic checkpoint save system to track your game progress. You can also choose "Save and Quit" from the Pause menu. Be warned that doing so will cause you to lose any progress since your last checkpoint.

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 with colour and by what state Bond is in. Also shows Bond's current stance: crouching or standing.
3. **Firing Mode/Weapon Name** — Displays if you are utilising single shot, burst fire or automatic depending on which options are available for the weapon. Also displays the name of your current weapon.
4. **Ammo Count** — Shows remaining ammunition.
5. **Grenade Inventory** — Shows which grenades you have found and how many you have in stock.



6. **Action Prompt** — Shows which actions you can take depending on the environment and the related button press to perform the action.
7. **Status Indicator** — Displays when you've reached an auto-save point and mission objectives/status.
8. **Damage Indicator** — Red arc near the centre of the screen indicates from which direction damage came.
9. **Compass** — Shows the direction of the current objective.

Health System

As you take greater amounts of damage, the Blood Barrel will begin to close in around your field of vision, indicating that you will need to seek secure cover to survive. You will slowly recover if you can avoid taking damage for a while.

Movement Controls

Command	Default PC Key	Description
Move/Strafe	W A S D	Moves character
Aim/Look	Mouse Movement	Moves crosshairs
Fire	Mouse Button 1	Fires your current weapon
Throw Grenade	G	Throws grenade. Press and hold to cook the grenade
Switch Grenade	3	Changes grenade type
Take Down	Q	Will be available when near an enemy, then will be followed by a button press to complete the subdue
Sprint	Ctrl	Allows you to run for a short period of time
Aim Down Sight	Mouse Button 2	Press and hold to maintain ADS
Cycle Weapon	1 & 2	Changes to any other weapon you have picked up in the level
Stance Change	C	Switches to either Crouched or Standing, depending on which stance you are currently in
Walk	Shift	Allows Bond to walk

Command	Default PC Key	Description
Reload	R	Reloads your current weapon
Jump/Mantle	Spacebar	Jumps when you are standing; also mantles over lower objects, such as boxes and railings
Take Cover/ Dash to Cover	E	Available when near an object you can hide behind. Beware, some materials are not as strong, and bullets may pass through. Press away from the cover to move out of it. While in cover, you can also use the E key to dash to other nearby cover spots
Toggle Silencer	4	Places or removes silencer from selected weapons (when available)
Switch Rate of Fire	X	Changes between Single Shot, Burst Fire and Automatic on selected weapons (when available)
Check Phone	Tab	Brings up the phone. The phone contains any mission objectives, hacked security feeds or data you may have collected. Cycle through these submenus with the ➡ and ⬅ buttons
Pause	Escape	Pauses the game and brings up the Pause menu
Use/Interact	F	Picks up items or activates objects

Multiplayer

Connecting to Your ISP

For Internet play, we recommend you do not use routers. If you do, enable port forwarding.

To load the Multiplayer portion, choose **Multiplayer** from the Main Menu. You may play via System Link or Windows LIVE.

Games for Windows - LIVE

Games for Windows - LIVE and Xbox LIVE[®] are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360[®] and select Games for Windows - LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games and entertainment on either platform. When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to multiplayer games.

Go to www.gamesforwindows.com/live for more information about LIVE and availability of LIVE in your region.

Connecting to LIVE

To connect to Games for Windows - LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows - LIVE. If you don't have one, you can get one for free. For more information, go to www.gamesforwindows.com/live.

Family Settings

Family Settings in Games for Windows - LIVE complement Windows Vista[®] parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

System Link Multiplayer

If you want to play games via System link, you can set up or join friends via System Link LAN. For more instructions, visit www.xbox.com/live. Play using System Link. Create or join games.



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