



QUANTUM OF SOLACE 7^F

Table of Contents

Single Player Menu.....	2
Save System.....	2
In-Game Display.....	2
Health System	4
Movement Controls.....	4
Multiplayer	6
Games for Windows – LIVE.....	6
Software License Agreement.....	8
Customer Support.....	Back Cover

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.

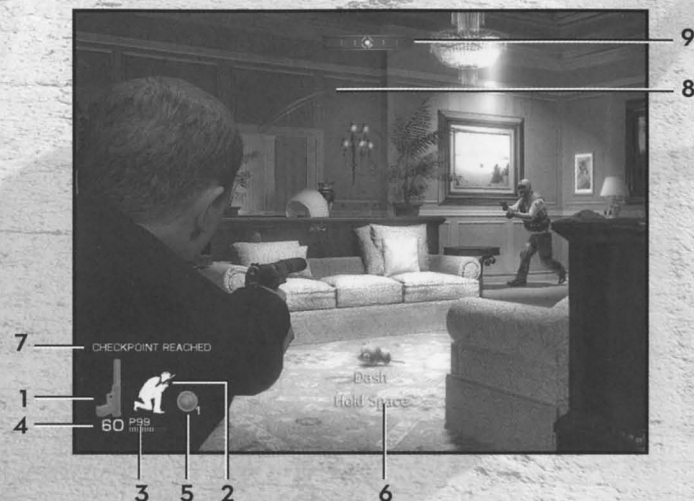
Multiplayer — Choose this to go to the Multiplayer menu.

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.



Uses Miles Sound System. Copyright © 1991-2008 by RAD Game Tools, Inc.

Uses Bink Video. Copyright © 1997-2008 by RAD Game Tools, Inc.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: YOUR USE OF THIS SOFTWARE (THE "PROGRAM") IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. THE "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE: Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of the Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision's licensors. The Program is licensed, not sold, for your use. Your license confers no title or ownership in the Program and should not be construed as a sale of any rights in the Program. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, its licensors.

LICENSE CONDITIONS

You agree to not:

- Exploit the Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any on-line use, except as otherwise specifically provided by the Program.
- Use the Program, or permit use of the Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of the Program or any part thereof, except for back up or archival purposes, or make copies of the materials accompanying the Program.
- Copy the Program onto a hard drive or other storage device; you must run the Program from the included CD-ROM (although the Program itself may automatically copy a portion of the Program onto your hard drive during installation in order to run more efficiently).
- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export the Program or any copy or adaptation thereof in violation of any applicable laws or regulations.

OWNERSHIP: All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by Activision or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement. You agree not to remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

ACTIVISION LIMITED 90-DAY WARRANTY

Activision warrants to the original consumer purchaser of the program that the recording medium on which the program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, return back to the place of purchase, with receipt for refund or replacement.

This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

For all Warranty replacements, please return to the store of purchase along with your receipt or proof of purchase.

If you are returning the software product after the 90-day warranty period, but within one year after the date of purchase, please contact Activision on 02 9869 0955. Note: No returns will be issued unless you have contacted Activision first.

If an Activision representative advises you that your game is valid for a return, please return the original software product disc to: Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia and include:

1. A Photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the software product.
4. Please include a cheque or money order for AUD \$12 per PC CD ROM disc or \$25 per PC DVD ROM disc replacement (subject to availability).

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

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, licensors, 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.

INFORMATION COLLECTION: This Program may incorporate technology of Massive Incorporated ("Massive") that enables certain in-game objects (e.g. advertising) to be temporarily uploaded to your personal computer or game console and placed in-game while connected online. As part of that process, no personally identifiable information about you is collected and only select non-personally identifiable information is temporarily logged. No logged information is used to determine any personally identifiable information about you. For additional details see Massive's privacy policy at <http://www.massiveincorporated.com/privacy.htm>.

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.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

007™ Quantum of Solace Part No. 33245

Don't Lose This Number!

This key code is required to fully use 007™ Quantum of Solace