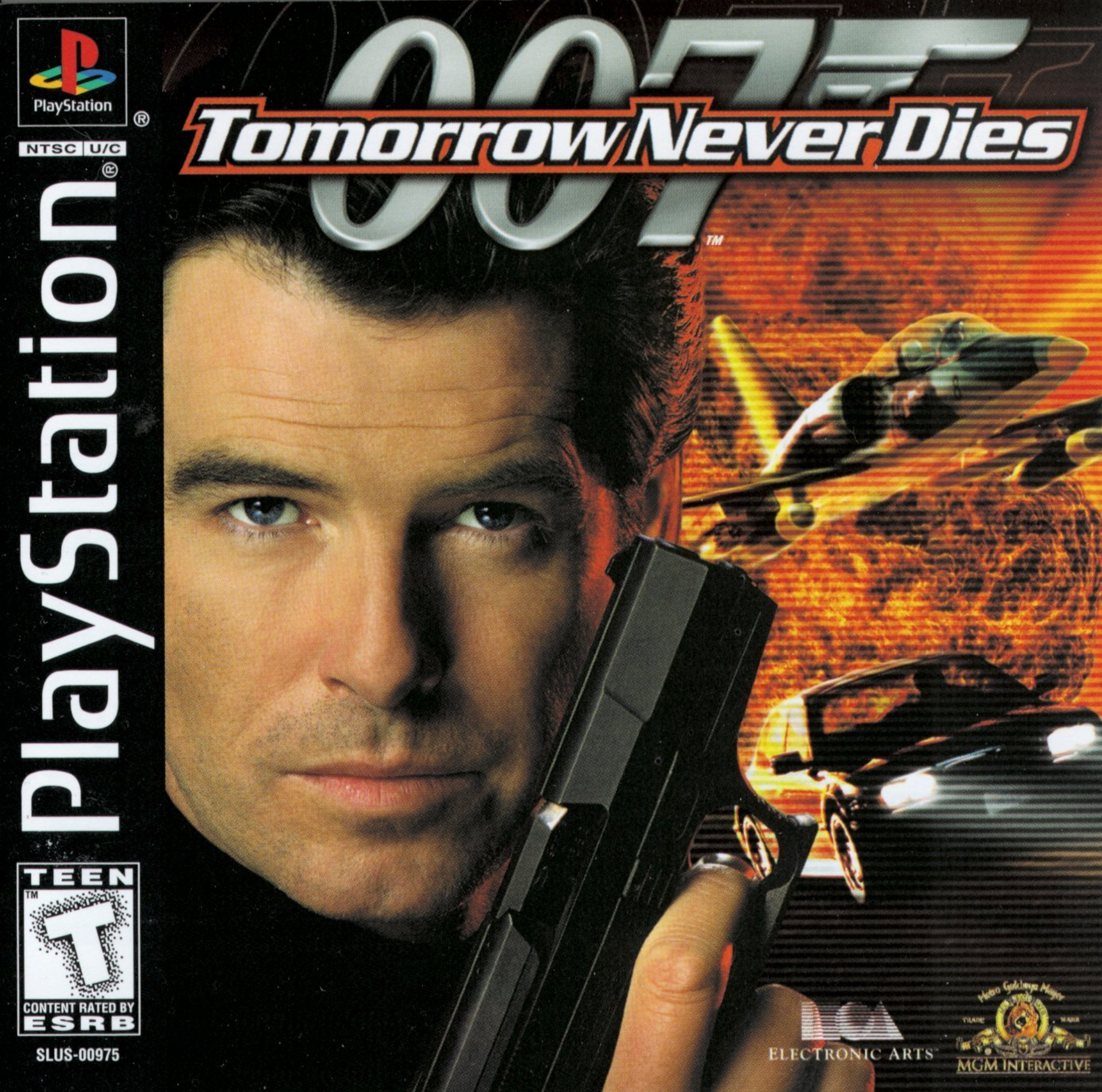

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00975
007
Tomorrow Never Dies
ELECTRONIC ARTS
MGM INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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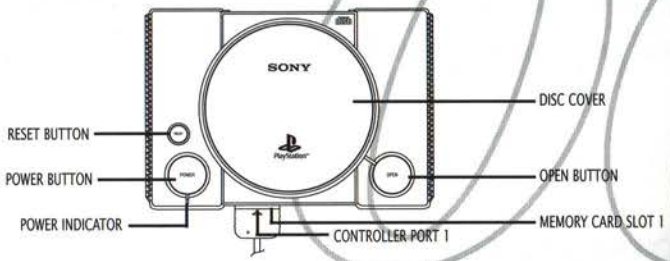
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007 Tomorrow Never Dies

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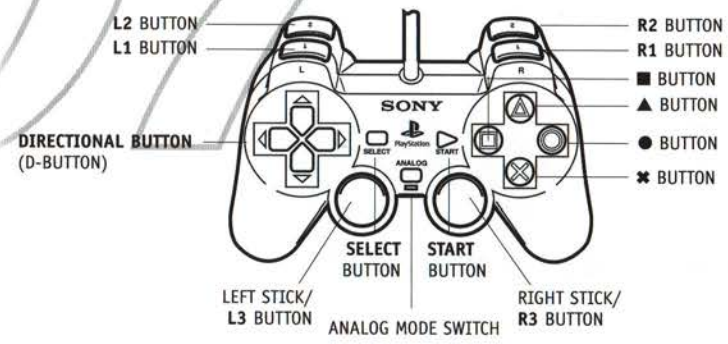
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Starting The Game



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Tomorrow Never Dies* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. After the developer logos, the Title screen appears.
4. Press **START** to advance to the Main menu. (➤ p. 5.)

Basic Controls



Basic Command Summary

ACTION	CONTROL
Run	D-Button
Use Weapon	✖
Use Item	■
Change Weapon/Item	▲ + D-Button

For a more detailed list of Bond's moves, ➤ p. 7.

Your Assignment

Welcome back, 007™. Once again, your unique services are required. We have learned that Elliot Carver, a powerful media baron, is plotting to use his vast resources in the hopes of triggering an international conflict between Great Britain and China. Using any means necessary, you must expose this plan and prevent World War III. We're counting on you, Bond.

For more info about *Tomorrow Never Dies*, check out www.tndgame.com. For more information about other titles, visit Electronic Arts on the web at www.ea.com. For more about James Bond, check out www.jamesbond.com.

Getting Started

MAIN MENU

Select to play a new game, continue one in progress, load a saved game, or access the Options screen.



➪ To begin a new adventure, select **NEW GAME** and press ✖. The Difficulty screen appears.

NOTE **Default settings in this manual appear in "bold" type.**

DIFFICULTY SCREEN

Select a skill level.

AGENT	The recommended setting for novice agents to master the basic skills of the spy game.
007	The ultimate challenge for an experienced agent. In this level, enemies are stronger, smarter, and more skillful.

After selecting a difficulty level, the Select Mission screen appears.

SELECT MISSION SCREEN



After selecting a mission, the Briefings screen appears.

BRIEFINGS SCREEN

The Briefings screen provides the objective for each mission. Listen closely, as many missions contain multiple objectives. Once the briefing is complete, your mission begins.

- To bypass the briefing video, press ✖.

OPTIONS SCREEN

Set the game options you prefer.

CONTROLS	Access the Controls screen to adjust your control configuration. ➤ p. 7.
MUSIC	Listen to the soundtracks. D-Button ↔ to highlight, then press ✖ to select.
SOUND	Listen to the sound effects. D-Button ↔ to highlight, then press ✖ to select.
MEMORY CARD	Access the Save/Load screen. ➤ p. 15.

CONTROLS SCREEN

Set the control configuration best suited to your needs.

- To remap a button command, D-Button ↕ to highlight the action you want to change, then press the button you want to replace it with.
- To restore the default control configuration, highlight DEFAULTS and press ✖.
- To return to the Options screen, select EXIT.

Playing As Bond

The life of a secret agent is fraught with intrigue and danger. Master the following techniques to overcome any nefarious foes crossing your path.

COMPLETE GAME CONTROLS

BASIC CONTROLS

- To move **forward/backward**, D-Button ↕.
- To turn **left/right**, D-Button ↔.
- To use a **weapon**, press ✖.
- To use an **item**, press ■.
- To scroll through **weapons/items**, press ▲ + D-Button ↕.
- To **cycle** between the Weapon/Items Inventory, press ▲ + D-Button ↔.
- To look at the **closest target/open doors/talk** to characters, press ●.
- To **crouch** down, press **L1**.
- To enter **Sniper mode**, press and hold **R1**.
- To use **stealth**, press and hold **L1** + D-Button.
- To perform a **stealth attack**, press and hold **L1** + D-Button to sneak up behind an enemy, then press ✖.

NOTE **To perform a stealth move, you must have the PK7 equipped.**

- To **strafe left/right**, press **L2/R2**.
- To **roll left/right**, press and hold **L1**, then press **L2/R2**.

SKI CONTROLS

When the need arises, be prepared to escape from a dangerous situation on skis.

- To **accelerate**, D-Button ↑.
- To turn **left/right**, D-Button ↔.
- To **decelerate**, D-Button ↓.
- To **attack** with a ski pole, press **L1/R1**
- To **push** an enemy, press ●, ■, or ✖.
- To make a **sharp turn**, press D-Button + **L2/R2**.
- To perform **jumps stunts**, while in the air D-Button in any direction or press **L1**, **L2**, **R1**, or **R2**.

DRIVING CONTROLS

At times, you must take to the roads behind the wheel of a Q-enhanced, BMW 750 iL packed with rockets and machine guns.

- To **accelerate**, press ✖.
- To **steer** left/right, D-Button ↔.
- To **brake**, press ●.
- To **cycle** weapons, press ▲.
- To **fire** a weapon, press ■ or **R1**.
- To **reverse**, press **R2**.
- To **honk** the horn, press **L2**.

DISPLAY/GAMEPLAY SCREEN



HEALTH METER

The Health Meter displays your physical condition. When the meter is completely green, you possess 100% health. When you take damage, the meter decreases and changes in color from green to yellow to orange to red. When the meter completely depletes, the Continues Counter decreases by one.

Q's HINT **If your Health Meter contains any orange or red bars, immediately use any available Med Kits or find one fast.**

CONTINUES COUNTER

The Continues Counter displays the current number of lives remaining. When the Continues Counter reads "x0" and your Health Meter completely depletes, you fail your current mission.

PAUSE MENU

- To access the Pause menu, press **START** during gameplay.
- D-Button ↕ to select an option, then press ✖ to select.

CONTINUE	Continue the mission.
OBJECTIVES	View a list of goals you must achieve in the current mission. As each goal is completed, the goal is checked off on the list.
OPTIONS	Access the Pause Options screen.
REVERSE SNIPER	When set to **YES**, D-Button ↓to move the crosshairs up or D-Button ↑ to move the crosshairs down in Sniper mode,
VIBRATION	Toggle **ON**/OFF to play with feedback on a Dual Shock analog controller.
CONTROLS	View current control settings.
CAMERA	Choose to use a **CHASE** or FREE camera view. The FREE camera view can only be used in outdoor levels.
GHOST MODE	When **ON**, Bond appears transparent up close or when his body obstructs the field of view.
SOUND	Access the Sound Options screen.
SFX	Use the slider to set the SFX volume level.
MUSIC	Use the slider to set the soundtrack volume level.
VOICE OVERS	Toggle **ON**/OFF.
TEST SFX	Listen to the game's sound effects. D-Button ↔ to highlight, then press ✖ to select.
RESTART MISSION	Start the mission over.
ABORT MISSION	End the game and return to the Main menu.

RESULTS SCREEN

Upon completing a mission, the Results screen appears.



- To continue your mission, select **CONTINUE**. The Select Mission screen appears.

Bond's Arsenal

In the course of your adventure you'll encounter a number of powerful foes and experience many high-risk situations. To complete your assignment, you'll need to utilize every weapon and state-of-the-art gadget in your inventory.

WEAPONS

- To select a weapon, press ▲, then D-Button ↕ to highlight the desired weapon.
- To use a weapon, press ✖.

Q's HINT **Press and hold R1 to enter Sniper mode. Depending on which weapon you are using, this allows you to zoom in for a closer look at targets in the distance.**

PK7

The PK7 is your standard issue firearm. It is reliable, efficient, and comes equipped with a silencer. The PK7 comes equipped with an unlimited ammo supply.

SNIPER RIFLE

The Sniper Rifle is a precision-shooting device. Though somewhat bulky, it can be used to take down enemies from a great distance with its high-powered scoping ability. The Sniper Rifle uses 10-round clips.

- When using the Sniper Rifle, press and hold **R1** to enter Sniper mode. Then press ▲ to increase magnification or ■ to decrease magnification.

ASSAULT RIFLE

This loud, but effective, automatic weapon is a favorite of Carver's henchmen. Use it in situations when you must face multiple enemies and stealth is not required. The Assault Rifle uses 30-round clips.

AUTO 9MM

Similar to the Assault Rifle with one exception, the Auto 9mm is a handgun. The Auto 9mm uses 30-round clips.

SMG 45

The SMG 45 is a sub-machine gun offering the fastest fire rate in your arsenal. It uses 30-round clips.

GAS BOMBS

These chemical bombs create a small, poisonous cloud of smoke upon impact.

GL 40

The GL 40 is a grenade launcher that disperses contact explosives. The GL 40 uses a 12-round ammo drum.

ROCKET LAUNCHER

This high-powered, long-range weapon fires explosive rockets. It is an excellent choice for clearing out enemy turrets and roadblocks.

INFRARED SNIPER RIFLE

Similar to the standard Sniper Rifle, with the added benefit of an infrared scope. The range of this weapon is a bit shorter than the Sniper Rifle.

STK MINES

Also known as "sticky mines", these explosive charges are launched from a gun and cling to the target. Once in place, use the STK Detonator to set off the explosion.

Gadgets

As part of the M.I.6's double "0" division, you have access to some of the most technologically-advanced field equipment available.

- Use a gadget by highlighting it in the Items Inventory, then press ■.

LASER DESIGNATOR

Use this compact unit to electronically paint a "hot spot" on a specified target and help air strike units hone in on the desired bombing location.

To use the Laser Designator:

1. Highlight the Laser Designator in your Items Inventory, then press and hold ■. The targeting view appears.
2. Use the D-Button to target your "hot spot", then press **R1** to signal the air strike.

CUFF LINKS

These seemingly harmless items contain powerful explosives and can be used to produce a powerful shock wave large enough to shatter 1" thick polycarbonate, bullet-proof glass.

SATELLITE LINK CAMERA

Used primarily in reconnaissance missions, this handy gadget digitally relays images to an M.I.6 satellite. In the process, a global position for a target can also be established.

To use the Satellite Link Camera:

1. Highlight the Satellite Link Camera in your Items Inventory, then press and hold ■. The targeting view appears.
2. Use the D-Button to target your desired subject, then press **R1** to snap the picture.

FINGERPRINT SCANNER

In some instances, the Fingerprint Scanner can be used to open locked security doors.

STK MINE DETONATOR

Used to detonate STK Mines. When the mine is in place, press ■ to set off the explosion.

MED KIT

When used, a Med Kit partially replenishes your Health Meter.

Q's HINT Search inside every barrel and crate to find extra Med Kits.

ITEMS

In addition to your variety of gadgets, there are also a number of useful items to be found in each mission. When collected, items are automatically applied to your inventory.

SMALL MED KIT	Adds one Med Kit to your inventory.
LARGE MED KIT	Adds two Med Kits to your inventory.
LIGHT ARMOR	Increases your damage resistance by 25%. Each hit you take reduces your armor by 10%.
HEAVY ARMOR	Increases your damage resistance by 100%. Each hit you take reduces your armor by 10%.
AMMO CLIP	Adds ammunition to a specific weapon.
CASE OF AMMO	Adds ammunition to every weapon you are holding.
007	Adds one life to your Continues Counter.

Loading And Saving

Tomorrow Never Dies allows you to save a game in progress with the use of a Memory Card. In order to save game data, you must have a Memory Card in Memory Card Slot 1.

NOTE Never insert or remove a Memory Card when loading or saving files.

You can manually load game data using the LOAD GAME option from the Main menu.

To load game data:

1. Highlight LOAD GAME on the Main menu, then press ✖. The Load Game screen appears.
2. D-Button ↕ to highlight **MEMORY CARD SLOT 1** or MEMORY CARD SLOT 2, then press ✖ to select. The Confirmation menu appears.
3. D-Button ↕ to highlight YES, then press ✖. The Select Mission screen appears.

To save game data:

1. Complete any mission. The Results screen appear▲.
2. On the Results screen, select SAVE GAME. The Memory Card screen appears.
3. On the Memory Card screen, select SAVE, then select **MEMORY CARD SLOT 1** or MEMORY CARD SLOT 2. The Confirmation menu appears.
4. D-Button ↕ to highlight OK, then press ✖. The Select Mission screen appears.

Credits

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Producer: John Botti
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Lead Artist: Kris Kilayko
Lead Animator: Jason Greenberg
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Animators: Brian Sanchez, Stephen Okasaki
Game Design: Will Botti, Daryl Kimoto, Michael Guttentag, Flint Dille
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Storyboard Artist: Michelle Perone
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Motion Capture Stunt Coordinator: Chad Stahelski
Motion Capture Stunts: Chad Stahelski, Chris O'Hara, David Leich, Bob Salerno, Julia Maltopol
Motion Capture Services: Provided by House of Moves, Los Angeles
Killer Game Character Engine: Licensed From Killer Game
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Sound Design and Editing: Joey Kuras
Additional Composition: Howard Ulyate, Sonic Mayhem

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Associate Producers: Daryl Kimoto, Amy Sullivan
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Special Thanks: Eon Productions, Ltd, BMW North America, Inc., David Pope, Simon Mathew, John Parkinson, Mark Bunzel, Tim Winter, Kim Kofmehl, Phyllis Gordon, Mona Taylor, Jason Astor, Mary Basich, Triumph, TICD

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