

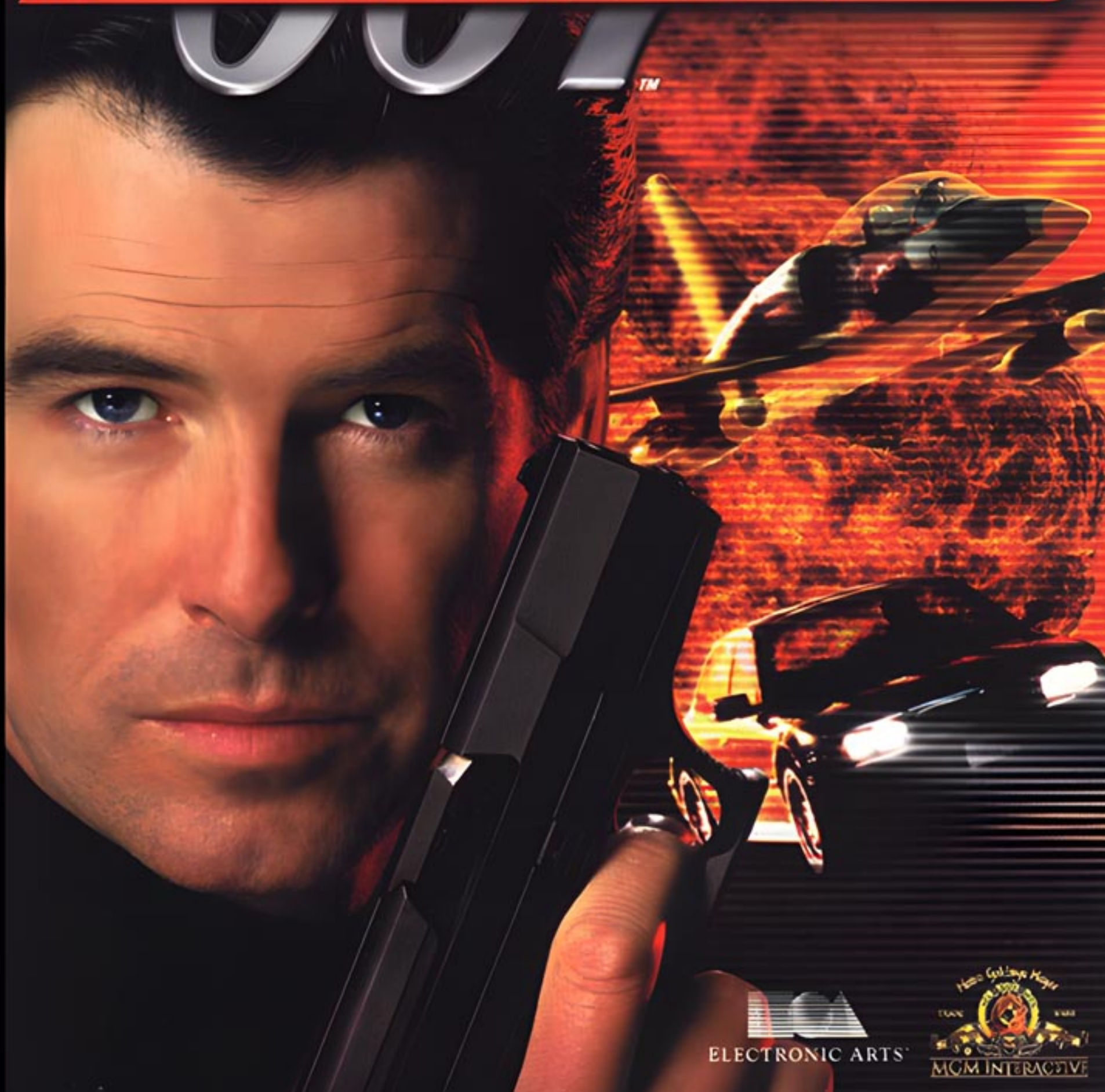


NTSC U/C

PlayStation



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.

HANDLING YOUR PLAYSTATION DISC:

- ◆ This compact disc is intended for use only with the PlayStation game console.
- ◆ Do not bend it, crush it, or submerge it in liquids.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional rest break during extended play.
- ◆ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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Tomorrow Never Dies

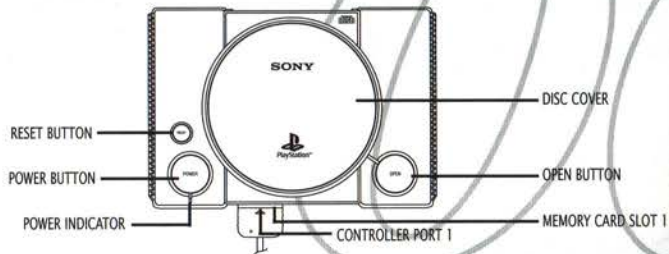


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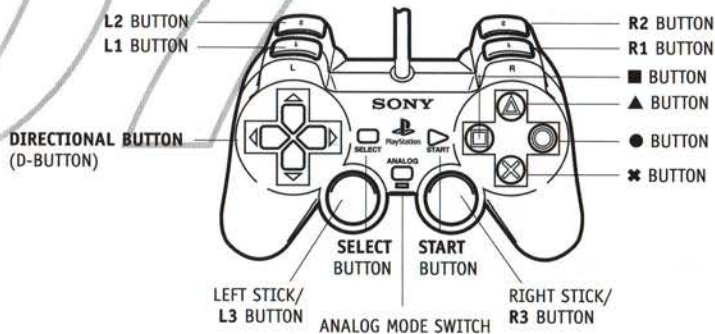


Starting The Game



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

Run

Use Weapon

Use Item

Change Weapon/Item

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

CONTROL

D-Button

✕

■

▲ + D-Button

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.



START A NEW GAME

CONTINUE YOUR CURRENT
ADVENTURE

LOAD A PREVIOUSLY-
SAVED
ADVENTURE

ACCESS THE OPTIONS
SCREEN. ► P. 6

⇨ 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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Lead Animator: Jason Greenberg
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Sound Design and Editing: Joey Kuras
Additional Composition: Howard Ulyate, Sonic Mayhem

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Tomorrow Never Dies



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