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 1-800-777-3772.

LICENSED FOR IN HOME PRIVATE USE ONLY

Contents

BASIC CONTROLS ........................................ 3
BASIC COMMAND SUMMARY .......................... 4
YOUR ASSIGNMENT ................................. 4
GETTING STARTED ..................................... 5
PLAYING AS BOND .................................... 7
BOND'S ARSENAL ..................................... 11
LOADING AND SAVING .............................. 15
CREDITS .............................................. 16
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 Command Summary

<table>
<thead>
<tr>
<th>ACTION</th>
<th>CONTROL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run</td>
<td>D-Button</td>
</tr>
<tr>
<td>Use Weapon</td>
<td>*</td>
</tr>
<tr>
<td>Use Item</td>
<td>#</td>
</tr>
<tr>
<td>Change Weapon/Item</td>
<td>▲ + D-Button</td>
</tr>
</tbody>
</table>

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

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.

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.

SELECT MISSION SCREEN

PRESS A TO ACCESS THE OPTIONS
D-BUTTON TO HIGHLIGHT A MISSION, THEN PRESS A TO SELECT
MISSION NAMERSCREEN
PRESS A TO RETURN TO THE MAIN MENU

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 X.

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 X to select.
SOUND
Listen to the sound effects. D-Button ↔ to highlight, then press X 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 X.
- 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 X.
- To use an item, press D.
- 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 O.
- 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 X.
**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 750iL packed with rockets and machine guns.

- To accelerate, press X.
- 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**

- Bonds Health Meter
- Continues Counter
- Item Inventory
- James Bond
- Weapon Inventory

**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 1 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 ✰.

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 scouting 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 007'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 ML6's double "O" 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.

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.

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>SMALL MED KIT</td>
<td>Adds one Med Kit to your inventory.</td>
</tr>
<tr>
<td>LARGE MED KIT</td>
<td>Adds two Med Kits to your inventory.</td>
</tr>
<tr>
<td>LIGHT ARMOR</td>
<td>Increases your damage resistance by 25%.</td>
</tr>
<tr>
<td>HEAVY ARMOR</td>
<td>Increases your damage resistance by 100%.</td>
</tr>
<tr>
<td>AMMO CLIP</td>
<td>Adds ammunition to a specific weapon.</td>
</tr>
<tr>
<td>CASE OF AMMO</td>
<td>Adds ammunition to every weapon you are holding.</td>
</tr>
<tr>
<td>007</td>
<td>Adds one life to your Continues Counter.</td>
</tr>
</tbody>
</table>

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 appears.
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.
ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long any implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing (including your name, address, a phone number to the address below, if the product was damaged through no fault of accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number as to the address below. We recommend that you send your product using a delivery method that is traceable.

ELECTRONIC ARTS CUSTOMER WARRANTY

P.O. Box 9025
Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

---

Need Gameplay Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.

In Canada, dial 900-453-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone.

Call length determined by user; average call is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call EA's Hints & Information Hotline for hints, tips, or passwords 24 hours a day, 7 days a week.

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet Email: support@ea.com


FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices:

In Australia, contact: in the United Kingdom, contact:

Electronic Arts Pty. Ltd. Electronic Arts Ltd.
P.O. Box 452 P.O. Box 635
Southport QLD 4215, Australia Slough SL3 8XD, UK

Phone (753) 546-165

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

TOMORROW NEVER DIES Interactive Game © 1999 Danjic, LLC and United Artists Corporation, James Bond, 007 James Bond and Iris Logos and all other James Bond related properties © 1962-1999 Danjic, LLC and United Artists Corporation, JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjic, LLC; Black Ops Game Engine © 1990 Black Ops Entertainment, LLC. Source Code for Character Engine © 1998 Killer Game. Killer Game Character Engine licensed from Killer Game. The trade name "BMW", the kidney-shaped grilles, and the BMW roundel logo are registered trademarks owned by Bayerische Motoren Werke AG. © 1999 BMW AG Munich Germany. Portions of the Documentation © 1999 Electronic Arts. All rights reserved.

All other trademarks are properties of their respective owners.