

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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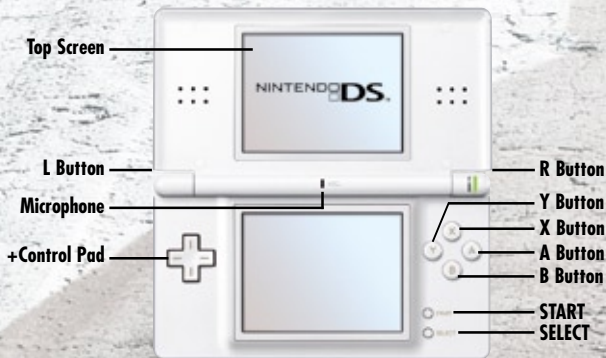
CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Getting Started

1. Insert the *Quantum of Solace*™ Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.
3. Tap on *Quantum of Solace* on the DS Menu screen to bring up the main title screen.

Note: Quantum of Solace Game Card is for the Nintendo DS dsystem only.



Introduction

James Bond is back to settle the score in *Quantum of Solace*. Live the action and excitement from the *Casino Royale* and *Quantum of Solace* films as you become the ultimate secret agent, James Bond, and use calculated, lethal skills to take on today's dangerous world of international espionage.

How to Play

Note: Please turn your Nintendo DS sideways when you play Quantum of Solace.

This game is primarily controlled by using the Touch Screen. Some functions can also be performed with buttons.

To start the game, tap on **START** to advance to the next screen. Here you'll be asked if you're left- or right-handed. Tap on **your selection** to begin the game. The game will save your progress after each completed level.



Walking/Running

To move James Bond, touch and **hold the stylus** on the Touch Screen. Bond will move to where the stylus touches the Touch Screen. Hold the stylus close to Bond to make him walk, or farther away from Bond to make him run.

Interacting with Objects/People

James Bond can interact with some objects and people. To interact with something/someone, walk up to the person or object and tap the **Action** icon that appears in the upper right corner of the Touch Screen. The icon will change depending on the interaction.

Focus Buttons

Focus Buttons will help you when you're firing a weapon and performing melee actions. The **L, R, A, B, X** and **Y** Buttons, as well as the +Control Pad, all act as Focus Buttons.

Ranged Combat

To fire on an enemy, simply hold down one of the **Focus Buttons** and tap the **enemy** on the Touch Screen. When using a pistol, Bond will fire off a shot for each tap on the Touch Screen. When using an automatic rifle, hold down the stylus for continuous fire.

Melee Combat

To engage in melee combat, hold down one of the **Focus Buttons** when you are within close proximity of an enemy. Once a Focus Button is held, the camera will zoom in on the action. From here, **slide the stylus** to either side of the Touch Screen to perform a left or right hook. Slide the stylus in different directions to perform varying attacks.

Inventory Screen

To use the inventory screen, tap the **top button** in the upper left corner of the Touch Screen, and the inventory screen will slide over to the Touch Screen. From here, you can manage Bond's inventory and equip items. In order to equip an item, tap and **hold the stylus** on the item you want to use, and then **slide the item** to the top of the inventory screen.

To close the inventory, tap the **arrow** in the lower right corner of the inventory screen.

Map Screen

Bond can also look at a map of his current surroundings. To use the map screen, tap the **lower icon** in the upper left corner of the Touch Screen. Bond's current position is marked by a flashing yellow dot in the middle of the map. As well as giving the layout of the immediate vicinity, the map will show the position of any enemies nearby.

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