



**FROM
RUSSIA
WITH LOVE**

STARRING
SEAN CONNERY AS JAMES BOND

007



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ★ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ★ 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 please visit www.esrb.org.

CONTENTS

COMPLETE CONTROLS	1
STARTING THE GAME	2
COMMAND REFERENCE	3
MAIN MENU	3
PLAYING THE GAME	4
COMPLETING YOUR MISSION	7
MULTIPLAYER: BOND VILLAINS	7
LIMITED 90-DAY WARRANTY	8

COMPLETE CONTROLS

GENERAL CONTROLS

Move	left analog stick
Action/Jump/Vault/Climb	⊗ button
Fire weapon	R1 button
Crouch	R2 button
Lock on enemy	L1 button (hold)
Bond Focus mode (after locking on)	⊞ button
Camera/Targeting	right analog stick
Center camera	R3 button
Wall cover	△ button
Dive roll	⊙ button
Weapon select	D-button/ L2 button
Inventory	SELECT button
Pause/Dossier/Map	START button

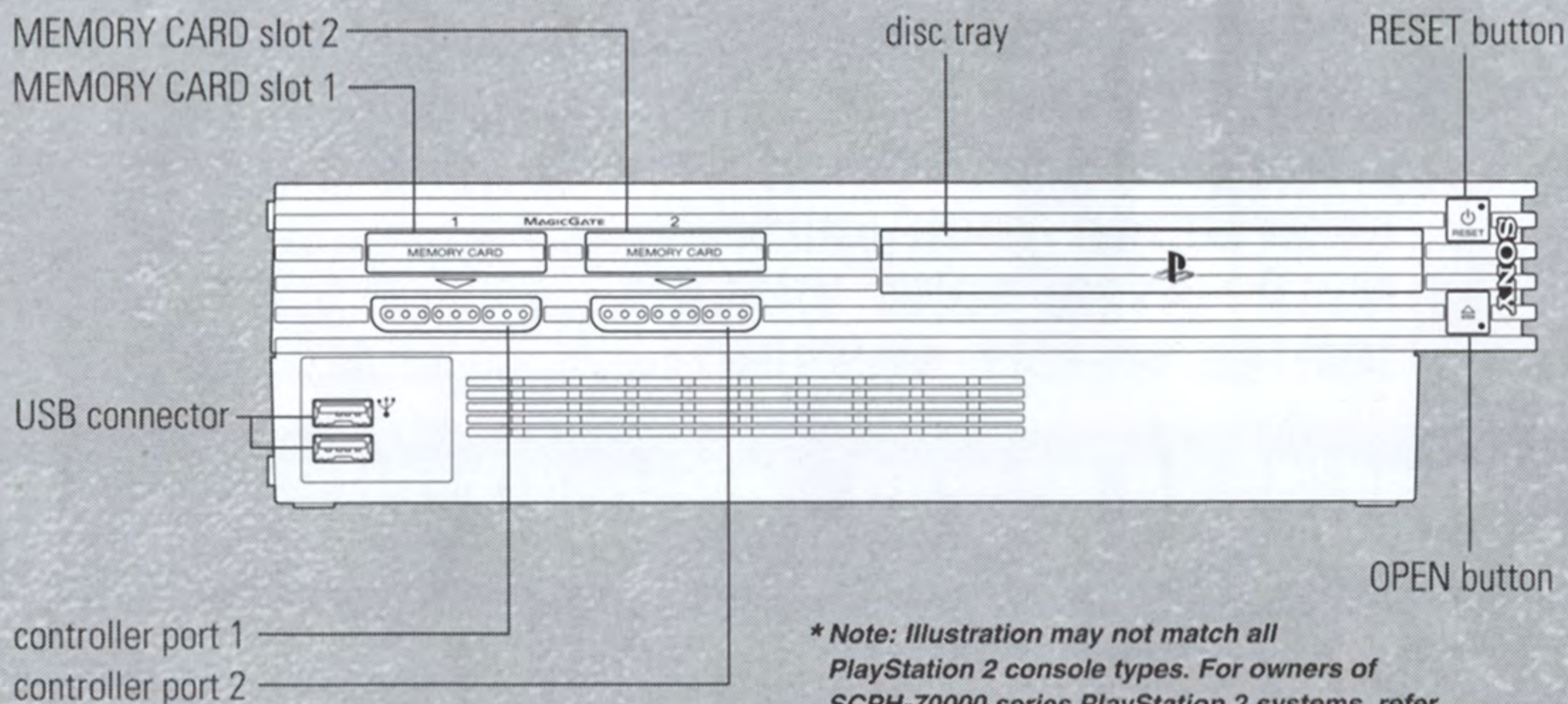
DRIVING CONTROLS

Lock on enemy	L1 button
Tire punch	△ button
Fire	R1 button
Accelerate	⊗ button/right analog stick ↑
Brake/Reverse	⊞ button/right analog stick ↓
Steer	left analog stick
Emergency brake	⊙ button
Exit vehicle	△ button
Cycle weapon	D-button/ L2 button

CHECK OUT EA™ ONLINE AT WWW.EA.COM.

STARTING THE GAME

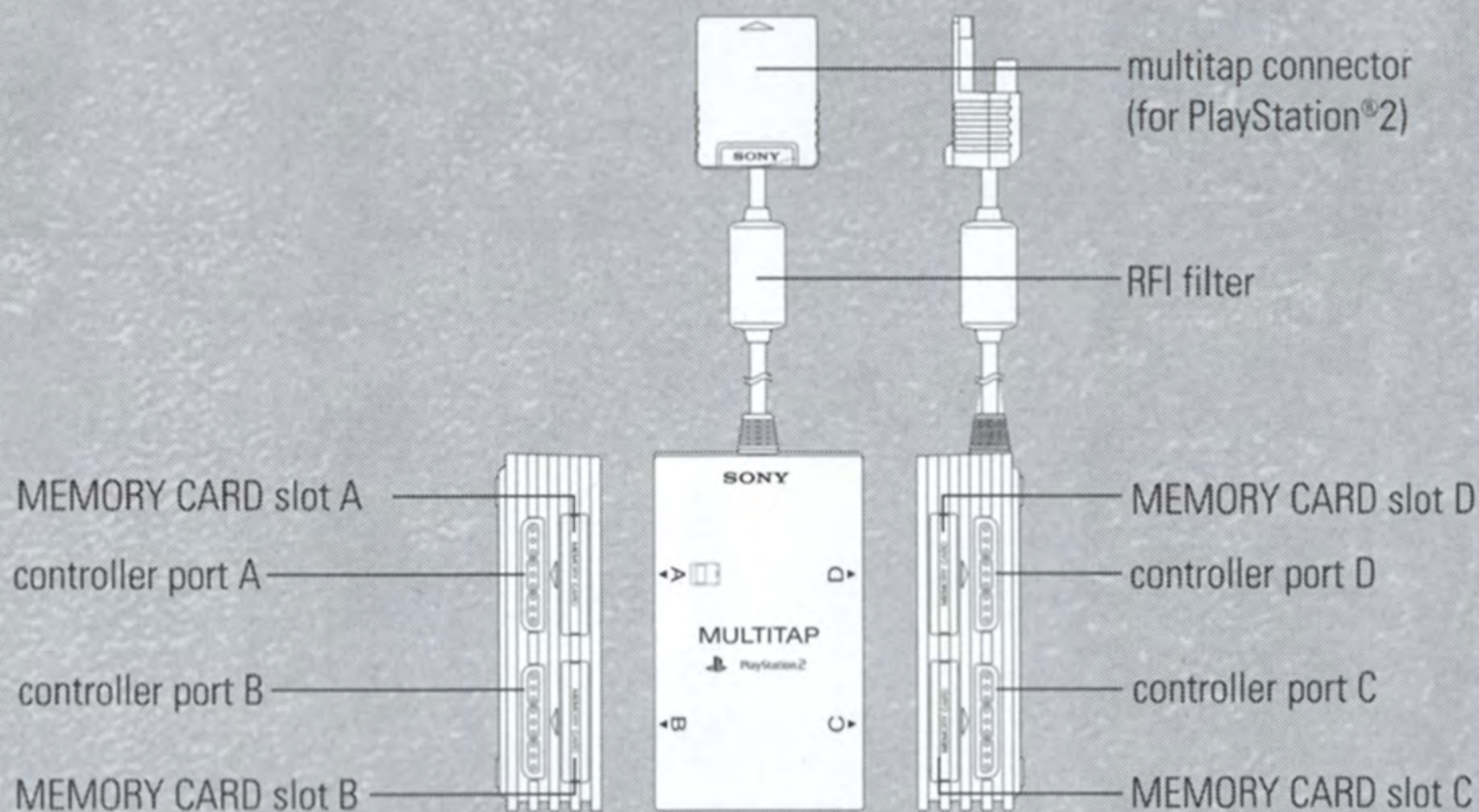
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

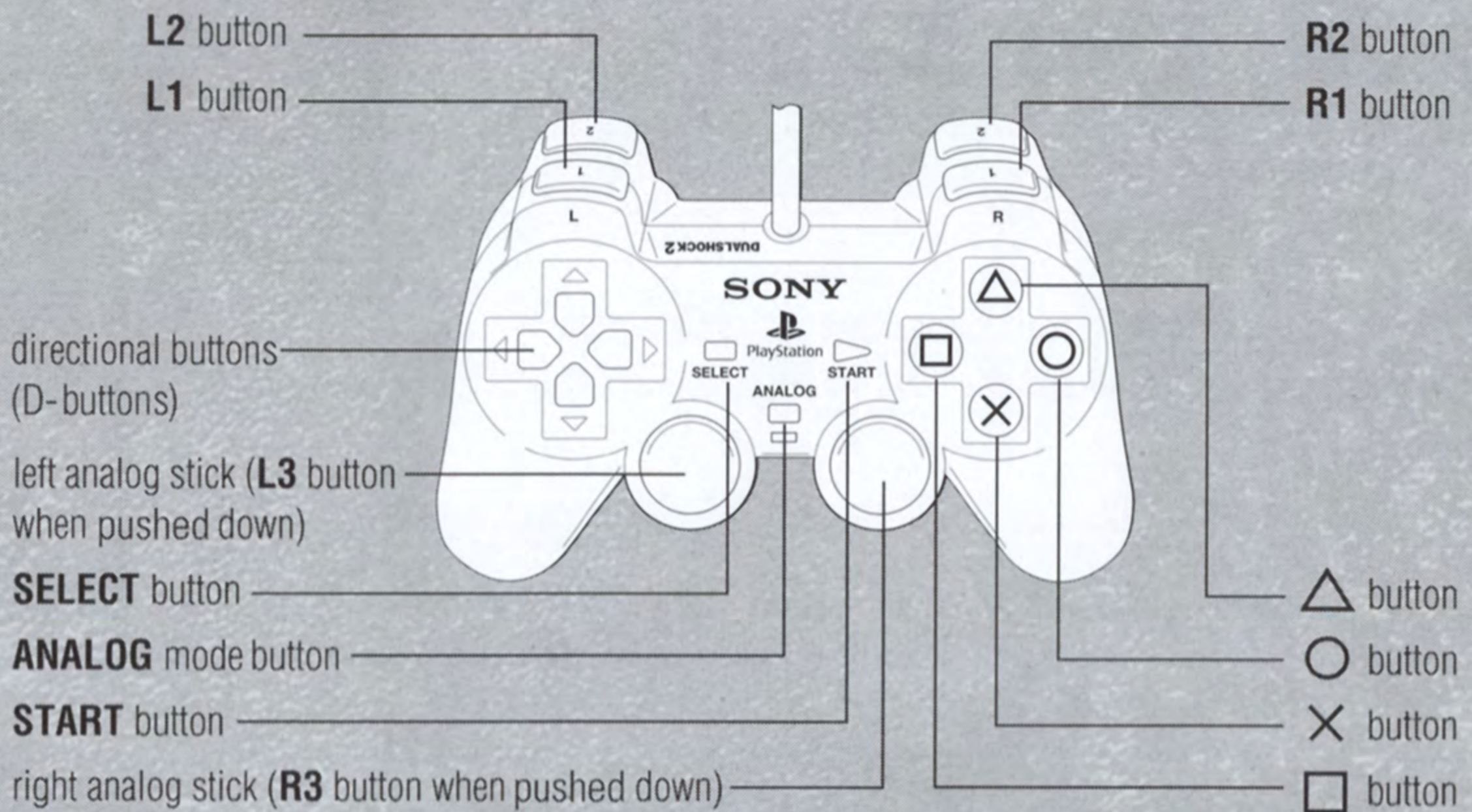
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *From Russia with Love* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: The *Need For Speed™ Most Wanted* demo included with this product does not support the DUALSHOCK[®] analog controller, but does support the DUALSHOCK[®]2 analog controller.

MAIN MENU

SINGLE PLAYER

Step into the shoes of Sean Connery and enter the classic world of James Bond.

MULTIPLAYER

Take on a friend and discover who is the best Bond villain.

OPTIONS

Adjust display options or view the game credits.

PLAYING THE GAME

Being the world's greatest 00 Agent means traveling to exotic locales, battling dangerous villains, and saving beautiful women. Your adventure starts here.

WORLD DOSSIER

The World Dossier offers an overview of your entire mission. In it, you can select a new level you wish to undertake, or view the list of levels you have already completed. It also tracks any bonus levels you may have unlocked. You can also purchase gadget and weapons upgrades here.

- ★ To start a new level, select one and press the **X** button.
- ★ Completing a level unlocks the next one in sequence. You can, however, go back at any time and replay a level.

GAME SCREEN

Health—As injuries occur, your health bar depletes. When the bar is completely empty, you fail your mission.

Armor—To replenish your armor level, acquire body armor.



Equipped weapon or gadget

Remaining ammo

BASIC MOVES

A stealthy entrance, a quick attack, and accurate aim are hallmarks of a 00 Agent.

MARKSMANSHIP

Defeat an enemy with a well-placed shot.

AUTO-AIM

To lock onto a target, press the **L1** button. The target indicator appears. Press the **R1** button to fire.

CHANGING WEAPONS

To change weapons or gadgets during gameplay, press the **L2** button or the D-button in any direction to bring up the Weapons Quick Select menu. The game pauses and the available weapons appear in the lower right corner of the screen. Press the D-button to select the desired weapon, then press the **X** button, the **△** button, or the **L2** button to resume gameplay.

★ In multiplayer games, switch weapons on the fly by pressing the D-button or the **L2** button.

STEALTH MOVES

Sometimes a stealthy entrance is preferable over a firefight.

CROUCH

To toggle between crouching and standing, press the **R2** button.

To move while crouching, press the left analog stick.

TIP: Crouching behind objects in your environment such as crates and furniture can help you avoid being hit during a firefight. You can also shoot over cover while crouching.

ROLL

Rolling from one point to another can help you stay hidden from your enemies.

★ To roll, press the **○** button.

WALL COVER

To use wall cover, approach a wall and press the **△** button. To disengage from wall cover, press the **△** button or the **○** button.

★ To strafe while using wall cover, press the left analog stick left/right.

TIP: Peering around corners while in a wall hug is an excellent way to determine if there are enemies in the vicinity while still remaining undetected. To shoot an enemy from a corner wall hug, lock onto your target by holding the **L1** button, then pressing the **R1** button to fire.

BOND FOCUS

Bond Focus allows you to shoot enemies with superior accuracy. In Bond Focus mode, your aim is so precise you can even target objects your enemy is carrying, such as grenades.

★ To enter Bond Focus mode, press and hold the **L1** button then press the **□** button.

★ To use your manual aim, adjust the target location by moving the right analog stick. To fire, press the **R1** button.

007 EQUIPPED

Q has customized quite an assortment of weapons, gadgets, and vehicles to ensure your success in your mission. Get to know them well.

GADGETS



LASER WATCH

Your watch comes equipped with a laser beam hot enough to ignite anything that burns and strong enough to penetrate bullet-proof glass. In a bind, you can also use your watch as a weapon against enemies.



Q-COPTER

The Q-Copter is perfect for getting into places where going through the front door is not an option. The Q-Copter can be used as a mobile bomb.



BRIEFCASE TURRET

This handy weapon is a rapid-fire gun disguised as a briefcase. Once deployed, it automatically detects and fires at any enemy movement in front of it.



SONIC CUFFLINKS

Your cufflinks emit a piercing noise which temporarily stuns your enemies.



Q-ARMOR

Your body armor, which you can upgrade with the right number of Research Points.

UPGRADES

You can upgrade weapons and gadgets through schematics you may find during your mission.

- ★ As you proceed through each mission, you earn Research Points for finding schematics, completing Briefcase Minigames, or performing special moves. Use these Research Points to purchase upgrades.
- ★ You can purchase upgrades either during a mission or between missions.

INVENTORY SCREEN

From the Inventory screen you can access weapons or gadgets, swap ammo, change costumes, or get more information on an object.

- ★ Press the **SELECT** button to open the Inventory menu, then press the D-button to highlight an item. It appears in the info window with a detailed description. To equip the item, press the **X** button.
- ★ To close the Inventory menu, press the **△** button.

LEVEL DOSSIER

The Level Dossier offers a look at the mission in progress.

- ★ To access the Level Dossier, press the **START** button during gameplay.
- ★ From the Level Dossier, you can view your objectives and score, purchase upgrades, and access the Options menu.

COMPLETING YOUR MISSION

SCORE SCREEN

Your score is comprised of how well you complete the mission.

- ★ You can earn awards by meeting the time and disables requirements, by finding the Bond Moment in the level, and by beating the level on 00 difficulty. Awards unlock Bonus Levels.
- ★ The Score Screen also tracks Research and Skill Points earned in the level. Skill Points can be used to purchase Extras on the Extra screen.

SAVING AND LOADING

- ★ After you complete a mission, you are prompted to save your game. A memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 is required to save your progress. Press the **X** button to save your game to the game save slot you selected when you began playing. Saved games include your complete inventory, score, upgrades, missions, and unlocked extras.

NOTE: You cannot save during a mission. If you quit the game in the middle of a mission, you begin at the start of that map when you return.

- ★ To load a game, select SINGLE PLAYER in the Main menu. The Load screen appears. Select the game save (one of four) you wish to continue and press the **X** button. Your game is loaded.

MULTIPLAYER: BOND VILLAINS

Battle it out in multiplayer matches and discover who makes the vilest Bond villain.

- ★ To start a multiplayer game, select MULTIPLAYER in the Main menu. You have the option to select either a Play Now multiplayer match or a Survival Royale battle.

PLAY NOW

Play Now matches are stand-alone multiplayer duels. Select a game type and a map, adjust options, and enter into battle.

SURVIVAL ROYALE

Survival Royale is a series of two- to 16-player matches with varying game types, rules, and maps. In Survival Royale, you can even upgrade your character's abilities in between rounds to become the ultimate Bond villain.

TO START A PLAY NOW OR SURVIVAL ROYALE MATCH

1. Select PLAY NOW or SURVIVAL ROYALE from the Multiplayer menu.
2. Choose a profile to compete with. Profiles record your career multiplayer stats.
3. Select a character to play as. A prompt appears indicating that you are ready to begin the game.
4. When all the players are ready for a Play Now game, the Rules screen appears. Select the map, game type, teams, score limit, and time limit, and adjust game options. For Survival Royale games you also must set the number of rounds, the upgrades, money round, and style options on the Game Setup screen.



NOTE: Game options allow you to change radar settings, weapon type availability, and other game rules to create your own custom game packages.

5. The Countdown screen appears. This screen displays the rules you have selected for the next match. You may also choose your teams if you have enabled them in the Rules screen.

GAME TYPES

CLASSIC

The ultimate free-for-all. Dispatch every one of your opponents...at all costs.

SABOTAGE

A team-based game in which you must take the bomb and plant it in your enemy's base. If it detonates, you score. You have a small window of time in which you can disarm your enemy's bomb before it detonates. Look for the bomb and bomb plant point icons on your radar to locate them.

TIP: In Sabotage mode, the bomb is radioactive and can damage your character. Try dropping the bomb at strategic points on the map (close to armor drops, for example), or "passing" it to your teammate. You can drop the bomb if it is your active inventory item by pressing the **R1** button.

DOGFIGHT

The same rules apply for Dogfight mode as they do for Classic mode, with one major exception: you are always in a jetpack. Dogfight mode is only supported by maps that feature jetpack gameplay.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 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 product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or 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 strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY INFORMATION

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

FROM RUSSIA WITH LOVE Interactive Game (all source code, all other software components and certain audiovisual components only) © 2005 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. FROM RUSSIA WITH LOVE Interactive Game (certain audiovisual components) © 2005 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2005 Danjaq, LLC, and United Artists Corporation. FROM RUSSIA WITH LOVE is a trademark of Danjaq, LLC, and United Artists Corporation. ALL RIGHTS RESERVED. Aston Martin, DB5 and the Aston Martin logo are trademarks owned and licensed by Aston Martin Lagonda. © 2005 Aston Martin Lagonda. Havok™; © Copyright 1999-2005 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.

GET EA CHEAT CODES AND GAME HINTS

Register your game online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

15106

IT'S EASY. IT'S FAST. IT'S WORTH IT!



Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

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

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

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

Proof of Purchase
FROM RUSSIA WITH LOVE™
1510605

