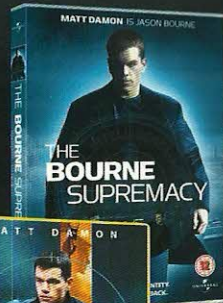
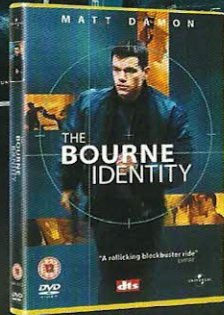
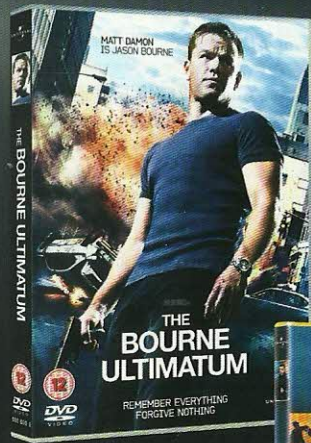


# THE BOURNE TRILOGY



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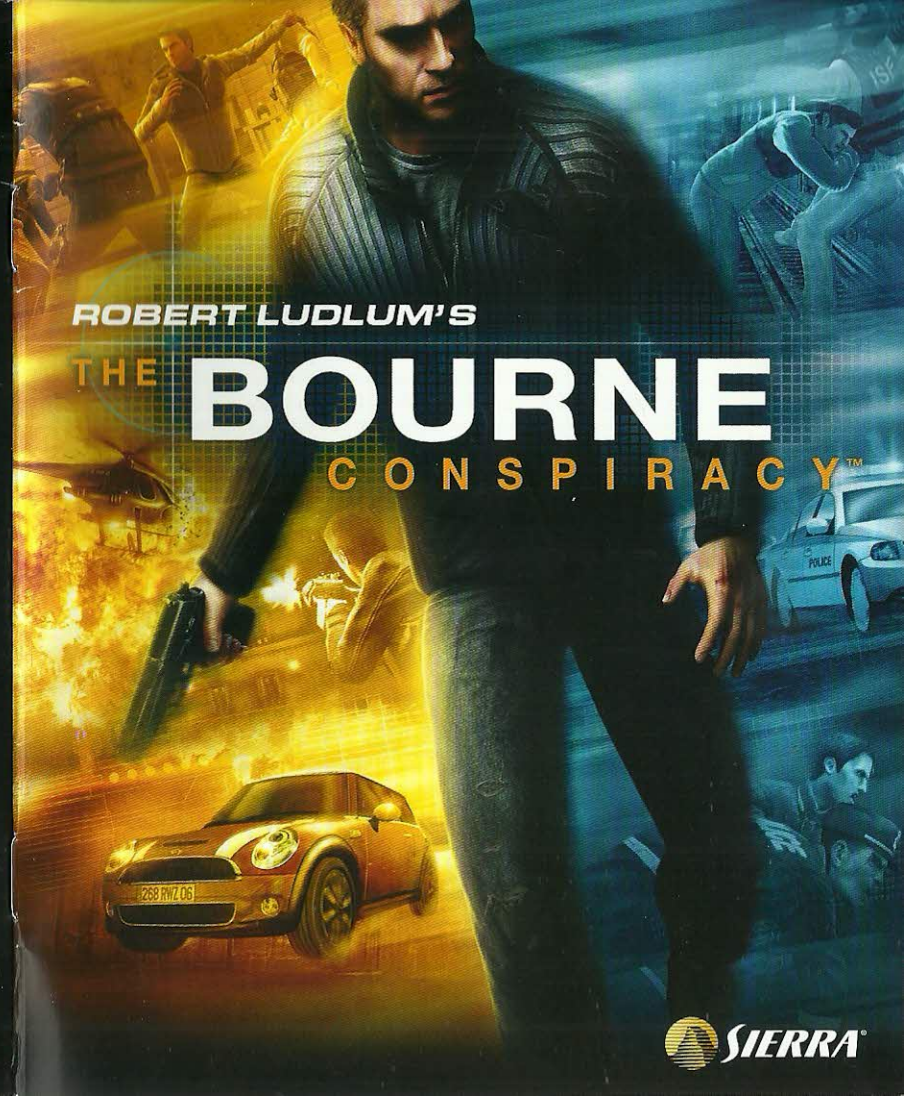
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SIERRA

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- This disc contains software for the PLAYSTATION®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PLAYSTATION®3 specifications for the PAL market only. It cannot be used on other specification versions of PLAYSTATION®3. • Read the PLAYSTATION®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PLAYSTATION®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:



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For further information visit  
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See back page of this manual for Customer Service Numbers.

## SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PLAYSTATION®3 system, visit [eu.playstation.com/ps3](http://eu.playstation.com/ps3) or refer to the PS3™ system's Quick Reference document.



## PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

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PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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ROBERT LUDLUM'S

# THE BOURNE CONSPIRACY™

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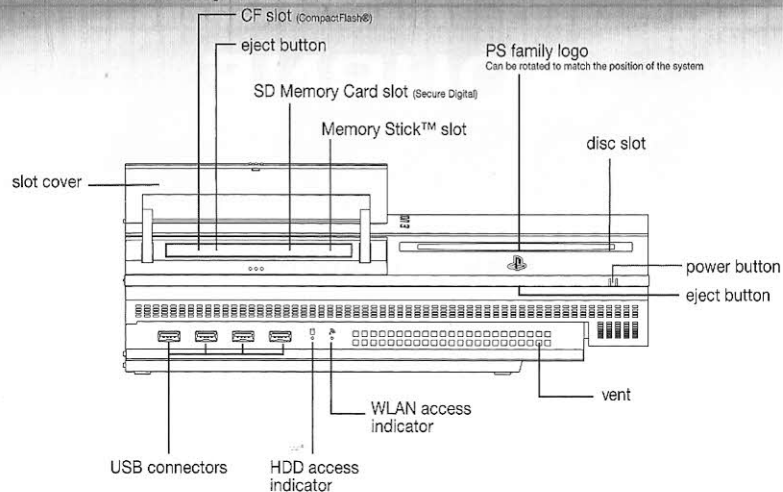
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## SETTING UP

### PLAYSTATION®3 system front



Set up the PLAYSTATION®3 system according to the instructions in its instruction manual. At start-up, the I/O indicator light will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the I/O/RESET button and the I/O indicator light will turn green. Insert the **BOURNE** disc into the disc slot with the label side facing upwards. Select the icon from the Home Menu.

A thumbnail image of the software will be displayed. Press the button to commence loading.

Do not insert or remove accessories once the power is turned on.

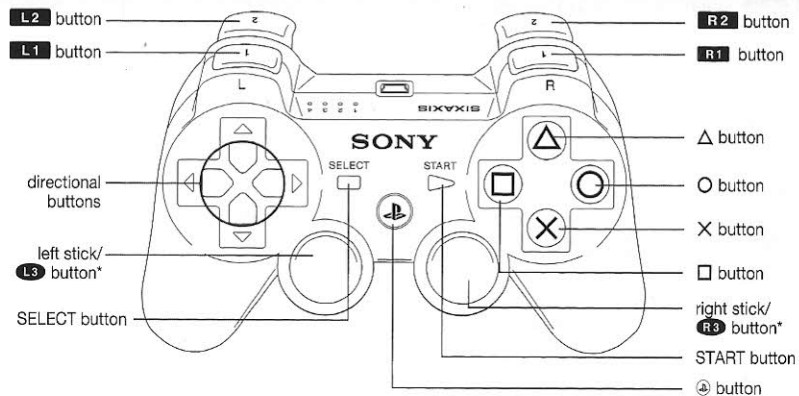
Select your preferred language from the PLAYSTATION®3 system's Settings menu.

**BOURNE** only supports the use of the SIXAXIS™ Wireless Controller. Please refer to the PLAYSTATION®3 system Instruction Manual for further details about setting up and recharging a Wireless Controller.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

## GETTING STARTED

### Using the SIXAXIS™ wireless controller



\* The **L3** button and the **R3** button function when pressed.

**Note:** To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

### Saved data for PLAYSTATION®3

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Game data and Save data are required to be created in order to play **BOURNE**. If there is sufficient space on the hard drive Game data will automatically be created. This title will autosave data at certain points throughout the game.

### General Controls

Left stick	Movement
Right stick	Camera Control
⊗	Interact
<b>R2</b> Hold	Sprint
○	Initiate Takedown (While Prompt is onscreen)
△	Bourne Instinct
<b>L3</b>	Crouch

### General Controls

<b>R3</b>	Re-Center Camera
<b>R2</b> + ○ Hold	Sprinting Takedown
Start	Pause Menu

### Melee-Specific Controls - When hand-to-hand has been initiated

□	Light Attack
□ Hold	Light Kick
△	Heavy Attack
△ Hold	Heavy Kick
⊗	Block

### Gunplay-Specific Controls - When Bourne's gun is drawn

<b>R1</b>	Shoot
Right stick	Aim
□	Reload
<b>L2</b>	Draw Weapon (if holstered) / Cycle Weapons
<b>L2</b>	Holster Weapon
<b>R3</b>	Change Gun Stance (left / right)
<b>L1</b>	Target Enemies From Cover (wallwork)

### Driving-Specific Controls

<b>R1</b>	Accelerate
<b>L1</b>	Brake and Reverse
○	Emergency Brake
△	Bourne Instinct with Slow Motion
Left stick	Steering

## INTRODUCTION

### *Who is Jason Bourne?*

You are Jason Bourne. You regain consciousness aboard a fishing vessel off the coast of Marseilles with no recollection of who or what you are. You rapidly learn you can speak a half-dozen languages and know the fastest way to drop an opponent. You start having flashbacks of dangerous missions that you believe are your memories. Are you a remorseless killer or a tortured assassin programmed to kill?

## MAIN MENU

### *Campaign*

Start a New Campaign or Continue a previously started campaign.

### *Options*

Adjust the game's settings such as subtitles, audio, video and controller options.

### *Accomplishments*

View your accomplishment progress.

### *Extras*

Access unlocked bonus features: replay boss battles, access the music selector and view concept art, cinematics and more.

### *Cheats*

Access to input cheat codes.

## CAMPAIGN

**New Campaign** - Start from the beginning.

**Continue Campaign** - Load your most recently saved game.

**Select Chapter** - Load specific levels that you have previously completed.

**Difficulty Select** - Choose from three difficulty levels (easiest to hardest):  
Trainee, Agent, Assassin.

## GAMEPLAY

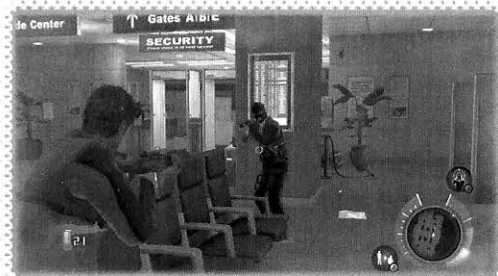
While playing as Bourne, you will have to do all the things he does and see the things he sees.

### *HAND-TO-HAND*

Trained extensively in hand-to-hand combat, you are able to drop foes in a single flurry of movement. Tap the Square or Triangle button to perform a light or heavy punch; hold Square or Triangle to perform a light or heavy kick. String a series of moves together to unleash combos capable of stunning and incapacitating your opponents. Build adrenaline through attacks to perform takedowns.

## SHOOTING

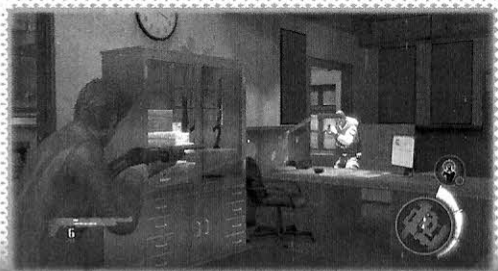
Weapons handling is second nature to you. You have a vast arsenal of weapons, from a silenced nine-millimeter pistol to a fully automatic heavy machine gun. Use your weapons to engage opponents directly or shoot out their cover and draw them into the open. As you successfully hit enemies, you will build adrenaline that can be used for shooting takedowns.



### *BOURNE INSTINCT*

Bourne Instinct lets you see what Jason Bourne sees by highlighting objects that need to be noticed. Mission critical objects such as enemies, doors, electronic locks and crates will stand out when using Bourne Instinct. But beware, using Bourne Instinct will deplete adrenaline when playing on higher difficulties.

Note: When in a firefight, use Bourne Instinct to help you aim, as it will automatically move the reticule over your enemy's chest. Push the Triangle button repeatedly to cycle through multiple enemies.



## HEADS UP DISPLAY

The HUD items below will help you find out what it is like to be Jason Bourne.

### RADAR

The radar is a map of the area around you. When you use Bourne Instinct your awareness is heightened and your enemies and objectives are highlighted on the radar. You are identified by the white arrow while enemies are shown as circular dots. If the dots are red, the enemies know exactly where you are. However, if the dots are orange, they are unaware of your location.



### HEALTH METER

The crescent-shaped meter on the left side represents your health level. If you have full health, the health meter will disappear. The meter will reappear when you take the slightest amount of damage.

### ADRENALINE METER

The crescent-shaped meter on the right side represents the Adrenaline Meter. Build up your adrenaline by successfully hitting enemies in hand-to-hand combat or gunplay.

### TAKEDOWNS

There are several varieties of takedowns, each represented by a specific icon that will appear whenever you can use a takedown.

#### Hand-to-Hand Takedown

When the radar displays the icon to the right, you can hit the Circle button at any time to initiate a Hand-to-Hand Takedown. If the adrenaline meter is full, and there are multiple enemies in the area, you will take down as many enemies as there are tiers filled.



#### Sprinting Takedown

If you have filled at least the first tier of the Adrenaline Meter and are sprinting toward an enemy, the icon to the right will appear. Hold down the Circle button as you get closer to the enemy to perform a Sprinting Takedown, which allows you to drop an enemy without stopping.



### Shooting Takedown

When your gun is drawn and at least one tier of adrenaline is filled, the Shooting Takedown icon will appear if enemies are within range.

Press the Circle button to initiate the takedown, which requires you to press a series of buttons in a quick action sequence. Note that there are three bodies shown in the icon to the right; the icon changes to reflect how many enemies can potentially be taken down.



### QUICK ACTION

Throughout the game, quick action prompts will appear at the bottom of the screen. Whenever one appears, you have to correctly hit the button shown.



### TAKING COVER

Whenever you are near an area that can be used as cover, the icon shown to the right will appear in the bottom right corner of the screen. Push the X button to take cover. To get out of cover, either push the X button again or pull down on the left stick.

Note: While in cover mode, push the L1 button to step out to fire. Let go of the L1 button to return to cover.



### INTERACTING WITH THE ENVIRONMENT

In addition to taking cover, there are many other ways to interact with the environment, which are indicated by specific icons displayed in the bottom

right corner of the screen. The icons (shown to the right) identify five of the common interactions, all of which can be activated by pushing or holding the X button.



## WHILE DRIVING

The HUD appears slightly different when you are driving. The radar works the same as when you are on foot, but there are a few differences elsewhere.



### *Evasion Meter*

Similar to the Health Meter, the Evasion Meter displays to the left of the radar and only appears if the police are on your tail. If the meter fills up, you will be arrested and taken to jail.

### *Driving Adrenaline Meter*

To build up the Adrenaline Meter in driving mode, you need to crash into destructible items in the environment such as light poles, newspaper stands, small trees, boxes and many other items. Holding the Triangle button will activate Bourne Instinct and put the game in slow motion, allowing you to drive with more precision until the meter is depleted.

# WHO NEEDS CHEAT CODES?

With a MINI Cooper S as your getaway car, you're already going to be carving some serious corners. So hold on tight when escaping with the help of a 172-horsepower, direct-injected, twin-scroll, turbocharged engine.



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