



007[™]

QUANTUM OF
SOLACE
7[™]

COVERS XBOX 360[®], PLAYSTATION[®] 3
COMPUTER ENTERTAINMENT SYSTEM,
AND NINTENDO Wii[™]

BASED ON A GAME
RATED BY THE
ESRB **T** TEEN

ACTIVISION[®]

Written by Michael Lummis

Primary Weapons

In the single-player game you are allowed to carry up to two primary weapons and a secondary weapon. Multiplayer matches normally give you slots for a single primary weapon and one secondary weapon. The following list provides the primary weapons' stats. This includes assault rifles, sniper rifles, machine guns, and shotguns.

Certain multiplayer modes allow you to customize your equipment. In this case, you spend credits accrued from play to buy various weapons and their attachments. Some weapons have gold-plated versions that are available for purchase once you own the standard variant. This option is also listed in the following section.

FRWL



RANGE:	MEDIUM
FIRING RATE:	FAST
CLIP:	30
GOLD PLATED VERSION:	YES
COST:	300
ATTACHMENTS:	HOLO SIGHT, ARO SCOPE, SILENCER

The FRWL is a favorite of mercenaries in poorer parts of the world. It's a durable weapon with an average mix of stats. You can use the FRWL at almost any range; it has a decent clip, inflicts fair damage, and is essentially without drawbacks.

The only problem with the weapon is that it's not especially grand in any way. Many rifles offer greater range, and there are higher-damage weapons for close range. This is a middle-of-the-road weapon, and as such can be outclassed quite easily by more specialized but perhaps less well-rounded equipment.

Here's best advice of all: don't go to short range against a shotgun or submachine gun, and don't snipe it out against a sniper rifle. Outflank the snipers and outdistance the short-range gunners. That's how you win with this weapon.

SAF 9MM



RANGE:	SHORT
FIRING RATE:	FAST
CLIP:	30
GOLD PLATED VERSION:	YES
COST:	1200
ATTACHMENTS:	ARO SCOPE, SILENCER

The SAF is a modest offering. Like many of the smaller weapons, you aren't meant to use it in a drag-down fight. This weapon is better suited to charging through corridors. It's fast to aim and fast to take out targets that aren't far apart.

You use this weapon early on in the primary game, so most multiplayer types become quite familiar with it. That's a perk because the weapon is comfortable.

A3 RAKER



RANGE:	LONG
FIRING RATE:	FAST
CLIP:	30
GOLD PLATED VERSION:	NO
COST:	1200
ATTACHMENTS:	SCOPE (DEFAULT), SILENCER

This is a very fun weapon choice. The Raker lists as a long-range assault rifle, which it certainly is. But the weapon can be used in a variety of roles that aren't always available for assault rifles. The Raker can quite passably snipe. It won't reach the ranges of the full-on sniper rifles, but it's close enough to play ball.

Then, when you switch the baby over to full auto, it can defend you at medium range with the best of them. Fair damage and an optional silencer leave it perfectly serviceable there.

Players that can toggle their weapon options quickly and shift gears between sniping and traditional fighting are well advised to get this.

TND-16



RANGE:	MEDIUM
FIRING RATE:	MEDIUM
CLIP:	30
GOLD PLATED VERSION:	NO
COST:	500
ATTACHMENTS:	SCOPE, HOLO SIGHT, SILENCER

The TND-16 is a competitor to the FRWL. You can get more accuracy out of the TND, and it has slower fire. That's not really a downside. It's easier to set up this weapon for proper burst and kill ambushes, while the FRWL has a tendency to eat your ammo and leave you reloading rather often.

Cool-headed folks who prefer a burst-fire weapon to a raging automatic are better suited to the TND.

M14



RANGE:	LONG
FIRING RATE:	SLOW
CLIP:	30
GOLD PLATED VERSION:	NO
COST:	300
ATTACHMENTS:	SCOPE, HOLO SIGHT, ARO SCOPE, SILENCER

Speaking of cool heads, the M14 is a great pairing for such players. At long and medium range, this weapon has wonderful accuracy. Throw a scope on it and you've got a sniper's weapon. Use an ARO scope instead, and you'll bring down people well at medium range.

M14s hold territory well. People who've found their cover can intercept targets with ease. You won't easily leap over obstacles and clear a tight room with one, but that isn't the point. Select a fast-firing secondary weapon to cover that eventuality, and you're good to go.

TLD-22



RANGE:	SHORT
FIRING RATE:	VERY FAST
CLIP:	100
GOLD PLATED VERSION:	YES
COST:	8000
ATTACHMENTS:	HOLO SIGHT, SILENCER

The TLD-22 is a mean submachine gun. Its greatly expanded clip size allows the user to suppress and eliminate entire groups if they aren't prepared. Multiplayer agents should match this with Silent Footsteps and ambush-oriented fighting techniques. Hide in quieter parts of the map and wait for people to engage each other. Let them focus on other parts of the team, then charge in for the slaughter.

It's a mean weapon—and a lot of fun. It's also quite expensive. Get the gold-plated version if you want to show you really mean business.

SAF.45



RANGE:	SHORT
FIRING RATE:	FAST
CLIP:	30
GOLD PLATED VERSION:	NO
COST:	FREE
ATTACHMENTS:	SILENCER

This version of the SAF can't use an ARO scope, sadly. This is a poor man's choice for a submachine gun to use while you're saving credits for more exotic choices. There's nothing glaringly deficient about the SAF .45; it's just outdone by some of its elders.

MK3 LLD



RANGE:	MEDIUM
FIRING RATE:	FAST
CLIP:	30
GOLD PLATED VERSION:	NO
COST:	800
ATTACHMENTS:	SCOPE, HOLO SIGHT, ARO SCOPE, SILENCER

The fun thing about the Mk3 LLD is that it can use any type of attachment. Grab the ARO scope for even more medium-range supremacy. Or get the normal scope and be able to mix it up at longer range. Or use the silencer for some assassination work.

Truth be told, the last option isn't this weapon's ideal choice. There are better tools for the quiet run and gun. But still, you should be able to manage with this baby.

V-TAK 31



RANGE:	VERY LONG
FIRING RATE:	SLOW
CLIP:	10
GOLD PLATED VERSION:	NO
COST:	FREE
ATTACHMENTS:	HIGH QUALITY SCOPE (DEFAULT), SILENCER

Don't bring this weapon into any small maps. The V-TAK 31 is for dedicated snipers. The weapon can't compete against most opponents at medium or short range, but it outsnipes the vast majority of enemies when you're at maximum range. Even good rifles like the A3 Raker can't zoom in and bring down a V-TAK user in time.

VKP-08



RANGE:	LONG
FIRING RATE:	MEDIUM
CLIP:	20
GOLD PLATED VERSION:	NO
COST:	800
ATTACHMENTS:	SCOPE, ARO SCOPE, SILENCER

This rifle pulls back from the V-TAK's style of sniping. Use a scope with it to dominate long range, but you still have the option of fighting some targets at medium distance. The VKP features better firing speed and a much larger clip than most long-range alternatives.

This weapon is a good choice for players who want to mix sniping and medium-range fighting in the same

weapon. The V-TAK and the impressive WA 2000 can't do that.

For players who are fast at switching weapons or who have taken a gadget to allow two primary weapons, it's better to have a dedicated sniping rifle and something more appropriate for close fighting. The Mantis and GF 18 As are good for this. They compliment the full-on sniper rifles well.

8-CAT



RANGE:	MEDIUM
FIRING RATE:	FAST
CLIP:	75
GOLD PLATED VERSION:	YES (SWEEEEET)
COST:	4000
ATTACHMENTS:	HOLO SIGHT, SILENCER

The 8-CAT is pure joy to fire. It's a beautiful weapon with the right feel and the right sound. Take the Holo Sight for it and use this weapon to destroy choke points. In the single-player game and in multiplayer, this weapon shows off what a defender can do. The 8-CAT punches into people with more than enough stopping power, and its ample clip prevents

enemies from easily knowing when to counterattack.

Don't try to reload the 8-CAT as often in multiplayer as you do in the campaign. It's easy to fall into the pattern of reloading between every skirmish, but that isn't safe with this gun. The 8-CAT takes *forever* to reload, leaving its player exposed for quite some time. Be certain that you're safe before initiating this process.

This is why it's nice to pair an 8-CAT gunner with a defensive partner who has a great burst weapon. A TLD-22 player could watch the 8-CAT person's back and make life truly miserable for everyone on the other team.

WA 2000



RANGE:	LONG
FIRING RATE:	SLOW
CLIP:	6
GOLD PLATED VERSION:	YES
COST:	800
ATTACHMENTS:	HIGH QUALITY SCOPE (DEFAULT), SILENCER

The WA 2000 has the smallest clip for a weapon of its type, but the rifle doesn't lack for accuracy or damage. This weapon is a sidegrade from the V-TAK. Dedicated snipers should try out both weapons, as personal preference is likely to be the deciding factor between the two.

HUTCHINSON A3



RANGE:	SHORT
FIRING RATE:	VERY SLOW
CLIP:	8
GOLD PLATED VERSION:	YES
COST:	FREE
ATTACHMENTS:	HOLO SIGHT

The Hutchinson is your starter shotgun. As with many shotguns equipped to fire buckshot, this baby is a short-range weapon. That said, you can also bring down targets at medium range if you've really got your aiming down.

Shotguns are weapons for brave agents. You must get in close to even stand a chance. When you do succeed, it feels pretty wonderful to blow

down enemies. Single shots deliver so much damage that most targets can't return fire.

Choose shotguns for specific maps. No matter how much you love them, shotguns aren't advisable when there are vantage points for snipers and agents with assault rifles. These weapons are ideal for small maps where cover abounds and sudden burst damage is the key to success.

HUTCHINSON A4



RANGE:	SHORT
FIRING RATE:	SLOW
CLIP:	10
GOLD PLATED VERSION:	NO
COST:	4000
ATTACHMENTS:	SILENCER

The A4 is costly, but it opens a considerable upgrade to your shotgun options. The A4 is fast, gets a couple more shots, and is faster to reload than its cousin. Once you get this you won't ever go back to the Hutchinson A3 unless you don't have any choice. Close-quarter battles go very well when you're sporting the A4.

INTRO 001

BASIC TRAINING 002

EQUIPMENT 003

WALKTHROUGH 004

MULTIPLAYER 005

SECRETS 006

INTERVIEWS 007

Grenades give you many opportunities to disrupt enemies, throw them around, or kill them outright. This category also offers Proximity Mines, giving you even more dirty tricks to draw upon

PROXIMITY MINE



Proximity Mines are one of the deadliest choices in your "grenade" repertoire. You lose the ability to deploy the weapons on the fly. Instead, you must anticipate enemy activity and deploy the weapons ahead of time. That isn't as hard as it sounds. People are somewhat predictable creatures, especially on maps where the goals are quite clear.

RANGE:	THROWING DISTANCE
COST:	800

Approaches to major weapon locations, chokepoints, and corners are all ideal for Proximity Mine deployment. Some players will take Explosive Awareness, which is critical to helping a team avoid these traps.

If you're going to use Proximity Mines, consider going all out. Take the Prox Mines gadget and Explosives Expert. Combined, these make for a cruel demolitionist.

FLASH GRENADE



Flash Grenades are free. Everybody starts with them, and they're still rather useful. People lose their sight for a few moments after the explosion, and that gives you time to find new cover, rush in for a takedown, or

RANGE:	THROWING DISTANCE
COST:	FREE

escape entirely. Most human players are smart enough to seek full cover as soon as a Flash Grenade detonates, even if it hits them. Thus, you won't get too many free kills without additional work. Targets will hide and wait for the effect to wear off before they show themselves.

Use your time wisely. Don't remain in the same spot doing the same thing as when the grenade blew up. Sow confusion as quickly as you can to gain the greatest advantage.

FRAG GRENADE



Fragmentation Grenades are quite common in the single-player part of the game. You should be quite comfortable with them before long.

RANGE:	THROWING DISTANCE
COST:	500

These devices explode and deliver a fair bit of damage to people standing close to them. Those farther out aren't likely to get killed, but they'll still take some damage.

One perk beyond this damage is that people are blown out of their cover briefly. Pick off the wounded targets as quickly as possible. They aren't dumb enough to stay in the open for long!

SMOKE GRENADE



These are the least lethal type of grenade. They're useful for sneaky characters and takedown specialists. It's harder for both sides of a fight to fire effectively through the smoke. Thus, people who are moving

RANGE:	THROWING DISTANCE
COST:	300

instead of fighting get the most benefit. Charge through open areas after deploying smoke, or use the time to close the gap with short-range enemies.

TEAR GRENADE



Tear Grenades are more disruptive than Smoke Grenades, but they don't cover as wide an area. Instead of giving the thrower cover, consider them a means to take away opportunities from a single target or small group. Instead of trying takedowns, you would normally pair Tear Grenades with a high-fire-rate weapon. Disrupt the targets and then pepper them with gunfire.

RANGE:	THROWING DISTANCE
COST:	300

CONCUSSION GRENADE



In many ways, Concussion Grenades are easier to use than even Frag Grenades. These weapons disable targets so badly that they can't retake cover or defend themselves for a short time. Good short- or medium-range attackers can score kills quite easily by throwing Concussion Grenades and preying on anyone who can't get out of the way.

Remember to hold onto the grenades until late in the throw. You want the device to detonate almost as soon as it lands.

RANGE:	THROWING DISTANCE
COST:	500

INTRO 001

BASIC TRAINING 002

EQUIPMENT 003

WALKTHROUGH 004

MULTIPLAYER 005

SECRETS 006

INTERVIEWS 007



HER MAJESTY'S SECRET SERVICE

M16
MINISTRY OF INTELLIGENCE
SECTION 6

WHITE'S ESTATE

EYES ONLY

MAP KEY

- 1 The Gardens (Starting Point)
- 2 Docks
- 3 Cell Phone 01
- 4 Greenhouse Battle

- 5 Cell Phone 02
- 6 Entrance to Mansion
- 7 Mansion Basement, Cell Phone 03
- 8 Cell Phone 04

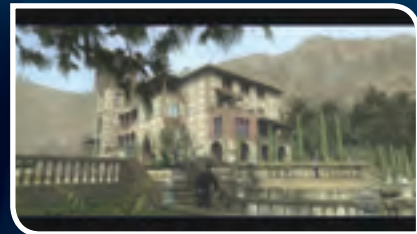
- 9 Cell Phone 05
- 10 Secret Room Entrance



SMELLING THE ROSES

Through bad luck or unfortunate timing, You are spotted right off the bat. You can't slip through the first area without taking out a few of the enemies. Luckily, they aren't well armed and you have everything you need to neutralize them.

Take a look around the garden. There are enemies on the terrace below you (four gunmen), but there is so much cover that you can take shelter almost immediately. Work with the controls and get a feel for everything. Press the button to get behind cover, and then try out aiming, switching weapons, and moving around. This area features an active tutorial that explains which buttons to use for these functions.



Directly in front of you is a SAF .45, a submachine gun with a high rate of fire and moderate damage. It packs a lot more punch than your P99. Pick up the new weapon and switch to it once you're behind cover.

When you're ready, aim at the nearest two gunmen and shoot them. Though you don't have to go for headshots, these two are mostly behind cover. It's actually easier to hit them in the head or arms, as their bodies are well protected most of the time.

Notice that enemies aren't infinitely patient. They'll switch positions periodically, sometimes trying to get a better angle against you. It would be far worse if these folks had grenades—luckily none of these guys does.

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 000112 45002 45008 1 21264531 301207 1 41341 439 434 84 43005 7504 6405784704 645 76 408 704 80272 2 0 01 010 1 204070 000112 545002 45008 1 21264531 301207 1 41341 439 434 84 43005 7504 6405784704 645 76 408 704 80272 2 0 01 010 1 204070
 000112 45002 45008 1 21264531 301207 1 41341 439 434 84 43005 7504 6405784704 645 76 408 704 80272 2 0 01 010 1 204070



The unlocking procedure itself is rather simple. Your watch attempts to compute the correct answer for door codes in real time. Your task is to press the direction that the watch indicates within a given time limit. Keep your thumb on the directional pad and tap the direction indicated by the green arrow as soon as it appears. Don't be fooled by red indicators; press the pad only when a *green* arrow appears.

Kill the next two enemies as they try to move toward you, then rush down into the lower gardens. There are two more mercenaries there. Practice additional gunplay, or sprint toward the back of the gardens and dispatch the enemies with melee attacks. These blows aren't available until you're up close and personal, but they're devastatingly effective. They're also a great way to be stealthy in future levels.

You have three strikes. Mess up three times, or take too long in general, and you have to restart the unlocking procedure.

Look on the right side of the garden after you silence the enemies; there is a keypad near a locked gate. Walk over there and use the keypad to open the way down to the docks. You use your watch's decoding function to accomplish this.

DOWN ON THE DOCKS



MERCENARIES WON'T WAIT FOR MINIGAMES

Don't rely on your safety and good luck as you unlock doors. You are distracted and can't see the area around you, and enemies are still able to act. Clear all gunmen before you open doors or you risk getting shot in the back!

The gate opens without too much trouble and you can see the path down to the water. Walk there slowly and hug the wall to avoid taking much fire from the passing boats. Wait for a lone gunman to approach, then use a takedown move to kill him quickly and quietly.



Afterward, slip to the next wall for cover and aim at the explosive tanks on the other side of the docks. Explosive containers flash periodically, making it easier to spot them quickly and use them as traps. Shoot the large tanks and watch what happens. The men in those boats land and try to disembark, but they can't do it very well when they're covered in flames! This action clears that entire side of the docks.

Look left. Another mercenary opens those doors and tries to have a go at you. Use a takedown or shoot him in the chest a few times. Inside the building is a panel that lets you access the camera system for the estate. Walk over to it and hold the indicated button until you patch into the security system. Ah-ha! Now you can use your phone to look at a map of the estate. You can see your current objective, enemies in the area, and so forth. It's wonderful.

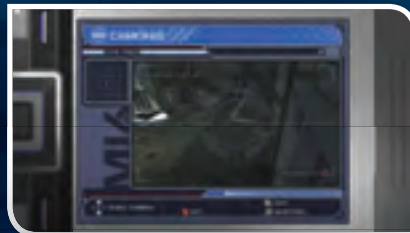
WAR OF THE GREENHOUSES



Exit the boathouse using its rear door. A single mercenary retreats toward the greenhouse ahead, and his shots are halfhearted. Take cover if you need to, but follow him as soon as you can. Things get hairy once you're inside the greenhouse; the chopper you saw earlier gets a bead on you. Crouch to avoid the gunner that lights up the building. Stay behind the sturdier walls and return fire once you get your bearings.

The chopper leaves after the gunner dies or a minute passes. Leave the greenhouse and search the stone wall ahead. You'll find a Cell Phone sitting on the wall. Take this item and use your phone to read the update it provides. Bring up the phone menu and use the "Data Collection" option to bring up info on Cell Phones you find.

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There is a checkpoint just a few steps down the path. With the chopper dispatched, you now have a clear run against the remaining defenders outside the house. They make a stand by the next greenhouse. Be ready!



CELL PHONE

THE BRIEFCASE

"Mr. White, attached is a photo from the operation in Venice as requested. The funds will be delivered to you as soon as the money has been collected."

It is signed "Adolph."



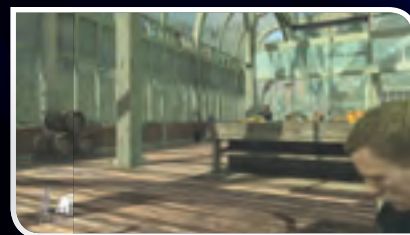
Come into the area at a sprint and takedown the first enemy by the wall; he's easier to subdue via melee than to shoot. Approach the greenhouse at high speed and get to cover immediately. There are quite a few people inside, and they too are hiding to protect themselves.

Use quick glances to aim and zoom in on your targets. Put a burst of bullets into each and watch them fall. Use the explosive containers in the room to kill enemies quickly. Move to the middle of the room after the first few targets fall.



Once the first group is cleared, several reinforcements come in from the back side of the greenhouse. Stay behind cover but turn right; these guys try to flank you. Hose them as soon as they come back into view!

The door at the far side of the greenhouse is locked at first. It won't open until all of the mercenaries in this area are killed. Use your map to find any stragglers if the fighting slows. Those red marks indicate active enemies; they're easy to track down.





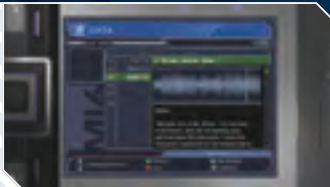
Walk toward the house and keep your eyes open for the next Cell Phone. It's on a small, gray table near the patio stairs.



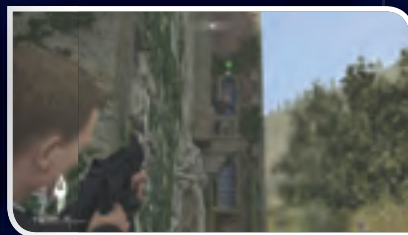
AUDIO FILE

White:

"McCabe, this is Mr. White. I've returned from Venice, and will be needing your services later this afternoon. I want the helicopter fueled and on the landing pad at fourteen hundred hours. You'll receive instructions on our destination at that time."



Climb the house steps and skirt the right side of the building. Take cover as you round the corner and aim at a gunman above; he's on a balcony above you. Shoot him for a clean kill that also unlocks an achievement. The guard falls through a cellar door and reveals a safe path into the house.



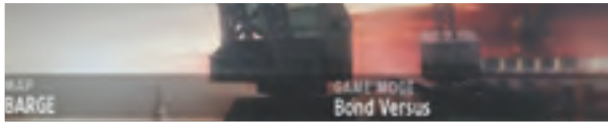
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Game Modes

There are seven modes of multiplayer combat in *Quantum of Solace*. These span a variety of themes. Some of the challenges are team-based, while others are designed for pure free-for-all carnage.

BOND VERSUS



This is a bomb-defusing challenge. The maps center around several bomb locations, marked with a blue circle and B1, B2, B3, and so on in this guide's maps. Bond players are on Mi6's side. They must reach these blue locations and disarm the bombs. The other players are on the Organization team. They are on defense.

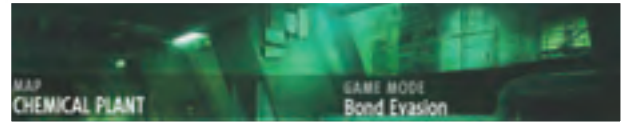
Equipment load-outs are basic, and the major focus is on teamwork and positioning. The Mi6 agents should study their maps and learn the bomb locations like the backs of their hands. Do this while you wait for a match to begin.

If the defenders spread out and cover all bombs, hit a single bomb with full force. By the time the defenders realize what's happening, Mi6 will be in a position of strength and the bomb won't last.

If defenders cover one or two of the bombs extremely well, hit the target that isn't under their full protection. Always keep an eye on the defenders and where they're moving. For tough matches, use mind games to get an edge. When your team slams into a single point, more defenders will come to assist, likely slaughtering your allies. Use that opportunity to slip through and find a weak spot. Try to bring another smart player with you. A pair of bright agents can entirely redefine the team.

Defenders need to be fluid as well. Always have eyes on each of the bombs. You can't defend everything well, and that's why communication is the key. Let other players know as soon as possible when a site is coming under attack. Use explosives, work cooperatively, and communicate, communicate, communicate. Remember, attackers need to be quiet, you don't. Be a nuisance and be savage about it.

BOND EVASION

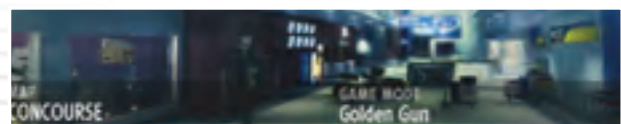


Look on the maps in this guide for a green icon and the letters EP. That is the goal of the Mi6 team. Bond is trying to evade capture and has to be helped to the extraction point. Teamwork, as with Bond Versus, is the defining element here. Because there's a single point of victory, your enemies have an even better idea what to defend.

Always move in groups and hit points with overwhelming force. You aren't likely to sneak through and win in these matches. Instead, it's more about being able to strike with speed and precision. Don't allow your team to string out and advance toward the EP a couple at a time, which just makes easy pickings for the defenders. Instead, move as a wave, with two or three groups approaching the area simultaneously.

Defenders should resist the urge to deploy just around the EP. Certainly, some teammates must keep their sites on that area and the approach to it. But there also have to be a few suicidal types. These are the folks who hold the middle areas and delay the approaching force. The Mi6 team has to rush together for their best opportunity, so your team's job is to stop that organization. Use ambushes, grenades, and raw aggression to start fights and force Mi6 players to expose themselves or dig in. If they enter a drawn-out firefight you've done your job. If they rush past recklessly, hit them in the back when your allies near the extraction point start to engage them.

GOLDEN GUN



Golden Gun is a type of deathball variant. Everyone wants to retrieve the Golden Gun, originally located in the yellow GG position on the supplied maps. After getting that, you have to avoid the rush of aggression

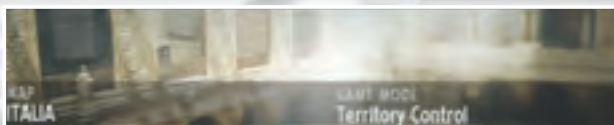
from all the other players. Divide your time between killing them for points and avoiding the mass.

Try to be too aggressive, and you're doomed to get outflanked at every turn. You want to have a mobile battle. This makes it harder for entire groups to hit you at the same time.

The Golden Gun itself is marked on your mini-map at all times. This prevents the wielder of the gun from getting a few kills and hiding for the remainder of the match. The gun itself is a gold-plated Super Magnum. You get only five shots before you have to reload. Luckily, you have almost infinite ammunition, so that isn't a concern.

Shots from the Golden Gun inflict tremendous damage; they also explode on contact, dealing damage over a modest area. The Golden Gun wielder can shoot walls and the floor near hiding targets to kill them even when they're out of sight.

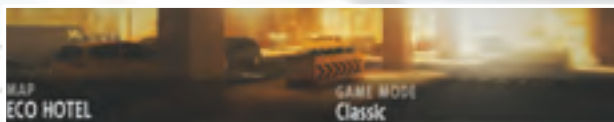
TERRITORY CONTROL



The red TC points on this guide's maps indicate areas of territory control. This is a defensive challenge, just like Bond Versus. The difference is that the teams dynamically shift as players gain and lose control of the different sites.

Nevertheless, the same strategies apply. You want to keep the enemy guessing about where to strike. Keep enough of a defensive force to delay attacks. Communicate well about changes in enemy position, then hit whatever is weak as the other side charges en masse to a single point.

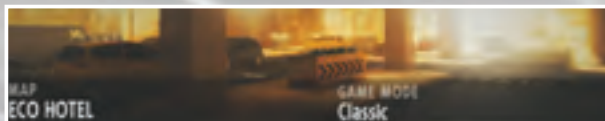
CLASSIC



Classic Mode doesn't have any weapon configuration. Instead, agents start with a basic pistol and have to collect weapons to use throughout the level. Look at the weapon callouts on this guide's maps to see which weapons are available.

Memorize the locations of your favorite weapons and ensure that you prevent other players from easily gaining access to them. Ambush people as they go to collect things they need. Always note the locations of grenades and Proximity Mines. These are very useful tools and subsequently they'll be points of convergence.

CONFLICT AND TEAM CONFLICT



These modes use the multiplayer load-outs that you purchase and create. There are no special weapons or goals; you are simply trying to outgun your opponents using better gadget combinations and superior gunplay. Team Conflict allows for a greater variety of builds. People can pair up and organize themselves for mutual protection. In normal Conflict, be careful about overspecializing. The safe route is to have a good medium-range weapon and gadgets that go for all-around damage or survivability.

The Battlefields

There are a dozen level maps in *Quantum of Solace* multiplayer. The maps provided in this guide show the layout of the areas, as well as their points of interest.

What the Icons Mean



Weapon icons show which weapons are available and where to find them (Classic Mode).



Red dots show Territory Control Points (Territory Control).



Blue dots reveal bombs (Bond Versus).



Green dots are Extraction Points (Bond Evasion).



Yellow dots represent the Golden Gun (Golden Gun Mode).

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