

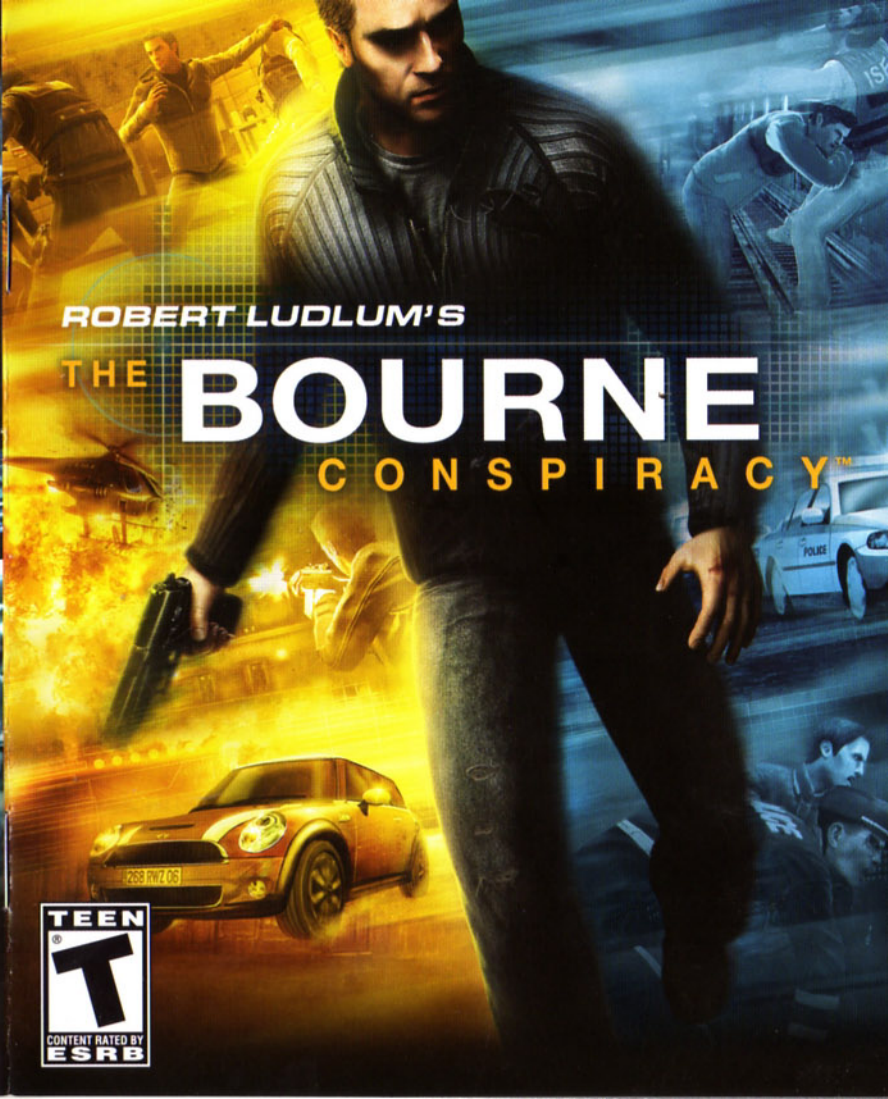
<http://www.replacementdocs.com>



SIERRA **HIGHMOON STUDIOS** **PhysX by ageia**

"The Bourne Conspiracy" interactive software © 2008 Vivendi Games, Inc. "The Bourne Identity" characters, events, story and publishing rights © 1980 Estate of Robert Ludlum. All rights reserved. Developed by High Moon Studios, LLC. High Moon Studios and the High Moon Studios logo are registered trademarks of High Moon Studios, LLC. Sierra and the Sierra logo are either registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. THX and the THX logo are trademarks of THX Ltd. which may be registered in some jurisdictions. All rights reserved. Unreal® Engine, Copyright 1998 - 2008, Epic Games, Inc. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. AGEIA™ and PhysX™, both stylized and non-stylized, are trademarks of AGEIA Technologies, Inc. and are used under license. Uses Bink Video Technology. © 1997-2008 by RAD Game Tools, Inc. FMOD Sound System, © Firelight Technologies Pty, Ltd., 1994-2008. SIGARMS®, SIG Sauer® and SIGLITE® are registered trademarks of SIG Arms Inc. Portions of this software are © 2000-2007 Engenuity Technologies Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

7267910



ROBERT LUDLUM'S
THE BOURNE
CONSPIRACY™

TEEN
T
CONTENT RATED BY
ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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®3 FORMAT DISC:

- 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 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.

ROBERT LUDLUM'S

THE BOURNE CONSPIRACY™

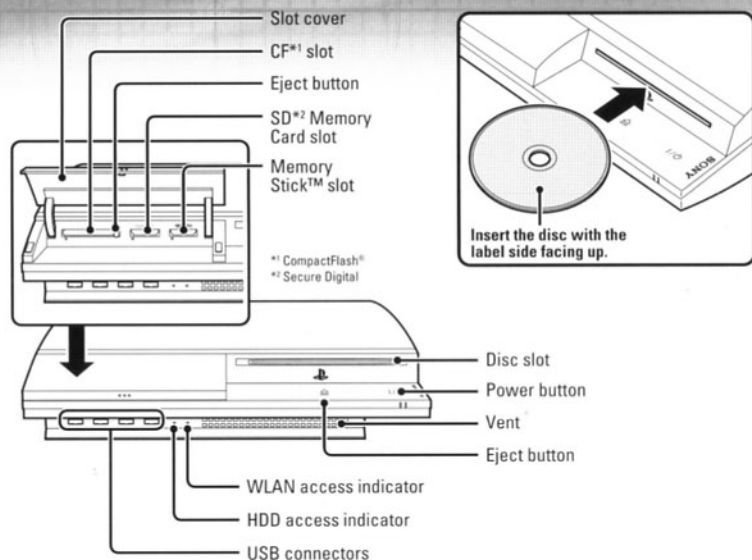
Table of Contents

Getting Started.....	2
Controls.....	3
Introduction.....	5
Main Menu	5
Gameplay	5
Heads Up Display.....	7
Customer Support.....	12
License Agreement.....	13

"The Bourne Conspiracy" interactive software © 2008 Vivendi Games, Inc. "The Bourne Identity" characters, events, story and publishing rights © 1980 Estate of Robert Ludlum. All rights reserved. Developed by High Moon Studios, LLC. High Moon Studios and the High Moon Studios logo are registered trademarks of High Moon Studios, LLC. Sierra and the Sierra logo are either registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. THX and the THX logo are trademarks of THX Ltd., which may be registered in some jurisdictions. All rights reserved. Unreal® Engine copyright 1998-2008, Epic Games, Inc. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. AGEIA™ and PhysX™, both stylized and non-stylized, are trademarks of AGEIA Technologies, Inc. and are used under license. Uses Bink Video Technology. Copyright 1997-2008 by RAD Game Tools, Inc. FMOD Sound System copyright © Firelight Technologies Pty, Ltd., 1994-2008. SIGARMS®, SIG Sauer® and SIGLITE® are registered trademarks of SIG Arms Inc. Portions of this software are Copyright 2000-2007 Engenuity Technologies Inc. All other zzzzs are property of their respective owners.

GETTING STARTED

PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

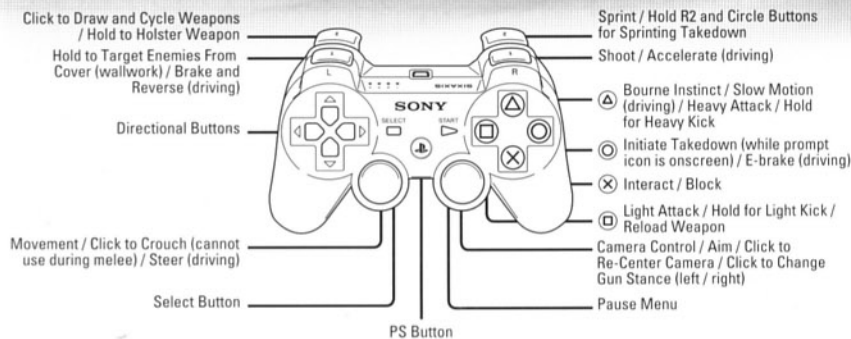
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the The Bourne Conspiracy™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



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 format software

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.

General Controls

Left Stick	Movement
Right Stick	Camera Control
X	Interact
R2 Hold	Sprint
○	Initiate Takedown (While Prompt is onscreen)
△	Bourne Instinct
L3	Crouch

General Controls

R3	Re-Center Camera
R2 + ○ 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

R1	Shoot
Right Stick	Aim
□	Reload
L2 Click	Draw Weapon (if holstered) / Cycle Weapons
L2 Hold	Holster Weapon
L3	Change Gun Stance (left / right)
L1 Hold	Target Enemies From Cover (wallwork)

Driving-Specific Controls

R1	Accelerate
L1	Brake and Reverse
○	Emergency Brake
△ Hold	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.

CAMPAIGN

New Campaign - Start from the beginning.

Continue Campaign - Load your most recently saved game.

Replay 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.

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.

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 ammo 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

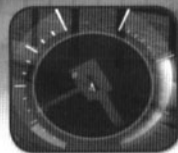
In addition to taking cover, there are many other ways to interact with the environment, which are indicated by specific icons displayed in the bottom



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.

CUSTOMER SUPPORT

Technical Support

Phone: (800) 630-0811, 10:00 AM-8:00 PM M-F EST

Online Support: <http://support.vgames.com>

Customer Service

Phone: (800) 757-7707, 10:00 AM-8:00 PM M-F EST

Mail

Vivendi Games
4247 South Minnewawa Avenue
Fresno, CA 93725

THE BOURNE IDENTITY

Words and Music by John James Powell © 2002 Universal Music Corp. on behalf of Universal Pictures Music (ASCAP) International Rights Secured. Not for broadcast transmission. All rights reserved. DO NOT DUPLICATE.

WARNING: "It is a violation of Federal Copyright Law to synchronize this Video Game with video tape or film, or to print the Composition(s) embodied on this Video Game in the form of standard music notation, without the express written permission of the copyright owner.

LICENSE AGREEMENT

This software program, any printed material, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Games, Inc. and/or its wholly owned subsidiaries, or its licensors or suppliers. All use of the software program ("Program") is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- Limited Use License. Vivendi Games, Inc. ("VG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a PLAYSTATION®3 computer entertainment system.
- Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.
 - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VG.
 - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty. VG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR INFRINGEMENT, ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with you, however VG warrants the disc(s), on which Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VG's sole liability in the event of a defective disk shall be to give you a replacement disk. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability. NEITHER VG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies. You hereby agree that VG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

"PLAYSTATION" is a registered trademark and "PS3" is a trademark of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. SIXAXIS is a trademark of Sony Computer Entertainment Inc. © 2008 Sony Computer Entertainment Inc.