

## Quantum of Solace

One convention was a fight with weapons and explosions. Often these are included in action adventures because one side fights the other with the protagonist usually winning after a struggle and several close encounters. The gas explosions are stereotypical and add peril and threat to both sides. The protagonists had guns to start with although were disarmed after some intense fighting and then had to use a piece of broken glass before getting her gun back at the end to shoot the antagonist. The antagonists used a range of weapons the largest an axe which gives lots of opportunities for different injuries and violence, adding lots of action.

Bond is shown as an underdog. At the start he is outnumbered when he jumps from the roof onto the jeep bonnet as he seems to be acting alone. The antagonists are wearing camouflage uniforms which suggests they are part of a large organization and are more likely to win as they can support each other. This is a generic convention as it leads to action sequences giving excitement for the audience who wants the protagonist to overcome the antagonists. Even when helped by Camille the pair of protagonists are outnumbered and look as though they will be defeated.