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Redwood City CA 94063-9025

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1485805



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XBOX LIVE ONLINE ENABLED



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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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Check out EA™ online at www.ea.com.

COMPLETE CONTROLS

GENERAL GAMEPLAY



MULTIPLAYER

ACTION	COMMAND
Change camera	R (click)
Speak (Xbox Communicator required)	White
Reload	Y
Pick up kit	Black
Show/hide full map	⊕←
Toggle 3D flag type and distance indicator	⊕→
Zoom map/minimap	⊕↕
Combat zone overview screen	Start
Scoreboard	Back

SINGLE PLAYER

Hotswap	Y
Reload	White
Pause screen	Start

IN VEHICLES

Command a nearby trooper to enter your vehicle and take over gunner duties (single-player only)	A
Drive land vehicle/Helicopter pitch and rotation	L
Helicopter Altitude and Roll	R
Change camera (single-player)	White
Change vehicle position	Black
Aim turret	R
Shoot while driving (single-player only; you must have a gunner and the vehicle's driving position cannot control a main weapon)	A to switch to gunner view, then RT to fire

MULTIPLAYER GAME SCREEN

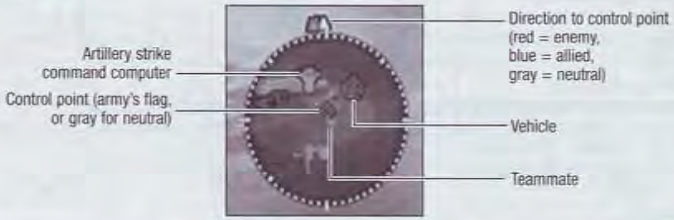


★ Your target icon turns red when you are targeting an enemy, and small red arrows appear when you score a hit. Small blue arrows indicate when you hit an allied troop.

SCOREBOARD

Press ◀ during gameplay to bring up the scoreboard. From the scoreboard you can select a player to access the Vote to Kick, Mute, Add as Friend, Invite to Clan, and Send Feedback options.

MINIMAP



★ If an enemy is capturing an allied flag it flashes red on the minimap when it is neutralized. If a teammate is capturing an enemy flag it flashes blue once it is neutralized.

GAME MODES

There are two online game modes: Conquest and Capture the Flag.

CONQUEST

In Conquest mode, your team tries to take command of the control points on the map while fighting off the enemy. Hold a majority of the control points to drain your enemy's tickets (number of soldiers remaining). The team that loses all of its tickets first loses the match.

CAPTURE THE FLAG

In Capture the Flag mode, you must infiltrate the enemy's base and return their flag back to your base, while stopping the enemy from doing the same. The winning team is the one with the most enemy flags captured when time runs out.

★ Your team can only score a flag capture if your own flag is secure at your base.

MULTIPLAYER MENU

Access the different screens of the multiplayer menu to set up your game and profile and to connect to an all-out war online.

Optimatch	Set filters to find your preferred server/game type, then connect to a game and take the fight to the enemy. If you don't like the first choice presented to you, you can refresh until you find one that suits your style. (NOTE: Only available when the Optimatch Auto Connect filter is set to OFF.)
Quick Match	Quickly connect to the best server available.
BF:HQ	Get even more out of your online experience via the Friends, Clan, Community, and Stats screens.
Options	Set in-game options for controls, volume, and more.

REWARDS

You're here to do a job, soldier. Do it well and your efforts will not go unrecognized. Pull off acts of bravery and heroism on the battlefield and receive medals and ribbons as well as points for your outstanding service. Those points earn you promotions, from Private up to 5 Star General.

NOTE: Your multiplayer rank is separate from your single-player rank.

EARNING POINTS

The most common way to earn points is by taking out enemies. There are several other ways to earn points in multiplayer play, such as healing teammates (when playing as a support soldier), repairing manned friendly vehicles (when playing as an engineer), or driving a vehicle in which a passenger scores a kill.

In Conquest games, you can earn points by neutralizing or capturing flags. In Capture the Flag games, the biggest point boost comes from capturing a flag. Killing enemy flag carriers, enemies within your home base, or enemies who are threatening your flag or flag carrier all earn bonus points. Other point bonuses come from returning your flag, picking up an enemy flag after a teammate has dropped it, or driving a flag carrier.

ARTILLERY STRIKE

Any player can call an artillery strike on any position on the map. All you need to do is walk up to the map's command computer and log on (press B).

★ Artillery strikes are only available at certain intervals. When one is available, a bomb icon appears over the command computer location on your minimap.

Once you are logged on, you see a map with a crosshair and the locations of allied and enemy forces. Pan the map by moving L and zoom in/out by pressing ⬌. Move the crosshair to your target by moving L, then pull R to rain down death and destruction from above.

FRIENDS

Press Y from the Multiplayer menu or BF:HQ screen to access the Friends screen. If a friend is playing online and there is enough room on the server you can jump directly into that game.

You can also view your friends' stats, invite friends to join your clan, check your inbox, and send friends messages.

★ To add a friend, press Y and enter their Gamertag or select them from the Recent Players list.

From your inbox, you can receive and respond to friends' requests, clan requests, game invites, and messages. More stats and messaging options are available through the My Clan screen.

FRIEND ICONS

The player has sent you an invitation to join their Friends list.

The player wants you to join their game. Get in there and start fragging.

You've been sent a message. Is it a friendly hello or a vicious taunt?

You've invited this player to join your Friends list.

You've sent out an invitation to join your game.

Voice is on. If the player is talking too much, try muting them.

Speaking (switches between two icons).

Team speaking (switches between two icons).

Voice muted. You no longer have to hear this player's smack.

Voice through speakers. The player can hear you, but don't expect any backtalk from them.

CLAN MATCHES

In order to play a clan match you must first create a clan from the Multiplayer menu (go to BFHQ > Clan > Create Clan).

Clan leaders and co-leaders can challenge other clans either through the Leaderboard, the Clan Ready screen, or through the OptiMatch system. To do so, a member of your clan must ready your clan through the Clan Ready screen (BFHQ > Clan > Clan Game > Clan Ready).

NOTE You can also use the Clan Ready screen to edit match preferences or to mark the clan as 'no longer ready.'

Once a challenge has been issued and accepted, invitations are sent to all clan members. To start the game, the highest ranking member of each clan must flag their team as ready from the in-game scoreboard. If the game has not started within a set amount of time, you are returned to the Main menu.

NOTE You cannot send a challenge if there is no available EA server to host the game.

SINGLE-PLAYER CAMPAIGN

The story-driven single-player campaign features propaganda-fueled conflict where you see combat from both sides. Plunge headlong into the fog of war and fight for both armies before being forced to choose which side to lead to victory.

SINGLE-PLAYER GAME SCREEN



★ Your target icon turns red when you are targeting an enemy, and small red arrows appear when you score a hit. Small blue arrows indicate you are hitting an allied troop.

MINIMAP



OBJECTIVE DIALS

Each mission in the single-player campaign has three key objective types, represented by dials that appear on the screen when you engage the objective.



Balance of Power
The blue on this dial represents your team strength as measured by number of troops remaining. The red is your enemy's team strength. Eliminate every enemy to turn the dial completely blue and complete the objective. If it turns all red, you fail the objective.



Defense Timer
Defend an area for the set amount of time. Even a lone soldier can defend an area, so keep fighting down to the last man.



Key Target Counter
Complete key targets such as laying explosives and taking out enemy armor.

HOTSWAP

HotSwapping takes squad shooters to the next level. This new single-player campaign feature lets you become any soldier in your army in the blink of an eye, giving you instant tactical control.

★ To HotSwap to another soldier, center the soldier in your screen to turn his troop type icon white, then press Ⓨ.

★ When you die, you automatically swap to another soldier. Death swapping results in a considerable hit to your points total.

REWARDS

In single-player play, you are promoted up the ranks by reaching certain levels of **stars**. There are four main ways to earn stars:

★ **Perform well during missions:** Earn points by killing quickly and efficiently, maintaining high accuracy, finishing the mission quickly, making frequent use of your teammates via HotSwapping, and suffering as few casualties as possible.

★ **Complete field tasks:** Destroy key objects, such as all the road signs in a mission.

★ **Take on challenges:** These minigame-type objectives include HotSwap, racing, and weapons challenges.

★ **Win mission medals:** Display proficiency in weapons and vehicles by, for example, killing multiple enemies with one shotgun clip or pulling off a long-distance jump in a 4x4.

NOTE Unlocks and rewards you earn in single-player play do not carry over to multiplayer.

UNLOCKS

Become an even more lethal force on the battlefield by equipping yourself with increased ammo capacity, new weapon functionalities, and more. You unlock unlocks as you climb in rank. Unlock a larger clip for your machine gun or homing capability for your rocket launcher.

There are three types of unlocks: weapons/equipment, weapon upgrades, and challenges. You unlock weapons and equipment as you progress through your campaign. Upgrades and challenges unlock as you climb in rank.

★ When you unlock a weapon or upgrade you unlock it for your Profile, meaning it's yours to use no matter what army you're fighting for.

ENHANCEMENTS

Rack up kills in rapid succession to fill your Enhancement dial. Enhancements include health boosts, increased speed, damage multipliers, increased fire rates, and more. The effects are temporary, so take advantage of them while they last.

HINTS AND TIPS

★ Crouching improves your accuracy compared to standing, and lying prone improves it even more.

★ Killing or even shooting allied troops decreases your points total, so watch that friendly fire!

★ Kill rankings (Perfect, Great, Good) are determined by the time from when you first inflict damage on an enemy troop or vehicle to when you eliminate the troop or vehicle. It thus pays to take enemy distance and cover into account before firing your initial salvo if you want to achieve that Perfect rating. (Single-player campaign only.)

★ Kill one enemy, then kill a second enemy within a certain amount of time (determined by the ranking of the first kill) for a x2 points multiplier on the second kill. A third kill gets you a x3 multiplier, etc. (Single-player campaign only.)

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