

WIN UBISOFT GAMES!

REGISTER NOW

→ <http://registrationpc.ubi.com>

By registering, you can also:

- Access exclusive content and special promotions
- Receive the latest information on Ubisoft games
- Take part in the Ubisoft community
- Benefit from free online technical support



UBISOFT®

© 2006 Ubisoft Entertainment. All Rights Reserved. Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.
Competition free of charge; no purchase necessary. See conditions inside.

www.blazingangels2.com

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

BLAZING ANGELS 2

SECRET MISSIONS OF WWII



ONLINE KEYCODE



UBISOFT

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

WIN UBISOFT GAMES

Register on the competition site now: <http://registrationcontest.ubi.com>

Competition is free of charge. No purchase necessary.

- Closing date for registrations: 27/10/2005 to 31/10/2007.

- Full regulations available free of charge by writing to UBISOFT EMEA, Grand jeu/concours E-Registration – 28, rue Armand Carrel, 93108 Montreuil-sous-Bois Cedex, France; or available at the following address: <http://registrationcontest.ubi.com>.

- Awards: 10 video games to be won every week. 520 games in all, with a total retail value of 31 200 euros (10 games to be won every week for a year) and unit retail value of 60 euros (inc.VAT) (art L 121-37 Ccons.).

Take Blazing Angels® 2: Secret Missions of WWII to the next level!

**Join the growing Blazing Angels® 2:
Secret Missions of WWII community and get access to:**

- Exclusive content and information
- Great competitions and prizes
- Privileged offers: collectors, limited edition...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help

Join us now at www.blazingangels2.com!

TABLE OF CONTENTS

INSTALLATION.....	2
INTRODUCTION.....	3
CONTROLS.....	3
GAME DEVICE SUPPORT.....	5
YOUR PILOT PROFILE.....	6
MAIN MENU.....	6
INTERFACE.....	7
THE BLAZING ANGELS.....	7
QUICK TIPS.....	8
SECRET MISSION LOCATIONS.....	9
MULTIPLAYER GAME MODES.....	10
MULTIPLAYER SQUADRON COMMUNICATION.....	11
COOPERATIVE MULTIPLAYER.....	11
ADVERSARIAL.....	12
PLAYING BLAZING ANGELS® 2:	
SECRET MISSIONS OF WWII WITH UBI.COM.....	12
ONLINE MENU.....	13
PLANES OF WWII.....	14
SECRET WEAPONS OF WWII.....	16
TECHNICAL SUPPORT.....	17
WARRANTY.....	17

INSTALLATION

Installing Blazing Angels®2: Secret Missions of WWII

To install Blazing Angels, follow these simple steps:

1. Start your computer.
2. Insert the Blazing Angels DVD into your DVD-ROM drive. The Autorun menu should appear.

Note: If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop, then double-click on the icon that corresponds to your computer's DVD-ROM drive. The Autorun menu should now appear.

3. Click on the Install button. The installation wizard now walks you through each step of the setup and installation process for the game.
4. After installing the game, select Ubisoft/Blazing Angels/Play Blazing Angels from your computer's Start menu or double-click the Play Blazing Angels shortcut on your desktop. Doing either starts the game.

Note: The Blazing Angels DVD must be in your DVD-ROM drive to start the game.

Uninstalling Blazing Angels®2: Secret Missions of WWII

To uninstall Blazing Angels, follow these simple steps:

1. Start your computer.
2. Insert the Blazing Angels DVD into your DVD-ROM drive. The Autorun menu should appear.
3. When it appears, click on the Uninstall button. The uninstall wizard automatically asks you if you really want to uninstall the game. If you are sure you want to remove Blazing Angels from your hard drive, click Yes button. If you don't want to uninstall the game, click No, which cancels the process.

If you uninstall Blazing Angels, all previous saved profiles remain on your hard drive, unless you answer yes to the "Delete all configuration and saved game files?" question.

Note: You can also uninstall Blazing Angels by using the Add/Remove Programs control panel in Windows.

INTRODUCTION

Blazing Angels® 2: Secret Missions of WWII centres on a group of three elite pilots, brought together at the beginning of the war to form a special, secret team with one purpose: to take on the most difficult missions around the globe and solve any crisis that normal pilots couldn't handle. Created in the early 1940's by the American government (theoretically not involved in the war at the time), the clandestine team works under the code name Operation Wildcard and is not bound by any rule. The three very different and quite colourful pilots, often helped by a fourth person – a British spy who handles operations on the ground – are not subordinate to any specific army and can move at any time, to any place or any army where they are needed. They're special and are treated as such: any plane they want, they get. Any brand-new technology developed over the course of the war they have access to, even if this sometimes means snatching it themselves from the hands of the enemy. Because their missions put them in the most perilous situations imaginable, they have access to anything such as prototype jet fighters and prototype weaponry, like sound-guided missiles or the even more exotic Tesla coil.

CONTROLS

You can choose one of the control mappings from the Options menu as default. You may also freely re-map your keys to use any combination of input devices you like, as well as adjust the sensitivity of the controller input. You may map any combination of controls.

Pitch Up/Down: This controls the nose of your aircraft. In simulation, pushing forward pushes the nose down (dives) and pulling back pulls the nose up (climbs). You can invert this scheme for arcade control.

Roll Left/Right: Roll controls your horizontal flight, flipping your aircraft on its side or correcting. Pilots generally dislike “lateral G forces” for long periods, and will correct their horizon over time in Blazing Angels 2. Pilots generally turn the aircraft first by rolling and then pitching in the direction they want to go.

Rudder Left/Right: The rudder turns your aircraft on its current horizon towards the left or right wing. If you are flying flat and straight, this will change your heading. Rudder turning is generally used to “fine tune” the aircraft's direction or when rolling is not advisable (such as course corrections during landing).

Throttle Up/Break: Your throttle controls the speed of your aircraft. You can temporarily boost the throttle or break by using the assigned control. Throttling up for more than a few seconds will kick in the aircraft's turbocharger for an extra speed boost; while breaking will eventually cause the aircraft to lose so much speed that it can stall (lacking forward airspeed needed to stay in the air). Releasing all throttle control will allow the pilot to put the aircraft back into a moderate air speed.

Target Toggle: This allows you to cycle through any known and valid targets currently in the area.

Select Closest Threat: Pressing this button/key will automatically select the nearest target that is threatening to you or your squadron.

Lock on Target: Holding down the "Lock on Target" button/key will centre your camera view on the target. Turning any direction will manoeuvre you to face the target.

Fire Primary Weaponry: This fires your aircraft's standard weaponry. Ammunition on the primary weapon is unlimited, but continuous firing may still overheat the guns. Once overheated, you must wait for the guns to cool off before you continue firing.

Fire Secondary Weaponry: Your aircraft may be equipped with a secondary weapons array such as rockets, bombs, or high-calibre cannon. These weapons are powerful, but limited in ammunition so use them wisely. They can also be limited by an overheating factor or a "re-arming" period between shots. Other mission specific equipment (such as photo cameras) may be fitted to your aircraft and fired with the secondary controls.

Fire Defensive Weaponry: These more unusual weapons can also be fitted on your aircraft, each one having a disastrous effect on those that would follow you or get too close.

Landing Gear: This control raises and lowers your landing gear. Having the landing gear up or down has a significant impact on your aircraft's performance (primarily speed). Having the landing gear down greatly improves your survival rate when landing the aircraft.

Wingman Attack: Send wingmen to attack the selected target. Each press sends an extra wingman in attack, up to three wingmen can be sent in attack.

Cowboy's Ace Attack: Orders Cowboy to use his Ace Attack ability (attack selected enemy group).

Teach's Taunt: Orders Teach to use his Taunt ability (all enemies currently engaging you will engage Teach instead).

Wingman Defence: Call your wingmen to defend you. Each press calls an extra wingman, up to three wingmen can be sent.

GAME DEVICE SUPPORT

Blazing Angels®2: Secret Missions of WWII is compatible with a wide array of game devices such as joysticks and gamepads; however, you must first ensure that your device is recognized by the Windows OS by going to Start Menu -> Control Panel -> Game Controllers and checking that your device shows on the list. From this same list, you should also calibrate and test your device for best performance. Devices using proprietary third-party software may behave unpredictably or not work at all, but calibrating them using the Control Panel -> Game Controllers applet should resolve a majority of issues.

You will then be able to map your controller in-game or using the external control mapping program. Please ensure that ALL listed functions are mapped to at least one key or button, as at some point in the game you may be required to use a particular function to successfully complete a mission.

YOUR PILOT PROFILE

When you play the game for the very first time, you will be asked to create a pilot profile. The pilot profile contains information such as your name, your campaign advancement, the number of planes you have unlocked, and your rewards, stats, and game achievements. Progress is automatically saved to your pilot profile after each mission and also when you achieve something new or change your settings.

You can create and use multiple pilot profiles, but only one pilot profile can be active at a time.

Online Note: In online play your Ubi.com account name will be your display name in online matches.

MAIN MENU

Campaign: Lead the Blazing Angels in some of the most top-secret missions of WWII. This game mode is the “meat” of the single-player experience.

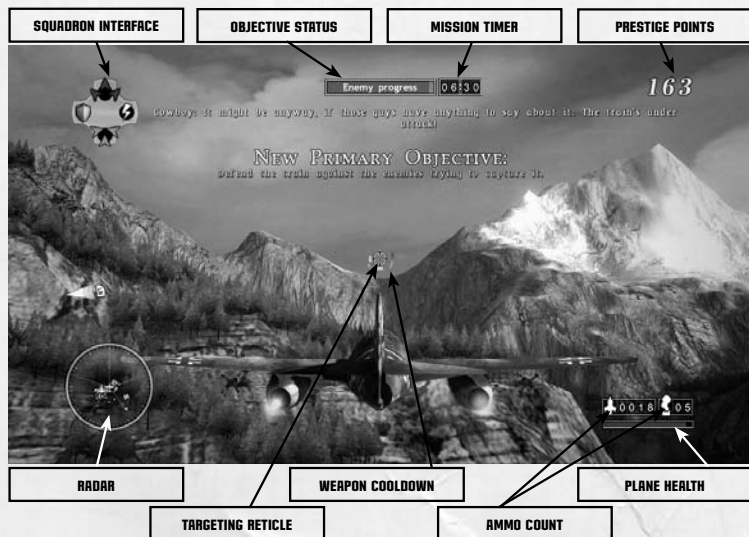
Options: Customise the game experience, setting up the controls, music, and sound FX. The game may need to be restarted for some changes to take effect.

Bonus Menu: From this menu you can access gameplay tips and hints, weapon info, and any unlocked cut-scenes.

Multiplayer: Face your friends online, in Split-Screen, or on a Local Area Network (LAN).

Hangar: In the hangar you can check out and customize all the planes you have unlocked.

INTERFACE



THE BLAZING ANGELS

In *Blazing Angels® 2: Secret Missions of WWII*, the squadron is one of your most valuable assets.

You can issue orders to your wingmen using the controls assigned during your controller setup process.



EDWARD "TEACH" THATCHER

Teach is a British veteran who, after spending a lot of time instructing young pilots, has gotten into the habit of watching out for his teammates. Teach's special command is Taunt. If you select the Taunt command, Teach will taunt all enemies currently attacking you so that they temporarily attack him instead. You will then be able to fly freely for a short period of time.

This specific command is possible only if Teach's special icon is lit. After the command is used, the icon will empty and then slowly refill.

If Teach's icon isn't lit, the Taunt command is unavailable.



LIEUTENANT MILES "MILO" WINCHESTER

Skilled both as a pilot and as an engineer, Milo is a very useful member of the team, even though he may not be the bravest and most selfless member. Milo's special ability is passive, which means you can't control it. At certain moments during missions, if your plane is damaged, Milo will be able to give you some advice for in-flight repairs. This will repair your plane to a certain extent.



LIEUTENANT JAMES "COWBOY" THORPE

The youngest member of the team is also the best fighter, but unfortunately his skills are more than matched by his cockiness and carelessness. Cowboy's specific command is Ace Attack. If you give Cowboy the Ace Attack command, he will go all-out on the designated target and all other enemies in the target's formation. Usually Cowboy can shoot down at least three or four enemies in the short time he is in this mode. This specific command is possible only if Cowboy's special

icon (a lightning bolt) is lit. After the command is used, the icon will empty and then slowly refill.

If Cowboy's lightning icon isn't lit, the Ace Attack command is unavailable.

QUICK TIPS

1. When you speed up, turning is slow. Brake to make tighter turns, then speed up to catch your opponents.
2. If an enemy is shooting at you, the best way to spoil their shot is to speed up and move unpredictably.
3. Learn to use the Follow camera; it helps you keep your eye on the target at all times, even when it is behind you. This is helpful when you want to use a weapon that doesn't shoot directly forward, like a defensive weapon or a bomb. It is also helpful in normal situations, since by knowing exactly what your target is doing you can make better decisions.
4. If someone shoots at you, press the Closest Threat button to make the closest threat your target, then use the Follow camera to see it.
5. Use your wingmen, or the missions will be much harder.
6. Using the defensive weapons can get you out of difficult situations by forcing your opponents to disengage and may even sometimes destroy them.
7. Always read the mission objectives carefully. During missions, pay attention to the status of the objectives and the time limits that sometimes come into play.

SECRET MISSION LOCATIONS

CAIRO

The Allies' main base in Africa was safe for the duration of the war, even though Erwin Rommel's Afrika Korps got as close as 150 miles from the city. However, if under cover of an ordinary bombing raid, the enemy were to start a surprise suicide attack on the heart of the city, only a special team could save the day.

MOSCOW

November 1941. Moscow is under siege and the Red Army, though holding out, is outnumbered and outgunned by the Wehrmacht. To improve the morale of his people, Stalin organizes an impressive military parade in the Red Square. A well targeted attack on the parade could have disastrous results for the Allies, without the help of an intervention team.

CHINA

After being invaded by Japan, China fought a long resistance war that the Allies tried to support as best they could. The United States even had a group of volunteer pilots – the famous Flying Tigers – fighting alongside the Chinese even before the attack on Pearl Harbor. However, when a secret enemy base is found in the mountainous region along the Yangtze River, it's not the Flying Tigers who have to deal with it, but an even better prepared group.

HIMALAYAS

The land of mountains and the Tibetan plateau witnessed much during the war – American planes flew close to their operational limits in their efforts to supply Chinese forces, so-called German scientists investigated their supposedly ancient roots – and the journey, for anyone taking it, was never less than extremely hazardous. Strong winds, air turbulence, and poor visibility made navigating the mountainous area a serious undertaking, even for the most skilled pilots.

ROME

The Italian government surrendered on September 8, 1943, only five days after the Allied invasion, but this didn't make the road to Rome any easier for the Allies; the Germans kept the territory under occupation and defended every inch of it. In the last days before Rome's fall, there were German officials trying to preserve the city's invaluable historical heritage, but there might also have been some that badly wanted to keep a few of the city's artefacts for themselves.

MULTIPLAYER GAME MODES

There are three main multiplayer modes in *Blazing Angels® 2: Secret Missions of WWII*:

- In Solo mode, every player plays for himself, trying to defeat all the others.
- In Co-op mode, all players have a common goal, fighting against the AI.
- In Squadron mode, teams of up to eight players compete against each other.

All these game modes can be played online either after logging on with your Ubi.com account, Direct IP Connection, on a LAN or Split-Screen, unless otherwise stated below.

The Solo game modes are:

- **Dogfight:** The classic deathmatch mode, where each player tries to kill all the other players. Each kill is scored, and the game ends when the predetermined time or score limit is reached.
- **Aces High:** The first player to kill another becomes the Ace. If a player kills the Ace, he in turn becomes the Ace. The Ace starts by being invulnerable for a short time; after this period ends, he must survive for a longer time before becoming invulnerable again. Only the Ace's kills are scored. The game ends when the predetermined time or score limit is reached. This game mode is not available in Split Screen.
- **Seek and Destroy:** To score, a player must kill every other player once. At the beginning, all the players are marked as available targets; after you kill one, he will no longer appear as marked. If a player crashes to the ground, he will be penalized one target objective – the last player he killed will be marked again. The game ends when the predetermined time or score limit is reached. This game mode is not available in Split Screen.

The Co-op game modes are:

- **Kamikaze:** The enemies are waves of kamikaze fighters; the player's job is to protect a base against their relentless attacks. The game is lost if the base is destroyed and won if all enemy waves are defeated.
- **Campaign:** This game mode allows several players to complete the Campaign missions together, playing cooperatively.
- **Skirmish:** This game mode allows several players to complete the Skirmish missions together, playing cooperatively. These are mission where players can explore the maps and engage in combat without time pressure nor fixed objectives.

The Squadron game modes are:

- **Dogfight:** The classic team-vs.-team deathmatch, where one team tries to outscore the other. Each kill is scored, and the game ends when the predetermined time or score limit has been reached. Friendly fire is optional. This game mode is not available in Split Screen.
- **Assault:** The two teams are split between attackers and defenders of a base. If the attacking team fails to destroy the base before the timer expires, it loses the game immediately. However, if it manages to destroy the base before the timer expires, the second round starts with the roles reversed and the new attacking team must destroy the base faster than the other team did in the first round. This game mode is not available in Split Screen.
- **Kamikaze:** This mode has the same rules as Assault, with one difference: the players on the attacking team have to crash into the enemy targets in order to damage them.
- **Capture the Flag:** Each team has a base, which contains a flag. The members of a team are spawned close to their own flag. In order to capture a flag, a player must fly through the enemy flag and pick it up. In order to win a point, a team must fly through their own flag with the stolen flag.
- **Epic Battles:** Team-based, multi-part scenarios in which teams compete against each other to complete a series of objectives.

MULTIPLAYER SQUADRON COMMUNICATION

In multiplayer, the players are split into squadrons and can only interact (give/receive requests) with members of their own squadron. Squadrons are formed automatically from the setup screen of the match.

COOPERATIVE MULTIPLAYER

Players can issue requests to other members of their squadron using the Squad Order keys. Any player can issue a request, and any other player can respond to it. If nobody confirms the request for several seconds, the request is ignored. Successive requests can be made only at 30-second intervals.

Repair Me

A player whose plane needs to be repaired can issue this request; the first player to confirm the request will have to perform a repair combo for his comrade. Therefore, the life of the requesting player depends on his wingman performing the repair combo.

Taunt

A player who feels he's being hunted by too many opponents can issue this request. The first player to confirm the request will be automatically selected as target for all enemies currently engaging the requesting player.

ADVERSARIAL

As in Cooperative Multiplayer, a player issues a request, and another can respond to it. Requests are ignored after a few seconds, and the same player can only make a new request after 30 seconds.

Attack My Target: The first player to confirm the request will automatically switch his target selection to the requesting player's currently selected target (or target group).

Request Assistance or "Save my bacon!": The first player to confirm the request will automatically switch his target selection to the closest threat engaging the requesting player.

Confirm Order: This allows you to take the order or request made by another player. Pressing this may switch your target.

PLAYING BLAZING ANGELS® 2: SECRET MISSIONS OF WWII WITH UBI.COM

Account Creation: To be able to log on to Ubi.com you must first create an account. Follow the link for account creation at the login screen if you do not already have an account.

If you already have an account, you may then use your username and password to log in to Ubi.com matching servers.

Note that your login name will be your display name during the matches.

Your local firewall (or your NAT one) must permit access to all of the destination ports, UDP protocol.

Your local firewall (or your NAT one) must permit access on the destination ports 3074 and 3075, TCP protocol.

The 20001 (UDP), 20002 (TCP), 20003 (UDP), 20004 (UDP), 20050 (UDP), 20080 (UDP), 20100 (TCP) ports must be open and if you are behind a NAT they must be forwarded to your system.

ONLINE MENU

Once you are in the Online menu you can create or join a game session in order to play with or against other players in multiple game modes and game types. The Online menu options are:

Sign In: Sign in with your Blazing Angels online account and password

Create Account: If you do not possess a Blazing Angels online account you can create one from this in-game menu.

After logging in to your Blazing Angels online account you can access the following options:

Join Match: Join an existing game session. This submenu will let you search through the game sessions. You can filter the search by:

- Map.
- Game type.
- Game mode.
- Side to fly (Allies/Axis).
- Plane category (early/mid/late war).

Create Match: Create your own game session with your custom settings: map, game type, game mode, and plane category.

Sign Out: Sign out of your Blazing Angels online account.

PLANES OF WWII



SPITFIRE I

One of the most famous aircraft of the whole war, and arguably the best, the Spitfire Mk. I version dates from 1940 and clashed over Britain with the German 109s.



ME 109 E

The Emil version of the famous Me 109 was an advanced fighter for its time, but it was hampered in the Battle of Britain by poor range, allowing only short combat time before heading home.



IL-2

One of the most heavily produced aircraft in history, the Russian Il-2 was a very effective and heavily armoured ground attacker that had a significant impact on the war on the Eastern Front.



A6M ZERO

The Japanese Zero could turn circles around any Allied opposition; its weaknesses were poor roll rate and a tendency to burst into flames at the slightest damage.



FW 190A

The Butcher in the Luftwaffe, the Focke Wulf dominated the skies over France when it first appeared. Excellent speed, roll rate, and firepower made for a very dangerous opponent.



DO-335

Heavy fighter with an unusual push-pull design proved to be an excellent performer, but didn't see enough use during the war because of production delays.



METEOR

While it did not see much action, apart from countering the buzz-bomb menace over England, the Meteor was nevertheless the first Allied jet fighter to reach operational status.



ME 163 KOMET

The rocket-powered Komet was a very advanced aircraft for its time and had a great advantage in terms of speed when compared to most other planes, but was so dangerous to operate that more Komets were lost in accidents than in actual combat.



Me 262

Opening a new age in aviation, the jet-powered Me 262 was fast enough to avoid Allied fighters and bore the armament to devastate American bomber formations.



J7W SHINDEN

Japan's most advanced aircraft of the war, the Shinden was a fast but manoeuvrable interceptor. Its design was quite unique, with the wings in canard configuration and the propeller on the rear, in a pusher position.



He 162 SALAMANDER

The second jet-powered aircraft used by the Luftwaffe during World War II was designed to be less expensive than the Me 262, so it was largely made of wood. Even so, it proved to be a good plane, hindered only by the fact that it was rushed through production.



GO 229

The revolutionary Go 229 was a jet-powered flying wing with excellent performance, but it never saw combat in real life.



VAMPIRE

A more advanced jet-powered British aircraft than the Meteor, the Vampire didn't see combat during World War II, but was in use for a long time after it, serving in RAF until 1955.

SECRET WEAPONS OF WWII



TV-GUIDED MISSILES

A manually guided missile that can be used to attack long-distance targets with perfect accuracy. Skilled pilots can even use it in air combat, sometimes taking out more than one enemy with a single missile blast. The only drawback is that while the pilot is manning the missile his plane is an easy target.



SELF-GUIDED MISSILES

A self-guided missile that uses the sound of the target plane's engine to guide itself. It can also be used against ground targets, but cannot self-guide in this case. Unlike modern guided missiles, it is not a smart weapon – it is not locked on the original target and can switch targets in midair if another plane intersects its path.



HIGH-VELOCITY CANNON

Due to the high projectile speed and large calibre, this powerful cannon acts almost like a sniper rifle, allowing instant kills, sometimes multiple kills, as the projectiles can penetrate several targets in a row. The downside is that, unlike other cannons, it needs to power up for a brief moment before shooting, so the user must make sure the target doesn't evade him in that interval.



FLASH BLINDER SYSTEM

A defensive weapon consisting of a number of powerful flashbulbs attached to the rear of the plane's wings. When the system is fired, the flashbulbs light up, blinding anyone behind the plane.



TESLA COIL

A very powerful defensive weapon that discharges a disruptive electrical current in the air around the plane, incapacitating any enemy aircraft in its range for a duration of time.

TECHNICAL SUPPORT

To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 8:00am until 11:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905 – 482 – 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

NOTES

NOTES

NOTES