



XBOX 360

XBOX
LIVE



BATTLEFIELD 2

MODERN COMBAT™



! WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

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 taking the following precautions:

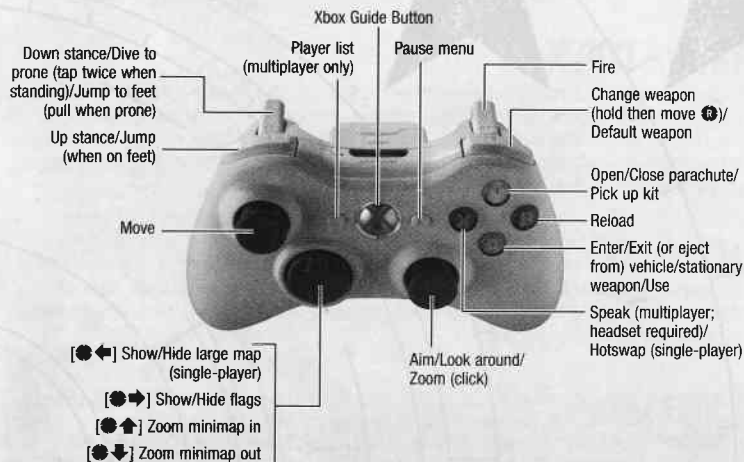
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

Check out EA™ online at www.ea.com.

COMPLETE CONTROLS

GENERAL GAMEPLAY



IN VEHICLES

ACTION	COMMAND
Request a nearby trooper to enter your vehicle (single-player)	B
Drive land vehicle/Helicopter pitch and rotation	LT
Forward/Reverse (land vehicles)	LT / LB
Helicopter altitude and roll	R
Change camera	RB
Change position in vehicle	Y
Aim turret	R

PLAYING THE GAME

Head into battle with a bleeding-edge arsenal of 30-plus vehicles and more than 50 state-of-the-art weapons. It's all-out modern war as you engage in over-the-top action online or in an explosive single-player campaign.

TROOP TYPES

Engage the enemy as one of five troop types, or kits. The five kits are available for each army—US, Middle East Coalition, Chinese, and European Union. In multiplayer games, all kits and weapons are available to you at all times. In single-player games, only certain troops are available on each mission, and you unlock weapons for the different troop types as you progress through the campaign.

ASSAULT

The assault soldier is the spearhead of most offensive operations. Armed with an assault rifle, grenade launcher, pistol, fragmentation grenades, and smoke grenades, assault troops are prepared for any kind of action.

SNIPER

In addition to his sniper rifle with multiple zoom ranges, the sniper comes armed with a pistol, smoke grenades, and a laser target designator. He can also reveal enemy positions via his GPS.

- ★ To "paint" a target (must be a vehicle) with the laser designator, pull and hold **RT**. A lock progress bar tells you how long you have to keep the target painted until you get a lock on it for the missile strike.
- ★ Pull **RT** with the forward observer GPS unit selected to reveal enemy positions in your area. Enemies appear on your and your teammates' maps for a short period of time or until you switch weapons, whichever comes first.

SPECIAL OPS

The special ops soldier is trained in stealth and sabotage. His submachine gun and pistol come with silencers. His C4 explosives, however, do not. Special ops also carry knives, and stun grenades that temporarily blind nearby soldiers.

- ★ Plant C4 by pulling **RT**. You automatically switch to the remote detonator, which you trigger by pulling **RT**. You can plant multiple charges by pressing the reload button (**B**) when the detonator is in your hand to bring up another charge.

ENGINEER

The engineer can fix vehicles with his blowtorch. He can also kill enemies with it. In addition, the engineer carries a shotgun, pistol, rocket launcher, and anti-vehicle mines. The mines are not sensitive enough to be detonated by foot soldiers.

- ★ Land mines planted by you or a teammate are marked with a warning sign. Enemy mines are not marked.

SUPPORT

The support soldier doubles as combat troop and medic. He carries a machine gun, fragmentation grenades, a pistol, and a medical auto injector, and can call in mortar strikes.

- ★ To heal a teammate with the auto injector, walk up to him and pull **RT**. To inject yourself, stand away from all teammates and pull **RT**.
- ★ To call for a mortar strike, target the area where you want the strike and pull **RT**. A lock progress bar tells you how long you have to keep the crosshair on the target. You then receive a radio response confirming your order or telling you that the strike is unavailable (because it is reloading). You cannot move the target or you will lose the lock.

SAVING AND LOADING

Battlefield 2: Modern Combat™ uses an autosave feature to automatically save game progress and settings to your Xbox 360 hard drive or Xbox 360 memory unit. We recommend you leave this feature turned on; however, you can turn it off in the Settings > General Settings menu if you wish. Regardless of the setting, you can manually save your game progress using the Campaign Menu > Save Campaign option, or when prompted to by the game.

XBOX LIVE®

Get ready for fierce multiplayer action with 24-player online battles on more than a dozen maps. Besides the franchise's trademark multiplayer action, the game also boasts advanced online community features, including full clan support, rankings, and statistics tracking.

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

REGISTRATION & SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT battlefield.ea.com. YOU MUST BE 13+ TO SUBSCRIBE TO XBOX LIVE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON battlefield.ea.com.

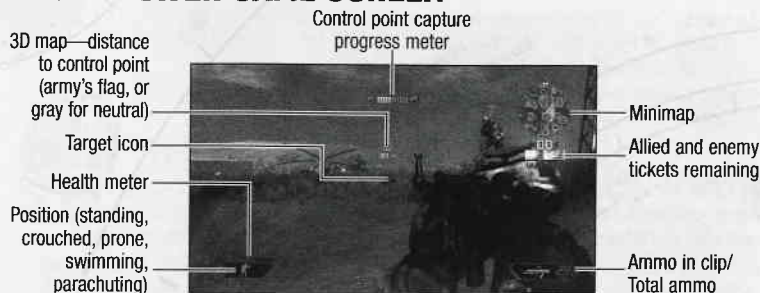
Connecting

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

MULTIPLAYER GAME SCREEN

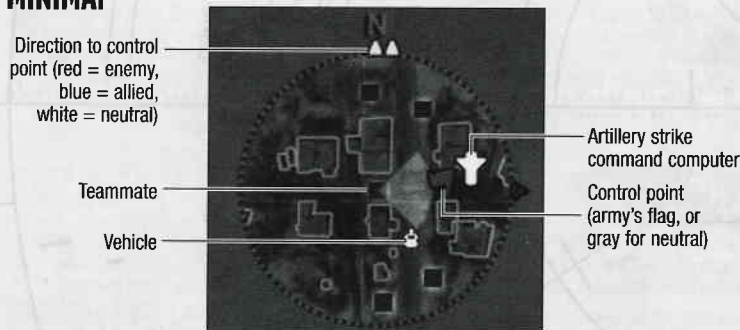


- ★ Your target icon turns red when you are targeting an enemy, and small red arrows appear when you score a hit. Small blue arrows indicate when you hit an allied troop.

PLAYER LIST

Press **○** during gameplay to bring up the player list. From the player list you can select a player to access the View Gamercard, Vote to Kick, Invite to Clan, and View Stats 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. The team that loses all of its tickets first, or has the fewest tickets remaining after 20 minutes, 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 to connect to an all-out war online.

Quick Match

Quickly connect to the best server available.

Custom Match

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 Custom Match Auto Connect filter is set to OFF.

Clan Games

Set up or join a Clan Match (if you're in a clan).

View Stats

View your personal stats and browse the player and clan leaderboards.

My Clan

Create and edit your own clan.

Settings

Set in-game options for controls, volume, and more.

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 **A**).

- ★ 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 **○** and zoom in/out by pressing **○** **↑**. Move the crosshair to your target by moving **○**, then press **A** to rain down death and destruction from above.

FRIEND ICONS

- The player is your friend.
- The player is in your clan.
- You've received a clan-related message.
- 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 Xbox Live menu (go to My Clan > Create Clan) or join an existing clan (either by being invited or by requesting to join from the Stats > Clan Stats > Leaderboard screen).

A clan Leader or Co-Leader can prepare their clan for battle via the Clan Games menu (Clan Games > Ready My Clan). When they do so, the Leader or Co-Leader becomes Clan Captain and the clan is made available for other clans to challenge. The Captain can then search for a clan to challenge (Clan Games > Clan Match) or accept/decline challenges received from other clans. Once the match is accepted, all other clan members are invited to the match. Captainship is released once the match is accepted or when the Captain returns to the Ready My Clan screen and sets Ready To Play to NO.

When the challenge is accepted, the Captains enter the map and wait for other clan members to arrive. Once the required number is present, the Captain of each clan must flag their team as ready from the in-game menu to start the game. If the game has not started within a set amount of time, it is cancelled and players 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

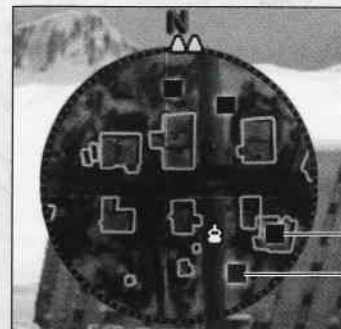
The story-driven single-player campaign features propaganda-fueled conflict where you see combat from both sides. Plunge headlong into the fog of war and fight for both armies before being forced to choose which side to lead to victory.

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



Enemy troop—a darker troop icon indicates the enemy is above or below you
Teammate

HOTSWAP

HotSwapping takes squad shooters to the next level. This 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 **X**.
- ★ When you die, you automatically swap to another soldier, but this costs you time and affects your Casualties rating at the end of the mission.

REWARDS AND RANK

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. As you gain experience and develop your combat skills you earn promotions, from Private up to 5 Star General.

NOTE: Ribbons are for bragging rights only and do not contribute to your rank.

Your multiplayer rank and your single-player rank are separate. When you are promoted in single-player play you receive an enhancement to go along with your new rank. For instance, your promotion from Private to Private First Class earns you a damage modifier enhancement.

MEDALS

Besides being nice pieces of hardware to show off to your friends, medals also help you progress in both single- and multiplayer ranks. You can earn any medal in single-player, multiplayer, or both. The way to win medals is by distinguishing yourself in battle. Display expertise in weapons and vehicles by, for example, killing four enemies with one sniper clip, or killing 10 enemies without dying (in multiplayer) or losing your multiplier (in single-player) using land-based vehicles.

EARNING POINTS IN MULTIPLAYER

Both total points and points per hour help you advance your multiplayer rank. 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 earn the most 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.

SINGLE-PLAYER STARS AND UNLOCKS

Stars, along with medals, help you earn promotions in single-player. They also unlock items. Become an even more lethal force on the battlefield by equipping yourself with increased ammo capacity, new weapon functionalities, and more. Unlock a larger clip for your machine gun or homing capability for your rocket launcher.

There are two main ways to earn stars:

- ★ **Perform well during missions:** Earn stars by killing quickly and efficiently, maintaining high accuracy, finishing the mission quickly, making effective use of all available weapons (which requires optimal HotSwapping), and suffering as few casualties as possible.
- ★ **Take on challenges:** These minigame-type objectives include HotSwap, racing, and weapons challenges. Earning stars also unlocks new challenges.

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 earn stars.

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

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

ENHANCEMENTS

Rack up kills in rapid succession to fill your Enhancement meters. 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! In multiplayer, killing allies is likely to get you kicked from the game.
- ★ Kill one enemy, then kill a second enemy within a certain amount of time for a x2 points multiplier on the second kill. A third kill gets you a x3 multiplier, etc. (Single-player campaign only.)

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY INFORMATION

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

© 2006 Digital Illusions CE AB. All rights reserved. Battlefield 2 and Battlefield 2: Modern Combat are trademarks of Digital Illusions CE AB. Electronic Arts, EA, and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. RenderWare is a trademark or registered trademark of Criterion Software Ltd. Portions of this software are Copyright 1998-2006 Criterion Software Ltd. and its Licensors. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand. Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.