

AWARD
WINNING

COMPLETE BATTLEFIELD COLLECTION



INCLUDES BATTLEFIELD 2™, BATTLEFIELD 2: SPECIAL FORCES™,
BATTLEFIELD 2: EURO FORCE™ AND BATTLEFIELD 2: ARMORED FURY™



REGISTRATION VIA INTERNET REQUIRED FOR
EURO FORCE & ARMORED FURY CONTENT**



WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- ❖ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ❖ Preferably play the game on a small screen.
- ❖ Avoid playing if you are tired or have not had much sleep.
- ❖ Make sure that the room in which you are playing is well lit.
- ❖ Rest for at least 10 to 15 minutes per hour while playing a video game.

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports those requirements and that your video/sound card drivers are up-to-date (see *Troubleshooting* on p.28).

Note: Video card chipsets in laptop systems may work with this game but *are not supported by Electronic Arts.*

INSTALLING/UNINSTALLING THE GAME

Your *Battlefield 2™: Complete Collection* disc contains *Battlefield 2™*, plus the *Battlefield 2: Special Forces™* expansion pack and the *Battlefield 2: Euro Force™* and *Battlefield 2: Armored Fury™* booster packs. The installation software on your *Battlefield 2: Complete Collection* disc will install all of these titles in sequence.

To install *Battlefield 2: Complete Collection*, insert the disc into your disc drive and wait for the AutoRun menu to appear. After choosing your setup Language, click **NEXT** and follow the on-screen instructions to install the game.

Note: During the installation process in the event that you need to restart your Computer (either manually or if prompted), you will need to use the AutoRun menu INSTALL option again in order to continue with the *Battlefield 2: Special Forces*, *Battlefield 2: Euro Force* and *Battlefield 2: Armored Fury* installation. **However, it is recommended that the installation process is completed in its entirety during the first installation. If you are installing all of the game content included in *Battlefield 2: Complete Collection* you will only need to restart your computer at the end of the complete installation process.**

IMPORTANT: SERIAL NUMBERS AND REGISTRATION CODE

There are three numbers on the back cover of this manual, which you must enter correctly to install *Battlefield 2: Complete Collection*. You will be prompted to enter the first two numbers at different points during installation, and the third number when you are prompted to register the Booster Packs (see note below and on p. 8 for details).

- When you are prompted to enter the *Battlefield 2* serial number, type in the first number, labelled "Battlefield 2 Serial number".
- Next, when you are prompted to enter the *Battlefield 2: Special Forces* serial number, type in the second number, labelled "Battlefield 2: Special Forces Serial number".

Note: In order to register the *Battlefield 2: Euro Force* and *Battlefield 2: Armored Fury* Booster Packs, you must create a *Battlefield 2: Complete Collection* Account in-game – see *Creating an Account* on p. 8 for details.

Note: If the AutoRun menu does not automatically appear, double-click the **My Computer** icon on the Desktop, then double-click on the disc drive in which the game disc is inserted. Double-click on the 'setup.exe' file to install the game.

If you are having problems or the game did not install correctly the first time, we recommend uninstalling and re-installing the game. To uninstall the game, click the Windows **Start** button, select **Programs** (or **All Programs**), find the game's parent folder (usually **EA GAMES™** or **EA SPORTS™**), locate the game and click **Uninstall** to remove it.

- During installation you are prompted to install GameSpy Arcade software. This is an optional installation and is not required to run *Battlefield 2 Complete Collection*. GameSpy Arcade is a utility that lets you find games and opponents online. It includes matchmaking, chat, forums and even free downloadable demos.

INTERNET CONNECTION REQUIRED. REGISTRATION VIA INTERNET REQUIRED FOR EURO FORCE AND ARMORED FURY CONTENT. REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES OF BATTLEFIELD 2 AND SPECIAL FORCES EXPANSION PACK. YOU MUST BE 13+ TO REGISTER ONLINE. ONLINE FEATURES PROVIDED BY GAMESPY. SEE <http://www.gamespyarcade.com/legal.shtml> AND battlefield.ea.com FOR MORE INFORMATION. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com

- *Battlefield 2: Complete Collection* features Voice Over Internet Protocol (VoIP) communication via a microphone and headset (microphone and headset not included). It is best to have your microphone and headset plugged in during installation. The *Battlefield 2: Complete Collection* installation process includes a utility to help you set these up for best performance.

STARTING THE GAME

1. Close all open programs and background tasks, including virus scanners (see *Troubleshooting* on p. 28).
2. Insert the disc in your disc drive. The AutoRun menu appears. Click **Play** to start the game.

Note: If the game does not automatically start when you insert the disc into your disc drive, click the Windows **Start** button, select **Programs** (or **All Programs**), find the game's parent folder (usually **EA GAMES** or **EA SPORTS**) and click the gamename. The introductory screens appear and the game begins.

CONTENTS

| | |
|--|-----------|
| SYSTEM REQUIREMENTS..... | 1 |
| INSTALLING/UNINSTALLING THE GAME..... | 1 |
| STARTING THE GAME | 3 |
| COMPLETE CONTROLS..... | 4 |
| SETTING UP THE GAME..... | 7 |
| PLAYING THE GAME | 9 |
| COMMANDER MODE..... | 14 |
| ONLINE SETUP | 15 |
| SINGLE PLAYER | 17 |
| HINTS AND TIPS | 17 |
| BATTLEFIELD 2: SPECIAL FORCES™ | 18 |
| BATTLEFIELD 2: EURO FORCE™ | 21 |
| BATTLEFIELD 2: ARMORED FURY™ | 25 |
| TROUBLESHOOTING..... | 28 |
| WARRANTY | 30 |
| CUSTOMER SUPPORT | 30 |

COMPLETE CONTROLS

Engage the enemy in the world's most dangerous hot spots. To survive you'll need to unleash the devastating fury of your high-tech arsenal, including guided missiles, satellite surveillance and much more. Before shipping out to the battlefield, prepare for combat by learning these controls.

Note: Some controls may not be applicable, depending on which expansion packs you have installed.

GENERAL GAMEPLAY & COMMUNICATIONS

| ACTION | COMMAND |
|---|-------------------------|
| Enter/exit (or eject from) vehicle | E |
| Say/Chat all | J |
| Say/Chat team | K |
| Say/Chat squad | L |
| Battle command channel (VoIP, see p.17) | V (Commander)/B (Squad) |
| Console | ~ |
| Vote yes/Accept | PAGE UP |
| Vote no/Refuse | PAGE DOWN |
| Squad screen | HOME or CAPS LOCK |
| Create squad | INS |
| Scoreboard | TAB |
| Spawn screen | ENTER |
| Screenshot | PRINT SCREEN |

NAVIGATION

| ACTION | COMMAND |
|---|--------------------|
| Show/Hide map | M |
| Zoom map | N |
| Commo rose (see <i>Commo Rose</i> on p. 12) | Q (Team)/T (Squad) |
| 3D map | Left ALT |

| | |
|----------------------------|----------------|
| Inside view | F9 |
| Chase rear view/Front view | F10/F11 |
| Fly-by view | F12 |
| Cycle camera view | C |

INFANTRY

| ACTION | COMMAND |
|---------------------------------|---|
| Forward/Backward | W/S |
| Strafe left/right | A/D |
| Primary fire | Left-click |
| Zoom/alternate fire | Right-click |
| Jump | SPACEBAR |
| Sprint/Swim fast | Left SHIFT or double-tap W |
| Pick up kit | G |
| Toggle primary weapon fire mode | 3 or Mouse wheel to weapon slot 3 and left-click |
| Reload | R |
| Cycle weapons | F or Mouse wheel ↕ |
| Weapon 1-8 | 1-8 |
| Crouch | Left CTRL |
| Prone | Z |

- ⚡ Sprinting tires you out, so use it in moderation. Also, you cannot fire your weapon while sprinting.
- ⚡ Jumping also detracts from your sprint bar. However, you can still jump with a completely depleted sprint bar.
- ⚡ Only certain primary weapons have more than one fire mode. For example, you can toggle an assault rifle between single-shot and automatic fire modes.

LAND/SEA VEHICLES

| ACTION | COMMAND |
|---|--|
| Accelerate | W |
| Decelerate/Reverse | S |
| Steer left/right | A/D |
| Move turret | Mouse |
| Primary fire | SPACEBAR or left-click |
| Alternate fire | Numpad 0 or right-click |
| Deploy smoke (certain land vehicles only) | X |
| Open/Close (certain sea vehicles only) | ⇧/⇩ |
| Free look | Mouse |
| Duck in turret | Left CTRL |
| Switch vehicle position | F1-F8 (depending on vehicle type) |

* The number of positions available varies depending on vehicle type.

AIRCRAFT

| ACTION | COMMAND |
|---------------------------|--|
| Accelerate/Decelerate | W/S |
| Steer left/right | A/D |
| Pitch forward/backward | Arrow Keys ⇧/⇩ or Mouse ⇧/⇩ |
| Roll left/right | Arrow Keys ⇐/⇒ or Mouse ⇐/⇒ |
| *Afterburner | Left SHIFT or double-tap W |
| Parachute | 9 |
| Hover (F35 aircraft only) | S |
| Primary fire | SPACEBAR or left-click |
| Alternate fire | Numpad 0 or right-click |
| Missiles | 1 |
| Bombs | 2 |

| | |
|-----------------------------|--|
| Toggle missiles/bombs | F |
| Flares | X |
| Free look | Left CTRL + Mouse |
| Switch vehicle position 1-8 | F1-F8 (depending on vehicle type) |

* You can only use afterburner for a short time before you overheat.

BATTLEFIELD COMMANDER

| ACTION | COMMAND |
|------------------------|------------------|
| Commander screen | CAPS LOCK |
| Select squads 1-9 | 1-9 |
| Select multiple squads | Left CTRL |
| Scroll all directions | W/S/A/D |
| Select | Left-click |
| Command menu | Right-click |
| Zoom map | Mouse wheel ↕ |

SETTING UP THE GAME

Customise your entire *Battlefield 2: Complete Collection* experience, from the type of game you like to play, to the uniform you want to wear, to how the game appears on your screen.

This section contains information about the core *Battlefield 2* game. For information about the extras included in the add-ons, see the *Battlefield: Special Forces* (p. 18), *Battlefield: Euro Force* (p. 21) and *Battlefield: Armored Fury* (p. 25) sections later on in this manual.

CREATING AN ACCOUNT

In order to play *Battlefield 2: Complete Collection*, you must set up an account. You can then use this account to register your *Euro Force* or *Armored Fury* Booster Pack content, which entitles you to play those maps.

1. Select **PLAYER MULTIPLAYER**, then review the terms and conditions for *Battlefield 2*, before selecting **ACCEPT**.
2. At the menu, enter a name for your Soldier – this will also be your Account Name.
3. Enter your email address and a password, then select your country. Your account is now created!

Note: The email address entered can be used to retrieve your Soldier Name.

Note: Please be careful with your account details. This account cannot be edited or altered once it is created. Do not share your account password with anyone.

USING YOUR ACCOUNT TO REGISTER BOOSTER PACK CONTENT

Follow these steps to register your *EuroForce* and *Armored Fury* Booster Pack content:

1. Go to the EA Registration Site <https://account.ea.com/commerce/bf2cc/code-entry.jsp>
2. Enter the number labelled “Battlefield 2 Booster Packs Compilation Serial number”, located on the back cover of your manual.
3. Enter your *Battlefield 2: Complete Collection* Account Name in the two boxes, as indicated, then select **ENTER**.

Registration is now complete, and you’re ready to play all the *Battlefield 2: Complete Collection* content.

OPTIONS SCREEN

Change various setup and gameplay options to get the most out of your *Battlefield 2* experience.

Game

Change gameplay options such as the minimap rotation, the colour of your crosshair and the transparency of your HUD, minimap terrain and minimap icons. You can also choose to opt out of all in-game votes called by other players.

Controls

Re-map in-game controls by clicking a primary or secondary control and then pressing the new key. Controls are grouped by category: Common controls, Land Vehicle, Aircraft, Helicopter and Boat.

Video

Video options include Display Mode, Overall Quality, View Distance and quality settings for various in-game details.

Audio

Change volume, sound detail, language and more. You can also set your Voice Over IP (VoIP) transmit and receive volume here and conduct a microphone volume threshold test.

Credits

The talent behind the game.

BFHQ SCREEN

Access the Kit Info, Stats, Leaderboards and Awards screens.

Kit Info

View the in-game information associated with your account, including army, kit, image and more.

Stats

Review your performance, including score, kills, deaths, accuracy and more.

Leaderboards

See how your performance rates against other online players.

Awards

Admire the awards you've earned through your exceptional online play.

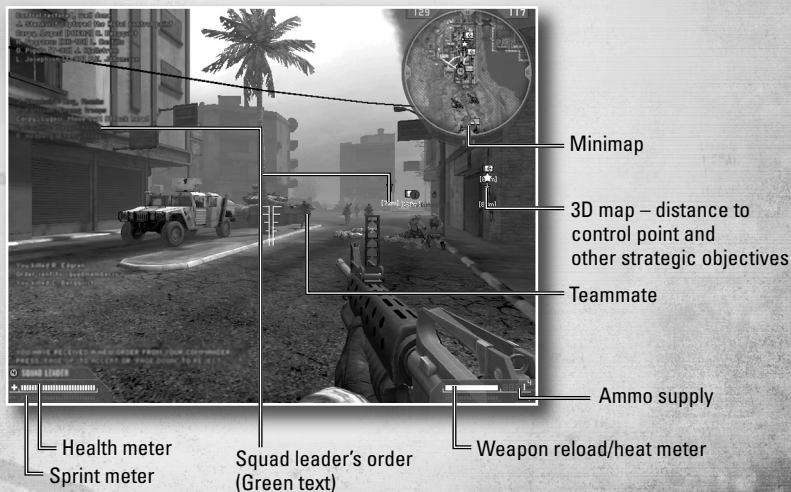
PLAYING THE GAME

Get ready to drop right into the middle of a 21st century shootout! You have everything you need to get the job done – heavy tanks, tactical fighters, assault carriers, you name it. More importantly, you'll be joining a team of tough-as-nails soldiers who are as committed to victory as you are. Work closely with them – your life could depend on it.

- ✦ To connect to an online server without browsing through a server selection, select **PLAY NOW** from the Main menu. You'll be on the battlefield storming enemy lines in no time.

GAME SCREEN

Your game screen consists of the main game area as well as head-up display (HUD) information and a minimap. To be an effective squad member you must learn to read the information presented to you and be prepared to act on it quickly and decisively.



VEHICLE HUDS

All vehicle HUDs include a vehicle damage meter, which appears to the right of your health meter. Some vehicle HUDs have warning indicators that signal you if your aircraft is in an enemy heat-seeking missile's crosshairs or if another pilot has a missile lock on your aircraft. After the enemy missile has been fired, this warning indicator becomes more pronounced, at which point you'd better deploy flares to cover your evasive manoeuvre (or bail out!). Similarly, some tanks can deploy smoke to counter enemy guided missiles.

ADVANCED WEAPONS HUDS

The HUDs for advanced weapons perform different functions depending upon the weapon.

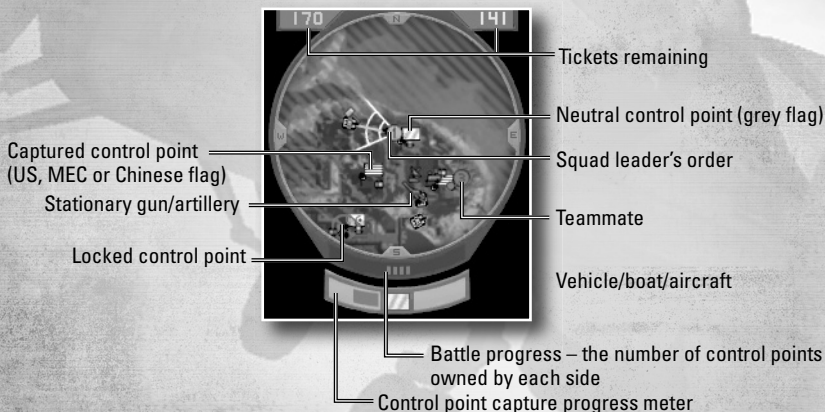
Heat-Seeking Missiles If you keep your target icon on a heat source – namely, an enemy aircraft – long enough, a clear tone will indicate that you have a lock on it. Fire away!

Wire-Guided Missiles Whether firing from a stationary anti-tank missile launcher, an armoured personnel carrier (APC) or the anti-tank kit weapon, you can guide your missile to some extent by repositioning the target icon.

TV-Guided Missiles When you are in the gunner position of certain helicopters, right-click to switch to TV-guided missiles. Your HUD becomes the monitor view from the on-missile camera. You can change the missile's trajectory in-flight by repositioning the cursor and left-clicking.

Laser-Guided Missiles Usable only against ground targets. Keep your target icon on a ground vehicle until you get the clear tone that indicates a lock, then let the missile rip!

MINIMAP



SCOREBOARD

Press **TAB** during gameplay to bring up the scoreboard. You can activate the scoreboard mouse by right-clicking, allowing you to call a vote (for example, to change maps) from the pull-down menu or to access the different tabs.

Players and Squads Tabs View the overall score (trophy icon), teamwork score (kits icon), number of kills (crosshair icon), number of deaths (skull icon) and ping (computers icon) by team or by squad.

Manage Tab Mute a player's VoIP (the player is only muted for you – other players can still hear that player) or call a vote to kick a player out of the game.

- ❖ Your total score represents how many points you've earned towards rewards and unlocks. It factors in your kills, deaths and teamwork score. You gain teamwork points by performing tasks related to your kit. (For more information on teamwork points, see *Soldier Kits* on p. 12.)

SQUADS

One of the biggest and most exciting new features in *Battlefield 2* is the squad system. Now it's easier than ever to frag with your friends!

Joining a squad automatically connects you with your squadmates via a Voice Over Internet Protocol (VoIP) channel. If you have a working microphone, you're set! Communication is essential, particularly with your squad leader. When he issues an order, listen up, because it's in your interest to keep him alive. As long as he's living and your team has at least one control point, you and other squad members can access a special spawn point at his location.

Another reason to listen to your squad leader is that he's the only squad member who can talk to the commander and as such is in a position to receive information unavailable to the rest of the squad.

CREATING SQUADS

Form your own squad by pressing **INSERT** or by accessing the Squad screen (press **HOME** or **CAPS LOCK**) and clicking CUSTOM SQUAD. When you press **INSERT** the squad is automatically named for you. If you create a squad via the CUSTOM SQUAD button you must give it your own name and password and then click APPLY.

- ❖ Leave a squad at any time by clicking LEAVE on the Squad screen.

Note: When you leave a squad which you created, your first assigned squad member takes command of the squad.

MANAGING SQUADS

Invite others to join your squad by clicking MANAGE SQUAD on the Squad screen. Manage Squad also lets you kick players out of your squad.

Note: These options are only available to you if you are the squad leader.



COMMO ROSE

Use the Commo Rose to send pre-set messages quickly to your team or squadmates. Press and hold **Q** to bring up the Commo Rose for team commands or **T** for squad commands, then click the communication you wish to send. All of your teammates receive team transmissions, while only squadmates receive squad transmissions.

- ❖ To reveal the position of an enemy vehicle or soldier to your teammates, target the enemy with your crosshair, access the Commo Rose, then select SPOTTED.

SOLDIER KITS

Join a team of soldiers with different skills and work together to survive the frenzied close-quarters combat of *Battlefield 2*. Choose your team – U.S. Marines, People's Liberation Army or Middle East Coalition troops – then choose the role you want to play on that team.

- ❖ The up/down arrow icon  next to a weapon on the Spawn screen means you can select different weapons for that kit. a lock icon  indicates you must unlock the different weapons.
- ❖ Read below for ways you can earn teamwork points towards rankings and unlocks.

SPECIAL FORCES

Swift and deadly, special forces soldiers come armed with silenced pistols, allowing you to take out targets with ultimate stealth; but when you want to make some noise, your C4 explosives should do the trick. Use C4 to blow up bridges and key enemy installations.

- ❖ After left-clicking to plant C4 explosives, right-click to switch to your detonator, then left-click again to detonate.

SNIPER

Wearing camouflage allows you to remain concealed in a good hiding spot so you can pick off enemies from a distance with your sniper rifle. In addition to the sniper rifle, this kit also comes equipped with claymore mines. The claymore trigger can be sensitive, so make sure you plant the mine and then get out of the way in a hurry.

ASSAULT

The workhorse of any attack team, the assault soldier combines heavy firepower with high mobility. Your machine gun/grenade launcher combo makes you a force to be reckoned with on any battlefield, while your smoke grenades provide cover for a stealthy retreat.

SUPPORT

In *Battlefield 2*, ammo crates aren't quite as plentiful as they were in *Battlefield 1942*. As a support soldier, rack up points by providing ammunition to friendly players.

- ❖ Replenish a teammate's ammo supply by holding your ammo pack and standing near him, or by dropping the ammo pack (left-click) for him to pick up.
- ❖ When riding in a vehicle, the support soldier automatically replenishes that vehicle's ammunition.

ENGINEER

Engineers can earn points by keeping friendly-occupied vehicles up and running, so keep that spanner ready. You can also repair bridges vital to your side's effort. For additional points, hop into certain vehicles and turn them into mobile 'repair' vehicles that automatically repair nearby friendly vehicles.

Engineers also come equipped with anti-vehicle mines. It takes a lot of pressure to detonate these mines, so don't worry about walking over them if you're on foot.

- ✦ Like a weapon, the engineer's spanner 'depletes' during use and needs to 'reload'. The spanner's depletion and reload meters appear on the bottom right corner of the screen. When you approach a vehicle while you have the spanner selected, the vehicle's health meter appears so you can see the progress of your repairs to the vehicle.



MEDIC

With the addition of a revive functionality, medics play an even bigger role on the battlefield. As a medic, you gain points for healing and reviving your teammates. You can also hop into certain vehicles and turn them into 'ambulances' to automatically heal nearby teammates.

- ✦ A serious injury can send you into revive mode for a short period of time, during which a medic can save your life. If a medic doesn't get to you in time, that's one less ticket for your team.
- ✦ As a medic, you can heal a teammate by holding your med pack and standing near him or by dropping the med pack (left-click) for him to pick up.
- ✦ The medic's shock paddles can be used to kill as well as heal. Sneak up on an unsuspecting enemy and give him the jolt of his life!

ANTI-TANK

The anti-tank missile packs the biggest punch of any hand-held weapon. You can even guide your missile to some extent. After you fire the missile, change its target by repositioning the centre of your viewfinder.

Your submachine gun fires in two modes. In single-shot mode you have the accuracy to take out a target at a distance, while automatic mode gives you better chances at close range.

DRIVER

A driver (no matter what kit he has) gains points when his passengers kill an enemy. If you're an expert helicopter pilot, for example, use your flying skills to allow your teammate to rack up the points on the minigun.

RANKINGS AND UNLOCKS

Fight like hell online to earn medals, ribbons, unlockable weapons and other items. Rise through the online ranks, starting out at Private and working your way up to a Battlefield Officer commission. The persistent character scoring system tracks your performance so you can see how you stack up against other players around the globe.

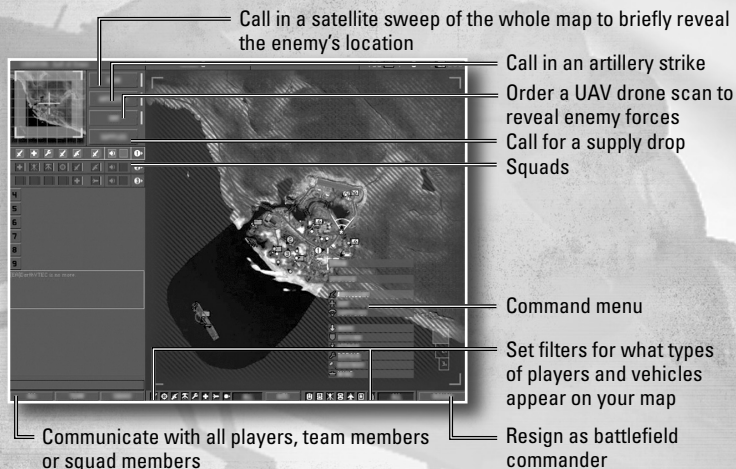
COMMANDER MODE

Take charge of the action and lead your team to victory as the commander of your army in this brand new mode. In order to become a commander, you must apply for the position. If accepted, you can send orders to your troops such as attack, defend and destroy.

- ✦ To apply to be battlefield commander, access the Squad screen (press **HOME** or **CAPS LOCK**) then click the **APPLY** button near the top. If your application is accepted (higher ranked players receive priority), you are prompted to press **PAGE UP** to become battlefield commander or **PAGE DOWN** to reject.

COMMANDER MODE SCREEN

View the information you need to direct the war.



- ✦ To issue orders from the command menu, select a squad (or squads), right-click a target location on the map, then select the command for that target.
- ✦ A satellite sweep can only be seen by the commander and is not a command which can be requested by – or given to – the squads.

COMMANDER MODE TIPS

As commander you have a lot riding on your shoulders. Here are some more things you need to know as commander to help your team win the war:

- ✦ Before you order an artillery strike, check the location of your troops on the minimap to prevent friendly fire.
- ✦ Don't waste artillery strikes; artillery takes a while to reload and its location is displayed on the map – which means it can be seen and destroyed by the enemy. Try using your artillery strike to attack an enemy commander's artillery!
- ✦ You can disable an opponent's UAV and radar scan capabilities by destroying the radar equipment at their home base (but beware – your opponent can do the same to you).
- ✦ Supply drops act as a limited replenishing station. Make sure you choose your location wisely; enemy troops can benefit from these drops as well!
- ✦ Open a direct VoIP channel with each of your squad leaders. Don't forget, you need a microphone to use this feature.
- ✦ When your team wins, you win! As commander, your score is calculated based on a formula using your team's score.
- ✦ Don't be a disgrace to your team. If you're a poor commander, your team can exercise the mutiny option, allowing them to remove you from command.

ONLINE SETUP

Join or create your own online game and take on *Battlefield 2* players the world over through the Multiplayer screen. The enhanced squad structure includes VoIP commands and team stat tracking that affects your next battle. Maps scale to the number of players engaging in battle – 16, 32 or 64 – for an intense experience every time.

- ✦ In order to play a local game, you must be connected to a LAN. In order to play an Internet game, you must have an active Internet connection.
- ✦ During Internet setup, click ADD SERVER to add a specific server to the list. You must know the IP address of the server you wish to add. Click JOIN to start a multiplayer game with this particular server, or click ADD to add it and return to the server list.

PLAY NOW

Get into the action fast with Play Now. With one click of the mouse, you're automatically connected to a server and in the game ready to fire away!

JOIN INTERNET/JOIN LOCAL

In addition to Play Now you can also browse LAN or Internet servers to find the game that is right for you. You can access the Join Internet and Join Local tabs through the Multiplayer screen.

On the Join Internet screen you can set filters (e.g., number of players, Punkbuster enabled and more) and sort by fields such as server name, ping (connection speed), map name and game mode.

CREATE LOCAL

Set up a game to play over a LAN by accessing the Create Local tab on the Multiplayer screen. Many of the options for creating a game are self-explanatory. Those needing more explanation are listed below.

Spawn Time

Set the number of seconds a player must wait after his character is killed before he rejoins the battle.

Ticket Ratio(s)

Tickets are points that a team loses when a team member dies.

Auto Balance

When checked, players are automatically assigned to teams in such a way as to keep the teams balanced.

DEDICATED SERVER

Set up a computer as a dedicated server for LAN games. You cannot play the game on this computer, but the game will run better on other computers connecting to the game.

- ✦ To launch a dedicated server, click the Windows START button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **Battlefield 2** > **Launch BF2 Standalone Server**.

When you launch a dedicated server, you can set the map rotation through the MapList tab. You can also set many options, including VoIP, demo autorecording and team balance tipping, through the ServerSettings tab.

- ✦ To find out what an option does, click the option and read the description in the help text window.
- ✦ In order to change options, you must first click the blue + button to add a new config file and then name the file.

COMMUNITY

The Community screen has two tabs. The BattleRecorder tab allows you to download and view battles you have fought in the past. This requires that you enable the server option. Check the End Of Round screen for Previous Round Has Been Bookmarked To Your BattleRecorder, then go to the BattleRecorder screen to see yourself in action. The Custom Games tab lets you activate a custom game that you or another player have created.

VOIP

Voice Over Internet Protocol (VoIP) allows players to talk to one another via a headset with microphone. No additional software is required to utilise VOIP – just join or create a server with VoIP enabled, then join a squad or become a commander to use VoIP in-game.

- ✦ VoIP is push-to-talk. Press **B** to talk to everyone in your squad. As the Squad Leader you can also press the **V** to talk to the Commander.

SINGLE PLAYER

Take on some missions with CPU-controlled squadmates and enemies. This is a great way to get some combat experience without embarrassing yourself in front of your human peers.

Single Player mode lets you select the 16-player configuration of ten different maps. You can choose from one of three skill settings for your AI opponents.

HINTS AND TIPS

- ✦ Worried about being sniped as a tank gunner? Remember that you can duck to conceal yourself during a firefight.
- ✦ Think you're safe from an enemy tank simply by hiding behind that tin fence? Think again. Most high-calibre weapons can penetrate materials and structures such as fences, glass, etc.
- ✦ Don't want the enemy to cross that bridge? Blow it up! Many bridges are destructible... but that doesn't mean they can't be repaired.
- ✦ Be careful when you fire at an enemy tank. Tanks now have reflective armour, so if you fire a round at an enemy tank at the wrong angle it might ricochet off and hit a nearby teammate.
- ✦ To spice up an air fight, use land-based anti-air weapon platforms to lock onto and take down enemy aircraft.

FLIGHT SCHOOL

- ✧ To get started in your aircraft, hold down the thrust key until you start in motion; make sure you gain enough speed before tilting your nose up for takeoff. In a helicopter, make sure you have enough altitude before tipping your nose down to fly forward.
- ✧ There are two ways to fly aircraft – by mouse or by keyboard (see *Aircraft* on p. 6). You can invert the mouse pitch controls by clicking the INVERT MOUSE checkbox on the Aircraft screen, under the Controls tab of the Options menu. Experiment with both to find the style that's right for you.
- ✧ Don't let your gunner run out of ammo. You can rearm and repair your aircraft by landing on or flying/hovering low over your own airfield/helicopter pad.
- ✧ Keep a sharp eye out for land targets, then make sure you line up in time to give your gunner a good shot.
- ✧ Ace pilots will be masters at getting enemies to drop all of their flares in a hurry, while conserving their own to strike at just the right time!

BATTLEFIELD 2: SPECIAL FORCES

Special Forces lead the way in the secret war for control of the world's most strategic locations. Join the world's most elite and deadly forces: Navy Seal, SAS, Russian Spetsnaz, MEC Special Forces, Rebel or Insurgent, each with its own arsenal and tactics. Capture key tactical points and then use the new trigger system to strategically open and close gates, doors and more. *Battlefield 2: Special Forces* takes you behind the scenes of all-out modern warfare for the battles you don't see on the evening news.

WEAPONS

With authentic Special Forces firearms, a full arsenal of technologically advanced gadgets and night-fighting stealth tactics, the covert armies give you even more weapons in your fight for the new world order. In addition to new assault rifles, machine guns and other firearms, the new armies also feature these Special Forces weapons:

GRAPPLING HOOK

Virtually no rooftop is inaccessible when you have this portable ladder with you. Target a ledge and click the left mouse button to throw the hook full force, then press **E** to climb. The hook is portable as well – just face the hook and press **G** to gather it up and take it with you.

- ✧ Left-clicking throws the hook full force. Alternatively, you can hold the right mouse button to charge your throw and release the mouse button to throw the hook.
- ✧ The grappling hook is available in the *Battlefield 2: Special Forces* Assault and Anti-Tank kits.
- ✧ You can also drop a rope from above to allow other players to climb up to your position. Click the right mouse button near the edge of any rooftop to drop the rope.

ZIPLINE

Being exposed on a rooftop can be dangerous. Use your zipline to get down to the safety and cover of the ground in a hurry. Aim your crossbow at the ground and left-click to fire the bolt. (If your target icon becomes an X within a circle, it means your target is out of range.) Press **E** to zip down the line. Like the grappling hook, you can press **G** to gather up the zipline for re-use.

- ✦ The zipline is available in the *Battlefield 2: Special Forces* Sniper and Special Forces kits.

FLASH BANG GRENADE

Stun the enemy with this concussion grenade. Any enemy within range of the grenade's blinding blast sees white just long enough for you to take them out. Flash bang grenades are especially effective against enemies wearing night vision goggles.

- ✦ Flash bang grenades are available in the *Battlefield 2: Special Forces* Assault kit.

TEAR GAS

Shoot a tear gas canister into a group of enemies to confuse and disorient them (unless they're wearing gas masks!). They cough, their vision blurs and they are unable to sprint. The effects are temporary, so deal with them quickly! Tear gas is fired using the tear gas launcher (**6**)

- ✦ Tear gas is available in the *Battlefield 2: Special Forces* Support kit.

NIGHT VISION GOGGLES

See in the dark. All kits in *Battlefield 2: Special Forces* come equipped with night vision goggles. To turn the goggles on, press **7**. The world turns green and enemy troops in the dark are revealed by their heat signature.

- ✦ The night vision goggles only last a limited amount of time before they must be recharged.

GAS MASK

If an enemy shoots a tear gas canister into your ranks, press **8** in a hurry to put on your gas mask. You are unable to sprint when wearing the gas mask, so make sure you take it off when you don't need it.

VEHICLES

Take control of the latest, most advanced vehicles on land, in the air and at sea.

ATTACK HELICOPTERS

Two new attack helicopters – one American, one Russian – enter the fray. Both come equipped with powerful rockets for taking out enemy armour. The American Apache Longbow attack helicopter is excellent in close combat situations, while the Russian MI-35 Hind model gives it a worthy adversary.

ATV

The ATV is an understated but versatile battlefield presence. The compact size of this one-person, four-wheel-drive cycle allows it to navigate obstacles that might stop larger vehicles.

BMP 3

This Russian armoured personnel carrier has a main gun that fires 100 mm small tank rounds and a small machine gun for eliminating troops. It is amphibious, allowing it to traverse various terrains quickly.

CIVILIAN CAR

Don't settle for walking. Get to the action in a hurry by commandeering a civilian car. There are bound to be some laws broken in wartime.

PICKUP TRUCK

Even with all those advanced military vehicles at your disposal, you might find a civilian pickup truck is your best chance to get out of a tight spot.

AIL RAIDER (DESERT RAIDER)

This lightweight 4x4 vehicle is ideal for desert reconnaissance, surveillance and escort missions. With its multiple mounted machine guns, however, it is also an offensive force to be reckoned with.

HMMVW WITH TOW

This four-wheel drive vehicle sacrifices its roof-mounted machine gun for a TOW (tube launched, optically tracked, wire-guided) missile launcher. With its powerful engine it can conquer most types of terrain, from steep slopes to deep sand.

JET SKI

Zoom over water from hot spot to hot spot on this one-man maritime transport vehicle. With its speed and manoeuvrability, the jet ski is perfect for lightning-quick strikes and swift getaways.

MAPS

Engage in covert action on eight new maps for single and multiplayer play.

DEVIL'S PERCH

Navy Seals attempt to drive Insurgents from their base on an island off the coast of Lebanon.

GHOST TOWN

Spetsnaz forces clash with the SAS in a deserted oil town on the Caspian Sea.

IRON GATOR

MEC Special Forces launch an attack on an American aircraft carrier swarming with Navy Seals.

Note: The Iron Gator and Leviathan maps are only available for online multiplayer games.

LEVIATHAN

MEC Special Forces raiding an American naval base in the Persian Gulf go up against Navy Seals.

MASS DESTRUCTION

Spetsnaz troops are sent in to shut down a Rebel chemical weapons facility in southern Russia.

NIGHT FIGHT

The SAS must stop MEC Special Forces from bringing an abandoned Syrian airport back to working order in a deadly night battle.

SURGE

Spetsnaz forces attempt to sabotage a Rebel missile launch site in Kazakhstan.

WARLORD

Insurgents and SAS forces square off at a warlord's compound in Fallujah, Afghanistan.

BATTLEFIELD 2: EURO FORCE

In addition to the new European Army, *Battlefield 2: Euro Force Booster Pack* lets you enter battle on new maps with new vehicles and weapons.

NEW MAPS

Note: *Battlefield 2: Euro Force Booster Pack* maps do not support 64 players.

OPERATION SMOKE SCREEN

War continues to rage for precious oil in the Middle East. The EU has come to aid their allies, confronting the MEC head-on in one of the most brutal battles of the war. Multiple assaults on both fronts have pushed the armies back to their bases, decimating the middle ground and leaving the oil field a smoking ruin. Even though the oil reserves have been destroyed, what remains beneath the scorched desert sand makes this a battleground worth fighting for.

TARABA QUARRY

The EU forces are en route to reinforce an American division that has been cut off from the front lines. The MEC have moved to intercept them and both armies are about to meet at the Taraba Quarry, the only crossing point of the Taraba River this side of the Caspian Sea. If the MEC can hold their side of the river, the Americans will be cut off and surrounded. The EU must break through the enemy lines before the Americans are overrun!

GREAT WALL

A newly negotiated peace with Russia has allowed the European Union to launch an attack into mainland China from the north. The EU forces hope to breach the Great Wall of China and establish a base for future operations before continuing south to the coast, but their supply lines are dangerously thin. If the Chinese forces can head off the assault and hold them back long enough, the EU will have no choice but to retreat back into Russia. It's vital for them to link up with American forces attacking from the coast or a sustained assault on China will be impossible!

NEW VEHICLES

GERMAN MAIN BATTLE TANK (L2A6)

This main battle tank is the latest in a line dating back to 1963. The tank has a three-compartment configuration, with a driving section at the front, a turret in the middle and the engine in the rear. It features a new smoothbore 120mm gun that can fire the same ammunition as its predecessor's gun as well as new high-penetration projectiles. In addition to this 55 calibre gun (versus 44 calibre on the previous generation's tank), the main battle tank also boasts an armour kit that grants improved protection against mines, as well as an air conditioning system. The tank is very well protected overall by third generation composite armour, increasing its effectiveness as a force on the battlefield.

BRITISH MAIN BATTLE TANK (CHALLENGER 2)

The British Army took delivery of the first of its new main battle tanks in 1998. Since then this 61-ton machine has seen action in Kosovo and Bosnia and was deployed in Operation Iraqi Freedom. Second generation armour plating makes this the best protected tank in NATO. An all-electric gun control and stabilisation system gives its 30 calibre, 120mm gun improved accuracy. Extra firepower comes courtesy of the 7.62mm chain gun mounted next to the main gun. The makers of the tank included more than 150 improvements over its predecessor, including a completely new turret design and other modifications to improve performance and reliability.

EUROPEAN FIGHTER JET (EUROFIGHTER TYPHOON)

Europe's multi-role fighter jet debuted in 2005 after seven years of development. The fast and manoeuvrable single-seat, twin-engine aircraft is known for its versatility and is used in air-to-air, air-to-ground and tactical reconnaissance roles, made possible by its stealth technology. The jet has an internally mounted 27mm gun. It also has four beyond-visual-range air-to-air missiles and two short-range air-to-air missiles. For air-to-surface missions, the fighter carries anti-armour weapons – three under each wing and one under the centre fuselage – as well as laser-guided weapons.

FRENCH ATTACK HELICOPTER (TIGER HAP)

The French air-to-air combat and fire support helicopter is built to engage the enemy in both daytime and night combat under some of the harshest conditions, including biological, chemical and nuclear environments. This versatile attack chopper features a 30mm gun turret, 68mm rockets and air-to-air missiles. It also comes equipped with a roof-mounted sight, infrared camera, laser rangefinder and direct optical sight, making it highly efficient with its weaponry and associated fire control systems. New countermeasures and a reduction in radar-reflecting surfaces also make this attack helicopter safer and less detectable than helicopters from earlier generations.

NEW WEAPONS



SPECIAL FORCES ASSAULT RIFLE (HK53A3)

This compact assault rifle has an abbreviated length of 590mm with stock retracted. It features a 40-round clip and full auto and burst fire. The rifle was developed in Germany and exported to other armed forces.

Type: Full Auto/Semi Auto

Damage: Medium/High

Accuracy: Medium/High



ASSAULT RIFLE WITH GRENADE LAUNCHER (L85A2)

The standard issue assault kit rifle now comes with a grenade launcher attachment. The rifle incorporates a bullpup layout with the magazine at the back of the gun and fires standard 5.56mm NATO rounds in single shot or full automatic modes. Its clip carries 30 rounds.

Type: Full Auto/Semi Auto

Damage: Medium

Accuracy: Medium/High



SUPPORT MACHINE GUN (HK21)

This general purpose, belt fed, large machine gun fires a 7.62 NATO round at a rate of 800 rounds per minute. This weapon has been in production since 1961 but has undergone various improvements over the years.

Type: Full Auto

Damage: Medium/High

Accuracy: Medium



MEDIC ASSAULT RIFLE (FAMAS)

This French-made assault rifle affords medics extra protection in the heat of battle. Development began in the late 60s. The weapon is widely used within the French military today. It has a bullpup configuration and fires standard 5.56mm NATO round. It inflicts medium-to-low damage but has a high rate of fire.

Type: Full Auto/Semi Auto

Damage: Medium/Low

Accuracy: High



ENGINEER SHOTGUN (M4)

This is a gas-operated, smoothbore, magazine-fed, semi-automatic shotgun. Its rail can accept laser illuminators, and night vision or standard scopes. Its flexible design allows it to fire a variety of shell sizes without modification or adjustment. It has low accuracy but packs a powerful punch.

Type: Semi Auto

Damage: High

Accuracy: Low



ANTI-TANK SMG (P90)

This Belgian submachine gun was developed specifically as a personal defence weapon for vehicle crew members such as tank drivers. It has very good power for its size. It fires SS190 rounds in full auto or single shot modes from its 50-round clip. It features a polymer stock and downward ejection of spent cases.

Type: Full Auto/ Semi Auto

Damage: Medium/Low

Accuracy: Medium/Low



SNIPER RIFLE (L96A1)

This bolt action beauty is reputed to be one of the world's best sniper rifles. It is the standard sniper rifle for the British Army. Its clip allows you to fire off 5 rounds before you have to reload. It features a 25-inch barrel and has a maximum effective range of 1000 yards.

Type: Bolt Action

Damage: High

Accuracy: High

BATTLEFIELD 2: ARMORED FURY

Twenty-first-century warfare enters a new theatre of operations: the United States of America. Stat tracking has been updated to keep tabs on your performance on the new maps and in the new vehicles and you can earn a new ribbon for meritorious service in the American theatre.

The 1.3 patch to the base game adds co-op play to all *Battlefield 2* single-player maps (including expansion pack and booster pack maps), plus the ability for commanders to call in vehicle airdrops. Give your troops the armour they need, when and where they need it!

NEW MAPS

MIDNIGHT SUN

The Chinese have made landfall on American soil, securing the Alaskan Port of Valdez and the oil that flows in from the Alaskan pipeline. The victory was quick, with most American forces preoccupied with MEC forces in the South. The Chinese have begun pushing upriver, skirmishing with the outnumbered but determined American soldiers, who are intent on making the Chinese pay for every inch of soil. With the arrival of U.S. reinforcements, the battle for the land of the midnight sun is about to begin.

OPERATION ROAD RAGE

The MEC forces have landed on the East Coast of the United States and are preparing to push inland. Caught by surprise, the U.S. Marines are deploying nearby, hastily preparing a base of operations to stop the MEC advance. The key objective for both armies is to secure a highway junction in the middle of the battlefield – this strategic point grants access to nearly every key military target in the area. Whoever controls this overpass controls most of the Eastern Seaboard!

OPERATION HARVEST

Units of the MEC Second Armoured have fought their way from a beachhead landing in the Delaware Bay to this spot in the Pennsylvania Dutch farmland of Lancaster County. This bold push threatens to cut off American units moving south to reinforce Washington D.C., a city under siege by MEC forces. This agriculturally rich area is about to erupt, as battle-hardened units of America's Armoured and Cavalry Divisions muster all their strength to meet the MEC Second Armoured advance head-on.

NEW VEHICLES

Take to the skies in six new aircraft or tear across the terrain in two new civilian vehicles. The new Littlebird and EC-625 scout helicopters come armed with radar functionality. Keep an eye on your radar sweep to pinpoint enemy infantry and vehicles.



FANTAN Q-5

This Chinese ground attack jet was developed for superior combat performance at low and super-low altitudes. Development on the jet fighter bomber lasted 11 years. While its main role is close air support for troops attacking land targets, it can also engage enemy fighter jets. The Q-5 is based on the Soviet MiG-19, a favourite of the People's Liberation Army and has mid-mounted wings that hold one 20mm cannon each. The single-seat aircraft has a 9.8 metre wingspan and twin turbojet engines with afterburning capable of pushing the plane to supersonic speeds. It has a ceiling of nearly 16,000 metres and a combat radius of 600 km.



A-10

The same tough hide, "grunting" machine guns and odd looks that earned this jet fighter the nickname "Warthog" have made it one of the most popular aircraft in the U.S. Air Force. The A-10's main role is close air support of ground forces. The single-seat plane with twin turbofan engines has wide, straight wings that make it highly manoeuvrable at low speeds and altitudes. If your enemy happens to get a lucky shot off, the Warthog's special titanium armour can withstand a direct hit from armour-piercing and high-explosive projectiles. Its main gun is an exceptionally powerful 30mm, 4,200-rounds-per-minute cannon that sounds like a pig grunt.



SU-39

This is the latest version of the Russian Su-25 ground attack jet. The plane is known for being easy to fly, cheap to produce and very effective against ground, sea and air targets. It has a 14.36-metre wingspan and can reach 975 kph under the power of its two turbojet engines. Its service ceiling is 10,000 metres. Upgrades from the Su-25 "Frogfoot" aircraft include improved survivability, navigation enhancements and the ability to carry new precision-guided weapons. The aircraft comes armed with a 30mm cannon and a variety of air-to-ground weapons, making it effective in close air support and anti-tank missions.



EC-635

When European forces need a light utility helicopter to scout enemy lines and report back in a hurry, they call on the EC-635. Its twin engines allow pilots to infiltrate hostile territory quickly, assess the situation and report back. Standard fuel tanks give the EC-635 a range of 620 km. The chopper's versatility, low weight and quiet operation make it suitable for training, utility, transport and search and rescue (SAR) missions in addition to reconnaissance. The EC-635 comes armoured and armed, allowing it to protect itself when it comes under enemy attack.



WZ-11

This is the attack variant of the Chinese Z-11 lightweight utility helicopter. Like the EC-635, the Z-11 was designed for reconnaissance, training, scout and SAR missions. Little is known about the military version of this versatile helicopter, its development having been kept secret by the People's Liberation Army. What is known or at least reported, is that the first WZ-11 flew in December of 2004. It has a three-blade main rotor and a single turboshaft engine. Having been developed from a civilian utility helicopter, the WZ-11 is said to under-perform when compared to contemporary attack helicopters.



LITTLE BIRD

The OH-6A served on scout missions beginning in the Vietnam War. Recognizing the need for a reliable light attack vehicle, the U.S. Army added gun capabilities to this helicopter to create the Little Bird. The copter provides air and ground support to special operations forces at an unrefuelled range of 250 nautical miles. Modifications to the Little Bird's single turbine engine and main rotor over the years have resulted in improved power and manoeuvrability. Rumour has it the helicopter is set to be modified again with an even more powerful engine and an upgrade to a six-bladed rotor.



MUSCLE CAR

There's no more stylish way to tear into battle than in a classic 1970s American muscle car. Hotwire one and use it to speed into battle or out of a tight spot – or just take it for a joyride. What's called “stealing” in a time of peace is known as “requisitioning” in a time of war.



SEMI TRUCK

The muscle car is a great way to get around in a hurry, but if you're looking for a little more protection and ramming power, consider requisitioning a semi instead. It may not be able to take on a battle tank, but it will hold its own against most transport vehicles.

TROUBLESHOOTING

VIDEO & SOUND CARD DRIVERS

An outdated video or sound card driver can lead to slow and choppy gameplay or in some cases can prevent the game from running entirely. To ensure an enjoyable experience with your game, make sure that you have the most recent video and sound card drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have or you do not know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral. For further assistance, refer to the *Update Your Video/Sound Driver* sections in the Technical Support file on the game disc. (See *Customer Support – Here To Help You!* on p. 30.)

PROBLEMS INSTALLING THE GAME/DETECTING THE DISC

This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-ROM and DVD-RW disc drives. If the game does not install correctly or if your disc drive cannot detect the disc you may need to update the firmware for your disc drive. These updates are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of disc drive you have or you do not know how to update the firmware, please refer to the documentation that came with your system or disc drive.

Warning: Electronic Arts recommends that Firmware updates are carried out by an experienced PC user as improper installation can damage your disc drive. If you are unsure about upgrading the firmware, please contact your system or drive manufacturer for further assistance.

BACKGROUND APPLICATIONS & ANTI-VIRUS SOFTWARE

To achieve optimum performance when running this game we recommend that you end all unnecessary background applications prior to playing. In some cases closing down background applications can help solve any crash or lockup issues. For further assistance, refer to the *Ending Background Tasks* section in the Technical Support file on the game disc.

If your system is running anti-virus software you are advised to close or disable it before running this game. To do this, find the icon for the Anti-Virus software in your Windows System Tray. *Right-click* the icon and select **Close**, **Disable** or the relevant option.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, ensure that you close any file sharing, streaming audio or chat programs prior to entering gameplay. These applications can monopolise your connection's bandwidth, causing lag or other undesirable effects.

Please consult your router or personal firewall documentation for information on how to allow game-related traffic on the following TCP and UDP ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

This game uses the following port information for Internet play:

| TYPE | LOCAL | REMOTE | CLIENT/SERVER | COMMENTS |
|-------------|-------|-------------|---------------|---|
| UDP | any | 27900 | Client/Server | |
| UDP | any | 29900 | Client/Server | Standard Port (29910) |
| TCP | any | 80 | Client/Server | Standard Port for GameSpy |
| TCP | any | 29900 | Client/Server | |
| TCP | any | 29901 | Client | Not in use yet |
| TCP | any | 29900 | Server | Standard Port (29920) |
| TCP | any | 29900 | Server | Standard Port (29920) |
| UDP | any | 27901 | Server | Must be turned on in serversettings.con |
| UDP | any | 27901 | Server | Must be turned on in serversettings.con |
| UDP | any | 27900 | Server | |
| TCP | any | 28910 | Client | |
| TCP | 4711 | 4711 | Server | |
| UDP | any | 55123 | Server | |
| UDP | any | 55124 | Server | |
| UDP | any | 55125 | Server | |
| UDP | any | 1500 - 4999 | Client/Server | |
| UDP | any | 16567 | Server | |
| UDP/ TCP | any | 1024-1124 | Client/Server | |

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CUSTOMER SUPPORT — HERE TO HELP YOU!

Your game includes a Technical Support file to help solve any problems you may be having. It provides solutions to the most common difficulties that can arise when installing or playing the game. If you have already installed the game, click the Windows **Start** button and locate the game through **Programs>** (or **All Programs>**) **EA GAMES>** (or **EA SPORTS>**). The Technical Support file is located in the same folder as your game. Please check this file first for solutions before contacting EA Customer Support.

If you have yet to install the game, follow the instructions below:

To run the Technical Support file (without game installed):

1. Insert the game disc into your disc drive.
2. Click **Start** and select **Run...**
3. In the Run dialog box, type **D:\Support\European Help Files\EA_Help_Select.htm** then click **OK** (substitute the correct letter of your disc drive if other than 'D:').

To see if you are meeting the minimum requirements as displayed on the game's packaging, a utility called *dxdiag* detects your system's hardware and organises this information into a detailed report. This report will also assist EA Customer Support in solving your problem more rapidly.

To obtain your system information:

1. Click **Start**, select **Run...** and type **dxdiag** in the Run dialog box and then click **OK**.
2. Click **Save All Information...** to save a copy of the report for viewing and printing. Please ensure you have this report available when contacting EA Technical Support.

If you are still having trouble installing or running your game, visit **electronicarts.co.uk** or **electronicarts.ie** and click **SUPPORT CENTRE**. Once at the Support Centre, click **GET HELP** to view our knowledge base. The solutions you will find here are the same as those used by our Customer Support staff, so you can guarantee they are accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you cannot find an answer, click **Ask EA** to contact a Customer Support Technician, who will answer you as soon as possible.

If you do not have Internet access or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: **0870 2432435**

Fax: **0870 2413231**

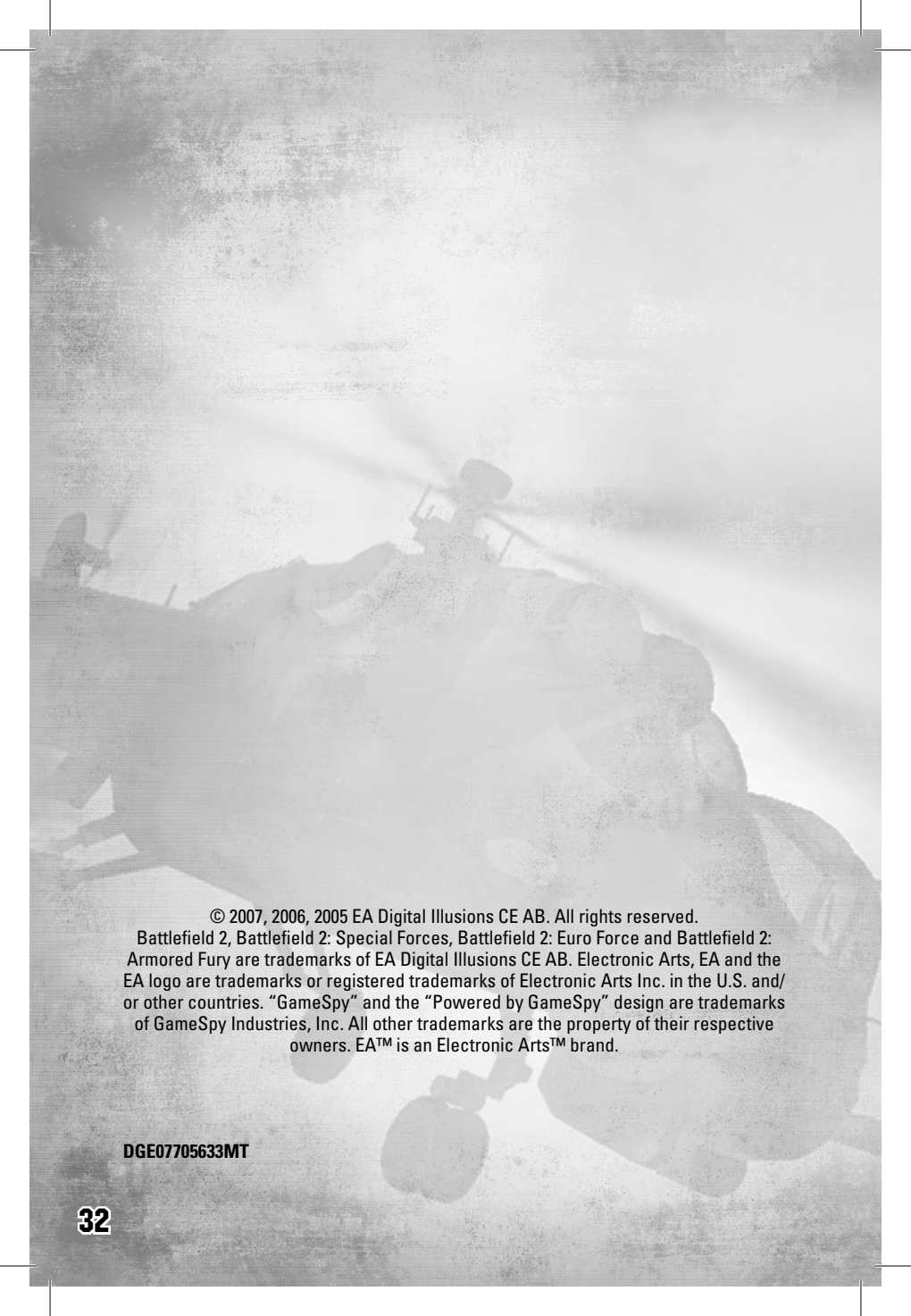
Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre. Customer Support cannot provide gameplay hints or tips – if you are stuck, see the back of this manual for details of our official Hintline.

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