



# APB

## ALL POINTS BULLETIN



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# 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.

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## INSTALLING THE GAME

**NOTE:** For system requirements, see [electronicarts.co.uk](http://electronicarts.co.uk).

### TO INSTALL (DISC USERS):

Insert the disc into your disc drive and follow the on-screen instructions.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista™, or Windows XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

The latest help information is available on the *APB All Points Bulletin* website ([www.apb.com](http://www.apb.com)).

**NOTE:** If you lose your installation discs, then download a copy of the installer from [www.apb.com](http://www.apb.com).

**NOTE:** You must have administrative permissions over your computer to install *APB All Points Bulletin*. Also, during the installation process, several third-party applications and services are also installed.

## STARTING THE GAME

### TO START THE GAME:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.) If new patch files are required, it automatically updates your game. Once patching is complete, select **START**.

**NOTE:** In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

**NOT VALID FOR PURCHASE IF OPENED. TO PLAY THE GAME, YOU MUST REGISTER ONLINE WITH THE ENCLOSED SERIAL CODE. ONLY ONE REGISTRATION AVAILABLE PER GAME. INTERNET CONNECTION REQUIRED. USER IS RESPONSIBLE FOR ALL APPLICABLE INTERNET FEES. ACCEPTANCE OF END USER LICENCE AGREEMENT REQUIRED TO PLAY. ONLINE TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT [WWW.APB.COM](http://WWW.APB.COM). YOU MUST BE 18+ TO REGISTER ONLINE AND PLAY THIS GAME.**

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## ABOUT APB ALL POINTS BULLETIN

Welcome to San Paro, the unofficial birthplace of glamour-noir. In this city, nobody cares what you do as long as you look cool doing it. Celebrity, fashion, music, fast cars—you're living the dream sold to you by the mainstream media. If you're not surfing the latest wave, you're nobody. And right now crime and law enforcement are what everybody is talking about. You get featured on a five o'clock news bulletin by boosting a car or busting a criminal, and you're a household name—at least for a moment or two.

Life can be good, but no matter which way the media spins it, San Paro is a city at war. When Mayor John Derren was assassinated a while back, the city became vulnerable to street gangs, corrupt police, and big business ... with regular folks caught in the crossfire.

Within this urban chaos, two distinct factions have formed: the ever-present criminals and the newly-arisen enforcers. Now they are battling each other for control of the future of San Paro. Which side will you choose?

## GETTING STARTED

You want to play *APB All Points Bulletin* as quickly as possible? Good, because it's time to get into all the enforcer and criminal-laden action! But before hitting the mean streets of *APB All Points Bulletin*, keep up to date with this ever-evolving game. For the latest detailed instructions and help, use the APB Knowledge Base found at [www.apb.com/knowledgebase](http://www.apb.com/knowledgebase) or select **KNOWLEDGE BASE** within the game itself.

For detailed weapon, vehicle, and other item information, visit The Vault at [www.apb.com/vault](http://www.apb.com/vault).

## LOGGING IN AND ACCOUNT SET-UP

After *APB All Points Bulletin* has loaded and the introductory movies have played, you are ready to login. If you have already created a user account, enter the e-mail address and password you registered with and then select **LOGIN**. If you need to set up an account, then select **NEW ACCOUNT** on the Login screen. Follow the on-screen instructions and enter your e-mail address and password. You also need to have a valid product key which is located on the back of this manual. **Keep your product key safe as you may need it for any account troubleshooting.**

Once you have successfully logged in, read and accept the latest End User License Agreement (EULA), if you have not already done so. Now you're ready to play *APB All Points Bulletin*!

**NOTE:** It is very important that you do not share your password or product key with other players or allow them to share your account.

If you are having problems setting up an account or have forgotten your account details, access the *APB All Points Bulletin* support pages via the Login screen or go to [www.apb.com/support](http://www.apb.com/support).

## CASH AND RTW POINTS

### CASH(\$)

The money your character uses to buy and sell weapons and items in the game is referred to simply as Cash or \$. You earn Cash by playing *APB All Points Bulletin*.

### RTW POINTS (●)

RTW Points are purchased with real world money and can be acquired in-game. They are used to purchase RTW products and pay for services and fees.

**NOTE:** Further information on Cash and RTW Points can be found at [www.apb.com/support](http://www.apb.com/support) or [www.apb.com/knowledgebase](http://www.apb.com/knowledgebase).

## CONTROLS

The key controls below refer to the default keyboard layout. However, you have the ability to alter most key-bindings in the game.

### ON FOOT

|                    |                   |
|--------------------|-------------------|
| Move character     | W, A, S, and D    |
| Look               | Move mouse        |
| Sprint             | Left <b>SHIFT</b> |
| Jump               | <b>SPACEBAR</b>   |
| Action/interaction | <b>F</b>          |
| Crouch             | <b>C</b>          |
| Walk toggle        | <b>X</b>          |
| Drop carried item  | <b>Z</b>          |

### COMBAT

|                          |                    |
|--------------------------|--------------------|
| Fire                     | Left-click         |
| Equip primary weapon     | <b>F1</b>          |
| Equip secondary weapon   | <b>F2</b>          |
| Cycle weapon             | Mouse wheel scroll |
| Throw grenade            | Left <b>CTRL</b>   |
| Unequip weapons          | <b>F3</b>          |
| Reload weapon            | <b>R</b>           |
| Re-supply ammo           | <b>T</b>           |
| Witness (enforcers only) | Left <b>ALT</b>    |
| Call for backup          | <b>B</b>           |

### AIM MODE

|                        |                    |
|------------------------|--------------------|
| Marksmanship (toggle)  | Right mouse button |
| Lean left/right        | <b>Q/E</b>         |
| Switch camera position | <b>4</b>           |

### VEHICLE

#### DRIVER

|                          |                 |
|--------------------------|-----------------|
| Enter and exit vehicle   | <b>F</b>        |
| Accelerate               | <b>W</b>        |
| Brake/Reverse            | <b>S</b>        |
| Steer left               | <b>A</b>        |
| Steer right              | <b>D</b>        |
| Handbrake                | <b>SPACEBAR</b> |
| Vehicle horn             | Left-click      |
| Vehicle special function | Right-click     |

#### PASSENGER

|                        |                       |
|------------------------|-----------------------|
| Enter and exit vehicle | <b>F</b>              |
| Lean in/out of vehicle | <b>W, A, S, and D</b> |
| Fire weapon            | Left-click            |
| Marksmanship mode      | Right-click           |

**NOTE:** Transport larger items by putting them in the trunk of your car. While carrying the item, face the trunk and press **F**.

### INTERFACE

|                            |            |
|----------------------------|------------|
| Access main menu           | <b>ESC</b> |
| Inventory                  | <b>I</b>   |
| Locker                     | <b>L</b>   |
| Character info             | <b>J</b>   |
| Groups and friends         | <b>U</b>   |
| District map               | <b>M</b>   |
| Options menu               | <b>O</b>   |
| Music player               | <b>P</b>   |
| Mission scores*            | <b>TAB</b> |
| Clan management            | <b>[</b>   |
| Toggle all HUD information | <b>END</b> |
| Repeat last hint           | <b>H</b>   |
| League tables              | <b>F4</b>  |

\*Action District only

## CAMERA CONTROL

|                                           |   |
|-------------------------------------------|---|
| Look behind                               | G |
| Zoom camera in                            | = |
| Zoom camera out                           | - |
| Cycle camera view                         | 0 |
| Start/Stop video capture (Awesome Button) | ; |

## CHAT WINDOW

|                         |            |
|-------------------------|------------|
| Open full chat window   | HOME       |
| Open quick chat window  | ENTER or / |
| Scroll up chat window   | PAGE UP    |
| Scroll down chat window | PAGE DOWN  |
| Close chat/send message | ENTER      |
| Cancel chat             | ESC        |
| Chat channels menu      | F6         |
| Console command menu    | F7         |
| Emote command menu      | F8         |
| Quick reply             | BACKSPACE  |

## AUDIO

|                         |            |
|-------------------------|------------|
| Play/Pause music player | Right CTRL |
| Next track              | >          |
| Previous track          | <          |
| Push to talk            | 7          |
| Push for privacy        | 8          |

# CHARACTER CREATION AND WORLDS

## SELECT YOUR FACTION

Select either CRIMINAL or ENFORCER and select MORE INFO to read more about each faction.

## PERSONA

In the Persona editor, create the appearance of your character. In Quick mode, select a gender and randomize a character. Advanced mode allows you to edit all the character parameters with millions of combinations at your disposal.

As you play *APB All Points Bulletin*, adjust your appearance using the Cash your character has earned.

**NOTE:** Your character's gender, faction, and name are locked forever once they are created.

## SELECT WORLD

Each world contains thousands of individual characters. Join the recommended world by selecting JOIN WORLD or select WORLD LIST to directly select a world.

**NOTE:** Characters cannot move between worlds once you've selected one. If you want to play with friends, make sure you create your character in the same world as them.

# ENTERING SAN PARO

## JOINING A DISTRICT

The city of San Paro is split into districts, specifically Action and Social districts. The Action districts support action-filled gameplay and the Social districts support socializing and customization.

Only a certain number of players can enter a district at one time, so there may be several instances, or copies, of the district running. Browse through and select the Instances tab on the district selection screen.

## TUTORIAL DISTRICT

The first time you play *APB All Points Bulletin*, you are taken to the Tutorial District, a special version of the Financial District. Here you are guided through basic gameplay with a short series of introductory missions. Upon completing the tutorial missions, move to an action district where the "real" game begins. If your character has completed the tutorial missions and exits the district, you are not able to return to the Tutorial District with that character.

## PLAYING APB ALL POINTS BULLETIN



### FACTIONS

There are two factions fighting for control of San Paro: enforcers and criminals. Every character is placed on one of these two sides.

### ORGANIZATIONS

Each faction is supported by two main organizations. The Praetorians and Prentiss Tigers support the enforcers, while the G-Kings and the Blood Roses support the criminals.



### CONTACTS

Each organization has contacts located across the districts. Contacts give you missions and sell you items.

### PROGRESSION AND REPUTATION

Develop your reputation by conducting business with San Paro's factional organizations. As you do things for an organization's contacts, your relationships grow and new opportunities emerge.

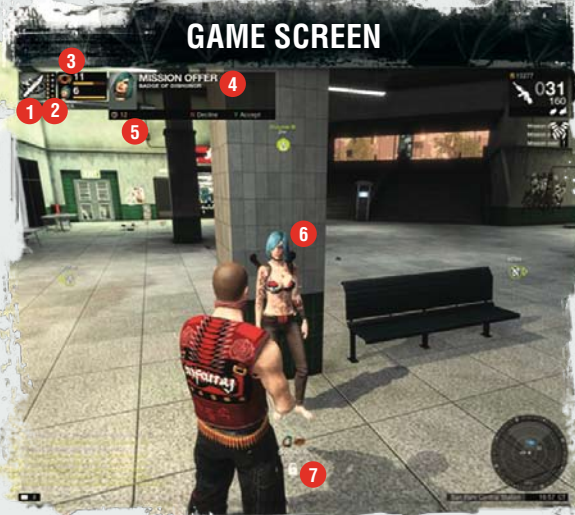
#### Standing

Your standing represents your reputation with your contacts and organizations. Completing a mission for a contact raises your standing with them and the organization they represent. The higher your standing, the better rewards you get.

#### Pledging

You automatically receive mission offers from available contacts, but pledging your allegiance to a single contact means you gain their rewards more rapidly. To interact with a contact, target them and press F. To pledge, select PLEDGE.

**NOTE:** When you reach a high enough standing with a contact, they refer you to a more senior member of their organization and, as a result, you can do missions for that contact too.



1 THREAT LEVEL

2 NOTORIETY/PRESTIGE

3 STANDING

4 MISSION OFFER

5 TIME REMAINING TO DECIDE  
WHETHER TO DECLINE OR  
ACCEPT THIS MISSION

6 CONTACT

7 UNLOCKED CONTACT INFORMATION

### NOTORIETY AND PRESTIGE

Your behavior and how effective you are at working for your contact are reflected by your notoriety (for criminals) or your prestige (for enforcers). Different levels of notoriety or prestige bring you different rewards or penalties; the higher notoriety or prestige, the better your rewards.

If you reach level 5, you become a valid target for all players in your current district, including members of your own faction if you're a criminal. They want to eliminate you and claim a special Cash bonus.

**NOTE:** A group's notoriety or prestige is normally equal to that of the player with the highest value. However, level 5 only applies to those players who have individually earned it. For more info about groups, see *Playing Together*.

## MISSIONS

When a contact offers you a mission, accept or reject it by selecting Y or N. There are hundreds of missions and all of them fall into one of four main categories:

**Contact missions** Engage in a task, such as attacking targets or capturing territory.

**Dispatches** Prevent the opposition from completing their mission.

**Calls for backup** Assist players from your faction when they are outmatched.

**Bounties** Special short missions where enforcers are tasked with bringing down criminals with high notoriety.

## PLAYING TOGETHER



*APB All Points Bulletin* allows you to team up with people from your own faction, find suitable missions, and confront opponents who match your threat level.

If you want to play in a temporary group of players and automatically do things (such as missions) together, create and organize a group via one of the following options:

- Use the Groups & Friends menu (press **U**) to view existing groups, invite people to join you, or advertise yourself as Looking for a Group (LFG).
- Target a member of your faction and press the **`** key to bring up the Inspect Character menu.
- Ask a player in an existing group to send you an invite.

If you're outmatched while on a mission, then request temporary backup from other players by pressing **B**.

**NOTE:** Only the group leader gets the mission offers and only they can choose to accept or decline them. Additionally, only group leaders can call for backup.

If you regularly play with the same players, you can set up or join a Clan. Clans persist between play sessions, have customizable features (like their name or symbol) and compete in Clan-only leagues. Press the **[** key to create and manage a Clan via the Clan Management screen.

## CHARACTER INFO



To bring up your character's information page, press **J**. Here you see your character's attributes as well as what equipment you are using. You also get a complete overview of your progression by reviewing the following:

- Your rating—a cumulative score representing your overall progression.
- Your threat level—an ongoing and fluctuating measurement of your success and skill at combat. Threat level is used by the matchmaking system to determine your potential impact within an opposed match.
- Your standing with every organization and contact.
- Your progression through your roles.
- Any achievements or rewards you have earned and those you have yet to gain.

**NOTE:** You can also see information on other characters by targeting them and pressing **`**. Doing this brings up the Inspect Character menu.

## EARNING REWARDS

Earn rewards in the following ways:

- Complete a mission** Successfully completing missions earns you Cash and increases your standing with the contact and/or organization that gave you the mission.
- Complete a dispatch, call for backup, or bounty** Completing dispatches, calls for backup, or bounties increases your standing with the contact or organization that gave you it.
- Perform actions** Perfectly executing certain actions during an opposed mission (such as offing someone from behind) unlocks special achievement rewards.

**Succeed in activities** Success in activities can advance a role and bring a reward; for example, the Hitman role is advanced by killing enemies.

**Increase your standing** Increasing your standing with a contact or organization until a certain level is triggered either unlocks a new item or has one mailed to you.

A high placing in an *APB All Points Bulletin* league table also nets a reward. To check current league standings, press **F4**.

**NOTE:** The weapons, vehicles, equipment, and upgrades you earn as rewards each have a minimum rating you must achieve before you can use them.

## OPEN WORLD ACTIVITIES

In addition to missions, you can also perform open world activities in San Paro. If you are a criminal, then ram-raid stores, steal cars, or mug citizens. Take any stolen goods to a local drop-off point and sell them for Cash. Remember, criminal behavior increases your notoriety. If you are an enforcer and you see criminal behavior, then “witness” it by pressing left **ALT**. If the crime has yet to be reported—and you are allowed to respond—hunt the criminal down! You can also recover stolen vehicles or items and return them to an enforcer drop-off for a Cash reward.

**NOTE:** A handcuff icon next to a player shows they are committing a criminal act.

## LOCKER, INVENTORY, AND AMMO

The equipment, vehicles, and items you currently own are kept in your locker. Open your locker to view your available items by pressing **L**; however you can’t use all of your items all of the time. See which items you are currently using by pressing **I** to open your inventory and then swap them with other items from your locker if the option is available. You can also buy extra ammo for all your weapons at the ammo vending machines. Use the map (press **M**) to find the nearest one.

**NOTE:** You can only swap items between your locker and your inventory when you are standing in front of a nearby ammo vending machine.

## MARKETPLACE

The Marketplace is *APB All Points Bulletin*’s built-in auction system where you can buy and sell items. You can access it from any marketplace kiosk in the Social District. Only items that have been manufactured or refurbished may be traded. Successful auctions have a small commission, which is deducted from the final sale amount. It is also possible to send items to other characters in your world via the mail terminals.

## CUSTOMIZATION KIOSKS

In the Social District there are five unique types of customization kiosks where you spend the Cash you’ve earned.

- Persona kiosk** Change your appearance and add tattoos or makeup.
- Wardrobe kiosk** Redesign your clothes, buy new ones, and create different outfits.
- Garage kiosk** Select a vehicle, customize it, or buy a new one.
- Music Studio kiosk** Create a theme that plays to your opponents when you kill them. You can also compose full-length songs.
- Designer kiosk** Create your own complex symbols and logos to place on vehicles or clothing and use as tattoos or graffiti.

## MUSIC PLAYER

The music player lets you choose the music you play in-game. Select **SETTINGS** to choose to have the music play back when you are on foot, or have it bump from your vehicle’s music system so everyone can hear it when you are driving a car.

You can add your own music to the library by selecting **IMPORT**. When you play music, embedded Last.fm technology ensures other players will hear the same track if it’s in their library and a track from the same genre if it isn’t.

## COMMUNICATION

You can communicate with other players in two basic ways:

- Chat Window** Press the **HOME** key to converse with other players and also use emotes (triggered animations) and console commands. Press **ENTER** to bring up a Quick Chat text box.
- Voice Chat** Wear a headset to chat with fellow players. This is voice-activated by default but can also be set to **PUSH TO TALK**. Your voice is audible to anyone near you and the members of your group.

## VIDEO CAPTURE AND THE AWESOME BUTTON

Start and stop recording a video of your gameplay to your hard drive by pressing the **;** key. To change the location of where the game saves your video files, select **CAPTURE SETTINGS** in the options menu.

Capture Settings also contains the **QUICK CAPTURE** option. Activating it means the **;** key becomes the Awesome Button. In this mode, *APB All Points Bulletin* is constantly pre-recording video as you play the game. When you press the **;** key, the game begins recording but is preceded by the previous 30 seconds of gameplay. With the Awesome Button enabled, you have a better opportunity to capture exciting moments that have just happened to share with your friends.

## SUPPORT CONTACT INFO

### EMAIL AND WEB SUPPORT

For instant access to all of our account, game, and technical support knowledge, please visit <http://www.apb.com/support>.

### CHAT SUPPORT

Please visit <http://www.apb.com/support> Monday through Friday during the hours of :

- 11am GMT to 7pm GMT in Europe
- 11am MST to 7pm MST in North America

### MAILING ADDRESS

Realtime Worlds, Inc.  
5480 Valmont Road, Suite 350  
Boulder, Colorado 80301  
USA

## PERFORMANCE TIPS

### PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:  
For NVIDIA video cards, visit [www.nvidia.com](http://www.nvidia.com) to locate and download them.  
For ATI video cards, visit [www.ati.amd.com](http://www.ati.amd.com) to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit [www.microsoft.com](http://www.microsoft.com) to download the latest version of DirectX.

### GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

### INTERNET PERFORMANCE ISSUES

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

This game uses the following TCP and UDP port(s) for Internet play:

**TCP Ports:** 80, 2106, 3720-3721 (for Vivox VOIP: 80, 443)

**UDP Ports:** 3722-3729 (for Vivox VOIP: 12000-17000, 3478-3479, 5060-5062)

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

# WARRANTY

**NOTE:** The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

## Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

## Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

**Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.**

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