

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- ▶ dizziness
- ▶ eye or muscle twitches
- ▶ disorientation
- ▶ any involuntary movement
- ▶ altered vision
- ▶ loss of awareness
- ▶ seizures
- ▶ or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- ▶ Use in a well-lit area and keep as far away as possible from the television screen.
- ▶ Avoid large screen televisions. Use the smallest television screen available.
- ▶ Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- ▶ Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- ▶ Do not bend it, crush it or submerge it in liquids.
- ▶ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ▶ Be sure to take an occasional rest break during extended play.
- ▶ Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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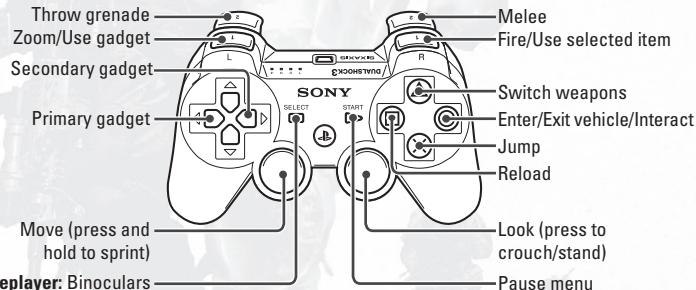
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

These are the default controller settings. To change your controller scheme or adjust sensitivity, select OPTIONS from the main menu, then select CONTROLS.

SIGNALS INTELLIGENCE: Take a screenshot at any time, in any mode, by holding down the **SELECT** button and then pressing the **START** button. Screenshots are saved to your profile at <http://www.battlefield.com/badcompany2>.

ON FOOT




Singleplayer: Binoculars
Multiplayer: Score (hold/Spot enemies/Team comms)

NOTE: Complete Controls section continued on p. 3.

GETTING STARTED

PLAYSTATION®3 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Battlefield: Bad Company 2* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

HINT: To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software

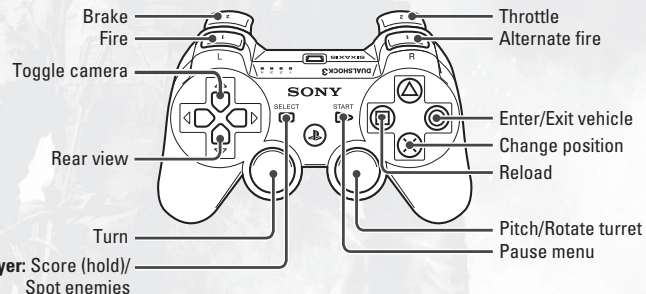
Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



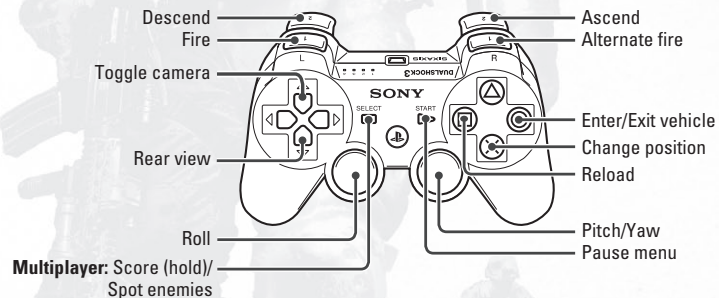
WWW.BATTLEFIELD.COM/BADCOMPANY2

COMPLETE CONTROLS (CONT.)

IN LAND VEHICLE



IN HELICOPTER



SETTING UP THE GAME

Before getting into the action, set up an Online ID to track all your trophies and memorable experiences.

LINKING YOUR ONLINE ID TO AN EA ACCOUNT

You need to link your Online ID to an EA Account to access the online features of *Battlefield: Bad Company 2*. If you have already linked your Online ID to an EA Account, you can play online instantly. If you have not linked your Online ID, you'll be prompted in the game to sign in with an existing EA Account or to create a new EA Account. Once the account is linked to your Online ID, you can then play online. Linking to an EA Account is easy ... all it takes is an e-mail address and a password.

SAVING AND LOADING GAMES

Battlefield: Bad Company 2 automatically saves your progress at certain checkpoints. Select **NEW CAMPAIGN** to launch a new single player game, or select **RESUME CAMPAIGN** to pick up at your last save point.

OPTIONS

- Controls** Review or change your controls and controller sensitivity.
Gameplay Enable or disable subtitles, hints, and aim assist.
Audio Change the master, music and dialogue volume level, or select your sound system (see below).
Video Adjust your picture's brightness and contrast.

SETTING YOUR SOUND

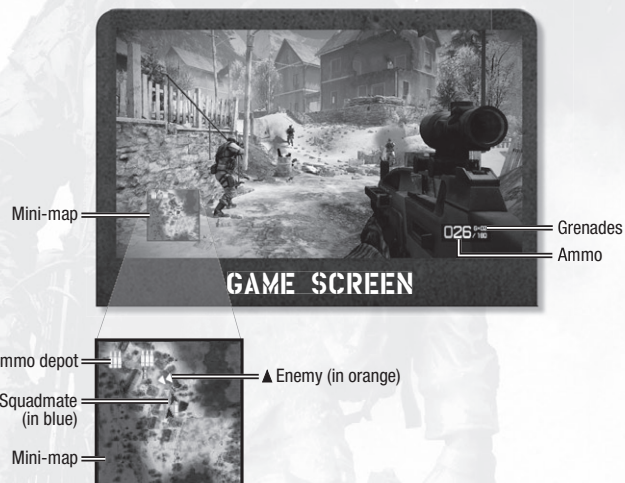
Customize your game's soundscape to take full advantage of your listening environment. Select **YOUR SOUND SYSTEM** from the Audio Options menu and enable the runtime Master Unit to optimize the mix for your audio setup.

Home Cinema	Mixed with full dynamic range for loud playback on large speakers.
Hi-Fi	The default setting with standard dynamic range for mid-sized speakers.
TV	Optimized for soft playback on small speakers with reduced dynamic range.
War Tapes	The most extreme setting for an intense audio experience.
Headphones	Specifically tuned for listening on headphones.

TWITTER

Follow *Battlefield Bad Company 2* on the official Twitter account to get new updates and the inside scoop at www.twitter.com/OfficialBFBC2.

PLAYING THE GAME



COMBAT

Take out the enemy by pressing the **R1** button to open fire. Press and hold the **L1** button for precision aiming; crouch (press the **R3** button) to steady your shot and make it tougher for enemies to hit you. Switch weapons by pressing the **△** button. Use your knife (**R2** button) for a stealth/melee kill.

Be sure to take cover where you can and keep moving before your cover is blown away—and you with it. You can also try sneaking around to flank enemy positions while your squadmates have them occupied.

WEAPON SUPPLY DROPS

All the weaponry you find is collectable, but you can only carry two weapons at a time. Switch out your current load-out by locating a Supply Drop. Once you make contact with the Drop, you can select any weapons you've unlocked.

SIGNALS INTELLIGENCE: Fill out your arsenal and earn Trophies by finding all the collectable weapons scattered through the levels. Some weapons are available only on specific levels.

HEALTH

A few hits in critical areas, and that's the end of you. When you see your own blood creeping in around the edges, take cover until your health regenerates.

GADGETS

Various items help you keep vehicles and squadmates in good repair ... or help you demolish mission targets. Press the directional buttons **←** to enable your primary gadget or press the directional buttons **→** for your secondary gadget. Press the **R1** button to use your active gadget.

SIGNALS INTELLIGENCE: After the enemy shoots your vehicle full of holes in a Multiplayer match, make sure you repair the damage to keep it in top shape. Equip your power tools, then press and hold the **R1** button until it's fixed up.

VEHICLES

If you see it, you can drive it. Press the **○** button to enter any vehicle and use it to tip the scales on the battlefield.

Heavy	Main Battle Tanks, Infantry Fighting Vehicles, and Anti-Aircraft vehicles
Light	Armored 4X4s and Quad Bikes
Air	Attack Helicopters, Transport Helicopters, and Unmanned Aerial Vehicles
Water	Personal Water Crafts and Patrol Boats
Stationary	Stationary, Anti-Air, and Anti-Tank weapons as well as mounted Heavy Machine Guns

TOTAL DESTRUCTION

Nowhere is safe. Every building and most cover objects can be chipped away or completely destroyed if enough firepower is trained on it. Anybody caught inside a collapsing building gets buried alive.

SINGLE PLAYER

Take your squad deep into hostile territory as an escalating U.S./Russia conflict threatens to turn America into a graveyard. Grab any vehicle you see, demolish any obstacles in your way, and race to uncover a Russian plot that could turn the tide of war in a single, devastating flash. The odds of survival aren't good. That's why they're sending *you*.

SIGNALS INTELLIGENCE: To view your objectives, press the **START** button to access the pause menu at any time.

THE SQUAD: BRAVO TWO



PRESTON MARLOWE (You)

Raised on two generations of war stories, Private Marlowe joined Bad Company to get some combat under his belt. Now, as Bad Company's latest "recruit," Marlowe's getting all the action he can handle. Maybe more.



SARGE (Squad Leader)

Sergeant Samuel D. Redford is the only soldier to actually request transfer to Bad Company. Some paint that decision as crazy or suicidal, but Sarge has his reasons. He used to buy into the whole military lifestyle, Mom and Apple Pie, all of it. Not anymore. Especially not after Sadiz.



SWEETWATER (Technical and Communications Specialist)

Private Terrence Sweetwater is too smart for his own good. He enlisted for the college scholarship his recruiter dangled in front of him, figuring his brains would keep him in the rear with the gear. And maybe they would have, if he hadn't "accidentally" uploaded a virus to a secure military network he wasn't supposed to access in the first place.

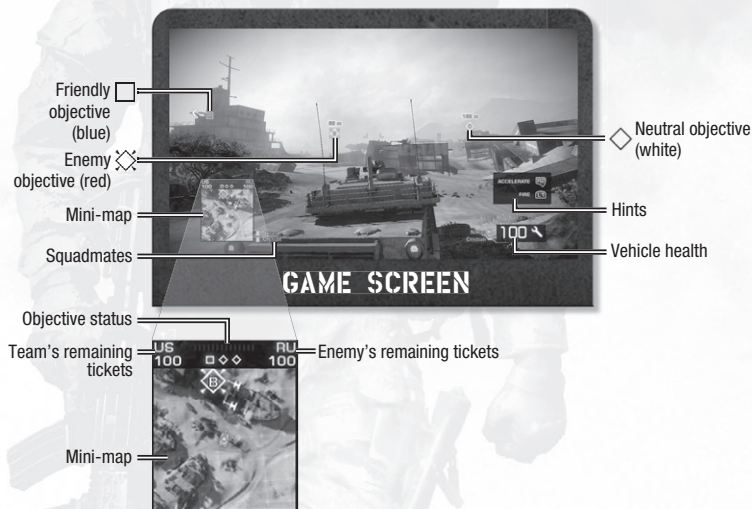


HAGGARD (Explosives Expert)

Private George Gordon Haggard, Jr. actually likes being in Bad Company. His better personality traits include low-impulse control, consistently poor hygiene, and an encyclopedic knowledge of explosives. The upside is that Haggard's a hell of a soldier. He's just a little ... unorthodox. And loud.

MULTIPLAYER

Take on the world in objective-based Multiplayer matches. Up to 24 players team up to defend key items and positions, or simply wipe the opposition off the map. Choose the gear that favors infantry or vehicle warfare, and see how long you can survive.



As your score increases, you unlock more gear and weapons to take into combat. Win bonus points by defending M-COM units, disabling charges set by the enemy, and assisting others on the battlefield. Visit www.battlefield.com/badcompany2 to see your complete gameplay stats.

SIGNALS INTELLIGENCE: Destroying M-COM units (in Multiplayer) or retrieving enemy intel from them (in Single Player) earns Trophies.

SQUAD PLAY

Twelve-man teams are broken down into four-player squads, and some game modes narrow things down to a Squad vs. Squad face-off. In all cases, the smart soldier sticks by his squad. A good squad can resuscitate fallen comrades, keep vehicles in good repair and watch each other's six, even in the worst situations. Work together to succeed.

When you're killed, you can choose to respawn at your squadmates location.

SIGNALS INTELLIGENCE: Your squad's names appear to the right of your map; the color those names appear in corresponds to their markers on your map. Other friendly squads appear in blue, enemies in red.

MODES

- Rush** Defend or destroy pairs of M-COM stations for as long as reinforcements hold out. A M-COM station can also be destroyed when a building is collapsing down on it.
- Conquest** Capture and hold flags for as long as possible against all comers. Vehicles unlock as control points are held. Bonus points for inflicting casualties on the opposition.
- Squad Rush** Rush played tight, as two squads go head-to-head over two single M-COM stations. Blow the stations or bury all enemy reinforcements to win.
- Squad Deathmatch** Four squads and one Infantry Fighting Vehicle roam the map. Nail the other squads before they nail you. First squad to fifty kills wins.

MAPS

Use the recommended battle tactics to dominate your enemies on all ten unique landscapes.

OPERATION NAME	GAMEPLAY CHARACTERISTICS	SETTING
Panama Canal	Infantry	Industrial
Valparaíso	Infantry/Vehicle	Jungle
Isla Inocentes	Infantry/Vehicle	Archipelago
Atacama Desert	Vehicle	Desert
Arica Harbor	Infantry/Vehicle	Urban
White Pass	Infantry	Urban
Laguna Presa	Infantry	Jungle
Port Valdez	Vehicle	Industrial

INITIAL VIP MAPS

OPERATION NAME	GAMEPLAY CHARACTERISTICS	SETTING
Laguna Alta	Infantry/Vehicle	Woodland
Nelson Bay	Infantry	Forest, Night

KITS

Kits are your weapon and gear load-out for the battlefield. Select the kit that best fits the trouble you're expecting ... or the trouble you want to cause. Choose wisely and erase the enemy.

- Assault** The tip of the spear in any offensive, Assault grunts typically carry heavy combat rifles and grenade launchers to quickly clear a path.
- Engineer** Combat mechanics who are equally adept at repairing friendly vehicles and destroying enemy armor. Engineers pack SMGs for human targets.
- Medic** The Hippocratic Oath takes a back seat to these field medics, who carry pills and defibrillators for friendlies and a light machine gun for all others.
- Recon** Masters of stealth, Recon specializes in sniping tangos, sabotaging vehicles with C4, or calling in mortar strikes via special binoculars.

UNLOCKS

Earning points in Multiplayer matches unlocks special gear and upgraded weaponry; select them in Multiplayer lobby. Any unlocked items are available the next time you join a match or respawn.

Equip kit gadgets by pressing the directional buttons ← to enable your primary gadget or pressing directional buttons → for your secondary gadget. Soldier/vehicle specializations are automatically equipped when choosing them on the spawn screen.

The End of Round Scoring page also shows your progress and helps you plan your career. You can see your progress by accessing the Weapons and Gadgets and Specializations pages off the Multiplayer menu.

SIGNALS INTELLIGENCE: Use the mini-map to find teammates who need a medic (yellow crosses) or a vehicle that needs repair (wrenches). Lend a hand to earn bonus points and improve your chances for victory.

Visit the *Battlefield: Bad Company 2* website at <http://www.battlefield.com/badcompany2> to extend your game experience! View detailed player profiles for yourself or your friends, browse the leaderboards to see how you compare to the best players in the world, and share your thoughts in the forums. The site is also your one-stop destination for the latest news, blog posts and information straight from DICE.

PLAY ONLINE

EA ONLINE REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. YOU MUST BE 13+ TO REGISTER. EA ONLINE TERMS & CONDITIONS AND UPDATES ARE FOUND AT WWW.EA.COM. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

A PlayStation®Network account is required to play *Battlefield: Bad Company 2* online. You can set up a PlayStation®Network account in the System Software that appears when your PS3™ system is turned on without a disc inserted.

PLAYING ONLINE

In order to play *Battlefield: Bad Company 2* online, you must create a PlayStation®Network account by following the on-screen instructions. If you already have a PlayStation®Network account, you are able to access online features automatically.

PLAYING BEHIND A FIREWALL OR ROUTER

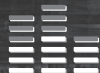
This game uses the following network ports for playing online. If you are running a firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound:

TCP Ports: 80, 18121, 18126, 13505

UDP Ports: 10000, 18126

If you are having difficulty connecting to other players online and your Internet connection is behind a router using NAT (Network Address Translation), you may need to enable port forwarding on your router by forwarding all data on ports UDP 10000 and UDP 18126 to the IP address of your PS3™ system. Alternatively, you can put your router into a DMZ—please consult your router help files for details on how to do this.

For more information on firewalls, port forwarding, and DMZs, please visit EA Technical Support at: <http://support.ea.com>.



**YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/**

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.

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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) 628-1001

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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