# ⚠ WARNING: PHOTOSENSITIVITY/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.

# CONTENTS

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

# BE THE WEAPON

Something's gone horribly wrong in New York City, and there are rumors of a possible Ebola virus outbreak causing a widespread humanitarian crisis. Alcatraz and the rest of 1st Recon are a little skeptical over the reasons for sending in trained soldiers to handle a virus. Whatever is happening, it's serious, and— whether they like it or not—they're going in.

**WWW.CRYSIS.EA.COM**

# 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 *Crysis™ 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.

🏆 **TROPHIES:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

## 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.

# CAMPAIGN CONTROLS

## GENERAL GAMEPLAY

Below are the controls necessary to navigate and fight your way through New York.

| PLAYER CONTROLS (DEFAULT CONFIGURATION) | |
|---|---|
| Move/Strafe | left stick |
| Look/Rotate | right stick |
| Sprint | **L3** button |
| Melee | **R3** button |
| Power melee | **R3** button (press and hold) |
| Aim/Weapon sights | **L1** button (press and hold the **L3** button to steady aim) |
| Fire weapon | **R1** button |
| Toggle armor | **L2** button |
| Toggle cloak | **R2** button |
| Change weapons | △ button |
| Equip grenades | △ button (double-tap) |
| Jump | ✖ button (press and hold to power jump) |
| Reload/Grab/Pick up | ◯ button (tap)/◯ button (press and hold)/◯ button (press and hold) |
| Toggle crouch | ◯ button |
| Toggle visor | directional button ⬆ |
| Toggle Nanovision | directional button ⬇ |
| Toggle fire modes | directional button ⬅ |
| Cycle explosives | directional button ➡ |
| Activate support bonus (multiplayer only) | directional button ➡ |
| Scoreboard (multiplayer only) | **SELECT** button |
| Pause menu | **START** button |
| Nanosuit customization | **SELECT** button |
| Weapon customization | **SELECT** button (press and hold) |

**SURVIVAL TIP: Remain Unseen**

When maneuvering into a position or you find yourself in a potentially dangerous/open area, use the Nanosuit Stealth mode. Enemies can't shoot what they can't see.

| VISOR MODE | |
|---|---|
| Zoom | **L1** button |
| Highlight enemy/objective | ⊕ button |

**SURVIVAL TIP: Tactical Options**

The Visor mode displays tactical options for increased battlefield awareness and strategic advantage.
Pay attention to your tactical options to fully exploit every environment and gain the upper hand in combat.

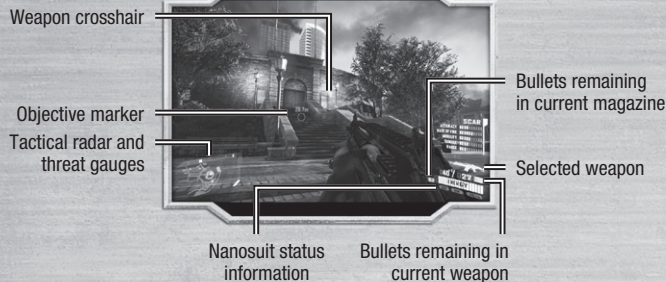| VEHICLE CONTROLS | |
|---|---|
| Steer | left stick |
| Look | right stick |
| Accelerate | **R2** button |
| Reverse | **L2** button |
| Fire primary weapon | **R1** button |
| Fire secondary weapon | **L1** button |
| Get out | ⊕ button |
| Toggle seats | ◎ button |
| Handbrake | ✕ button |
| Lights | directional button ⬆ |
| Toggle Nanovision | directional button ⬇ |
| Pause menu | **START** button |

# PLAYING THE GAME

## MISSION INFORMATION

### OBJECTIVES

As your mission evolves, your briefing and objectives are updated and displayed on Alcatraz's HUD. Objectives are briefly shown at the top of the screen and then given an objective marker as a waypoint to follow.

## FIELD EQUIPMENT BRIEFING

### HEADS-UP DISPLAY

The Nanosuit 2.0 is the latest secret weapon of the U.S. Special Forces, granting operatives a range of enhanced abilities. The suit features an integral heads-up display (HUD) utilizing a satellite uplink to place essential tactical information directly into view.

## GAME SCREEN



Weapon crosshair
Objective marker
Tactical radar and threat gauges
Bullets remaining in current magazine
Selected weapon
Nanosuit status information
Bullets remaining in current weapon

## TACTICAL RADAR AND STEALTH METER

Stealth tactics are key to surviving the streets of New York. Stay alert and monitor the threat status data to remain undetected.

**NOTE:** The Tactical Radar becomes redder as your detection level increases. Enemy icons change from green to yellow to red as enemies become more aware of your location. After you clear an area, a radar pulse ripples across the map.

**NOTE:** Enemies in a state of alert (yellow arrowheads) or in combat (flashing red arrowheads) appear on the Tactical Radar even if you haven't tagged them. Vehicles appear as white outlines once tagged.

## THREAT ANALYSIS

Your HUD displays two variables: your current risk of detection and the enemy's alert status.

▶ If the enemy alert status begins to rise, act quickly to minimize your visibility or move away from your current position.

## HIT DETECTION

Instant analysis of incoming projectiles allows the Nanosuit to pinpoint the location of any enemy that scores a hit, allowing you to retaliate accurately. Stay alert for a dial around your crosshair indicating the direction of incoming fire.

## TACTICAL VISOR

Use the visor to locate enemy units—and track them in both the Tactical Radar and HUD displays. Press the directional button ⬆ to use them and adjust zoom depth by pressing the **L1** button. To track enemies in the Tactical Radar and HUD, use the visor to tag them. Get a clear view of a unit and center the crosshair on it to fix its position—press the ⊕ button to begin tracking a unit you have highlighted.

Vehicles are tagged the same way, but do not display the alert colors. View tagged enemies through walls or when they are out of your direct line of sight. All units remain tagged until dispatched or destroyed.

# USING THE NANOSUIT 2.0

The all-new Nanosuit is streamlined to quickly adapt to any combat situation. During combat, power is temporarily channeled to boost the Nanosuit's armor or stealth abilities. Each of these abilities caters towards a specific battlefield mentality and it is up to you to decide how to approach each situation.

**SURVIVAL TIP: Keep Moving**

Use your Nanosuit's abilities to give you that extra burst of speed and get you into cover. It might save your life. It's hard to get a bead on you when you are a blur diving behind a concrete wall.

## ARMOR

By focusing power within the Nanosuit's armor capabilities, Alcatraz is able to bolster his strength and can even improve his combat awareness with further upgrades. The Nanosuit's armor abilities absorb damage during hectic firefights or cushion the shock of a would-be fatal fall. The armor abilities are best utilized when discretion is thrown out the window for Alcatraz to neutralize the situation as soon as possible.

## STEALTH

When power is diverted to the Nanosuit's stealth feature, advanced camouflage is activated and Alcatraz is able to disappear into his surroundings. Use camouflage to sneak up on enemies and perform stealth kills, or simply use the advantage to walk by unnoticed.

## MODULES

Through upgrades, the Nanosuit may also be equipped with passive power and tactical modules. These modules do not need any additional power and are always active once installed.

## UPGRADING THE NANOSUIT 2.0

Alcatraz is able to collect Nano Catalyst from the bodies of dead aliens and apply their technology towards his Nanosuit. Once enough Nano Catalyst is collected, apply it to specific Nanosuit modules that unlock new abilities. Access the Nanosuit Modules menu to view the Nanosuit's available upgrades. Nano Catalyst can be spent on one of the suit's four main capabilities: Armor, Power, Tactical, and Stealth.

## WEAPON ATTACHMENTS

To improve Alcatraz's efficiency on the battlefield, make sure to always equip the proper weapon loadouts before entering a firefight. By accessing the Weapon Attachments menu, you can customize Alcatraz's weapons with available attachments he has collected. Press the corresponding on-screen buttons to cycle through available attachments. Equip scopes to land a distant kill shot, attach silencers for muffled takedowns, and discover new attachments to unlock even more destructive potential.

**SURVIVAL TIP: Sniper Scope**

The sniper scope gives you an additional level of zoom when you press the (R3) button.

**SURVIVAL TIP: Power Slide**

Power slide by pressing the ⊙ button while sprinting. This allows you to fire your weapon as you slide, kick using melee, or slide to cover.

# VEHICLES

While fighting through New York, Alcatraz comes across vehicles he is able to commandeer and drive. Vehicles not only provide transportation, but also deliver firepower through mounted MGs or provide cover in dire situations. Upon entering a vehicle, Alcatraz's Nanosuit HUD is synchronized for seamless control with the vehicle's built-in heads-up display.

# MAIN MENU

## RESUME GAME

Select RESUME GAME to continue your single player campaign from your last saved checkpoint.

## CAMPAIGN

Access the Campaign menu from the main menu in order to start a new single player game or revisit completed missions. The mission to save New York starts here.

## SAVING & LOADING

While playing *Crysis 2*, your progress is automatically saved via a number of mid-mission checkpoints. After dying, the Nanosuit reboots and Alcatraz respawns at the last activated checkpoint.

## CAMPAIGN MENU

| | |
|---|---|
| **New Campaign** | Begin a new campaign. Choose to play the game on RECRUIT, SOLDIER, VETERAN, or SUPERSOLDIER difficulty. |
| **Replay Mission** | Start a previously completed mission from its beginning. |

## EXTRAS

| | |
|---|---|
| **Nanosuit Showroom** | Visit the Nanosuit Showroom to examine the details of how the Nanosuit works. View modules for stealth, armor, and power configurations of the Nanosuit, and modules for the Tactical Visor. |
| **Service Record** | The Service Record menu displays your kills, deaths, accuracy percentage, and headshots. View suit usage and weapon and ammo-related statistics. |
| **Collectibles** | The Collectibles menu allows you to view background information and concept artwork unlocked by collecting in-game rewards. |
| **Unlocks** | Replay videos and music unlocked during your play. |
| **Credits** | View the game credits. |

# SETTINGS

Select SETTINGS from the main menu to change settings within the game and view the controls.

## SETTINGS MENU

**Game**              Adjust in-game options such as subtitles, vibration, or aim assistance.
**Sound**             Adjust the music volume, sound FX volume, or dialog volume.
**Brightness**        Adjust the game brightness.
**3D Options**        Adjust the 3D options.
**Controls**          Change controller options or view the controls.

# PLAY ONLINE

ACCESS TO ONLINE FEATURES AND/OR SERVICES INCLUDING ONLINE MULTIPLAYER REQUIRES A PLAYSTATION®NETWORK ACCOUNT. ACCESS TO FULL ONLINE FEATURES AND/OR SERVICES REQUIRES A MYCRYSIS ACCOUNT, ACCEPTANCE OF THE MYCRYSIS TERMS OF USE WWW.MYCRYSIS.COM/TERMS, AND MYCRYSIS PRIVACY POLICY WWW.MYCRYSIS.COM/PRIVACY. YOU MUST BE 17+ TO REGISTER FOR A MYCRYSIS ACCOUNT. ONLINE FEATURES CAN BE RETIRED WITH 30 DAYS' NOTICE POSTED ON WWW.MYCRYSIS.COM.

A PlayStation®Network account is required to play *Crysis 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 *Crysis 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, 443

**UDP Ports:** 3658

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 port UDP 3658 to the IP address of your PlayStation®3 system. Alternatively, you can add the IP address of your PlayStation®3 system into the DMZ section of your router, or if supported, enable UPnP—please consult your router help files for details on how to do this. For more information on firewalls, port forwarding, and DMZs, please visit our online Support Center at: http://support.ea.com.

# MULTIPLAYER

Up to 12 fighters battle it out in a variety of game modes. Your character grows with experience, allowing you greater control over your equipment loadout and suit module selection. Take up arms with the Marines or C.E.L.L., and battle for supremacy.

## MAIN MULTIPLAYER MENU

**Quick Match**           Choose a game type and then jump into a game with automatically chosen teammates and opponents.
**Private Match**         Create a private match. You may select the game type, invite friends, and adjust certain match settings.
**Operative Status**      View the service record, leaderboards, dog tags, skill assessments, and clan tag of your multiplayer character. Also review the summary of the unlocks you have received.
**Customize Equipment**   Choose your equipment loadout for multiplayer matches.
**Settings**              Adjust the volume of in-game audio, change controller settings, and more.
**Download Content**      Check for new downloadable content.
**MyCrysis**              Link your user profile and redeem promo codes to experience new features.

## GAME TYPES

Game types decide the objectives and rules for every multiplayer match. Game types may be automatically updated from the *Crysis 2* servers.

**Instant Action**        This is the basic non-team death match. You must kill enemies to score points.
**Team Instant Action**   This is the basic team-based death match. You must kill enemies to score points, and the first team to reach the score limit wins.
**Crash Site**            Capture energy from downed alien pods while preventing the enemy team from doing the same thing.
**Assault**               Nanosuit operatives must download data from terminals defended by black ops soldiers. This is a single life mode with no ability to respawn.
**Capture the Relay**     Capture the enemy's relay and return it to your base to score. The team with the highest number of captures wins.
**Extraction**            Extract Nanosuit-enhancing alien bio-ticks from defended locations. Capture all of the ticks to win.

# MYCRYSIS

When logging in for the first time, you are asked if you want to join MyCrysis.com. Being a member of the MyCrysis community gives you access to statistics and leaderboards and enables you to compare your gameplay performance with your friends and the rest of the world. MyCrysis.com also offers all the latest news and media plus an active online community with regular ongoing, discussions in official forums.

# EXPERIENCE

After completing a match, you gain XP. XP serves to both track your progress and unlock new and enhanced weapons and suit modules. The XP you gain is a combination of your match score, match bonus, and XP earned during that match by fighting other players and completing various in-game objectives. You begin as a Recruit I, and as you earn XP, you gain rank. You earn XP differently, based on the game mode, and focusing on killing the other team is not necessarily the best way to gain rank. Focus on completing game objectives, as well as killing the other team, for best results.

In addition to XP gained from matches, you earn Power XP, Armor XP, and Stealth XP based on how you used your Nanosuit when completing a battle. Actively using your weapons and getting kills in matches also raises the level of those weapons as you meet and exceed certain milestones.

# SUIT MODULES

Suit modules allow you to increase or enhance specific aspects of your Nanosuit while competing online. You may select one module from each of the three types of modules: Armor, Stealth, and Power. Picking appropriate modules for your loadout and gametype can spell the difference between life and death on the field of battle. The more you use a suit module, the more XP, modules, and powers you gain.

Suit modules can also be upgraded through three levels, unlocking new abilities.

# ARMOR MODULES

| | |
|---|---|
| Threat Tracer | Highlights incoming bullet paths. |
| Proximity Alarm | Automatic warning when an enemy is nearby. |
| Nano Recharge | Faster health recharge. |
| Detonation Delay | Delays the detonation of nearby enemy grenades. |
| Air Stomp | Performs a powerful downwards attack when in the air. |
| Energy Transfer | Restores energy with each kill. |
| Armor Enhance | Reduces drain speed of energy in Armor mode. |

# STEALTH MODULES

| | |
|---|---|
| Blind Spot | Provides protection from the Maximum Radar bonus (see *Support Bonuses*). |
| Stealth Enhance | Provides faster transition in and out of Stealth mode. |
| Covert Ops | Suppresses the sound of footsteps. |
| Jammer | Scrambles the radar of enemies within a 10m range. |
| Tracker | Highlights enemy routes. |
| Cloak Tracker | Identifies when enemies enter Stealth mode. |
| Visor Enhance | Highlights enemies through weapon scopes. |

# POWER MODULES

| | |
|---|---|
| Side Pack | Allows an additional magazine of primary ammunition to be carried. |
| Weapon Pro | Faster weapon reloading. |
| Loadout Pro | Allows an additional primary weapon to be carried in place of a secondary. |
| Rapid Fire | Faster fire rate on primary weapons. |
| Point Fire Enhance | Reduces the spread of primary weapons when shooting from the hip. |
| Aim Enhance | Decreases weapon recoil when aiming down the sights. |
| Mobility Enhance | Reduces energy drain from sprinting and jumping. |
| Retriever | Automatically collects dropped enemy dog tags. |

## SUPPORT BONUSES

Support bonuses are rewarded by collecting dog tags when successfully taking down an opponent. Each map has its own unique selection of bonuses, but all help your team win the match. Be warned: if you are killed, your total dog tag count gets reset to zero and you must start collecting again on your next spawn. Although you lose total dog tags on death, earned bonuses are usable for the entire match once earned.

# STRATEGIC TOOLS

| NAME | DESCRIPTION |
|---|---|
| MAXIMUM RADAR | Highlight enemies on the radar |
| RADAR JAMMER | Scramble the radar of all enemies |
| ORBITAL STRIKE | Unleash a devastating orbital beam attack |
| NANOSUIT JAMMER | Deploy a Nanosuit disruption capsule |
| CEPH AIRSTRIKE | Summon a Ceph Gunship to bombard enemies |
| MAXIMUM NANOSUIT | Overcharge your Nanosuit armor |

# EQUIPMENT MENU

Weapons and explosives are key to winning a match. Going into battle on the front lines with a sniper rifle or attempting to hold down a rear guard position with a handgun are sure to lead to your doom. Pick the appropriate weapon for the situation and your playing style before going into battle by selecting a preset loadout or customizing one of your own. Using weapons and completing skill challenges with them give you extra XP and access to other rewards.

**SURVIVAL TIP: Tools for the Job**

Weapons have different attributes and some situations are better dealt with using one weapon over another.

| Assault | | |
|---|---|---|
| | Primary Weapon: | SCAR (assault rifle) |
| | Secondary Weapon: | Hammer (pistol) |
| | Explosives: | M17 Frag Grenades |
| | Armor Module: | Air Stomp |
| | Stealth Module: | Stealth Enhance |
| | Power Module: | Side Pack |
| Scout | Primary Weapon: | Jackal (semi-auto shotgun) |
| | Secondary Weapon: | M12 Nova (pistol) |
| | Explosives: | Flash Bang Grenades |
| | Armor Module: | Air Stomp |
| | Stealth Module: | Covert Ops |
| | Power Module: | Weapon Pro |
| Sniper | Primary Weapon: | DSG-1 (sniper rifle) |
| | Secondary Weapon: | M12 Nova (pistol) |
| | Explosives: | Flash Bang Grenades |
| | Armor Module: | Proximity Alarm |
| | Stealth Module: | Stealth Enhance |
| | Power Module: | Side Pack |
| Gunner | Primary Weapon: | Mk. 60 Mod 0 (machine gun) |
| | Secondary Weapon: | Hammer (pistol) |
| | Explosives: | M17 Frag Grenade |
| | Armor Module: | Armor Enhance |
| | Stealth Module: | Covert Ops |
| | Power Module: | Weapon Pro |
| Custom | Weapons, explosives, and module-specific enhancements are user-determined. | |

# PAUSE MENU

| Resume Game | Jump back into the action. |
|---|---|
| Change Equipment | Access the Equipment menu. |
| Options | Adjust the volume of in-game audio, change controller settings, and change other options. |
| Leave Game | Leave the match. |

# 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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### 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

## Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

### Technical Support Contact Info

**E-mail and Website:** For instant access to all of our technical support knowledge, please visit http://support.ea.com.
**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.
**Mailing Address:** Electronic Arts Technical Support
        9001 N I-35 Suite 110
        Austin, TX 78753

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

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