

The cover art for Battlefield 2: Modern Combat depicts a chaotic urban battle scene. In the foreground, a main battle tank is positioned on a city street, with soldiers on top. To the left, a military vehicle is exploding in a large fireball. In the background, several helicopters are engaged in combat, with bright light trails from their weapons. The overall atmosphere is one of intense action and destruction.

**BATTLEFIELD 2**  
MODERN COMBAT™



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console 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.

### **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- ★ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ★ 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 compact 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

**Check out EA™ online at [www.ea.com](http://www.ea.com).**



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## CONTROLS

ACTION	COMMAND
Move/Drive	left analog stick
Aim/Look around	right analog stick
Fire	R1 button
Zoom weapon	R3 button (click)
Prone to crouch/Crouch to stand/Jump (when standing)	L1 button
Stand to crouch/Crouch to prone	L2 button
Dive to prone (when standing)/Jump to feet (when prone)	L2 button (tap twice)
Change weapon	R2 button (hold) + right analog stick
Reload	⊙ button
Enter/exit (or eject from) vehicle/stationary weapon	⊗ button
Open parachute (when falling)	△ button

## MULTIPLAYER

Speak (headset required)	⊞ button
Pick up kit	△ button
Toggle 3D map	D-button ←
Toggle flag type and distance indicator	D-button →
Zoom map/minimap	D-button ↕
Combat zone overview screen	START button
Scoreboard	SELECT button

## SINGLE PLAYER

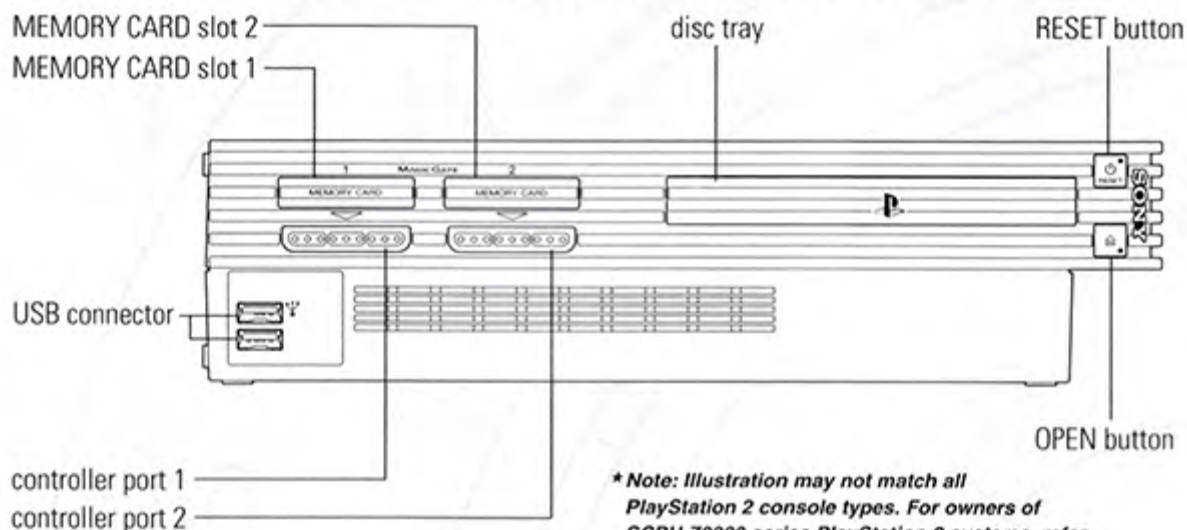
Hotswap	⊞ button
Pause screen	START button

## IN VEHICLES

Command a nearby Trooper to enter your vehicle and take over gunner duties (single-player only)	⊙ button
Drive land vehicle/Steer helicopter	left analog stick
Helicopter pitch and rotation	right analog stick
Accelerate (land vehicles)	L1 button
Brake/Reverse (land vehicles)	L2 button
Change camera	R2 button
Change vehicle position	△ button
Aim turret	right analog stick
Shoot while driving (single-player only; you must have a gunner and the vehicle's driving position cannot control a main weapon)	⊙ button to switch to gunner view, then R1 button to fire

# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



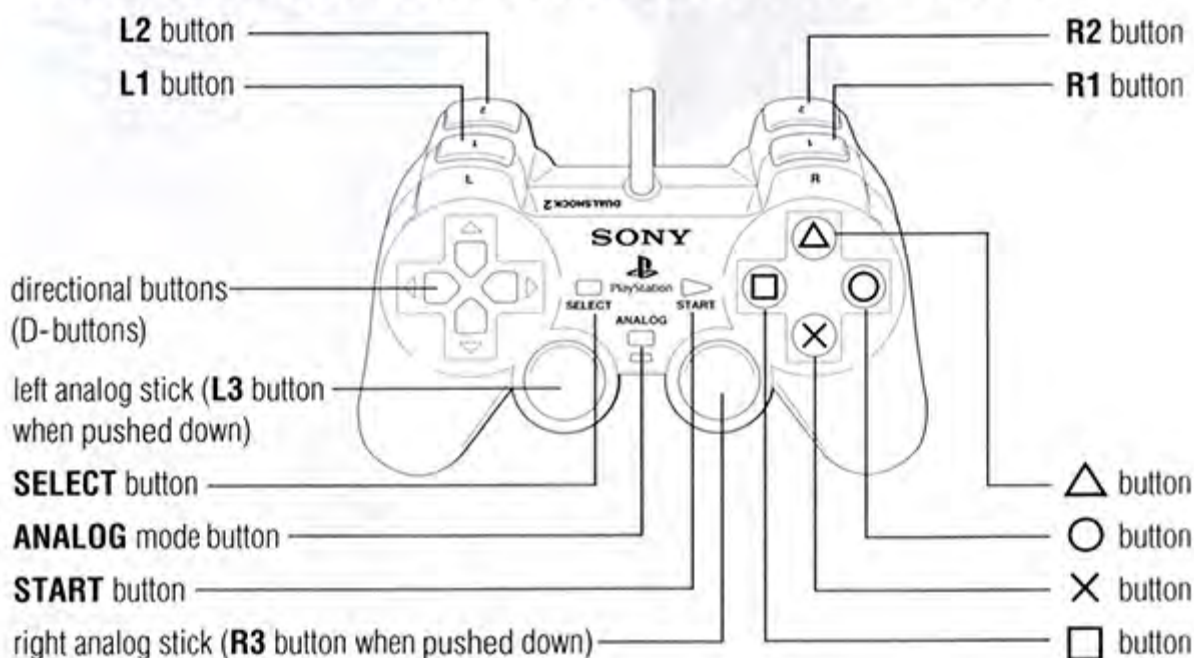
*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Battlefield 2: Modern Combat™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.



# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## PLAYING THE GAME

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

## TROOP TYPES

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

### ASSAULT

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

### SNIPER

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

- ★ To "paint" a target with the laser designator, hold down the fire button. A lock progress bar tells you how long you have to keep the target painted until you get a lock on it for the missile strike.
- ★ Press the fire button with the forward observer GPS unit selected to reveal enemy positions in your area. Enemies appear on your and your teammates' minimaps for a short period of time or until you switch weapons, whichever comes first.
- ★ For single-player missions without snipers, enemies appear on the minimap at all times.



## SPECIAL OPS

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

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

## ENGINEER

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

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

## SUPPORT

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

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

## SAVING AND LOADING

Set up a campaign to save files to, or load files from your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

**NOTE:** Never insert or remove a memory card when saving or loading files.

The game prompts you to create or load a campaign upon start-up. You can manually save single-player games between missions, or turn Autosave ON (either when you create the campaign or through the Pause > Settings screen) to have the game do it for you.

## PLAY ONLINE

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

**REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. YOU MUST BE 13+ TO REGISTER ONLINE. ONLINE FEATURES PROVIDED BY GAMESPY. AGREEMENT TO GAMESPY/IGN'S TERMS AND CONDITIONS IS REQUIRED TO PLAY ONLINE. SEE [gamespyarcade.com/legal](http://gamespyarcade.com/legal) AND [battlefield.ea.com](http://battlefield.ea.com) FOR MORE INFORMATION. ONLINE PLAY REQUIRES USE OF INCLUDED ANTI-CHEAT SOFTWARE.**

**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [battlefield.ea.com](http://battlefield.ea.com).**

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Battlefield 2: Modern Combat* online. *Battlefield 2: Modern Combat* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

### Playing Online

In order to play *Battlefield 2: Modern Combat* online, you must create a Your Network Configuration file and a new Gamespy account by following the on-screen instructions. Once you have your new Gamespy Account and a Network Configuration saved on a memory card, they appear automatically.

### Playing Behind a Firewall

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, make sure your modem/firewall/router allows all out-bound (console to Internet) TCP/UDP connections.



# MULTIPLAYER GAME SCREEN

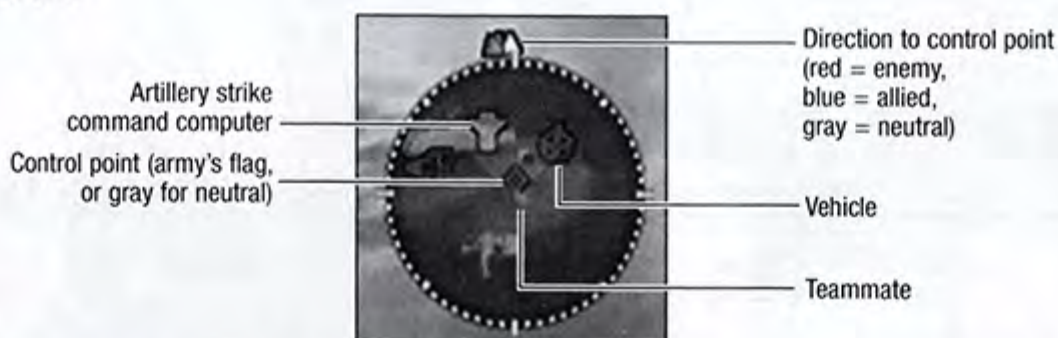


- ★ Your target icon turns red when you are targeting an enemy, and small red arrows appear when you score a hit. Small blue arrows indicate when you hit an allied troop.

## SCOREBOARD

Press the **SELECT** button during gameplay to bring up the scoreboard. From the scoreboard you can select a player to access the Vote to Kick, Mute, Add as Friend, and Invite to Clan options.

## MINIMAP



- ★ If an enemy is capturing an allied flag it flashes red on the minimap when it is neutralized. If a teammate is capturing an enemy flag it flashes blue once it is neutralized.

# ONLINE GAME MODES

There are two online game modes: Conquest and Capture the Flag.

## CONQUEST

In Conquest mode, your team tries to take command of the control points on the map while fighting off the enemy. Hold a majority of the control points to drain your enemy's tickets (number of soldiers remaining). The team that loses all of its tickets first loses the match.

## CAPTURE THE FLAG

In Capture the Flag mode, you must infiltrate the enemy's base and return their flag back to your base, while stopping the enemy from doing the same. The winning team is the one with the most enemy flags captured when time runs out.

- ★ Your team can only score a flag capture if your own flag is secure at your base.

# MULTIPLAYER MENU

Access the different screens of the multiplayer menu to set up your game and profile and to connect to an all-out war online.

### Find Game

Set filters to find your preferred server/game type, then connect to a game and take the fight to the enemy.



<b>Play Now</b>	Quickly connect to the best server available. If you don't like the first choice presented to you, you can refresh until you find one that suits your style.
<b>BF:HQ</b>	Get even more out of your online experience via the Friends, Clan, Community, and Stats screens.
<b>Options</b>	Set in-game options for controls, volume, and more.

## REWARDS

You're here to do a job, soldier. Do it well and your efforts will not go unrecognized. Pull off acts of bravery and heroism on the battlefield and receive medals and ribbons as well as points for your outstanding service. Those points earn you promotions, from Private up to 5 Star General.

**NOTE** Your multiplayer rank is separate from your single-player rank.

## EARNING POINTS

The most common way to earn points is by taking out enemies. There are several other ways to earn points in multiplayer play, such as healing teammates (when playing as a support soldier), repairing manned friendly vehicles (when playing as an engineer), or driving a vehicle in which a passenger scores a kill.

In Conquest games, you can earn points by neutralizing or capturing flags. In Capture the Flag games, the biggest point boost comes from capturing a flag. Killing enemy flag carriers, enemies within your home base, or enemies who are threatening your flag or flag carrier all earn bonus points. Other point bonuses come from returning your flag, picking up an enemy flag after a teammate has dropped it, or driving a flag carrier.

## ARTILLERY STRIKE

Any player can call an artillery strike on any position on the map. All you need to do is walk up to the map's command computer and log on (press the **X** button).

★ Artillery strikes are only available at certain intervals. When one is available, a bomb icon appears over the command computer location on your minimap.

Once you are logged on, you see a map with a crosshair and the locations of allied and enemy forces. Pan the map and zoom in/out by pressing the D-button. Move the crosshair to your target by pressing the left analog stick, then press the fire button to rain down death and destruction from above.

## FRIENDS

Press the **C** button from the Multiplayer menu or BF:HQ screen to access the Friends screen. If a friend is playing online and there is enough room on the server you can jump directly into that game. You can also view your friends' stats, invite friends to join your clan, check your inbox, and send friends messages.

★ To add a friend, press the **C** button and enter their Persona name or select them from the Recent Players list.

From your inbox, you can receive and respond to friends' requests, clan requests, game invites, and messages. More stats and messaging options are available through the My Clan screen.

## CLAN MATCHES

In order to play a clan match you must first create a clan from the Multiplayer menu (go to BFHQ > Clan > Create Clan).

Clan leaders challenge other clans either through the Leaderboard or through the open challenge system.

**To challenge from the Leaderboard**, select the clan you wish to challenge and the game options for the match. Invitations are sent to the clan you challenge as well as members of your clan.

When a clan leader enters a server, clan members can join the game through the invitation or by selecting the game from the Clan Game list.



With the open challenge system, search for and join a server on the Set Up Game screen. Since no challenge is sent to a specific clan, any clan that wishes to join you can do so. Once a member of another clan joins the server, invitations are sent to all clan members.

To start the game, the highest ranking member of each clan must flag their team as ready from the in-game scoreboard. If the game has not started within a set amount of time, you are returned to the Main menu.

## SINGLE-PLAYER CAMPAIGN

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

## SINGLE-PLAYER GAME SCREEN



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

## MINIMAP



## OBJECTIVE DIALS

Each mission in the single-player campaign has three key objective types, represented by dials that appear on the screen when you engage the objective.



### Balance of Power

The blue on this dial represents your team strength as measured by number of troops remaining. The red is your enemy's team strength. Eliminate every enemy to turn the dial completely blue and complete the objective. If it turns all red, you fail the objective.



### Defense Timer

Defend an area for the set amount of time. Even a lone soldier can defend an area, so keep fighting down to the last man.



### Key Target Counter

Complete key targets such as laying explosives and taking out enemy armor.



## HOTSWAP

HotSwapping takes squad shooters to the next level. This new single-player campaign feature lets you become any soldier in your army in the blink of an eye, giving you instant tactical control.

- ★ To HotSwap to another soldier, center the soldier in your screen to turn his troop type icon white, then press the **[D]** button.
- ★ When you die, you automatically swap to another soldier. Death swapping results in a considerable hit to your points total.

## REWARDS

In single-player play, you are promoted up the ranks by reaching certain levels of **stars**. There are four main ways to earn stars:

- ★ **Perform well during missions:** Earn points by killing quickly and efficiently, maintaining high accuracy, finishing the mission quickly, making frequent use of your teammates via HotSwapping, and suffering as few casualties as possible.
- ★ **Complete field tasks:** Destroy key objects, such as all the road signs in a mission.
- ★ **Take on challenges:** These minigame-type objectives include HotSwap, racing, and weapons challenges.
- ★ **Win mission medals:** Display proficiency in weapons and vehicles by, for example, killing multiple enemies with one shotgun clip or pulling off a long-distance jump in a 4x4.

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

## UNLOCKS

There are three types of rewards you unlock as you climb in rank: weapons/equipment, weapon upgrades, and challenges. You unlock weapons and equipment as you progress through your campaign. Upgrades and challenges unlock as you climb in rank.

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

## ENHANCEMENTS

Rack up kills in rapid succession to fill your Enhancement dial. Enhancements include health boosts, increased speed, damage multipliers, increased fire rates, and more. The effects are temporary, so take advantage of them while they last.

## HINTS AND TIPS

- ★ Crouching improves your accuracy compared to standing, and lying prone improves it even more.
- ★ Killing or even shooting allied troops decreases your points total, so watch that friendly fire!
- ★ Kill rankings (Perfect, Great, Good) are determined by the time from when you first inflict damage on an enemy troop or vehicle to when you eliminate the troop or vehicle. It thus pays to take enemy distance and cover into account before firing your initial salvo if you want to achieve that Perfect rating. (Single-player campaign only.)
- ★ Kill one enemy, then kill a second enemy within a certain amount of time (determined by the ranking of the first kill) for a x2 points multiplier on the second kill. A third kill gets you a x3 multiplier, etc. (Single-player campaign only.)



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

US 1 (650) 628-1900

## EA WARRANTY MAILING ADDRESS

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Redwood City, CA 94063-9025

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## Technical Support Contact Info

**E-mail and Website:** For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

**Mailing Address:** Electronic Arts Technical Support  
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