TITANFALL™

CONTENTS

WHAT IS *TITANFALL™*?

For many years, the citizens of the Frontier have been displaced by the IMC's pursuit of natural resources, intended to serve Earth and its surrounding Core Systems. Now, no longer willing to tolerate the IMC's presence, the denizens of the Frontier have put aside their own differences to fight back, forming an army called the Militia.

As the fighting escalates, Titan Pilots such as yourself are drawn into both sides of the conflict, from far and wide. Specially trained and battle-hardened, you move faster and are far deadlier than the average conscript—to you, they are little more than cannon fodder.

It is Pilots like you who will determine the fate of the Frontier. Moving from one planet to the next, you will deploy in strike forces, summoning your Titans at short notice onto the field of battle, from near-orbit, with pinpoint accuracy.

The time for diplomacy has passed.

Prepare for Titanfall.

INSTALLATING THE GAME

NOTE: For system requirements, see http://www.ea.com/

TO INSTALL (DISC USERS):

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

If the Autorun does not automatically appear, launch the installer manually in Windows® 7, Windows Vista®, or Windows® 8 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.

CONTROLS

USING THE KEYBOARD

PILOT	
Move	W/A/S/D
Sprint	left SHIFT
Look	mouse
Melee	C
Jump	SPACEBAR
Crouch	CTRL
Pick up weapons	G
Switch weapons	mouse wheel/1/2/3
Reload	R
Use	E
Embark Titan	E (hold)
Call in Titan/Switch Titan AI mode	V
Anti-Titan weapon	3
Special ability	Q
Ordnance	F
Aim/Modifier	right-click (toggle)
Wall hang	right-click (toggle)
Fire	left-click

TITAN	
Move	W/A/S/D
Sprint	left **SHIFT**
Look	mouse
Melee	C
Dash	W/A/S/D + **SPACEBAR**
Crouch	CTRL
Reload	R
Activate Titan Core	V
Disembark Titan	E (hold)
Eject	X, then E, E, E
Special ability	Q
Ordnance	F
Aim/Modifier	right-click (toggle)
Fire	left-click

MISCELLANEOUS	
Loadouts/Settings	ESC
Scoreboard	TAB
Burn Card Menu	B

USING THE Xbox 360 CONTROLLER

PILOT	
Move	🕹️
Sprint	🕹️
Look	🕹️
Melee	🕹️
Jump	Ⓐ
Crouch	Ⓑ
Pick up weapons	Ⓨ (hold)
Switch weapons	Ⓨ
Use/Reload	Ⓧ
Embark Titan	Ⓧ (hold)
Call in Titan/Switch Titan AI mode	🎙️
Anti-Titan weapon	◁▷
Special ability	LB
Ordnance	RB
Aim/Modifier	LT
Wall hang	LT (while wallrunning)
Fire	RT

TITAN	
Move	🕹️
Sprint	🕹️
Look	🕹️
Melee	🕹️
Dash	🕹️ (hold direction) + Ⓐ
Crouch	Ⓑ
Reload	Ⓧ
Activate Titan Core	⦿
Disembark Titan	Ⓧ (hold)
Eject	⦿, then Ⓧ (triple tap)
Special ability	LB
Ordnance	RB
Aim/Modifier	LT
Fire	RT

MISCELLANEOUS	
Loadouts/Settings	▶
Scoreboard	◀
Burn Card Menu	Ⓨ

NOTE: For a full overview of controls or to choose your preferred control configuration, select OPTIONS in the Main Menu.

MAIN MENU

On starting the game you will see four options: PLAY, OPTIONS, CREDITS, and QUIT.

PLAY takes you to a Private Lobby where you can choose how you want to play *Titanfall*. See *Joining a Game*.

OPTIONS will take you to the screen where you can configure your controls and audio/video options.

NOTE: Changing Music Volume only takes effect in Classic Multiplayer, it will not affect Campaign mode.

To leave the game, select QUIT.

JOINING A GAME

When you hit PLAY from the Main Menu, you will see three options: Play Campaign, Play Classic and Training.

Campaign mode is a story-based multiplayer experience. In Campaign mode you play through *Titanfall's* maps in story order as either IMC or Militia. When you finish one faction's story mode you are able to play again as the other side and experience the story from that perspective.

NOTE: The music volume is fixed in Campaign mode.

Classic allows you to play the different game modes on all the maps. Available game modes are:

Attrition	Attack any enemy forces including Grunts and Spectres.
Last Titan Standing	Eradicate all enemy Titans before they destroy yours.
Hardpoint	Occupy and retain hardpoints A(lpha), B(ravo), and C(harlie) on the map to win.
Capture the Flag	Capture the enemy's flag and return it to your base; prevent your flag from being captured.
Pilot Hunter	Kill enemy Pilots.
Variety Pack	Randomly selects any game mode on any map.

Training starts the Training level which takes you through the basics of playing *Titanfall*.

BURN CARDS

Burn Cards are favors which work as single-use bonuses in matches you play. Burn Cards range from common to extremely rare and can help you in various ways for one life during a match. Once you play a Burn Card, it is gone forever, so make sure you use them strategically. As you continue to play, you will be rewarded with more Burn Cards. Between rounds and after you die you will have an opportunity to activate a Burn Card of your choice. You have access to three Burn Cards per match. You must pre-assign your Burn Cards in the Burn Card menu.

LOADOUTS

You have two preset loadouts to choose from as you start the game, both for Pilots and Titans. As you play, eventually you will gain the ability to customize your loadout configurations with different weapons, etc.