

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

CONTENTS

COMPLETE CONTROLS	01
SETTING UP THE GAME	02
PLAYING THE GAME	03
SINGLE PLAYER	04
MULTIPLAYER	06
XBOX LIVE	08
LIMITED 90-DAY WARRANTY	09

COMPLETE CONTROLS

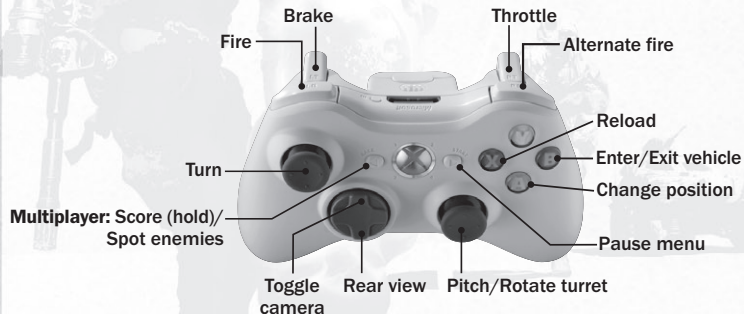
These are the default controller settings. To change your controller scheme or adjust sensitivity, select **OPTIONS** from the main menu, then select **CONTROLS**.

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

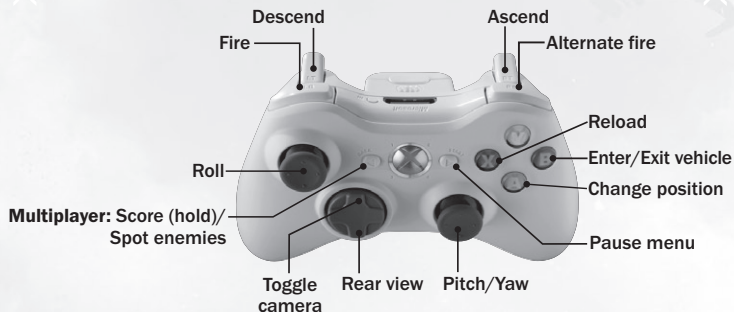
ON FOOT



IN LAND VEHICLE



IN HELICOPTER



SETTING UP THE GAME

Before getting into the action, set up a gamer profile to save all of your memorable achievements.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox LIVE®.

- ▶ To create a new gamer profile, press **Guide** to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press **A**. Create a profile name using the virtual keyboard.
- ▶ After you create a gamer profile and save it to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, your achievements are automatically tracked and you can save your game progress.

LINKING YOUR GAMERTAG TO AN EA ACCOUNT

You need to link your Gamertag to an EA Account to access the online features of *Battlefield: Bad Company 2*. If you have already linked your Gamertag to an EA Account, you can play online instantly. If you have not linked your Gamertag, 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 Gamertag, 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 next page).
- Video** Adjust your picture's brightness and contrast.



WWW.BATTLEFIELD.COM/BADCOMPANY2

SETTING YOUR SOUND

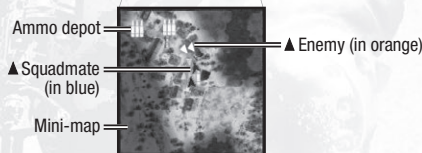
Customize your game's soundscape to take full advantage of your listening environment. Select YOUR SOUND SYSTEM from the Audio Options menu and enable the runtime Master Unit to optimize the mix for your audio setup.

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 pulling **RT** to open fire. Pull and hold **LT** for precision aiming; crouch (**C**) to steady your shot and make it tougher for enemies to hit you. Switch weapons by pressing **Y**. Use your knife (**RB**) 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 Achievements 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 **○◀** to enable your primary gadget or press **○▶** for your secondary gadget. Pull **Ⓜ** 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 pull and hold **Ⓜ** until it's fixed up.

VEHICLES

If you see it, you can drive it. Press **Ⓟ** 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 **Ⓟ** 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.



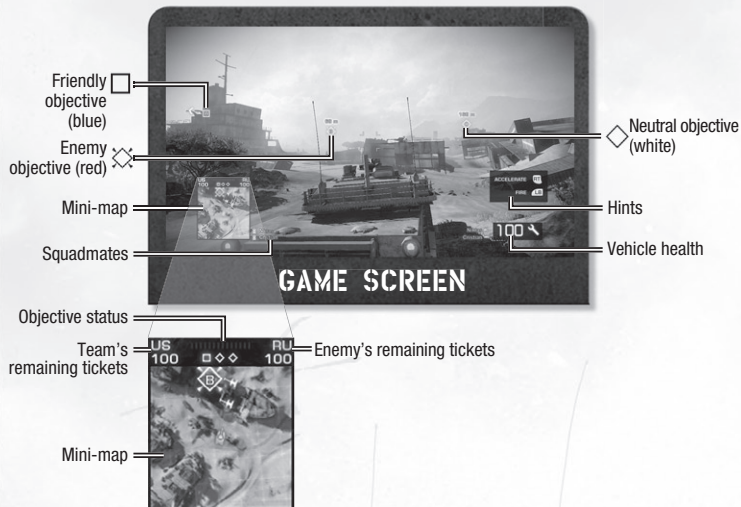
HAGGARD (Explosives Expert)

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) earn Achievements.

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 corners. 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
Valparaiso	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 ◀➡ to enable your primary gadget or pressing ▶➡ 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.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Xbox LIVE brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

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CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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

LIMITED 90-DAY WARRANTY

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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.

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Online: <http://warrantyinfo.ea.com>

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US 1 (650) 628-1001

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
9001 N 1-35 Suite 110
Austin, TX 78753

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