

 XBOX ONE



A cinematic cover art for the video game Battlefield V. The central figure is a woman, likely a nurse, with a determined and weary expression. She has a bandage wrapped around her forehead and is wearing a dark, heavy trench coat over a red garment. She is holding a submachine gun, which is glowing with a bright orange and yellow light, suggesting it is firing or overheating. The background is a chaotic battlefield scene with a blue and purple color palette. In the upper right, a biplane is visible in the sky. The overall atmosphere is one of intense action and historical warfare.

BATTLEFIELD[™] V



WARNING Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INTRODUCTION

Soldiers, sailors and air crews!

Our challenge was to return to where it all started.









The second world war feels impossibly vast. We had to pick and choose what inspiration to draw on, where to visit, what to realize. Before we submerged ourselves in the ocean of research, we did have a singular mission in mind: to take our players somewhere new. To visit unseen battlefields. To tell untold stories. To break convention. To create new experiences.

And now we are here. Back where *Battlefield*™ first started. Ready to embark on a new venture – together. Thank you for choosing to join us.

-THE BATTLEFIELD V TEAM

CONTROLS

GENERAL

Look	
Fire	
Aim	 (hold)
Switch Weapon	
Gadget 1	
Gadget 2	
Spot (Multiplayer only)	
Commo Rose (Multiplayer only)	 (hold)
View Map (Multiplayer only)	View button
Game menu	Menu button
Scoreboard (Multiplayer only)	Menu button (hold)

ON FOOT

Move	
Jump/Vault/Open parachute	
Reload/Interact	
Pick up	 (hold)
Crouch	
Prone	 (hold)
Sprint	
Melee	
Grenade	
Binoculars (Single Player only)	
Peek Over/Lean (behind cover)	 (hold)
Toolbox	
Bandages	
Gadget 1	
Gadget 2	
Fire Mode	 (hold)
Throw Distraction (Single Player only)	
Reinforcements (Squad Leader only)	 /  (hold)

IN VEHICLE

Steer	
Switch Seat	
Reload	
Exit	(hold)
Switch weapon	
Switch camera	
Brake/Reverse	
Accelerate	
Zoom (Single Player only)	
Equipment 3	
Self-Repair	(hold)
Hitch/Unhitch towable	

IN PLANE

Yaw	/
Throttle Up/Down	/
Pitch	/
Roll (Multiplayer)/Turn (Single Player)	/
Switch Seat	
Exit	(hold)
Self-Repair	(hold)

SPECTATOR

View Control Scheme	+ + View button
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MAIN MENU

Play

Start your *Battlefield V* experience in either single player War Stories or the game's suite of online Multiplayer options.

Your Company

Choose, customize, and upgrade the soldiers, weapons, gadgets, and vehicles you can take into battle.

Armory

Receive shipments and purchase vanity items.

Assignments

Complete Special Assignments and Daily Orders.

Profile

Keep track of your stats and accomplishments.

More

View Options, Credits, and more.

CAMPAIGN

WAR STORIES

The *Battlefield V* campaign depicts the far-reaching scope of World War II through an anthology of War Stories.

NOTE: Completing optional Challenges and finding hidden objects will yield visual weapon and vehicle modifications for use in Multiplayer.

MY COUNTRY CALLING

A dynamic and emotional journey that encompasses the breadth of roles in World War II and the pace at which the war evolved.

NORDLYS

1943: Norway has known occupation for three years. But it has not known peace. Join the resistance as they seek to reclaim one of their own.

UNDER NO FLAG

1942: Canoe ashore 500 miles behind enemy lines as one of the first volunteers of the newly formed Special Boat Squadron. Bring explosives, dirty tricks and black humour to bear on Luftwaffe airstrips.

TIRAILLEUR

1944: High intensity, all-out warfare with the infantry of OPERATION DRAGOON, France's forgotten southern landings. As a Colonial Soldier, fight to liberate a homeland you've never seen.

GAME SCREEN

Reticle



Equipment

Player
Status

RETICLE

The reticle in the center of the screen indicates where you are aiming. Its appearance changes depending on the type of weapon you have equipped.

EQUIPMENT

This indicates the currently equipped gadgets and selected fire mode for your current weapon.

PLAYER STATUS

Here you'll find your current magazine, total ammo, firing mode, grenade count, and health.

PLAYING THE GAME

SPOTTING

Tap **RB** to permanently spot enemies in your crosshairs (multiplayer only).

Or, tap **RB** to use your Binoculars for long-range spotting abilities (single player only).

ENEMY PERCEPTION, DISTRACTION, AND STEALTH

When an enemy is becoming aware of the player, an awareness indicator appears around your crosshair in their direction. The more the awareness indicator grows, the more aware of the player the enemy becomes until they decide to investigate. This is indicated by the awareness indicator blinking. When the awareness indicator turns red, the enemy has spotted you. An enemy will lose interest after a while so stay low and out of sight, moving slowly to avoid detection, or press **△** to throw a shell casing in another direction to distract enemies.

Sometimes an enemy may become interested in something in your surroundings other than you. If the enemy is investigating something other than you, a mark appears around your crosshair and around the enemy, which quickly fades away if they are not spotted.

COMBINED ARMS

New to *Battlefield V*, Combined Arms is a cooperative game mode for up to four players where you tackle different types of challenging objectives. Coordination between you and your squad is key to survival.

OBJECTIVE TYPE EXAMPLES

Assassinate	Kill the specified target.
Destroy	Destroy a set number of specific objects.
Eliminate	Kill a certain percentage of enemy soldiers in the specified area.
Steal	Steal a certain item from the designated location.

Once the objectives are complete, your team must head out to the extraction point and survive any onslaught you might come up against to exit with the most rewards.

MULTIPLAYER

NOTE: Online Multiplayer features require the use of an Xbox Live Gold membership.

GAME SCREEN



RETICLE

Located at the center of the screen, the reticle indicates where you are aiming. Its appearance changes depending on the type of weapon you have equipped.

This reticle indicates the general accuracy of your weapon when firing from the hip—notice the shape and size changes based on certain conditions in-game.

MATCH STATUS

This is your current objective, time remaining, and score for the current match. Sometimes, you'll find additional game mode-specific information here as well.

KILL FEED

A notification appears when a player is killed during a Multiplayer match, showing the attacker, the player killed, and the weapon type. This option is hidden by default. There are options to choose between showing only a weapon icon, only the weapon name, or both.

MINI-MAP

The mini-map shows the position of objectives, teammates, enemies, and vehicles in a Multiplayer match. Enemies will only appear on the mini-map if you spot them, or if they have been spotted by one of your allies. Other icons related to gadgets or gameplay can show up here as well.

A compass above the mini-map makes it easier to call out where enemies are located.

SQUAD MEMBERS

Identify the current class, health, and status of the members assigned to your squad. A star icon indicates the current Squad Leader at the top of the list.

PLAYER STATUS

Here you'll find your current ammo, grenades, firing mode, and health.

EQUIPMENT

This indicates the currently equipped gadgets and selected firing mode for your current weapon. This also indicates if a gadget is on a cooldown. Hold **Y** to change single/burst/auto fire.

PLAYER AND VEHICLE HEALTH

Indicates the current health status for your soldier or vehicle. The health bar also shows how much health can be auto regenerated.

ASSIGNMENT TRACKER

The assignment tracker keeps track of daily orders and special assignments. It reminds you about your current mission and shows the progress that is being made.

NPX / TOOL TIPS



The NPX (New Player Experience) guides, helps, and reminds you about different features in the game. The Tool Tips remind you how to use a certain feature.

SCORE LOG

The score log appears whenever you earn XP (getting a kill, capturing an objective, etc.). It also shows the type of kill (normal/headshot/assist) and if the kill triggered a squad wipe.

DEPLOY SCREEN



The Deploy screen provides an overview of the map for the current match. Select a squad member, base, or vehicle using , and then press  to spawn at that location.

You can quickly choose your class and loadout via the menu bar at the bottom of the screen, or open the Customize screen to further configure your weapons, equipment, and Combat Role.

YOUR COMPANY SCREEN

The Your Company screen is where you choose what you bring into battle with you. From customizing your soldier to upgrading your vehicles, it all takes place here.

SOLDIER

Each soldier has a specific combat role. Read through the descriptions and choose the one that best fits your play style. You can also customize the appearance of your soldier.

NOTE: Play Multiplayer matches to “rank up” a soldier class. Each rank unlocks different rewards such as new weapons, gadgets, combat roles or special assignments.

WEAPONS

Find the gun that best suits your combat style and modify it to your liking. Weapons can be customized both visually and mechanically with weapon specializations.

SIDEARM AND MELEE

You can select a secondary weapon and melee type for each of your soldiers.

GADGETS AND GRENADES

Read up on and select new gadgets and grenades.

VEHICLES

Select which vehicles are available to you in battle. New to *Battlefield V*, you can earn Specializations for vehicles to increase their abilities.

SQUAD SETUP

Choose a squad to join, or switch squads.

SPOTTING

Press **Rb** to place a PING marker on the mini-map for you and your teammates. PING markers can be used to represent dangerous areas. If the PING marker is placed directly on an enemy, the marker becomes red.

COMMO ROSE

The Commo Rose system gives you the ability to quickly send basic commands and requests to your teammates. Hold **RB** to bring up the Commo Rose menu, move **RT** to select a message, and then release **RB** to send it.

Players also have the ability to send contextual messages in-game by pointing at a teammate and pressing **RB**. Let your teammates know you need ammo, health, or a ride with this feature.

Squad Leaders have an additional functionality: assigning objectives for their squad to complete. Completing these squad orders rewards players with extra points, so assign these objectives frequently.

REINFORCEMENT COMMO ROSE

The Squad Rose is where the squad leader can buy and call in reinforcements. Hold **LB** + **RB** to bring up the menu.

REVIVE

You can interact with downed Squad members to revive them. If you play as a Medic, you can revive any member of your team.

GAME MODES

GRAND OPERATIONS

Grand Operations give players the chance to take part in a large-scale war on multiple fronts across four days. In Grand Operations, the outcome of the current round carries over to the next map, giving your squad the opportunity to fight a sequence of interconnected battles.

This mix of various game modes has players fighting for control of different sectors. If the last day ends in a draw the players are put into a Grand Operation victory deciding moment called Final Stand.

AIRBORNE

New to *Battlefield*, Airborne pits two teams, attackers and defenders, against each other over a group of artillery cannons. The attackers enter from a never-ending wave of airplanes that fly over the map and can decide when and where to eject. Once on the ground, the attackers must locate bombs dropped from the air and use these to destroy the artillery cannons. Defenders enter the map near the artillery cannons. Attackers win by destroying all artillery cannons, while the defenders win by taking out the attackers before the cannons are destroyed.

FINAL STAND

Also new to *Battlefield*, the Final Stand game mode tests your ability to survive with limited weapons, gadgets, and ammo and no ability to respawn. Two teams arrive on either side of the combat area, which gradually shrinks over time. One team is declared the victor when all opposing players have been eliminated.

NOTE: Airborne and Final Stand are part of Grand Operations.

CONQUEST

A classic *Battlefield* mode, Conquest tasks each team with capturing and controlling several key points on each map. Stand within the capture point radius to capture it for your team. Control the majority of the flags and defeat enemies to ensure your team's victory.

DOMINATION

Domination closely resembles Conquest mode, but players have fewer respawn locations and no access to vehicles.

BREAKTHROUGH

In Breakthrough, the map is divided into sectors that are initially owned by the defenders. Attackers advance by capturing and holding all objectives in a sector. When the attackers take the last sector, they win. Defenders win by taking out the attackers before this happens.

TEAM DEATHMATCH

These matches pit infantry teams against each other on small maps. There are no specific objectives beyond defeating the other team.

SPECTATOR MODE

Watch intense battles between rival armies. Try individual player spectating in both first- and third-person to be right in the middle of the action, or use complete camera control to see the mayhem from any angle. It's a visceral experience showing the massive scale of World War II.

HELP

BATTLEFIELD V HELP FAQ

Q: WHERE CAN I LEARN HOW TO LOG ONTO A SERVER, CHANGE MY ACTIVE SOLDIER, AND ACCESS LOADOUTS AND OTHER CUSTOMIZATION OPTIONS?

Head to Battlefield.com to check your stats, see what unlocks are coming up next, view match results, customize your loadouts, check your place in the leaderboards, and challenge your friends.

Q: WHY CAN'T I CONNECT TO MY GAME?

If you're having problems getting into your game, first check the *Battlefield V* page on EA Help: <http://help.ea.com/en/battlefield/battlefield-v/>. There you'll learn more about issues the EA Help team is investigating, find workarounds for ongoing issues, and other useful information that can enhance your game experience.

If you're specifically having trouble connecting, check the server status button the *Battlefield V* page on EA Help to check the if the servers are live and not down for maintenance.

If you think it's your system or connection getting in the way, try some of these common connectivity troubleshooting steps:

- Reset your router
- Flush your DNS cache
- Activate Universal Plug & Play (UPnP) on your router

See <http://help.ea.com/article/not-able-to-connect-to-online-play> for additional information.

Q: WHERE CAN I FIND MORE ABOUT THE GAME'S BACKGROUND AND FEATURES?

Visit Battlefield.com for all the latest *Battlefield V* news, screenshots, videos, and to chat with other players on the forums.

Q: WHERE CAN I SUBMIT BUGS OR FEEDBACK?

The *Battlefield V* forums are the best place to have your voice heard about the game. You can post on game-, discussion-, and platform-specific boards about topics like weapon balance and more.

If you're running into a problem you think others are having, or have figured out a way around an issue that was bothering you, head to the *Battlefield V* board at Answers HQ (<http://answers.ea.com>), to join the conversation or submit a solution.

Q: WHERE CAN I FIND HELP?

If you have a problem or gameplay issue and want advice from your fellow players and our EA experts, Answers HQ is your destination. You can help us out by submitting bug reports and help others out by sharing your in-game tips, tricks, and self-discovered troubleshooting steps.

Otherwise, try out the in-game help located in the *Battlefield* main menu. You can also head to EA Help to find troubleshooting tips and workarounds in our articles, or contact one of our advisors if you need one-on-one assistance.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

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

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NOTICE

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

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- **Online Support & Contact Info** For FAQs, help articles, and to contact us, please visit help.ea.com.
- **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to [@EAHelp](https://twitter.com/EAHelp) or post on facebook.com/EAHelpHub/