
TITANFALL™ 2
Respawn ENTERTAINMENT

CONTENTS

INTRODUCTION	2	MAIN MENU	6
CONTROLS	2	MULTIPLAYER	7

INTRODUCTION

Titanfall™ 2 is the sequel to Respawn Entertainment's 2014 breakout hit, *Titanfall™*.

In *Titanfall 2*'s Single Player campaign, you play as Jack Cooper—a Militia Rifleman who aspires to become a full-fledged Pilot. Explore the Frontier like never before, brave harsh environments, and forge a powerful bond with your Titan.

In the new and expanded Multiplayer game, go head-to-head against other Pilots and their Titans in the role of a free agent Pilot, choosing the faction you wish to fight for.

Whichever of these paths you choose, the freedom of the Frontier rests in your hands.

Standby for Titanfall!

CONTROLS

USING THE KEYBOARD

PILOT

Move	**W** / **S** / **A** / **D** (QWERTY layout)
Sprint	left **SHIFT**
Look	mouse
Melee	**F**
Jump	**SPACEBAR**
Crouch	left **CTRL**
Slide	left **CTRL** (while sprinting)
Pick up weapon	**E**
Switch weapon	scroll wheel
Use	**E**
Reload	**R**
Embark/Disembark Titan	**E** (hold)
Call in Titan/Switch Titan AI mode	**V**
Tactical	scroll wheel
Grenade/Ordnance	**Q**
Aim	right-click
Zoom (Sniper Scope only)	left **SHIFT** (while aiming)
Fire	left-click
Activate Boost (Multiplayer only)	**C**

TITAN

Look	mouse
Move	**W** / **S** / **A** / **D** (QWERTY layout)
Sprint	left **SHIFT**
Dash	**SPACEBAR**
Melee	**F**
Crouch	left **CTR**L
Reload	**R**
Activate Titan Core	**V**
Eject	**X**
Defensive Ability	scroll wheel
Offensive Ability	**Q**
Utility Ability	**G**
Fire	left-click

MISCELLANEOUS

Loadouts/Setting	**ESC**
Toggle Scoreboard (Multiplayer)/ **Objective** (Campaign)	**TAB**
Take screenshot	**F10**

USING THE XBOX ONE CONTROLLER

PILOT

Move	L
Sprint	L
Look	R
Melee	R
Jump	A
Crouch	B
Slide	B (while sprinting)
Pick up weapon	X
Switch weapon	Y
Use/Reload	X
Embark/Disembark Titan	X (hold)
Call in Titan/Switch Titan AI mode	⌬
Tactical	LB
Grenade/Ordnance	RB
Aim	LT
Zoom (Sniper Scope only)	L (while aiming)
Fire	RT
Activate Boost (Multiplayer only)	⌬

TITAN

Move	L
Sprint	L
Look	R
Melee	R
Dash	L + A
Crouch	B
Reload	X
Activate Titan Core	
Eject	+ X (three times)
Defensive Ability	LB
Offensive Ability	RB
Utility Ability	Y
Fire	RT

MISCELLANEOUS

Loadouts/Setting	**Menu** button
Toggle Scoreboard (Multiplayer)/ **Objective** (Campaign)	**View** button

USING THE DUALSHOCK®4 WIRELESS CONTROLLER

PILOT

Move	left stick
Sprint	L3 button
Look	right stick
Melee	R3 button
Jump	button
Crouch	button
Slide	button (while sprinting)
Pick up weapon	button
Switch weapon	button
Use/Reload	button
Embark/Disembark Titan	button (hold)
Call in Titan/Switch Titan AI mode	button
Tactical	L1 button
Grenade/Ordnance	R1 button
Aim	L2 button
Zoom (Sniper Scope only)	L3 button (while aiming)
Fire	R2 button
Activate Boost (Multiplayer only)	button

TITAN

Move	left stick
Sprint	L3 button
Look	right stick
Melee	R3 button
Dash	left stick + ✕ button
Crouch	◉ button
Reload	▢ button
Activate Titan Core	↓ button
Eject	↑ button + ▢ button (three times)
Defensive Ability	L1 button
Offensive Ability	R1 button
Utility Ability	△ button
Fire	R2 button

MISCELLANEOUS

Loadouts/Setting	**OPTIONS** button
Toggle Scoreboard (Multiplayer)/ **Objective** (Campaign)	**touch pad** button

NOTE: For a full control overview, or to choose your preferred control configuration, please select SETTINGS in the main menu.

MAIN MENU

On starting the game, you will see three options: Campaign, Multiplayer, and Settings. The Campaign options allow you to play the single-player game, either starting a New Game or choosing Mission Select to replay sections you have already unlocked.

In Multiplayer, you can choose to Play, Customize, modify your Comms and Callsign, or access the Settings. You can also customize your character, adjust Armory settings and loadouts (for both Pilot and Titan), choose or leave your active Networks, and make changes to your settings (Audio, Video, and Controls).

NOTE: It is not possible to change the music volume in relation to the FX volume in Single Player mode, although there is a master volume control. There are, however, independent audio controls in Multiplayer.

MULTIPLAYER

NETWORKS

We're introducing **Networks** to Multiplayer. Networks let you meet people like yourself and make it easy to party up and play *Titanfall 2* together. Join or create a Network that appeals to you—whether it's because of your favorite football team, a website you visit, or even hobbies and other interests. You can join competitive-focused Networks and meet up with pro players, or you can keep it social. Find a Network that's a good fit for how you play and whom you get along with!

JOINING A MULTIPLAYER GAME

From the main menu, selecting Multiplayer will give you the choice to Find a Game, Invite Network, and Invite Friends. Find Game connects you to a server and allows you to see the various playlists (game types with specific rule sets, like time limits and number of players allowed, etc.). You can join one of these playlists or you can invite people from your Network or friends lists to join you before jumping into a match.

CALLSIGNS

Callsigns are unlocks that allow you to show off your accomplishments and express yourself in-game by customizing banner and patch images that accompany your name.

LOADOUTS

Pilots and Titans are both customizable.

You can customize your Pilot loadout in any way you want by choosing your primary and secondary weapons, weapon sights and mods, abilities, kits, and even custom executions!

Each Titan comes equipped with its own unique weapon and offensive, defensive, utility, and Core abilities. By using your Titan in battle you'll unlock unique Titan Kits, Camouflage schemes for your Titan and its weapon, unique Nose Art variations, and epic Warpaints.

BOOSTS

Boosts are Pilot power-ups that are available on the way to earning your Titan. You can equip one Boost at a time and even use them to help get your Titan faster.