EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

INSTALLING AND PLAYING THE GAME

FOR DISC USERS

To install the game, insert the disc into your disc drive and follow the on-screen instructions. Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the START menu. Games on Windows Vista™ are located in the START > GAMES menu and on earlier versions of Windows™ in the START > PROGRAMS (or ALL PROGRAMS) menu found at the bottom left of the screen.

FOR EA STORE USERS

You can access the download instructions from the Customer Service section found within EA Store.

- Once the game has been downloaded by EA Download Manager, an install icon appears prompting you to install the game. Click on the icon and follow the on-screen instructions.
- Launch the game (once it is installed) directly from the EA Download Manager.

CONTENTS

STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA – it's fast and easy!

You can register during the installation process or via the Electronic Registration link found in the game's START menu. Alternatively, visit our website at **www. gamereg.ea.com** and sign up today!

Note: Registering this game to your EA Member Account saves a copy of your PC Serial Number to your EA 'My Account' details so you can refer back to it in the future.

MISSION INTEL

Eyes Only

Background:

Unexplained communications breakdown with archaeology team of US nationals operating on island in Philippines Sea. Last transmission from team leader, Dr Rosenthal, indicates Korean People's Army forces have invaded island and seized control.

Situation Report:

Cause of KPA intervention unknown: no previous indication of expansionist aims in this location. Possible scenarios: seizure of finds at archaeological site; US nationals taken hostage for ransom; acquisition of expert personnel for unknown KPA project.

Action Authorised:

Avoidance of officially sanctioned conflict with KPA imperative at present time. Recommend covert infiltration by Special Forces personnel – deploy Nanosuits for flexible response. Primary objective: hostage location and evacuation. Secondary objective: update sitrep and establish cause of KPA intervention.

Status: Approved_

COMPLETE CONTROLS

Crysis® can be played using keyboard and mouse controls or an Xbox 360 Controller.

Note: Keyboard and mouse controls can be customised. To change any of the default controls listed below, select OPTIONS>MOUSE & KEYBOARD SETUP from the main menu and select a tab. Click on the control key you wish to change, then press your chosen new key when prompted.

KEYBOARD AND MOUSE

LOOK/MOVE

Action	Keyboard & Mouse
Forward	W
Backward	S
Strafe Left/Right	A/D
Lean Left/Right	Q/E
Stand Up/Jump	SPACEBAR
Sprint	SHIFT+W
Crouch	Left CTRL
Prone	Z
Night Vision	I

WEAPONS

Action	Control
Shoot	Mouse 1
Zoom/Alt Fire/View Mode	Mouse 2
Fire Mode	X
Reload	R
Drop Weapon	J
Binoculars	B
Weapon Customisation Menu	C/hold **mouse 3** and select weapon icon **(see p. 18)**
Next/Previous Weapon	Mouse wheel down/up
Melee Attack/Weapon Melee Attack	Mouse 1/T
Throw Grenade	G
Grenade Type Toggle	H
Short Range Weapon Toggle	1
Assault Weapon Toggle	2
Explosives Toggle	3
Nanosuit Modes Toggle	4
Utilities Toggle (Multiplayer only)	5

INTERACTION

Action	Control
Interact/Enter/Exit	F
Quick Save (Single Player only)	F5
Quick Load (Single Player only)	F8
Load Last Save Game	F9
Nanosuit Quick Menu	Mouse 3/V
Open/Close Map	M
Open/Close Objectives (Single Player only)	TAB
Open Pause Menu	ESC

MULTIPLAYER-ONLY INTERACTION

Open/Close Voice Chat	ALT (Press and hold)
Radio Commands	F5 to F8 + numeric key
Open/Close Buy Menu	P
Buy Ammunition	.
Open/Close Scoreboard	TAB (Press and hold)
See All 3D Objectives	O (Press and hold)
Open/Close Team Chat	U/ENTER
Open/Close All Chat	Y/ENTER
Send Chat Message	ENTER

VEHICLES

GENERAL VEHICLE CONTROLS

Action	Control
Switch to Driver Seat	1
Switch to Gunner Seat	2
Toggle Between Passenger Seats	3
Toggle Third-Person View	F1
Zoom In/Out	Mouse Wheel ⇕
Horn	H
Lights	L
Primary/Secondary Weapons (where available)	Mouse 1/Mouse 2

LAND/SEA VEHICLES

Action	Control
Accelerate/Forwards	W
Decelerate/Backwards	S
Turn Left	A
Turn Right	D
Brake	SPACEBAR
Boost	SHIFT

HELICOPTER

Action	Control
Power Up Engine	W
Power Down Engine	S
Roll Left/Right	A/D
Turn/Pitch	Mouse
Afterburner	Left SHIFT

VTOL

Action	Control
Accelerate/Forward	W
Decelerate/Backward	S
Steer	Mouse ⇕/⇔
Strafe Left/Right	A/D
Roll Left/Right	Q/E
Move Up	SPACEBAR
Move Down	Left CTRL
Afterburner	Left SHIFT

XBOX 360 CONTROLLER

Note: To play using an Xbox 360 Controller, you must install Xbox 360 Controller for Windows software. For more information, see **http://support. microsoft.com/kb/906347**

PLAYER CONTROLS

Nanosuit Menu LT
Sprint LB
Open Pause Menu/ (Hold) Toggle Scoreboard/ Objectives ◄
(Move) Player Movement/(Click) Crouch L
Fire Mode ○ ↑
Next Weapon ○ ←
Customization Menu ○ ↓
Open/Close Buy Menu (Multiplayer only) ○ →
Shoot RT
Zoom/Alt Fire/View Mode RB
Grenade Throw (hold to switch grenade type) Y
Reload Weapon/Use Item X
Binoculars B
Stand Up/Jump A
Toggle Map/ (Hold) Night Vision ►
(Move) Player View/ (Click) Weapon Melee Attack R

- To toggle Force Feedback or Invert View Controls on or off, select OPTIONS>GAMEPAD SETUP from the main menu/pause menu and click the checkboxes.

VEHICLE CONTROLS

Nanosuit Menu LT
Boost LB
Open Pause Menu/ (Hold) Toggle Scoreboard/ Objectives ◄
(Move) Vehicle Movement/ (Click) Lights L
Move Up (VTOL) ○ ↑
Move Down (VTOL) ○ ↓
Open/Close Buy Menu (Multiplayer only) ○ →
Shoot Primary Weapon RT
Shoot Secondary Weapon RB
Toggle Seats Y
Exit Vehicle X
Toggle Third-Person View B
Brake (Land/Sea Vehicles) A
Toggle Map/ (Hold) Night Vision ►
(Move) Player View/ (Click) Horn (Land/Sea Vehicles) R

SETTING UP THE GAME

To begin your mission as a Special Forces operative, select SINGLE PLAYER at the main menu screen, then choose NEW GAME. Select a difficulty level – EASY, NORMAL, HARD or DELTA – then choose START to begin.

- To continue a previously saved game, select LOAD GAME.
- For information on multiplayer gaming, see *Multiplayer* on p. 23.

Tip: To change the difficulty level during the game, press ESC to open the pause menu, then choose OPTIONS>GAME SETTINGS and select a Difficulty Level from the dropdown.

USER PROFILE

Create a User Profile to store your game data. Select PROFILE, then choose NEW PROFILE. Enter your chosen User Name then click SAVE PROFILE.

- To load an existing Profile, select LOAD PROFILE, then click on the User Name of the Profile you wish to load. Select LOAD to load the profile and return to the main menu.

Note: If you do not create a named Profile, a Default one is created for you. Game saves made in one User Profile are not accessible from another User Profile.

Note: For information on changing game Options, see p. 22.

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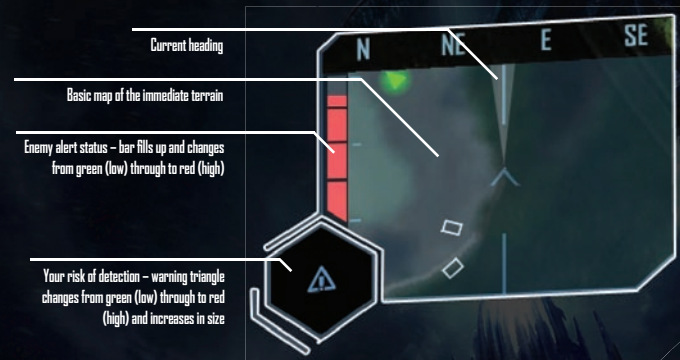# FIELD EQUIPMENT BRIEFING - NANOSUIT

9

HEADS-UP DISPLAY

The ultra-high-tech Nanosuit is the secret weapon of US Special Forces, granting operatives a range of enhanced abilities. The suit features an integral heads-up display (HUD) which utilises a satellite uplink to place essential tactical information directly in view.

Weapon crosshair

Selected weapon

Magazines remaining

Bullets remaining in current magazine

Number of grenades

Tactical Radar and threat gauges (see p. 11)

Nanosuit status information (see *Nanosuit Customisation* on p. 13)
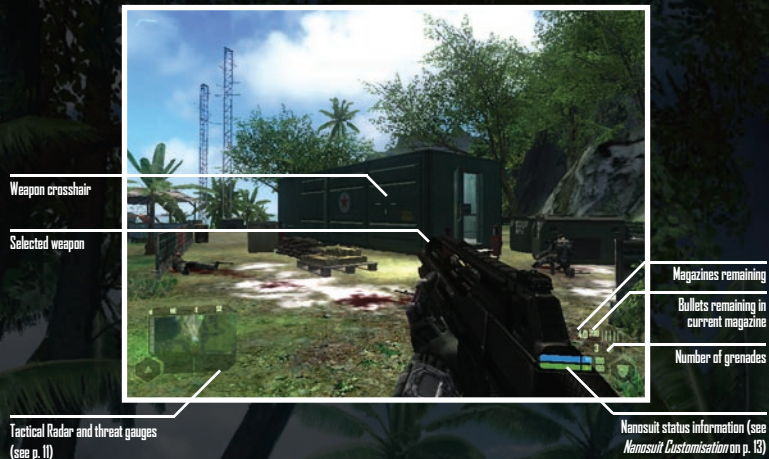
TACTICAL RADAR AND THREAT GAUGES

Stealth tactics are key to successful completion of an infiltration mission. Monitor the situation and threat status data to stay covert.

Current heading

Basic map of the immediate terrain

Enemy alert status – bar fills up and changes from green (low) through to red (high)

Your risk of detection – warning triangle changes from green (low) through to red (high) and increases in size

The Tactical Radar highlights the position of any nearby objective points or units:

- Objectives appear as green (primary) or yellow (secondary) dots.
- All personnel are marked by arrowheads, showing the direction they are facing. Friendlies are marked in blue, whilst enemy soldiers appear as red – once tagged using the binoculars (see *Binoculars* on p. 12).

  Tip: Enemies in a state of alert (yellow arrowheads) or in combat (flashing red arrowheads) appear on the Tactical Radar even if you haven't tagged them. Vehicles appear as white outlines once tagged.

THREAT ANALYSIS

Your HUD displays two variables: your current risk of detection and the enemy's alert status.

- Your detection risk is indicated by the appearance of an exclamation sign – if this increases in size and changes from green through yellow to red, your visibility and hence your risk of being spotted is rising.
- If the enemy alert status gauge begins to rise, act quickly to minimise your visibility or move away from your current position.

HIT DETECTION

Instant analysis of incoming projectiles allows the Nanosuit to pinpoint the location of any enemy that scores a hit, allowing you to retaliate accurately. Stay alert for a red bar in the HUD, indicating the direction of attacking fire.

BINOCULARS

Use the binoculars to locate enemy units – and track them in both the Tactical Radar and Strategic Map displays. Press **B** to use the binoculars and adjust the zoom level with the mouse wheel. The locations of all visible enemy units or personnel within 100 metres are automatically indicated by shaded outlines in your field of view.

- An outline in the HUD colour (green by default) indicates an enemy that is unaware of your presence.
- A yellow outline shows their alert state has risen to suspicious and they are investigating the area.
- A red outline indicates the enemy is fully alert – or engaged in combat.

To track enemies in the Strategic Map and Tactical Radar, you can use the binoculars to tag them. Get a clear view of a unit and centre the crosshair on it to fix its position – the outline shading flashes white and the unit is now tracked in real-time. Vehicles can be tagged in the same way, but will not display the alert colours. All units remain tagged until dispatched or destroyed.

Tip: Units are **automatically** tagged in Easy and Normal difficulty modes if they are investigating, alerted or fire their weapon.

- Blue arrows indicate the location of friendly units.
- The direction of your next objective point is indicated by a white arrow. The actual objective point appears as a green diamond with a central yellow circle – move the binoculars' crosshair on to this to view the objective point name and your distance from it.

Tip: When air support is available, use the binoculars to guide incoming planes by centring the crosshair on their target.

MISSION INFORMATION
OBJECTIVES
As your mission evolves, your briefing and objectives are updated. Press **TAB** to toggle the Objectives display and Strategic Map (see below) to review the latest situation report and task information.

STRATEGIC MAP
Press **M** to toggle the Strategic Map display in the HUD. Move the mouse wheel ⇕ to zoom in/out and click and hold the right mouse button to move the map. As well as providing a relief map of the local terrain, it pinpoints important mission locations (green dots), your position (orange arrowhead), friendlies (blue arrowheads) and enemy units (red arrowheads/vehicle icons).

Tip: KPA jamming stations disrupt communication transmissions, reducing the effectiveness of your map and radar. Disable the jamming device to regain satellite support.

NANOSUIT CUSTOMISATION

Suit Energy
Health
Icon indicates current Nanosuit mode

Switch the Nanosuit's energy flow to one of four modes – Speed, Strength, Armor or Cloak – to augment your capabilities and meet the changing situation in the field. Nanosuit energy is depleted but will regenerate over time. Depending on the chosen mode and your situation, the depletion and regeneration speeds vary.

SPEED
An injection of nanobots into your bloodstream allows you to move at up to twice normal speed. Walking speed is enhanced at no cost to suit energy, but running (press and hold **Left SHIFT**) greatly depletes energy, limiting the amount of time you can sprint for.

STRENGTH
This setting gives you double the strength of an un-enhanced human. The muscular exoskeleton of the Nanosuit is activated, allowing you to lift and throw larger objects, jump higher, cause greater damage in melee attacks and stabilise weapons for reduced recoil and steadier aim. However, all of these features come at a cost to suit energy.

ARMOR
Diverts energy to the nanosuit's defence structure to boost the level of protection given by its armour. Any damage taken reduces suit energy rather than health – but once this is depleted, you become vulnerable to health damage. For maximum safety, select Armor mode in emergency situations such as dropping from heights or escaping unexpected firefights.

CLOAK
Generates a highly effective cloaking shield, which renders you virtually invisible. Unfortunately the Cloak system's high power requirements drain suit energy, so it can only be used for a limited time. The extra energy required to maintain an effective cloak on the move speeds up this power loss.

Warning: Firing a weapon in Cloak mode fully depletes suit energy, making you instantly visible.

SWITCHING MODES

Maximum Speed

Maximum Strength

Maximum Armor

Access weapon modification menu
(see *Weapon Modification* on p. 18)

Cloak

There are several ways to select a mode:

- Press **V** or click and hold the mouse wheel to open the Nanosuit display, then choose a setting by moving the mouse ⇕/⇔.
- Press **4** to toggle though the modes without opening the Nanosuit menu.
- When Suit Shortcuts are on (OPTIONS>MOUSE & KEYBOARD SETUP>LOOK>SUIT SHORTCUTS), you can switch modes by double-pressing the following key commands: sprint (**Left SHIFT**) – Speed mode; move backwards (**S**) – Armor mode; melee (**T**) – Strength mode; crouch (**Left CTRL**) – Cloak mode.

ADDITIONAL FUNCTIONS

Certain support functions are available at all times: the Nanosuit features an aqualung which automatically engages on submersion, allowing the wearer to breath underwater for a limited time. It is also equipped with Night Vision mode (press **I** to switch this on or off). This runs off an independent power source, which is quickly drained. A Night Vision energy meter appears in the top-right of your HUD, indicating how much power/usage time is remaining.

WEAPONS AND EQUIPMENT

To maximise your effectiveness in combat, choose the best weapon for the job with the right set-up and most suitable ammo. Supplement the range available to you by acquiring extra weapons during your mission (see list below) – these can also be raided for parts that can be used in weapon modification (see p. 18).

- Cycle through available weapons by moving the mouse wheel ⇕ or use the keyboard shortcuts (see *Complete Controls>Weapons* on p. 5). Cycle through grenades by pressing **H**.
- Some weapons are only carried by KPA forces – defeating enemy fighters is one way to obtain these, but a stealthy raid on an enemy base can be just as productive.

PISTOL

This is the most advanced pistol available. Its low weight and ease of use allows you to double your firepower by equipping one in each hand.

Magazine capacity: 20

SUBMACHINE GUN

A standard short-range submachine gun that delivers impressive firepower. Its potential for modification raises its capabilities.

Magazine capacity: 50

SHOTGUN

Delivers devastating firepower at close range, despite its low weight. The pump-action mechanism and advanced recoil regulation system guarantee fast, smooth and accurate firing.

Shell capacity: 8

SCAR

This hybrid combat assault rifle is the most advanced Special Forces weapon in the world. Lightweight but powerful, its key feature is the range of attachments available, making it a highly versatile weapon.

Magazine capacity: 40

MINIGUN

A true heavy weapon in all senses: without the strength-augmentation delivered by the Nanosuit, hand-held use would be impossible. Capable of delivering a lethal rate of fire, it's a formidable choice for area clearance. For greater movement speed and reduced recoil, set the Nanosuit to Strength mode.

Magazine capacity: 500

FY71

Standard issue to KPA forces, this assault rifle delivers ease of use coupled with moderate firepower and high potential for modification. Although the FY71 is less effective than the SCAR, the high availability of its ammo in KPA territory makes it a useful choice during a mission.

Magazine capacity: 30

GAUSS RIFLE

Uses electro-magnets to hyper-accelerate projectiles to near light-speed. The ultimate sniper weapon, the Gauss Rifle is capable of taking out enemy units at great distances.

Magazine capacity: 5

PRECISION RIFLE

A highly effective sniper rifle that can take a range of scopes, allowing for accurate fire at varied distances. The distinctive loud volume of its single shot cannot be silenced, so a secure firing position and safe evacuation route are vital.

Magazine capacity: 10

MISSILE LAUNCHER

Shoulder-mounted and with a next-gen guidance system, this takes out tanks, helicopters or any other enemy vehicles that stand in your way. Its weight makes manoeuvring difficult and it cannot be used in a prone position, so a safe firing point is essential. Each missile launcher comes preloaded – once all three missiles are fired, dump it and find a new one.
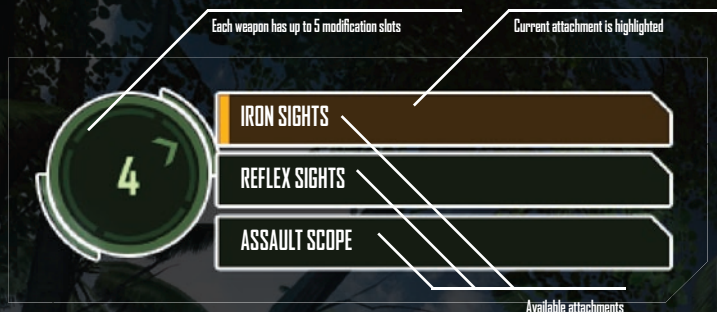
Missile capacity: 3

WEAPON MODIFICATION

Modify your weapons with a range of attachments to deal with whatever enemies you encounter. Your kit includes basics such as silencers and interchangeable sights, but weapons obtained during your mission can yield a range of attachments to give you more choice. The degree of modification available varies from weapon to weapon – the SCAR rifle is a highly customisable choice.

• Press **C** or select the weapon icon from the Nanosuit display to open this menu. Press **C** again to close it.

Each weapon has up to 5 modification slots   Current attachment is highlighted

4

IRON SIGHTS

REFLEX SIGHTS

ASSAULT SCOPE

Available attachments

To cycle through the attachment options listed for each slot, press the key that corresponds to the slot number. You can also click the name of an attachment to equip it.

• All attachments are for rifle-type weapons, unless otherwise stated.

Reflex Sight	Suitable for close to mid-range targets – especially on the move, as the holographic red dot compensates for gun movement.
Assault Scope	A simple scope with crosshair and limited zoom – ideal for assault rifles.
Sniper Scope	A more advanced long-distance scope, offering two zoom levels and a range meter.
Flashlight Module	A mounted flashlight – illuminates targets but also pinpoints the user's location.
Laser Pointer Module	Projects a red laser for target acquisition. As with the flashlight, its high visibility makes the user easier to locate.

Grenade Launcher Attachment	Equips assault rifle type weapons with a grenade launcher.
Tactical Attachment	Equips unlimited tactical ammunition, which debilitates enemy personnel for 60 seconds.
Silencer	**(Rifle or Pistol)** These suppress firing noise and flash. Different silencers are available for pistol and rifle-type weapons.

Tip: Silencers are better suited to close-range attacks as they greatly reduce shot power, especially over long distances.

Laser/Light Module	**(Pistol only)** A combination unit that includes the Flashlight and Laser Pointer functionality in one attachment for Pistols.

AMMUNITION

Ammo can be obtained in the same way as weapons: from defeated enemies and their bases. Pick up discarded weapons to collect any loaded ammo. Different weapons obviously require different ammunition, so conserve rounds and be prepared to switch weapon.

Tip: Incendiary Ammo for the FY71 can be found in some KPA camps.

OTHER WEAPONS

Fragmentation Grenades	Shatter into lethal shards – the best choice for anti-personnel attacks.
Smoke Grenades	Provide cover and can be used to flush out enemies.
Flashbangs	Create a blinding light to disorientate enemy personnel.
Explosives	Standard multi-purpose plastic explosive. Equip it, then left-click to place. Right-click to switch to the detonator, then left-click to use the detonator.

• To throw a grenade, hold then release **G**. To adjust range, alter the throwing angle by moving the mouse ⇕. Switch to Strength mode to increase range. To switch between different types of grenade, press H.

VEHICLES

As they offer transport, attack power and a degree of shielding from enemy fire, any vehicle you commandeer could give you a tactical advantage. In vehicles featuring an inbuilt heads-up display, your Nanosuit HUD is synchronised for seamless control.

- To use a vehicle, approach one of its doors and press **F**.
- Use the movement keys (**W**, **A**, **S**, **D**) to steer.
- Change the in-vehicle view by pressing **F1**.

When you are in a vehicle three extra meters are added to the HUD:

    Position indicator – the white dots represent the seating positions available in a vehicle. Your current position is indicated by a green dot.

    Speed – displays the vehicle's speed in MPH (or Knots for sea craft).

    Damage – displays vehicle damage, as a percentage.

- Change position by pressing the corresponding number key. In general, **1** is the driving position and **2** corresponds to the gunner's seat.

VEHICLE WEAPONS

Get in position to man any available weapons. Move the mouse ⇕/⇔ to aim the weapon and left-click to fire the primary weapon (right-click to fire secondary weapon, where available). Many vehicle weapons have unlimited ammunition but will overheat with continuous use – affected weapons must cool down before you can resume firing.

Light Tactical Vehicle/Boat	Right-click to fire the mounted machinegun in either of these vehicles. With Easy or Normal difficulty level selected, you can fire from the driver's seat but in Hard or Delta level, you must be in the gunner's position to use the machinegun.
Tank	From the driver's seat, you can fire shells (left-click) and the mini-gun (right-click). A range finder appears in the HUD to help you judge distance when aiming: move the mouse up to raise the gun barrel for long-distance shots. From the gunner's seat, left-click to fire the machinegun and right-click to zoom.
VTOL/Helicopter	From the pilot's seat you have missiles and a high-calibre chaingun at your disposal. Use the built-in lock-on targeting for accurate missile attacks.

SAVING AND LOADING

Your progress is autosaved when you reach a checkpoint in the mission. You can also choose to save manually by one of two methods:

- To make a Quick Save, press **F5**. You can only have one Quick Save file, so if you use Quick Save again, your previous Quick Save will be overwritten.
- Press **ESC** to open the pause menu, select LOAD/SAVE and then SAVE GAME. Choose a save slot, enter a name for your save if you wish, then select SAVE.

If you die during your mission, the last save file created is auto-loaded. You can also load the last Quick Save at any time by pressing the Quick Load key (**F8** by default).

- To select a file to load when in-game, press **ESC** to open the pause menu and choose LOAD/SAVE>LOAD GAME, then select a save file to load. Alternatively, from the main menu, choose LOAD/SAVE then follow the above instructions.

    Note: You can only load save files that were created in the currently selected profile.

OPTIONS

Select OPTIONS from the main menu/pause menu, then make adjustments to GAME SETTINGS and SYSTEM SETTINGS, or choose MOUSE & KEYBOARD SETUP/GAMEPAD SETUP to view or adjust control settings. Most options are self-explanatory, but those that require clarification are detailed below.

GAME SETTINGS

WEAPON INERTIA	Move the slider left/right to reduce/increase the amount of weapon movement on screen. Greater delay can appear more realistic.

MOUSE & KEYBOARD SETUP

LOOK/MOVE> SMOOTH MOUSE	Click the checkbox to turn Smooth Mouse on. This evens out jerky mouse movements but may make your movement on screen lag slightly as a result.

SYSTEM SETTINGS

GRAPHICS> OPTIMAL SETTINGS	The simplest way to get the best *Crysis* experience from your PC: the most suitable graphics settings for your machine will be auto-detected.

    Note: You can also change graphics options manually – choose SYSTEM SETTINGS>ADVANCED and adjust the settings listed using the dropdown menus.

MULTIPLAYER

Select MULTIPLAYER from the main menu to take on other players online (see p. 23) or over a local network (see p. 25). Join or host a deathmatch-style Instant Action game (see p. 24) or a more strategic Power Struggle match (see p. 24).

Note: Jump straight into an online game by selecting QUICK GAME. By default, this automatically matches you up with an Instant Action server. You can adjust Quick Game selection options from the main menu/pause menu by selecting OPTIONS>GAME SETTINGS>QUICK GAME OPTIONS.

MULTIPLAYER EXCLUSIVES

Certain weapons and types of equipment are only available in Multiplayer modes – use advanced human and alien technology to your advantage.

TAC Launcher	The ultimate in destructive human technology – fires a miniature nuclear warhead for devastation on a localised scale.
Molecular Accelerator (MOAC)	Converts moisture in the air to ice shards, which are fired at high-speed to penetrate the target.
Molecular Arrestor (MOAR) Attachment	Upgrades the MOAC to fire an icy blast that freezes everything it hits.
Laser/Light Module	This combined laser pointer and flashlight module is available for both pistol and rifle in multiplayer games.
Nano Disruptor Grenade	Releases an electromagnetic pulse that temporarily disables Nanosuit functionality for all personnel within its detonation perimeter.
Claymore	When triggered, this anti-personnel mine fires a deadly burst of fragments in one direction, forward from its position.
Mine	A simple set-and-forget explosive, triggered by contact – ideal for damaging vehicles.
Electronic Lockpick	You cannot use enemy vehicles until you've picked their locks – use this to steal any unmanned vehicle.
Portable Radar	Displays the location of all enemy units within a limited radius on the Tactical Radar for a short time, for your team to view.
Repair Torch	Fixes damaged vehicles – you must exit the vehicle to use this.

Note: In addition, extra weapons are available in some vehicles in Multiplayer games.

POWER STRUGGLE

Combine strategic choices with quick-fire devastation in the unique Power Struggle mode. Sign-up as a US or KPA recruit and join your side's battle to develop new weapons, retrieve and develop alien technology – and then annihilate the enemy's headquarters.

- Destroying the enemy HQ always ensures victory. Additionally, you can set a Kill Limit to award victory to the team that kills that number of enemies, or a Time Limit to restrict the game length, with victory going to the team with the highest score when the Time Limit is reached.

Tip: Choose MULTIPLAYER>TUTORIAL from the main menu to view a video guide to Power Struggle mode.

Capture a Prototype Laboratory then gain control of alien crash sites to power it and produce advanced weapons. Win command of Vehicle, War and Air factories to access different vehicles to aid you in your fight, and grab Strategic Bunkers for defensible deployment positions. You can also purchase ammo and weapons in these.

- Achieving kills and winning capture points earn Prestige, which you can spend on bigger and better equipment in BuyZones.

Tip: Only three bits of kit are powerful enough to destroy the enemy HQ: the Singularity Tank, the TAC Tank and the TAC Launcher.

INSTANT ACTION

Jump straight into action with the US forces in a classic death-match battle for supremacy, with up to 32 players. With no spawn time and straightforward kill-or-be-killed play, Instant Action is your best choice for a pure combat fix.

INTERNET GAME

Select INTERNET GAME at the Multiplayer menu and join an online game to battle *Crysis* players from around the world. Once you've created an Account (see *Account Creation* on p. 24), follow the instructions detailed in the Lobby Screen section on p. 25 to join or create an Internet Game.

GAMESPY REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. ONLINE TERMS CAN BE FOUND AT WWW.GAMESPY.COM

ACCOUNT CREATION

Before you can play online, you must create your own unique Account Login – this will create a GameSpy account for you. At the Account Login display, select NEW ACCOUNT, enter the requested information and press CREATE to make your new Account.

- If you have an existing GameSpy account, enter your Login Name and Password at the prompt. If you cannot remember your password, click FORGOT PASSWORD and follow the instructions to receive a new one.

LOCAL NETWORK GAME

Challenge players to a multiplayer game over a LAN connection. To join or create a Local Network game, follow the instructions detailed in the Lobby Screen section (see p. 25).

LOBBY SCREEN

The server list displays information about available servers, as detailed by the on-screen headers. The columns on the left indicate (from left to right) if servers are locked, ranked, on your favourites list or running Punkbuster. Highlight a server to view further details in the Server Info box on the left. To narrow down the range of servers use the FILTERS option or, in an Internet Game, click on the tabs to view ALL SERVERS, your FAVORITE SERVERS (selected by clicking ADD SERVER TO FAVORITES) or RECENTLY PLAYED servers.

•	In an Internet Game, select the CHAT tab to view or join lobby chat.

To join an existing game, highlight a server on the list and click JOIN SERVER. Alternatively, click CONNECT TO IP and then enter the IP address, Port number and Password.

To create a new game, select CREATE GAME and then adjust the options to set up the game.
•	Set the map Rotation by choosing Instant Action or Power Struggle from the dropdown, highlighting a map name and clicking ADD TO ROTATION. Highlight a map on the Rotation list to view and adjust its settings in the box below.
Once you've adjusted the remaining settings, click START GAME to begin the action.

TROUBLESHOOTING

ONLINE SUPPORT CENTRE

If you are having trouble running this game, please visit our online Support Centre at **http://support.electronicarts.co.uk** where you can view the latest troubleshooting FAQs and send us your technical support queries online.

For EA Store troubleshooting tips, please ensure you have EA Store running, then select HELP from the top of the EA Store Window. A new browser window opens displaying the troubleshooting tips (if you do not already have one open).

OFFLINE SUPPORT

This game includes a Technical Support file to help you troubleshoot your problem. You can find the Technical Support file in the same folder as your game. You can also receive support via our Customer Support team (see *Customer Support* below).

PROBLEMS RUNNING THE GAME

•	Ensure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit **www.nvidia.com** to locate and download them.
For ATI video cards, visit **www.ati.amd.com** to locate and download them.
•	If you are running the **disc version** of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit **www.microsoft.com** to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

•	If you have the **disc version** of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
•	If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
•	For optimum performance when playing, you may like to disable other background tasks or your Antivirus applications running in Windows. However, ensure you restart your Antivirus applications after you have finished playing the game.

PLAYING ONLINE THROUGH A ROUTER OR FIREWALL

This game uses the following network ports for playing online. If you are running a firewall (e.g. the Windows software firewall or a hardware firewall) ensure it is set to allow the game to communicate on these ports:

Type	Remote
UDP	64087
TCP	29900 - 29901
TCP	28910
TCP	6667
TCP	28901
TCP	28910
UDP	29910
UDP	27900 - 27901
TCP	443
TCP	80

PORT FORWARDING

If you are connected to the Internet through a router, setting up Port Forwarding can solve many network-related connection issues. All routers have unique methods to set up port forwarding, but the following steps should help you:

1. Access the Admin panel for your router. Most routers have a web-based interface with which you can configure port forwarding. The naming conventions are different for each router, but look for any references to Port Forwarding, Services, Virtual Servers, Inbound Services, Applications or Gaming.
2. You then need to create new rules to forward the port numbers listed above to the IP address of your PC. You can find your PC's IP address through your Windows start menu: Click START > RUN... and type **cmd**. Click OK.
3. At the command prompt, type **ipconfig** and press ENTER. Your basic network settings are displayed along with your IP address.

A typical Port Forwarding setting looks like this:

Port – 3658, **Protocol** – UDP, **Traffic** – Incoming, **Forwarded to** – [your IP address – e.g. 192.168.1.3]

DMZ

Routers often have an option to place your PC into a DMZ (De-Militarised Zone). In home router terms, this means that all inbound ports will be forwarded to your PC. This is likely to solve any connectivity problems, but you will lose any security protection that was offered by the router.

For more information on firewalls, port forwarding and DMZs, please take note of the advice in our online Support Centre at **http://support.electronicarts.co.uk**

CUSTOMER SUPPORT

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre at **http://support.electronicarts.co.uk**

Here you can view the latest top FAQs for our games or view our knowledge base by clicking GET HELP. If you are unable to resolve your problem, click CONTACT US to submit your query to a Customer Support Technician who will respond as soon as possible.

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: **0870 243 2435**   Fax: **0870 2413231**

Calls charged at national call rates, please consult your telecoms provider for details.

To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

- Click START > RUN… and type **dxdiag**. Click OK, then once the report is complete, Click SAVE ALL INFORMATION… and save the report to your Windows Desktop.

  Note: Customer Support cannot provide gameplay hints or tips.

  Note: If you need gameplay help please see the back of this manual for details of our official EA Hintline.

  Note: If you purchased this game via EA Store, you may access the End User License Agreement at **http://files.ea.com/downloads/commerce/eula/en_US/eula.pdf**

WARRANTY

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