Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode-ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

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.

BASIC GAMEPLAY CONTROLS

General Gameplay

Action	Keyboard	Mouse
Forward	W	
Backward	S	
Strafe Left	A	
Strafe Right	D	
Fire		Mouse Button 1
Alternate Fire/Zoom In		Mouse Button 2
Cycle through Weapons		Mouse Wheel
Enter/Exit Vehicle	E	
Show Scoreboard	TAB	
Show Spawn Interface	ENTER	
Show Map	M	
Zoom Mini-Map	N	
Pause Game	P	
Screenshot	END	
Toggle Tooltip	T	
Radio Command 1-8	F1 – F8	

Note: In addition to these basic moves, *Battlefield 1942*™ includes many other enhanced control features that can help change the outcome of any game.

BATTLEFIELD 1942

TABLE OF CONTENTS

INTRODUCTION

1942: Axis and Allied forces are heavily involved in World War II and the fighting has extended to four fronts: North Africa, the Pacific Theatre and hundreds of miles of frontlines in Eastern and Western Europe. As a newly-recruited soldier, your assignment changes on a moment's notice – gunner, pilot, bombardier – and the scenery changes with it. Storm ground bunkers in the North African desert of El Alamein or position your battleship off the black sand shores of Iwo Jima. Run silent under the waters off Midway Island or drop your payload over key supply routes along the French-German border.

With up to 32 players in a single battle, you'll need to keep your wits about you. All military vehicles are at your disposal from tanks, armoured personnel carriers and battleships to the P-51 Mustang and the U-boat.

We brought you the war, now it's up to you to fight it!

- **For more information** about this and other titles, check out EA GAMES™ on the web at **www.ea.com**

  Note: See enclosed Install Guide for Technical Support information.

COMPLETE CONTROLS

The incredible variety of gameplay in *Battlefield 1942* puts you at the controls of tanks, jeeps, battleships, water transports, submarines and aircraft. You can also gut it out in the trenches with nothing more than a rifle, pistol and a knife.
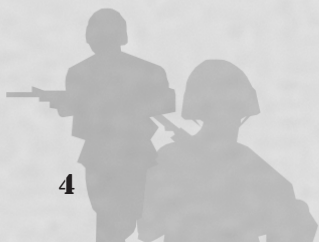
GENERAL GAMEPLAY

Action	Keyboard	Mouse
Enter/Exit Vehicle	E	
Say All	K	
Say Team	L	
Show Scoreboard	TAB	
Show Spawn Screen	ENTER	
Show Map	M	
Zoom Map	N	
Inside View	F9	
Chase Rear	F10	
Chase Front	F11	
Fly By	F12	
Pause Game	P	
Screenshot	PRINT SCREEN	
Toggle Tooltip	T	
Radio Command 1-8	F1 – F8	
Radio Interface Toggle On/Off or cancel existing radio command before sent	F8	

LAND AND SEA

Action	Keyboard	Mouse
Speed Up	W	
Slow Down/Reverse	S	
Turn Left/Right	A/D	
Turret Up/Down		Mouse Up/Down
Turret Left/Right		Mouse Left/Right
Fire		Mouse Button 1
Alternate Fire		Mouse Button 2
Open Bow Doors	Arrow Key UP	
Close Bow Doors	Arrow Key DOWN	
Dive/Hatch Down	Arrow Key UP	
Emerge/Hatch Open	Arrow Key Down	

AIR

Action	Keyboard	Mouse
Speed Up	W	
Slow Down/Reverse	S	
Rudder Left	A	
Rudder Right	D	
Pitch Up	Arrow Key DOWN	Mouse Down
Pitch Down	Arrow Key UP	Mouse Up
Roll Left	Arrow Key LEFT	Mouse Left
Roll Right	Arrow Key RIGHT	Mouse Right
Fire	Spacebar	Mouse Button 1
Alternate Fire	Keypad 0	Mouse Button 2
Go to position 1 – 3	1 – 3	
Toggle Nosecam On/Off	F9	

INFANTRY

Action	Keyboard	Mouse
Forward	W	
Backward	S	
Strafe Left	A	
Strafe Right	D	
Jump	Spacebar	
Walk	Left SHIFT	
Drop/Pick Up Kit	G	
Fire		Mouse Button 1
Zoom In/Alternate Fire		Mouse Button 2
Reload	R	
Next Weapon		Wheel Up
Previous Weapon		Wheel Down
Weapon 1 - 6	1-6	
Crouch	Left CONTROL	
Prone	Z	

- **For detailed information** on firing controls, see *Using Weapons and Other Items* on p. 24.

SETTING UP A GAME

Whether you are heading solo into the field or rendezvousing with your platoon, your first orders are to establish a player profile. This is your identity and it's the first window that appears when you start *Battlefield 1942*.

- To create a player profile, type a name in the PLAYER NAME text box. This is your battlefield character name.
- With multiple profiles, multiple players can use the same computer with their own personalized settings.
- Type a name in the PROFILE NAME text box. This identifies your profile and is the name that appears on the profile button on the Main menu.
- Click NEW to add other profiles, or click USE to set up a game with your new profile.
- You can return to the Profile Setup menu anytime by clicking the Profile Name button in the upper right corner of the Main menu.

MAIN MENU

SINGLEPLAY take on the enemy with AI-controlled teammates

MULTIPLAY players compete in epic battles online

OPTIONS change settings for a customized battle experience
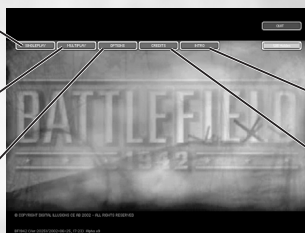
INTRO runs the opening movie scene

CREDITS review the creators of Battlefield 1942

Single Player	Both Single Player options, Campaign and Instant Battle, populate the battlefields with AI-controlled soldiers, friendly and otherwise (see *Single Player Campaign Play* on p. 8; *Single Player Instant Battle* on p. 15).
Multiplayer	The battle plan changes when you join the skirmish with other players. Four game types and up to 16 different battle lines herald an unprecedented historical combat experience (see *Multiplayer Battle* on p. 15).
Options	Configure controls for using weapons, vehicles, aircraft and watercraft (see *Options Menu* on p. 19).
Credits	*Battlefield 1942* is brought to you by…
Intro	Replays the *Battlefield 1942* intro movie.

SINGLE PLAYER CAMPAIGN PLAY

Maverick blood runs through your veins and Single Player Campaign gets it pumping by handing you orders for 16 different missions inside the 1942 theatre of operations. Fight for either the Allied or Axis forces, either way the action is intense. Both sides are populated by soldiers commanded by Strategic Artificial Intelligence (SAI).

All elements are combined in Single Player play – planes, boats and tanks – so don't let your guard down for a minute. The next bullet coming out of that bunker just might have your name on it.

Select the difficulty level, battle and your allegiance, then track your battle stats as you go.

START A NEW CAMPAIGN

Click SINGLEPLAY from the Main menu, and choose CAMPAIGN, then click the NEW CAMPAIGN tab to start a new Single Player Campaign.

> **Note:** Default options are listed in **bold** type.

Difficulty Level   EASY, **NORMAL**, HARD and IMPOSSIBLE categories are defined by three components: AI Skills, Player Death Ticket Penalty and Enemy vs. Friendly Units Ratio. The higher these ratings, the higher the difficulty level. Click and drag the indicator on each slider bar to make adjustments to each of the settings. Adjusting the slider bars is the only way to set the IMPOSSIBLE difficulty level.

AI Skills determine the fighting ability of non-playable characters (bots).

Player Death Ticket Penalty determines the number of tickets you are penalized each time you are killed during a mission.

Enemy vs. Friendly Units Ratio determines the number of troops in a battle for each side.

Number of Bots determines how many non-player characters populate each team, friendly and enemy. **Note:** Lower-end machines should try lowering this value if the frame rate is poor in single player mode.
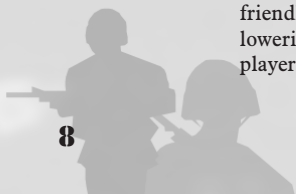
CPU Time Given to AI determines how much of the CPU's time is devoted to managing the AI. The higher this value is set, the more it impacts game performance. **Note:** Lower this value to get better frame rate if you are playing on a lower-end machine with few bots, or to get better AI performance if you are playing with many bots.

Levels. The Levels window shows all available maps. Only the first map is displayed when you are creating a new campaign.

Team. Select your team, **ALLIED** or AXIS.

• Click START after all of your selections are made.

CONTINUE A CAMPAIGN

Progress is automatically saved in Single Player Campaign Mode only after a battle is won. Your Profile is updated to reflect your progress.

Note: Your side does not have to win the battle in order to advance to the next level.

To continue a campaign:
1. Click the CONTINUE CAMPAIGN tab on the Single Player menu. The next level in the campaign is chosen automatically.
2. Click CONTINUE to begin the level.

CAMPAIGN SCORING

In every battle, there are victories, defeats and the stories that go along with those who live to tell them.

Kills: number of enemy killed

Hits: number of shots on target

Ping Rate: your average connection speed

Deaths: number of times you were killed

Medal: gold, silver and bronze for 1st, 2nd or 3rd place

The Debriefing Screen appears at the end of each single-player battle. It explains the outcome of the battle and shows your battle stats. Fight with valour and you are recognised for your achievements. Medals are awarded for first, second and third place scoring. Battle honours are displayed to the right of your individual statistics.

When you finish a mission while playing in Campaign Mode, you receive an overall score and evaluation for both the mission and the campaign. Individual missions modify the overall campaign score. A single mission defeat does not end a campaign, however losing too many battles will bring an end to the war early.

Whenever you finish a mission you have the option to accept the score and advance to the next mission, or replay it for a better score.

- To try for a better result/outcome in your most recent mission, click REPLAY.
- To return to the Campaign menu, click DONE.
- To proceed directly to the next campaign mission, click CONTINUE.

You can finish an entire campaign without winning every mission, but your final score will suffer from it.

> **Note:** You can only save one campaign per profile. If you want to keep a number of parallel saved games on your hard disk you must create a new profile for each saved game.

SINGLE PLAYER CAMPAIGNS

Four fronts. Sixteen different battles. Multiple bomb-cratered, bullet-riddled, war-ravaged settings around the world for you to take your last, gasping breath, or create a victory for the generations.

- **For complete weapon and vehicle descriptions,** see www.battlefield1942.ea.com

THEATRE OF OPERATIONS

Pacific

In the Pacific theatre, Japan has incited a war against the Allied Forces that will be fiercely fought on land, sea and air. After its surprise attack at Pearl Harbor, the Japanese will strive to use the momentum of its early success to sweep to a quick victory in the Pacific. U.S. forces, on the other hand, will have to regroup quickly for what promises to be a long and bloody conflict against a highly determined and highly skilled enemy. From dense island jungles to the wide-open seas, both sides realise that every battle can turn the tide of this war and lead to ultimate victory in the Pacific.

North Africa

To win control in North Africa, the victor will not only have to defeat a well-prepared and determined enemy, but it will also have to overcome brutal desert conditions. Faced with intense heat and an inhospitable terrain, both sides will need supreme planning as much as anything else to emerge victorious in the African desert. As both the Axis and Allied armies push forward, supply lines will become an increasingly important factor in this war. Clearly, whoever can establish and protect the flow of fuel, water, food and ammunition will have a distinct advantage in the war in North Africa.

Eastern Europe

On the Eastern European front, German high command had fully expected its military machine to roll through the Russian Red Army in a matter of months. In

preparation for this campaign, the Third Reich staged one of the biggest build-ups in the history of modern warfare. Unfortunately for the German commanders, they didn't count on the indomitable spirit of the Russian troops or the impenetrable Russian winter. German forces swept through the Russian defence with relative ease in the early stages but the tide soon turned with the onslaught of the harshest winter conditions imaginable. With both sides now contending with the same inhospitable environment, it will be the supreme test of endurance to see who can claim victory in Eastern Europe.

Western Europe

With nothing short of total victory as the goal, the Allied forces have commenced Operation Overlord – the final push toward Berlin. Beginning with a massive invasion on the beaches of Normandy, the Allies will not stop until they secure ultimate victory over the Fatherland. The German command, quickly realising that this is the massive assault they've been expecting, understand the importance of holding their ground at any cost. If German forces can withstand the Allied invasion at any point during this campaign, they know that ultimate victory will be within their grasp. Though it's difficult to predict who'll win this war, it's easy to see that both sides will need to go to battle with a determination and fighting skill never before seen in the history of modern warfare.

MISSIONS (IN ORDER OF PLAY)

Operation Battleaxe

Map Description

Allied and Axis headquarters sit atop plateaux opposite each other, with a battle-torn valley separating the two.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

Gazala

Map Description

Desert map with sand, rocky hills and deep canyons. Mobility is the key as there aren't many places to hide.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.
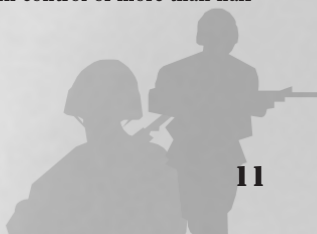
Wake Island

Map Description

The island, a coral reef, houses a U.S. airbase. Fortifying the base is difficult because of the island's small size.

Objective

This is a CONQUEST: ASSAULT map.

To win an assault scenario the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

Kursk

Map Description

Hills and forests surround a central lake, with the two opposing bases on each side and a central "No Man's Land".

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

Tobruk

Map Description

Tobruk is a fortified harbour with several defence lines for the Germans to cross. A few canyons surround the city. The Germans are on the move and are closing in on the enemy's first line of defence.

Objective

This is a CONQUEST: ASSAULT map.

To win an assault scenario the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

Battle of Midway

Map Description

Midway is an island just big enough to hold an airfield and barracks. The two opposing fleets stand on either side of the island. This is mostly aero-naval combat.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map

Stalingrad

Map Description

The battle for Stalingrad occurs around the train facilities of that once great city. Pitched battles and sudden death characterise the combat here.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

El Alamein

Be careful of machine gun nests as you stalk the skies over enemy terrain.

Map Description

The map is a mix of large desert expanses with a ridge between the Axis and Allied main bases.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

Guadalcanal

Map Description

Guadalcanal is a large island with two bases at each end. A strategically placed village plays a very important role as it can be used as an advanced base for both sides.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map

Kharkov

Map Description

A typical Russian plain with forests, hills and a few rivers crossed by stone bridges that create interesting choke points.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

Omaha Beach

Re-create the most famous battle of the Western European theatre at Omaha Beach.

Map Description

Omaha has its defences built on top of abrupt limestone cliffs, making them very hard to hit. "La Pointe du Hoc" is a heavily defended bunker complex that dominates the beach.

Objective

This is a CONQUEST: ASSAULT map.

To win an assault scenario the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

Bocage

Map Description

Typical Normandy countryside with hedgerows separating the fields. Perfect for ambushes and snipers. A French village and a main stone bridge are the key points of this map.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

Operation Market Garden

Map Description

This map includes forests, a city and a river crossed by two bridges.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map.

Battle of the Bulge

Map Description

This European map features a destroyed village held by the Allies and numerous patches of hilly forests.

Objective

This is a CONQUEST: HEAD-ON map.

To win a head-on scenario your team needs to maintain control of more than half of the control points on the map

Berlin

Map Description

Berlin, even though it has been heavily bombed, still has strong protection to offer the city inhabitants. Large avenues make tanks a constant threat to infantry.

Objective

This is a CONQUEST: ASSAULT map.

To win an assault scenario the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

Iwo Jima

Map Description

Iwo Jima is a volcanic island and its soil is darkened and cratered because of heavy bombing. Mt. Suribachi, a Japanese stronghold, is heavily defended and dominates the island.

Objective

This is a CONQUEST: ASSAULT map.

To win an assault scenario the team tasked with attacking must control every control point on the map. The defenders win if they are successful in holding the attackers at bay when the fighting is over.

SINGLE PLAYER INSTANT BATTLE

Don't wait around for your orders to come through. Rotate immediately to the assignment of your choice, from Guadalcanal to Stalingrad. Minimal setup, maximum action – keep your finger on the reload key.

- Select difficulty level (see *Single Player Campaign Play* on p. 8).
- Select your team, **ALLIED** or AXIS.
- Click START. Go to war!
  Note: Instant battle games cannot be saved.

MULTIPLAYER BATTLE

You and six buddies are hunkered in a trench while enemy rifle fire pours out of a nearby fortified bunker. You hear the telltale sound of Panzer tanks approaching, a sign that you just might not make it out of this mess alive. Suddenly, two Spitfires roar overhead, laying down lines of .50-caliber cover fire and creating your escape route. Pull out all the stops with grenades, machine guns, rockets and artillery fire. This is real war, where you and *Battlefield 1942* enthusiasts from all over the world converge to form epic conflicts.

To begin, you must make a tactical decision whether to join or create a multiplayer game.

JOIN A MULTIPLAYER GAME

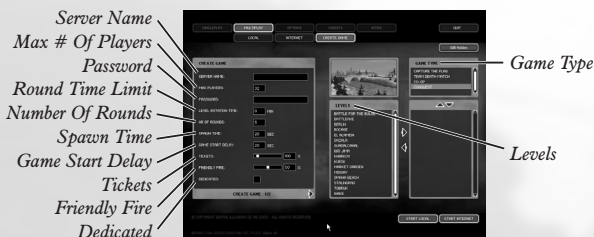*Get into the action with soldiers from around the world.*

To Join a Multiplayer Game:

1. Click the MULTIPLAY button.
2. Click the LOCAL or INTERNET button. Either option displays a list of available servers, with columns for number of players, ping rate (the lower the number, the faster your connection to the server), game type (see *Multiplayer Game Types* on p. 18.) and map (level).

- In order to play a local game, you must be connected to a local area network. In order to play an Internet game, you must have an active Internet connection.
3. Click a server name, then click JOIN to start the game.
- During Internet setup, click REFRESH to renew the information on the current list of servers.
- During Internet and Local setup, click UPDATE to poll the Web for the most recent list of active servers.
- During Internet setup, click ADD SERVER to add a specific server to the list. You must know the IP address of the server you wish to add. Click JOIN to start a multiplayer game with this particular server, or click OK to add it and return to the server list.

CREATE A NEW MULTIPLAYER GAME

Create your own chapter in the *Battlefield 1942* history book with a customised multiplayer battle. To begin, click the CREATE GAME button on the multiplayer menu to open the Create Game menu.

Server Name
Max # Of Players
Password
Round Time Limit
Number Of Rounds
Spawn Time
Game Start Delay
Tickets
Friendly Fire
Dedicated

Game Type

Levels

Hosting your own Multiplayer game is easy.

Server Name	Click inside the top text box and type any name (division, battalion, squadron, or infantry names are appropriate).
Max Players	Set the maximum amount of players allowed on the map. **Note:** Most maps have the ideal number of players for that map as the default.
Password	A password is required if you want to keep your game private, but it's optional.
Round Time Limit	Enter the number of minutes a battle lasts within each selected level before the next level begins.
NR (Number) of Rounds	Set the number of rounds that are required to complete the entire multiplayer game.
Spawn Time	Set the number of seconds a player must wait after his character is killed before he rejoins the battle.
Game Start Delay	Enter the number of seconds before the start of each new level.
Tickets	This is a combined pool of points for each team that is depleted by team member deaths and lost vantage points.
Friendly Fire	Set the percentage of normal damage your teammates receive if you unintentionally shoot them. It can range from none to full damage.
Dedicated	Check this box to host your machine as a dedicated game server. You cannot play a game running on a dedicated machine. Players connecting to this type of server are likely to have a better quality of gameplay.
Axis vs. Allied Team Ratio	For greater realism, adjust the proportion of players that get assigned to either side.
AI Skills (Co-Op Only)	Set the fighting ability of non-playable characters (bots).
CPU-Time Given to AI (Co-Op Only)	Determine how much of the CPU's time is devoted to managing the AI. The higher this value is set, the more it impacts game performance.
Levels	All 16 levels are displayed in the Levels window. Highlight a level, then click the RIGHT ARROW button to the right of the list. The level now appears in the far right window. Repeat to add multiple levels. Shuffle the levels using the UP/DOWN ARROW buttons above the new list. To remove a level, highlight it in the right window, then click the LEFT ARROW button.
Game Type	Select the type of multiplayer game (see *Multiplayer Game Types* on p. 18.)

- Click START LOCAL or START INTERNET when ready.

MULTIPLAYER GAME TYPES

There are four unique multiplayer game types, each with different objectives that require distinct strategies and tactics.

Conquest

The goal of Conquest mode is to reduce your opponent's tickets to zero. The current number of tickets are shown above the mini-map. These tickets are a pool of lives shared by everyone on the same team. There are two ways to reduce an opponent's pool of tickets: kill enemy soldiers or capture control points.

Control points

Control points have two purposes in *Battlefield 1942*. When a team controls a certain amount of control points on a map based on the mode (Assault or Head-On), the enemy team begins to lose tickets on a per-minute basis. Control points also act as spawn points allowing the side that owns it to re-spawn there, if desired. Some control points cannot be taken. These will be shown with a red circle around them in the mini-map.

Gaining control of a control point

When all players within a control point radius are on the same team, they gain control of that point. Once an enemy enters a spawn point radius the flag is disputed and no spawning can occur there until the issue is resolved.

Reinforcement

When a player dies, he must wait for a reinforcement wave to come before re-spawning. The re-spawn time is set and adjusted by the game host.

Assault vs. Head-On

Assault maps are organised so that one side acts as the attacker and the other side acts as the defender. The attacker loses tickets at the start of the game until they have taken one flag. The attacker wins automatically if they take all the flags. **Head-On** maps are organised so that both sides can act as the aggressor. The side that is in control of more than half of the flags on the map causes the opponent's side to lose tickets.

   Note: Base flags cannot be captured in Head-On maps.

Co-Op

Co-Op mode pits players against, or teams players with, AI-controlled bots. Players can join any side and are tied to the same rules as a normal Conquest game.

Team Death Match

A team melee game with the objective of minimising your team's deaths while maximising your opponent's.

Capture The Flag

Locate and capture the opponent team's flag as many times as possible within the time limit. Once your opponent's flag has been captured return it your home base

and touch the flagpole to score. Your side's flag must be on the flagpole. If the flag is dropped en route to your home base, a friendly player can pick it up by running over it. If an enemy touches their dropped flag it is returned to the enemy base.

SCORING

A Debriefing screen appears after each Multiplayer game that shows the outcome of the battle. Each mission results in one of six ratings that are defined by the number of remaining friendly and enemy tickets:

Rating	Ticket Count
Total Victory	50% or more of friendly tickets remain
Decisive Victory	25-50% of friendly tickets remain
Minor Victory	0-25% of friendly tickets remain
Minor Defeat	0-25% of enemy tickets remain
Major Defeat	25-50% of enemy tickets remain
Total Defeat	50% or more of enemy tickets remain

OPTIONS MENU

Customise *Battlefield 1942* in every way to give yourself the advantage in combat. Set up all operational controls for every mission type from the Options menu. Configure single and multiplayer information and set video and sound options as well.
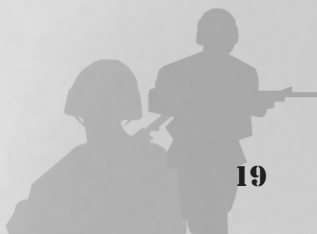
CONTROLS

Click one of the situation tabs, **COMMON,** INFANTRY, LAND & SEA or AIR to configure those specific controls. Note that there are two "pages" associated with each tab.

- **To move between pages of each tab**, click the ARROW buttons at the bottom of each tab.

All controls are listed in the Complete Controls section (see *Complete Controls* on p. 4). Change any game control, set mouse and keyboard sensitivities and configure input devices.

- Click SAVE to store any changes or click DEFAULT to return the original settings.
- Set and save different control settings for each player profile. Click the button toward the upper right of the screen with your profile name on it, select another profile, then configure new settings for that profile.

CUSTOMIZE

Click the CUSTOMIZE tab to configure on-screen combat settings.

Player Name	Change the name that appears on-screen during combat.
Tooltip	Toggle this on to see automatic popup hints as you near certain objects within the combat screen.
Radio Tooltip	Toggle this on for a text representation of the radio buttons.
Static Mini-map	Toggle this on to cause the inset mini-map to rotate with your facing.
Mini-map Transparency	Determines the visibility of the mini-map.
Crosshair Color	Set the colour of your weapon crosshair.

- Click SAVE to store any changes or click DEFAULT to return the original settings.

VIDEO

Video Performance	Set overall video performance to LOW, **MEDIUM,** or HIGH. You can also make individual video adjustments most suitable to your system's specifications.
Display Mode	Set the screen resolution and colour depth for the game.
Graphics Quality	Graphics quality changes the geometric complexity of the objects in the game. Experiment to find your optimal setting. Adjust the slider lower for slower systems, higher for faster systems.
Effects Quality	Effects quality changes the density of the effects in the game. Experiment to find your optimal setting. Adjust the slider lower for slower systems, higher for faster systems.
Environment Mapping	Toggle this on for more realistic environmental graphics. Turning this off will improve performance on lower-end computers.
Light Mapping	Toggle this on for more realistic effects on and inside buildings. Turning this off will improve performance on lower-end computers.
Shadows	Toggle this on for realistic shadow effects from vehicles and soldiers. Turning this off will improve performance on lower-end computers.
Texture Quality	Texture quality makes object surfaces look crisper. Experiment to find your optimal setting. Adjust the slider lower for slower systems, higher for faster systems.

View Distance	Set the visibility. Adjust the slider lower for slower systems, higher for faster systems. Experiment to find your optimal setting. On multiplayer maps, the Host will set the maximum allowable view distance.
Alternative Spawn Interface	The battle scene runs in the background of the spawn menu. Deselect this box to turn off this rendering (for lower specification machines).

- Click SAVE to store any changes or click DEFAULT to return the original settings.

SOUND

Configure music and sound effects volume and overall quality. When the ENGLISH DIALOG box is checked, all internal team dialogue is conducted in English regardless of nationality. Opposing team communications are still heard in their native tongues.

- Click SAVE to store any changes or click DEFAULT to return the original settings.

PLAYING THE GAME

By volunteering for a *Battlefield 1942* assignment, you admit your addiction to the sound of exploding artillery and the smell of a burning fuel depot. Mud and sweat are standard issue. And a good day is a day without casualties, unless they're on the other side of the trenches.

BRIEFING SCREEN (CAMPAIGN ONLY)

Once you join a game, you are given a rundown of the battle situation. This includes information about the type of game, location and the countries involved.

- Click LOAD when you are prepared to enter combat.
- Click PLAY to open the Spawn Screen and begin combat operations.

SPAWN SCREEN

Time To Spawn

Troop Kit

Axis Tickets

Allied Tickets

Map Display

Allied Tickets	Shows the total number of Allied tickets remaining in the battle. Tickets are depleted by team deaths and by lost vantage points.
Axis Tickets	Shows the total number of Axis tickets remaining in the battle. Tickets are depleted by team deaths and by lost vantage points.
Troop Kit	Shows the number of active troops on your team, by kit: SCOUT, ASSAULT, ANTI-TANK, MEDIC, ENGINEER. (see *Troop Kit* below).
Map Display	Top down display of the combat operations. Icons show troop movements, as well as positions of tanks, planes and vessels. Axis troops are shown in red, Allied in blue. You can only see members of your own side as well as neutral vehicles (shown in gray).
Time To Spawn	Time remaining before you enter combat.

To Set Up Your Kit:

1. Click one of the troop kits.
2. Click a spawn point on the mini-map. Spawn points are indicated by white circles on the mini-map.
3. Click DONE.

   Note: Clicking CLOSE will not spawn you.

TROOP KITS

All soldier kits have combat responsibilities. Therefore, all are equipped with a knife, a pistol and a parachute for basic gear. After that, the equipment varies.

Scout	A frontline spotter for enemy troop and material movements. The Scout has two main abilities: sniping and artillery spotting (see *Using Weapons and Other Items* on p. 24). Additional equipment: scoped sniper rifle, grenades and binoculars.
Assault	Leads the way in executing the battle plan. Additional equipment: heavy machine gun and extra ammo.
Anti-Tank	You may only be on foot, but with your mobility and a shoulder-mounted rocket launcher, tanks beware. Additional equipment: bazooka, grenades.
Medic	The Medic's main role is to heal his teammates. But he is also a good anti-infantry soldier. The submachine gun he carries has a nice rate of fire, but medium accuracy and penetration. A soldier in need of a Medic has an icon above his head showing he needs healing.

- **To heal**, select your Medikit then press Mouse Button 1 to use it. A progress bar appears that shows the healing status. If any hurt teammate is in your

healing radius, he will be healed before you heal yourself.

- Additional equipment: Medikit, sub-machine gun and grenades.

Engineer   The Engineer has several purposes: mine laying/disarming, demolition and reparations (see *Using Weapons and Other Items* on p. 24). His rifle, even though it does not have a great rate of fire, has good range, precision and firepower. He has a dual-purpose, both defensive and offensive. He can plant explosives and landmines and repair all vehicles and stationary weapons. Additional equipment: standard rifle, demolition kit, mines, repair kit.

GAME SCREEN

This is where the men are separated from the boys. Enter the battlefield with your default weapon ready and the action in progress all around you.

Battle Progress

Mini-Map Display

Kit

Ammo Supply

Health Meter

Inventory

Mini-Map Display	A mini version of the battlefield map. Your position is surrounded by a shaded circle. (see *Navigation and the Mini-Map* on p. 28).
Health Meter	Shows your amount of life remaining.
Kit	This symbol indicates your soldier status (Medic, Engineer, etc.).
Ammo Supply	The amount of ammunition remaining in your current weapon.
Inventory	Shows remaining number of ammo clips and grenades.
Battle Progress	Shows the number of tickets remaining for each side.

Other On-Screen Icons

Several icons appear on-screen during combat to keep you apprised of certain activity.

Heal   Indicates when first aid is available for healing.

Repair   Indicates when a vehicle is being repaired.

Opened parachute   Indicates your status as a paratrooper.

	Neutral Outpost	Indicates when neither team is in possession of an outpost.
	Outpost captured	Indicates a captured outpost.
	Ammo	Indicates an ammo source is nearby
	Forbidden flag	Indicates a flag that cannot be taken. This appears as a flag with a red slash through the icon.
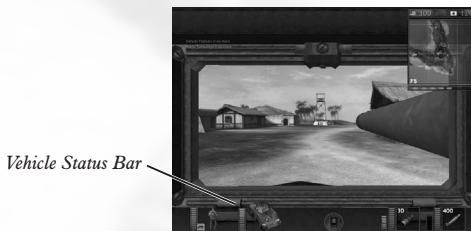
Vehicle Status Bar

Vehicle Status	Shows condition of the vehicle, aircraft or vessel whether you are driver, pilot or passenger.

USING VEHICLES, BOATS, SUBMARINES AND AIRCRAFT

Any soldier kit can operate all available vehicles, boats and aircraft in the game.

- **To enter a vehicle**, stand near it and press the E key.

  Note: You cannot use enemy aircraft carriers, destroyers, battleships or submarines. However, you can steal the aircraft off of the carrier and benefit from any ammo boxes or medical cabinets in enemy bases and control points.

Once you enter a vehicle, the view changes to the position you're currently in (driver, pilot, passenger, etc.). Controls are described in the *Complete Controls* section on p. 4. As a tank driver, you also control the main gun and turret. As a pilot, you control the plane, the forward machine guns and you act as bombardier. In certain trucks and jeeps, you drive and operate a mounted machine gun at the same time. In submarines, you act as the pilot and man the torpedoes.

- **To exit a vehicle**, press the E key.
- **To parachute from an aircraft**, exit the aircraft while it is airborne and press the 9 key.

USING WEAPONS AND OTHER ITEMS

Handheld weapons and items are carried at all times and can be switched easily.
To change your handheld weapon or item, press keys 1 through 6, or roll the mouse wheel **UP/DOWN** to highlight a weapon, then press Mouse Button 1 to select it.

Fire weapons by pressing Mouse Button 1.

Zoom view on most weapons by pressing Mouse Button 2.

Use the scope (scoped weapons only) by pressing Mouse Button 2.

Use items, such as mines, grenades, MediKits and binoculars by pressing Mouse Button 1.

Explosives require a three-step process to detonate. First place the explosives by pressing Mouse Button 1. Press Mouse Button 2 to activate the detonator. Then press Mouse Button 1 again to depress the plunger on the detonator.

To heal, stand near a first aid cabinet or kit (indicated by a first aid icon) until your health bar is 100%.

- Medics can use a Medikit on a wounded comrade to heal him (see *Troop Kit* on p. 22).

- **To heal as a Medic,** select your MediKit and press Mouse Button 1.

The firepower inside *Battlefield 1942* includes a complete arsenal of light and heavy weapons, bombs and artillery for use on land, sea and air. Included are anti-aircraft machine guns, artillery batteries and both tower- and bunker-mounted machine guns. Machine guns and artillery are also mounted on APCs, tanks, boats and in the back of certain aircraft. Submarines fire torpedoes.

- **To use artillery and land-based machine guns,** step up to the gun and press the E key. You will need to go inside bunkered artillery emplacements first. Fire with Mouse Button 1.

- **To use mobile-mounted machine guns and other weapons and material,** first enter the vehicle, boat, or aircraft by pressing the E key, then press Mouse Button 1 to fire. Certain pilot and driver positions have no weapons.

Any soldier can man stationary weapons, like the Browning or the MG42. Stationary weapons have unlimited ammo, but they can overheat, which is represented graphically by a progress bar. It takes a few seconds for a machine gun to cool down. Only an Engineer can repair damaged stationary weapons and vehicles.

- **To repair a damaged stationary weapon or vehicle,** select the repair kit (spanner), then press Mouse Button 1.

- **To remove a mine,** select the repair kit (spanner), crouch by the mine and press Mouse Button 1.

Indirect Fire

Artillery has two modes of firing, one for aiming at short distances and indirect fire, which is directed by a Scout using a remote camera.

- **To place a remote camera,** activate the binoculars and press Mouse Button 1.

The camera shows up on the mini-map and all artillery can use it to indirectly fire at the enemy. Each camera placement lasts 60 seconds (as long as the Scout is alive) or until he places another one.

An icon notifies the artillery gunner of the camera placement.

- **To aim using the remote camera,** press Mouse Button 2 to toggle between the normal in-game view and the camera view.

A tank icon represents the position of your artillery in relation to the target. This icon is placed along the circle around the target. The icon has also a rotation that shows the cannon angle towards the target.

If more than one camera is available, switch between them using the mouse wheel. Once you select a camera, press Mouse Button 1 or 2 to return to normal view.
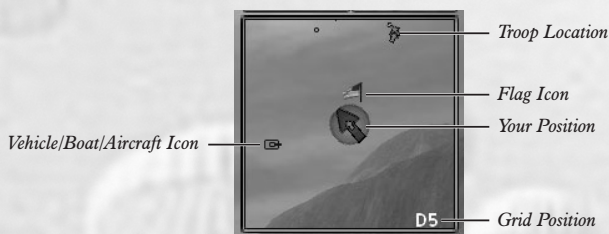
The following chart details the positions associated with every usable element in the field. Certain pilot and driver positions have no weapon responsibilities.

Land	Primary Fire	Secondary Fire
Light Tank		
Pilot/Gunner	Main gun	Coaxial gun
Commander	Fire	
Heavy Tank		
Pilot/Gunner	Fire	Coaxial gun
Artillery		
Pilot		
Gunner	Fire	Artillery interface (If a Scout has called for artillery)
Armoured Personnel Carrier		
Driver		
Gunner	Fire	
Up to 4 passengers		
Car		
Driver		
Passenger		
Machine Gun Emplacement		
Gunner	Fire	
AA Gun		
Gunner	Fire	

Air	Primary Fire	Secondary Fire
Fighter Plane		
Pilot	Fire	Bombs
Dive Bomber		
Pilot	Fire	Bombs
Rear Gunner	Fire	
Heavy Bomber		
Pilot		Bombs
Belly Gunner	Fire	
Top Gunner	Fire	

Sea	Primary Fire	Secondary Fire
LCVP		
Pilot	Arrow Key UP opens ramp	Arrow Key DOWN closes ramp
Gunner	Fire	
Submarine		
Pilot	Fire torpedoes	
Destroyer		
Pilot/Front Gunner	Fire	Depth charges
Rear Gunner	Fire (may be used as artillery)	Artillery interface (if a Scout has called for artillery)
Battleship		
Pilot/Front Gunner	Fire (may be used as artillery)	Artillery interface (if a Scout has called for artillery)
Rear Gunner	Fire (may be used as artillery)	Artillery interface (if a Scout has called for artillery)
Right AA guns	Fire	
Left AA guns	Fire	
Aircraft Carrier		
Pilot		
Front Right AA guns	Fire	
Front Left AA guns	Fire	
Rear Right AA guns	Fire	
Rear Left AA guns	Fire	

NAVIGATION AND THE MINI-MAP

Troop Location

Flag Icon

Your Position

Vehicle/Boat/Aircraft Icon

Grid Position

This is a smaller version of what you see on the Spawn screen. It appears as an inset in the upper right corner during combat. Use it to your navigational and tactical advantage.

Flag Icon   Shows location(s) of Axis and Allied strongholds (villages, bunkers and bases). A flag that is marked with a red slash through it cannot be taken. In Capture the Flag mode, if a flag is captured, it will be shown moving on the mini-map.

Vehicle/Boat/   Shows position of tanks, ships, boats and aircraft.
Aircraft Icon

Troop Location   Shows troop positions, Allied in blue and Axis in red. You will only see your troops on the mini-map

Your Position   The red or blue arrow surrounded by a shaded circle. The direction of the arrow shows the direction you are facing.

Grid Location   Indicates your position on the overall map (the letter is latitude, the number is longitude).

TOOLTIPS

Tooltips are of great value during combat and can save lives, especially for rookie soldiers. Tooltips pop up whenever you near certain items in the field such as tanks, machine gun nests or any aircraft.

• Press the T key to toggle the Tooltips ON/OFF.

COMMUNICATIONS

Radio Commands appear along the top of the screen during combat and provide quick reference on which function keys execute specific radio communications. You can also label these command buttons for easier reference.

To activate the Radio Tooltips, press the F8 key.

These buttons provide a quick reference to the menu of radio commands that are issued during battle.

MULTIPLAYER COMMUNICATIONS

There are a few options only available in Multiplayer combat that are vital to the communication with, and command of, your troops.

- **To send a unique message to all players**, both Allied and Axis, press the K key, then type your message and press the E key.
- **To send a unique message only to your team**, press the L key, then type your message and press the ENTER key.
- **To issue a specific radio command**, press the F1 through F7 keys.

SPAWN INTERFACE

There are a few key decisions to make during a break in the action.

- **To bring up the Spawn interface**, press the ENTER key. Press the ENTER key a second time to resume play.

At this point, you may decide to change your soldier kit.

- **To select a different kit**, click one of the five options along the left of the screen. Once you have made your decision, click DONE. The next time you spawn you will be equipped with your new kit equipment.
- **To re-enter combat** with your new classification, click CLOSE.
- **If you are desperate,** you can always click SUICIDE. Your team will then lose a ticket and you will be ready for the next spawn wave.
- **Team Camera.** If you press CLOSE you will float above the battlefield, either locked to one location or free to roam around (depending on the server setting). Pressing the C key will allow you to cycle through the camera perspective of all team members who are currently alive.

The Scoreboard

During combat, it helps to see the status and rankings of all teammates and opponents.

- **To show the scoreboard during combat**, press and hold the TAB key. This displays a list of all combatants, their kills, deaths and overall score.

BATTLEFIELD 1942: VEHICLES AND WEAPONS

In combat, you are equipped with weapons and vehicles manufactured by your team, Allied or Axis.

VEHICLE SPAWNING

Vehicles that are destroyed in combat will re-spawn at a base or near a control point. The exception is for boats that spawn at sea where they were first created. Aircraft carriers spawn planes on deck and Battleships spawn LCVPs attached to a side crane.

- **To put an LCVP to sea**, press the E key to enter the driver's seat and press the W key. The LCVP will then drop into the water.

WEAPON DESCRIPTIONS

Weapons are available in each of five kits. You can change your kit while playing by walking up to a fallen soldier's kit and pressing the G key.

- **For a complete description of in-game weapons**, please visit www.battlefield1942.ea.com

VEHICLE DESCRIPTIONS

Your missions take you across land, underwater, overseas and through the air. To be effective in battle you need the appropriate technology. The vehicles, aircraft and watercraft in *Battlefield 1942* are designed for maximum all-out warfare, while maintaining the integrity of the originals as much as possible.

- **For a complete description of in-game vehicles**, please visit www.battlefield1942.ea.com

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The EA family would like to dedicate this to the memory of Tim Eifert and Mitch Miles. They will be missed.

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