⚠ **Important Health Warning About Playing Video Games**

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

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

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

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

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?
The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

VIOLENCE   BAD LANGUAGE   FEAR   SEXUAL CONTENT   DRUGS   DISCRIMINATION   GAMBLING   PEGI ONLINE pegionline.eu

For further information visit http://www.pegi.info and pegionline.eu

CONTENTS

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 THE GAME

Note: For system requirements, see **electronicarts.co.uk**.

To install (disc users):
Insert the disc into your disc drive and follow the on-screen instructions.

To install (EA Store users):
Note: If you'd like more information about purchasing direct downloads from EA, visit **www.eastore.ea.com** and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

Note: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):
Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:
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. (EA Store users must have the EA Download Manager running.)

Note: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

Welcome to *Crysis Warhead*®, the new installment of the 2007 PC Game of the Year. Play as Sergeant 'Psycho' Sykes and hunt down Colonel Ji-Sung Lee, a ruthless political officer of the Korean People's Army, and his mysterious cargo. With new weapons and vehicles, as well as an exclusive multiplayer disc, *Crysis Wars*, experience just how dangerous life on the other side of the island really is.

Note: You do not need *Crysis* installed in order to play *Crysis Warhead*, nor do you need to enter a CD key. The CD key is only required when starting an online game using the *Crysis Wars* disc. Both *Crysis Warhead* and *Crysis Wars* require separate installs using their respective discs.

COMPLETE CONTROLS

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

MOUSE & KEYBOARD SETUP

LOOK/MOVE

Forward/Backward	**W/S**
Strafe left/right	**A/D**
***Lean left/right**	**Q/E**
Stand up/Jump	**SPACEBAR**
Sprint	Left **SHIFT**
Crouch	Left **CTRL**
Prone	**Z**

*single player only

WEAPONS

Shoot	Mouse button 1
Weapon melee attack	**T (E in multiplayer)**
Fire mode	**X**
Reload	**R**
Drop weapon	**J**
Binoculars	**B**
Zoom/Alt fire/View mode	Mouse button 2
Customization menu	**C**
Next/Prev weapon	Mouse wheel up/down
Grenade throw	**G**
Night vision	**I**
Short range weapon Toggle	**1**
Assault weapon Toggle	**2**
Explosives toggle	**3**
Suit modes toggle	**4**
Utilities toggle	**5**
Grenade type toggle	**H (Q in multiplayer)**

INTERACTION

Interact/Enter/Exit	**F**
Quick save	**F5**
Quick load	**F8**
Load last saved game	**F9**
Suit menu	**V**
Suit quick menu	Click mouse wheel
Open/Close map	**M**
Objectives	**TAB**

VEHICLES

GENERAL VEHICLE KEYS

Switch To driver seat	1
Switch To gunner seat	2
Toggle passenger seats	3
Toggle third person view	F1
Zoom in/out	Mouse wheel up/down
Horn	H
Lights	L

LAND/SEA VEHICLES

Accelerate/Forward	W
Decelerate/Backward	S
Turn left/right	A/D
Brake	SPACEBAR
Boost	Left SHIFT

HELICOPTER

Power up/down engine	W/S
Roll left/right	A/D
Turn/Pitch	Mouse
Afterburner	Left SHIFT

VTOL

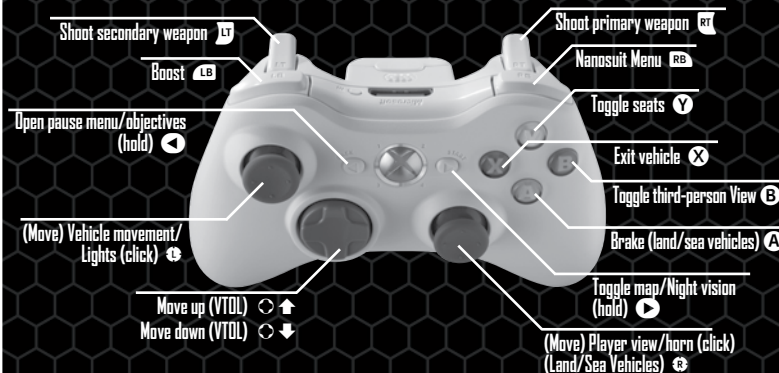| Accelerate/Forward	W
Decelerate/Backward	S
Steer	Mouse
Strafe left/right	A/D
Roll left/right	Q/E
Move up/down	SPACEBAR / Left CTRL
Afterburner	Left SHIFT

XBOX 360® CONTROLLER FOR WINDOWS

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

Zoom/Alt fire/view mode LT
Shoot RT
Nanosuit menu RB
Sprint LB
Throw grenade (hold to switch grenade type) Y
Open pause menu/Objectives (hold) ◀
Reload weapon/Use Item X
Binoculars B
Stand Up/Jump A
(Move) Player movement/Crouch (click) L
Fire mode ○ ⬆
Next weapon ○ ⬅
Customization menu ○ ⬇
Toggle Map/Night Vision (hold) ▶
(Move) Player view/Weapon (click) 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

Shoot secondary weapon LT
Shoot primary weapon RT
Nanosuit Menu RB
Boost LB
Toggle seats Y
Open pause menu/objectives (hold) ◀
Exit vehicle X
Toggle third-person View B
Brake (land/sea vehicles) A
(Move) Vehicle movement/Lights (click) L
Move up (VTOL) ○ ⬆
Move down (VTOL) ○ ⬇
Toggle map/Night vision (hold) ▶
(Move) Player view/horn (click) (Land/Sea Vehicles) R

SETTING UP THE GAME

To begin the *Crysis Warhead* campaign, select NEW GAME at the main menu. Choose the difficulty level you'd like to play at—EASY, NORMAL, HARD, or DELTA—and then select START GAME to begin. If you're not sure which difficulty to select, read the short description below each setting to see how each level differs.

• To continue a previously saved game, select LOAD GAME.

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 the User Name of the Profile you wish to load. Select LOAD to load the Profile and return to the main menu.

MISSION INFORMATION

OBJECTIVES

As your mission evolves, your briefing and objectives are updated. Press **TAB** to toggle the Objectives display and Strategic Map 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 up and down 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).

FIELD EQUIPMENT BRIEFING

NANOSUIT

HEADS-UP DISPLAY

The ultra-high-tech Nanosuit is the secret weapon of the U.S. Special Forces, granting operatives a range of enhanced abilities. The suit features an integral heads-up display (HUD) that utilizes 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

Nanosuit status information

TACTICAL RADAR AND THREAT GAUGES

Stealth tactics are key to successfully completing 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, while enemy soldiers appear as red—once tagged using the binoculars.

  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 mark—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 minimize 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 meters are automatically indicated by shaded outlines in your field of view.

- An outline in the HUD color (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 center 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 colors. 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.

NANOSUIT CUSTOMIZATION

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 stabilize weapons for reduced recoil and steadier aim. However, all of these features come at a cost to suit energy.

ARMOR

This setting diverts energy to the Nanosuit's defense structure to boost the level of protection given by its armor. 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

The 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 Armor

Maximum Strength

Access weapon modification menu

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 up down, right, and left.
- Press **4** to toggle though the modes without opening the Nanosuit menu.
- When Suit Shortcuts are on (OPTIONS > MOUSE & KEYBOARD SETUP > LOOK/MOVE > 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 maximize your effectiveness in combat, choose the best weapon for the job with the right setup 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.

- Cycle through available weapons by scrolling the mouse wheel up and down or use the keyboard shortcuts (see *Weapons under Complete Controls*). 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.
- Dual-wielding is an option with some weapons, and particularly useful when extra firepower is needed. Once two weapons are equipped, fire the left weapon with Mouse button 1 and the right weapon with Mouse button 2.

NEW AY69

A short-range micro machine gun with a very high fire rate, the AY69 makes a perfect sidearm. Its ability to utilize any of the standard pistol accessories, as well as be dual-wielded, makes it particularly devastating in close-range combat.

Magazine capacity: 40

NEW FGL40

An automatic grenade launcher at its core, this KPA weapon is typically used for overall support and defensive fire. In addition to firing both fragmentation shots and EMP rounds, the FGL40 can also be used as a remote detonator in its secondary fire mode that suppresses the grenade explosion until manually triggered.

Magazine Capacity: 6

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

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

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

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

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

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 maneuvering 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.
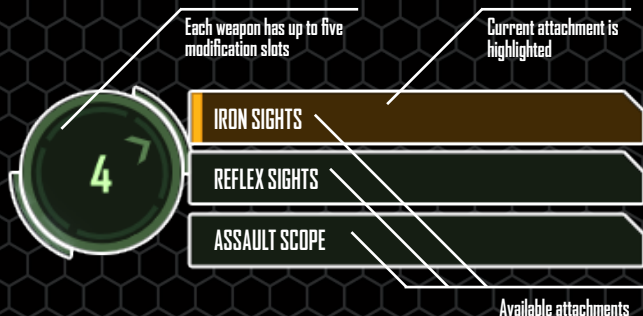**Missile capacity:** 3

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 customizable 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 five 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.

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 weapons.

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.
EMP Grenades	The strong electromagnetic shockwave generated by this device is capable of disrupting the operation of any nanosuit system. It can also shut down smaller control electronics for a time, effectively tranquilizing alien drones and with multiple shots overloading the flight systems of alien scout vehicles.

Warning: Keep away from EMP blasts, as they shut down your own suit too.

Note: To throw a grenade, hold then release G. To adjust range, alter the throwing angle by moving the mouse up and down. 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 in-built heads-up display, your Nanosuit HUD is synchronized 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 vehicle. Your current position is indicated by a green dot. Change position by pressing the corresponding number key. In general, **1** is the driving position and **2** corresponds to the gunner's seat.

Speed   Displays the vehicle's speed in MPH (or knots, for seacraft).

Damage   Displays vehicle damage, as a percentage.

NEW VEHICLES

HOVERCRAFT
Able to traverse over land and water, the KPA Hovercraft is a versatile, yet vulnerable vehicle. Having no onboard weaponry, the hovercraft is best used for quick transport rather than entering into combat.

ASV ARMORED SCOUT VEHICLE
With armor thick enough to repel shrapnel and other moderate attacks, the ASV Armored Scout Vehicle can transport troops onto the battlefield without fear of being injured along the way.

VEHICLE WEAPONS

Get in position to man any available weapons. Move the mouse up, down, left, and right 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 overheat with continuous use—affected weapons must cool down before you can resume firing.

Light Tactical Vehicle   Left-click to fire the mounted machine gun 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 machine gun.

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 Quick Save a game, 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 select 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 manually load the last save file by pressing **F9**, or 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; 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 AND 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 Warhead* 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.

CRYSIS WARS

To take on other players online (see p. 25) or over a local network (see p. 25), make sure you have installed *Crysis Wars* using the included disc, as it is a separate game from *Crysis Warhead*. Join or host a deathmatch-style Instant Action game (see p. 24), try a more strategic Power Struggle match (see p. 23), or battle with friends against friends, in the new *Crysis Wars* mode, Team Instant Action.

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.

Note: The Tactical Attachment and Incendiary Ammo for the FY-71 are no longer available in multiplayer.

TAC Launcher	The ultimate in destructive human technology—fires a miniature nuclear warhead for devastation on a localized scale. Required in Power Struggle matches to destroy the enemy HQ and win the match.
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.
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.

In addition, extra weapons are available on 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 annihilate the enemy's headquarters.

• Destroying the enemy HQ 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 who has collected the most alien energy.

Capture a Prototype Laboratory then gain control of alien crash sites to power it and produce advanced weapons. Make incursions into 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 earns Prestige, which you can spend on bigger and better equipment in BuyZones.

Tip: Only two weapons are powerful enough to destroy the enemy HQ: the TAC Tank, and the TAC Launcher. Additionally, only one weapon will be available in any individual level.

An updated HUD has been incorporated into Power Struggle that shows more information at once, making battles more efficient than ever.

Alien crash site status

Gamer timer

Prototype factory status

Alien energy gathered
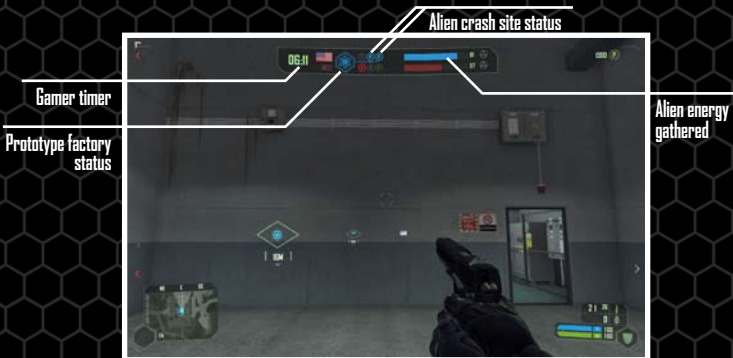
INSTANT ACTION

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.

NEW TEAM INSTANT ACTION

Combining the strategic team elements of Power Struggle with the quick-fix satisfaction of Instant Action, the new Team Instant Action mode lets up to 32 players battle against each other in an epic score-based battle. Join either the US or North Korean team and achieve victory by accumulating the most points within the time limit, or by reaching the score limit. In the case of a tie, a three-minute overtime will take place.

•   All previous Instant Action maps are available in the Team Instant Action mode. Additionally, six of seven new maps—Battleground, Treehouse, Coast, Peak, Graveyard, and Stranded—can be played in both modes as well. The new Tarmac map is only available in Power Struggle.

SCORING

Two scores are kept during each battle: a team score and a player score. The team score only increases, with three points being awarded for an enemy kill. The player score can increase or decrease depending on the context of the kill. Here is a breakdown of team scoring.

Player kills enemy	+3 team score, +3 player score
Player kills teammate	+0 team score, -3 player score
Player kills himself	+0 team score, -1 player score
Player gets killed	+0 team score, -1 player score

Player score
Game timer
Enemy score
Team score

Tip: Manually change teams during battle by pressing M, and then selecting SWITCH TEAM under the mini-map.

INTERNET GAME

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

> **Note:** The first time you begin an online game, you will be prompted to enter the code found on the back of this game manual. This does not apply for LAN games.

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 select 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.

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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 favorites list, or running Punkbuster. Highlight a server to view further details in the Server Info box on the right. To narrow down the range of servers, use the FILTERS option or, in an Internet Game, click 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, TEAM 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.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Crysis Wars uses the following TCP and UDP port(s) for Internet play:

CLIENT

Type	Local	Remote
UDP	Any	game*(target server)
TCP	Any	28910
TCP	Any	29901
TCP	Any	29900
TCP	Any	6667

SERVER

Type	Local	Remote
UDP	Any	27900
UDP	Game	27901
UDP	Game	game*(other game)
UDP	Game	27900
UDP	Game	Any
UDP	Game	29910
TCP	Any	443
TCP	Any	80

Default value for 'Game' is 64100 (can be adjusted). For incoming UDP traffic, only port 'Game' is required to be open.

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

• Make sure 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.

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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 (except the EADM application, if applicable) running in Windows.

CUSTOMER SUPPORT

If you have trouble with this game, EA Customer Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > European Help Files> Electronic_Arts_Technical_ Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA CUSTOMER SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://eusupport.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

SUPPORT CENTRE CONTACT INFO

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

Note: No hints or codes are available from the Support Centre.

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.

WARRANTY

Note: The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

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