XBOX

FROM THE MAKERS OF
HITMAN 2™

FREEDOM
FIGHTERS™

EA
GAMES

TEEN
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CONTENT RATED BY
ESRB
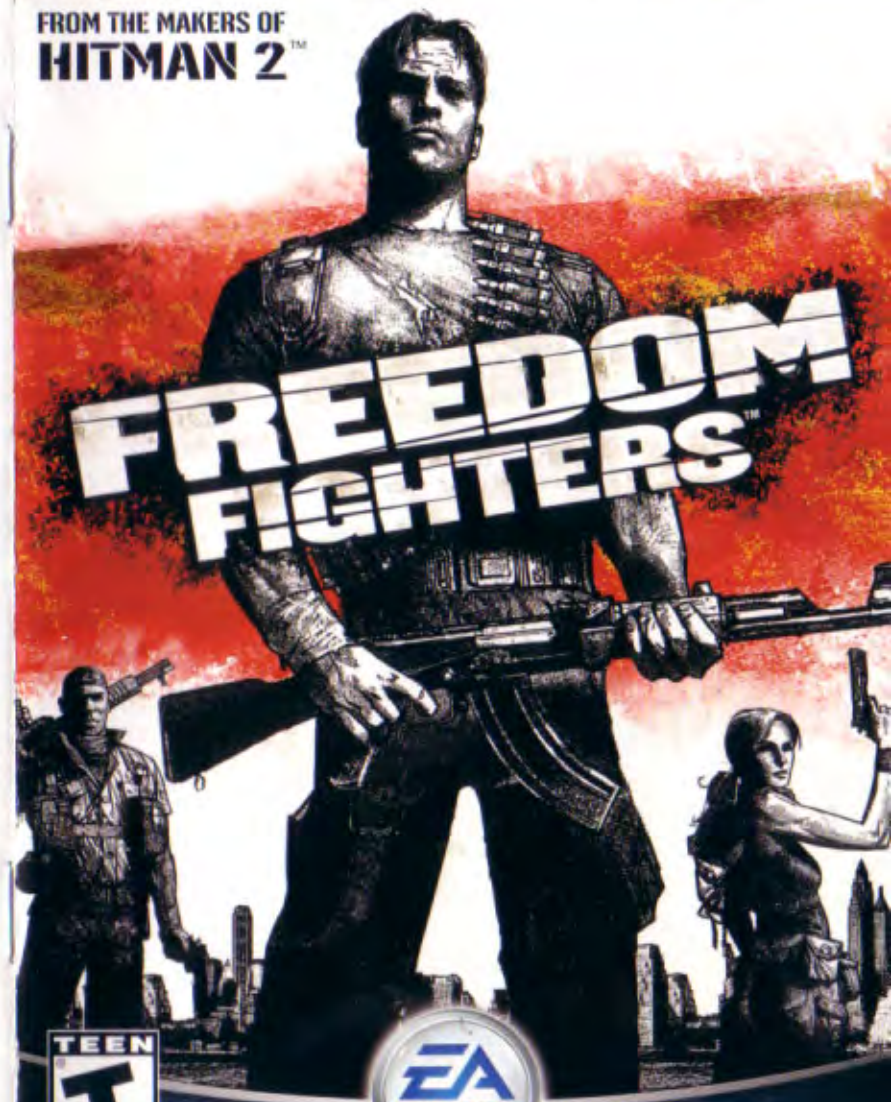
About Photosensitive Seizures

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 sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

FREEDOM FIGHTERS

CONTENTS

USING THE XBOX VIDEO GAME SYSTEM

- Disc tray
- Controller port 1
- Controller port 2
- Eject button
- Power button
- Controller port 4
- Controller port 3

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Freedom Fighters™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Freedom Fighters*.
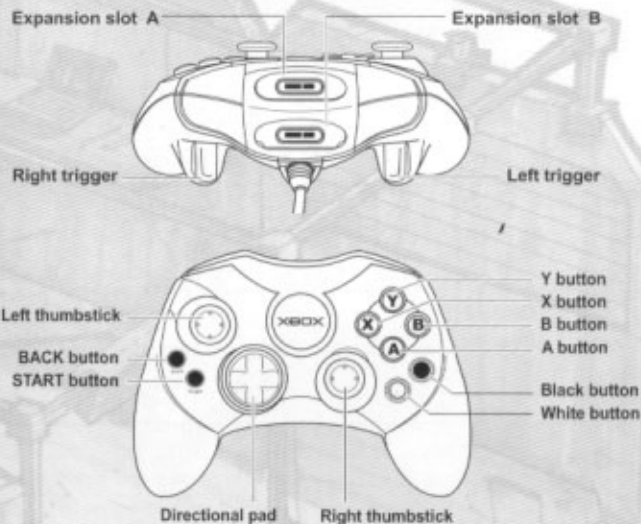
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

- Expansion slot A
- Expansion slot B
- Right trigger
- Left trigger
- Left thumbstick
- BACK button
- START button
- Y button
- X button
- B button
- A button
- Black button
- White button
- Directional pad
- Right thumbstick

1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Freedom Fighters.
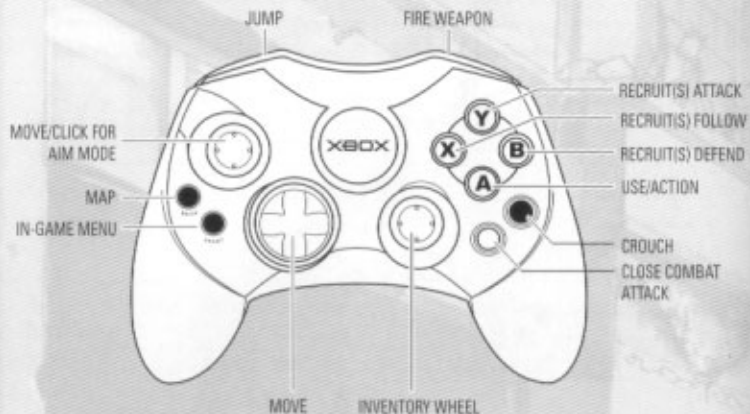
MENU CONTROLS

Highlight menu items	⊕ ↕
Cycle choices/Move sliders	⊕ ↔
Select/Go to next screen	Ⓐ
Return to previous screen	Ⓑ

COMPLETE CONTROLS

Use these commands to fight the invaders. You can also selct an alternate configuration. (➤ *Controller* on p. 8.)

GAME CONTROLS

JUMP   FIRE WEAPON

MOVE/CLICK FOR AIM MODE

MAP

IN-GAME MENU

XBOX

RECRUIT(S) ATTACK
RECRUIT(S) FOLLOW
RECRUIT(S) DEFEND
USE/ACTION

CROUCH
CLOSE COMBAT ATTACK

MOVE   INVENTORY WHEEL

GAMEPLAY

Move	Ⓛ
Jump/Climb	Ⓛ (pull)
Use/Action	Ⓐ
Map	◖
Pause Menu	◗
Toggle Crouch	●
Toggle Multiplayer View	◖

WEAPONS AND COMBAT

Precision Aim	Ⓛ (click) + Ⓡ
Fire Weapon	Ⓡ
Close Combat Attack	⟲
Inventory Wheel	Ⓡ (click) or ✛
Sniper Rifle Zoom In/Out (while in Precision Aim mode)	● / Ⓛ (pull)

RECRUITS

Single Recruit Attack/Scout	Ⓨ (tap)
Single Recruit Follow	Ⓧ (tap)
Single Recruit Defend	Ⓑ (tap)
All Recruits Attack/Scout	Ⓨ (hold)
All Recruits Follow	Ⓧ (hold)
All Recruits Defend	Ⓑ (hold)

THE COLD WAR GETS HOT

Quirks of history put you in the shoes of a plumber who rises to the challenge when his city is invaded.

U.S. HISTORY: FREEDOM 101

Freedom Fighters is based on an alternative history, a fictional world which differs from our own in only a few decisive historical events. In the latter months of WWII, the Soviets succeeded in developing the hydrogen bomb, winning the race with the Americans. By bringing the war in Europe to a quick and violent end, they tipped the balance of world power decisively in their favor.

The Soviets went on to dominate Europe and large parts of the Middle East. The United States remained the world's largest country free from Soviet influence, but technological development was sluggish and the U.S. lacked the sheer numbers and high-tech weapons of the Soviet forces. During the Cold War that followed, the Soviets gradually expanded their influence. They were invited by Castro to install missile silos on Cuba; they generously provided military 'advisors' to Central America; and in 1996, there came the surprising, and hotly disputed, victory of the Mexican Communist party in the government election. Slowly, and with a grim inevitability, the Soviet Union was encircling the United States...

DUTY CALLS

New York's sweltering summers have never been easy, and as a plumber Christopher Stone knows the hard lessons of blue-collar life in Brooklyn. His is a neighborhood where plumbing isn't the only reason to carry a piece of pipe, and where running isn't something that's done for exercise. Yet Christopher loves this neighborhood and its long history of hard work and patriotism, and he wouldn't trade it for his life no matter how hard the times.

Well the hard times are coming this summer—in spades. Soviet subs have surfaced in New York Harbor and the streets are being overrun with communist invaders and their engines of war. Soviet flags are going up all over the city, and Chris's neighborhood seems done for. The neighbors are frightened, and hope is in very short supply.

What can Chris do to stop this? His only weapon is a monkey wrench, but surrender is not an option. He'll need better equipment, a band of fellow freedom fighters, and plenty of luck. The odds of success, or even survival, are not good. And to think Chris thought the streets of New York were dangerous in the eighties...

Assume the role of Chris as he enters this world of treachery in hopes of becoming the guerilla leader who defies the world's only superpower.
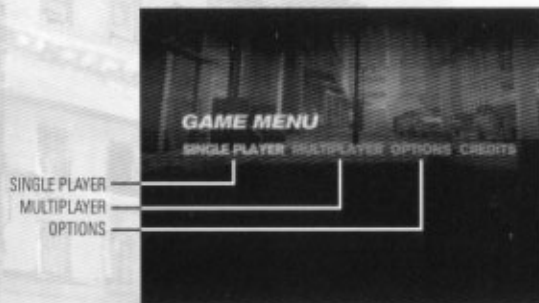
FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

6

SETTING UP THE GAME

Start a single player game or adjust options.

GAME (MAIN) MENU

Start a single player game, set up a multiplayer match, or adjust options.

GAME MENU

SINGLE PLAYER MULTIPLAYER OPTIONS CREDITS

SINGLE PLAYER ——
MULTIPLAYER ——
OPTIONS ——

NOTE: Default options in this manual appear in **bold**.

SETTING UP A SINGLE PLAYER GAME:

1. At the Game menu, choose **SINGLE PLAYER**. The Single Player menu appears.
2. Select **NEW** in the Single Player menu. The New Game menu appears.
3. Select a difficulty level: **DEMONSTRATOR (very easy)**, REBEL (easy), FREEDOM FIGHTER (medium), or REVOLUTIONARY (hard).

   Demonstrator: A good place to start for those who are new to the action game genre.

   Rebel: A lot of fun while still offering relatively light resistance from the enemy.

   Freedom Fighter: A perfect balance of challenge and entertainment. This is the recommended level for most players.

   Revolutionary: For the war-seasoned veteran. Prepare for the fight of your life.

4. Enter a name. To highlight letters press ⊕, and select highlighted letters by pressing Ⓐ.
5. Highlight START GAME and press Ⓐ. The game begins.
● To set up a multiplayer game, ➤ *Multiplayer* on p. 22.

OPTIONS MENU

Adjust controller, sound, and video options.

▶ To open the Options menu, select OPTIONS from the Game menu.

CONTROLLER

Each player may individually adjust controller settings.

CONTROL SETUP	Select a controller configuration.
VIBRATION	Toggle controller vibration ON or OFF.
INVERT LOOK UP/DOWN	Invert the up and down directions for looking/aiming controls ⵏ : YES or NO.
INVERT LOOK LEFT/RIGHT	Invert the left and right directions for looking/aiming controls ⟷ : YES or NO.
AUTO LEVEL CAMERA	Set the camera to level automatically when you release the looking/aiming control: YES or NO.

▶ To adjust controller options for an individual game, press ● during gameplay (➤ *Pause Menu* on p. 13).

SOUND

Use the slider bars to adjust sound levels for EFFECTS, SPEECH, and MUSIC.

PLAYING THE GAME

The citizens of New York are in a tough spot and they know it. Your only chance to increase morale and gain recruits is to get out in the streets and show them how it's done.

GAME SCREEN

BASIC TACTICS

Don't wander into the streets until you know a thing or two about defending yourself.

WEAPON SELECTION

Access your weapons quickly. For more information, ➤ *Weapons* on p. 18.
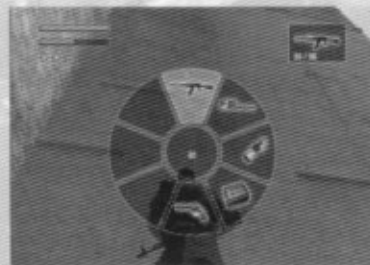
▶ To select a weapon, click ® to display your inventory. Highlight a weapon by moving ●. Select the highlighted weapon by releasing ®.

▶ To pick up a weapon and put it into an empty inventory slot, walk over it. You automatically pick up ammunition for your weapons in the same way.

▶ To swap a weapon you are carrying for one on the ground, stand over the weapon and press Ⓐ.

AIM MODE

- To activate aim mode, click **L**. The game screen zooms in on the aiming crosshairs. Adjust your aim by moving **R**.
- ✦ The degree of zoom in aim mode depends on the weapon being used.

HEALING

Constant urban guerilla warfare can lead to injury. You're going to need healing from time to time.

- To heal yourself, select the med kit from your inventory. Once the med kit is equipped, pull **R**.
- ✦ Wounded recruits and injured neutral characters display a first aid symbol above their heads.
- To heal those in need, give them a med kit from your inventory by approaching them and pressing **A**.

SEWERS

After years as a plumber you thought there was nothing left to learn about the New York sewer system. But now you practically live in the sewer's massive pipes and junction rooms. Could there be a better place to begin ridding New York of pests?

- To access a sewer, approach a manhole and press **A**.
- ✦ The Soviets close manholes they find open, so only the manhole you used last remains open in each location. Return visits to a location begin at the open manhole.
- ✦ When you access a sewer, your choices are REBEL BASE (➤ below), ANOTHER LOCATION, and QUICK SAVE (➤ *Saving and Loading* on p. 23).

THE REBEL BASE

Deep beneath the streets of New York, so far down that the rumbling of Soviet tanks cannot be heard, lies the makeshift headquarters of rebel operations. This small structure contains a modest cache of supplies and a few maps. It's not much, but it's a good starting place for your incursions into Soviet occupied zones.

- ✦ Upon returning to the rebel base, available supplies including weapons, ammunition, and med kits are automatically transferred into your inventory.
- To view maps available in the current zone, approach the map table and press **A**. Navigate the available maps by pressing ✛.
- To start a mission and enter a location, select the desired map and press **A**.

CHARISMA

Now is the time to find out if you are you a true leader, capable of winning the hearts and minds of the entire city.

- To gain the ability to recruit more followers, earn 100 charisma points and advance a charisma level.
- ✦ You can recruit one follower per charisma level, for up to 12 followers.
- ✦ Each charisma level you attain is represented by a white circle beneath the charisma bar.
- To gain charisma points, give health to an innocent in need, free a prisoner, capture or demolish a target, or hoist the Stars and Stripes.

RECRUITS

Most New Yorkers are frightened into submission, but each rebel fighter you can enlist helps in the gargantuan task of ousting the Soviets.

◆ To recruit a new rebel fighter, approach him or her and press Ⓐ. The recruit's symbol appears below your charisma bar.

✦ A recruit might reject you if you don't have enough charisma points. For more information on charisma points, ➤ *Charisma* on p. 11.

✦ An injured recruit's symbol turns red, and a red medic symbol hovers above the injured recruit's head.

COMMANDING RECRUITS

Using recruits effectively is the mark of a true leader.

⚡	**ATTACK**	Send your recruit(s) to attack the enemy you are currently facing or targeting. A lightning bolt appears above each attacking recruit, and a red lightning bolt appears above their target. If no targets are present, your recruit(s) scout ahead.
🛡	**HOLD**	Order your recruit(s) to defend your current position. A shield appears above each defending recruit, and a bobbing shield momentarily marks the position they are defending. Recruits fire upon approaching enemies.
⬇	**FOLLOW**	Order your recruit(s) to follow you until further orders are given. Recruits return fire if fired upon.

✦ Orders given to an individual cycle through your current recruits. Every time you give a command to a single recruit, the next one in the list responds.

PRECISION-PLACING RECRUITS

You can pick exact targets for your recruits to attack or defend.

◆ To precision-place a recruit, use aim mode (click and hold Ⓛ). For instance, click and hold Ⓛ and aim at a soldier. Tap Ⓨ to issue an order for a single recruit to attack that soldier. Likewise, press and hold Ⓛ, then press and hold Ⓨ while targeting a piece of ground. All recruits will defend that piece of ground.

PAUSE MENU

The Pause menu gives you access to game options and more.

◆ Press Ⓞ during gameplay to access the Pause menu.

OPTIONS	Customize options for this game (➤ *Options* menu on p. 8).
QUICK LOAD	Load a game you've previously Quick Saved (➤ *Saving and Loading* on p. 23).
RESTART LOCATION	Take another shot at the current level.
END GAME	Give up the fight and return to the Game menu.

MAP

The in-game map shows a color-coded map of the current location, along with your position and your recruits' positions. In addition, primary and secondary objectives are shown.

◆ Press Ⓞ during gameplay to access the Map.

✦ Completed objectives are green, incomplete objectives are red.

◆ Press ⊕ → to change pages and access your objectives.

CLEARING OUT THE SOVIETS

The Soviets have troop concentrations in many different locations in the city. Each location has its own Red Army headquarters (HQ), plus several other strategic installations. The resistance movement uses the sewage system to safely move between locations.

LOCATIONS

All locations have a Soviet HQ that maintains control of the area. In addition, locations often have other important strategic targets, such as bridges. Soviet troops in one location frequently come to the aid of other Soviet locations that are under attack.

PRIMARY TARGETS

Your primary target in every location is the Soviet headquarters. Conquering the HQ returns control of the location to the resistance movement. But this is not an easy task–enemy troops from other locations will do what they can to stop you.

SECONDARY TARGETS

Taking out bridges or helicopter refueling stations makes it impossible for the enemy to move between locations. It is often necessary to take out secondary targets in one location in order to be able to attack the Soviet HQ in another.

CHAPTERS

The fight for freedom progresses through different chapters, each with its own theme. Some chapters are short with only a few locations to deal with, while others are massive and require extensive planning.

✦ Each chapter represents a different stage in the invasion. As the seasons progress your objectives change too. Early priorities include cutting Soviet supply lines and capturing supplies for the rebels. Later in the invasion you may interfere with Soviet propaganda efforts or target a victim for assassination.

✦ To complete a chapter and unlock the next one, you must conquer the Soviet HQs in all locations in that chapter.

CHARACTERS

The characters of *Freedom Fighters* are engaged in the ultimate struggle, and the strength of their wills may decide the course of history.

REBELS

Stubborn misfits. Ragtag ne'er do wells. Sore losers who can't accept defeat. These are the men and women who make up the resistance movement. Their goals are unrealistic, their supplies are pathetic, and their resolve is absolute. In short, they are heroes.

CHRISTOPHER STONE

Born and raised in Brooklyn, Chris is just a normal New York working man with a shelf full of football trophies and a rent bill that arrives every month.

At 32, Chris's biggest influence in life is still his family. His dad is an Irishman, a retired rescue worker who calmly saved lives for years, but has just as calmly put a handbag thief into the hospital. His mother is a Native American schoolteacher. Her father taught the old Indian ways to Chris and his brother Troy.

Chris heads a determined and growing group known as the Manhattan resistance.

ISABELLA ANGELINA

Graceful beauty, clear eyes, and a ready smile make Isabella, 29, a real threat to the men of New York. Strong political views, a cunning intellect, and a knack for public speaking make her a threat to the Soviets.

Born in the U.S., Isabella traveled extensively while studying ethnography and completing her thesis on Inuit people. Her studies took her through Canada and Greenland, all the way to the arctic Soviet Union. Her experiences there turned her into a political activist protesting Soviet aggression worldwide.

Isabella is a fast learner and a survivor quick to adapt to new conditions. Together with Christopher she leads the Manhattan resistance.

TROY STONE

The younger of the Stone brothers, Troy, is a real handful. At 30, he still hasn't decided what he wants to do, but whatever it is he wants to do it fast. He builds custom cars with the local car club, the Brooklyn Rats, in his ample spare time. He often helps his brother Christopher with plumbing jobs.

THE KID

The streets of New York are not kind to orphans, especially not skinny 15-year-olds in the midst of a full-scale invasion. But The Kid lets it roll off his back. He's never really had it much easier.

The Kid knows every corner of the city and his graffiti can be found on almost every block. He's no gang member, but he's had issues with the local authorities and he knows his way around the neighborhood thugs. The Kid lived at a boarding school until recently, but it was closed down because the schoolmaster refused to teach Soviet principles.

The Kid's street wisdom is a valuable asset to the resistance. He often warns Christopher of dangers hiding further up the block.

PHIL BAGZTON

"Talk is cheap," says Phil Bagzton, "that's why I do it constantly, dude."

Phil, to hear him tell it, has been kicking Soviet ass for ten years, even though the invasion just began. He's a man of many, many, words whose fighting efforts, despite their ineptitude, are appreciated by the resistance.

Phil began boxing at the age of 13, not as a form of athletics but in self-defense from his abusive father. His fists never served him well, and he eventually learned to talk his way out of most situations. The rest of Phil's family fled to California at the start of the invasion.

MR. JONES

At 60 years of age, Mr. Jones is still nimble enough to train newcomers in the art of urban guerilla fighting. Years of military life have given him an exceptional understanding of strategy, along with a cynical edge that keeps even friendly folks at a distance. He has never developed as a great soldier in the field, but his networking and planning skills make him a real asset to the resistance.

INVADERS

The Soviets have sent their best and their brightest to New York in an effort to win over this teeming metropolis. Soviet command believes that once New York accepts Soviet rule, then the rest of the U.S will quickly do the same.

TATIANA KEMPINSKI

How do you win over millions of people in just minutes? A pretty face and an innocent smile broadcast over television. Tatiana has the looks and the voice, but her innocent smile is a fake. The "news" she delivers is imported directly from the Kremlin.

Tatiana was born in Krakow, where she studied journalism before transferring to the U.S. to finish her degree. She developed fluency in American English during her time in the U.S., but in her heart she remains a loyal member of the Communist Party.

GENERAL TATARIN

Tatarin does not believe in sending soldiers into battle to kill and maim. He believes in leading the soldiers in himself so that he can kill and maim along with them.

Born in 1958 in the Asian Soviet republic of Uzbekistan, General Tatarin is a field warrior of the highest echelon. He was brought up in the Soviet army by a family of soldiers, and still lives by the sword today. His father and grandfather both died war heroes in battle, and he carried on the family tradition by graduating at the top of his class from military school.

Tatarin was stationed in Guatemala in 1976 as a military advisor. He became the youngest Soviet General ever appointed in 1995, after establishing military bases in Mexico during his "recovery efforts" following a massive earthquake. Tatarin is extremely popular among the soldiers in his command.

EQUIPMENT

The freedom fighters of the Manhattan resistance don't have much in the way of equipment. The rebels do know, however, that the Soviets have massive stores of weapons and supplies. It seems that supplies must be liberated.

WEAPONS

As a member of the underground you'll have to make do with what you can scavenge.

CLOSE COMBAT

Getting up close and personal with the enemy.

MONKEY WRENCH

A plumber's best friend, the monkey wrench is surprisingly effective in close combat and it's essential for opening manhole covers.

SIDEARMS

Guns in the classic New York tradition: one-handed and concealable. You can only carry one sidearm at a time.

REVOLVER

This six-shot revolver is an American classic that packs a sizeable wallop.

PISTOL

The Soviet standard issue sidearm fires 17 semi-auto rounds per clip.

RIFLES

You'll need two steady hands to manage one, and you can only carry one at a time, so choose wisely.

SHOTGUN

This semi-auto shotgun is a close-range weapon that spreads its blast over a wide area. The magazine holds eight shells.

ASSAULT RIFLE

The most commonly used rifle in the Red Army. This basic but effective weapon holds 30 shots and does the job in most firefights.

SMG

The sub machine gun used by the Soviet Special Forces fires its 40 round clip in the blink of an eye. Light and fast, this weapon is inaccurate but devastating.

SNIPER RIFLE

Accuracy and power define the 7.62 mm Red Army sniper rifle. This weapon is equipped with a telescopic zoom that can zero in on human targets several blocks away.

INCENDIARIES AND EXPLOSIVES

Could you call yourselves an underground resistance movement without explosives?

MOLOTOV COCKTAIL

A crude incendiary weapon consisting of a glass bottle filled with flammable liquid, usually gasoline, and a rag stuffed in the mouth of the bottle. The rag is lit before throwing the bottle at the target. The bottle shatters on impact, spilling the burning liquid over the target.

FRAGMENTATION GRENADE

A simple but deadly device, the fragmentation grenade consists of a cast iron ball packed with black gunpowder. A short fuse is activated by pulling the pin before throwing the grenade. The resulting explosion hurls shreds of hot iron in every direction.

C4 PLASTIC EXPLOSIVES

This innocent-looking stuff, similar in appearance to gray modeling clay, packs enough punch to destroy entire buildings. C4 is highly prized and can be hard to obtain.

HEAVY WEAPONS

Big jobs call for big guns.

MOUNTED MACHINE GUN

The Red Army mounted machine gun is a great weapon–if you're standing behind it. It provides constant long range area fire while partially shielding the operator.

ROCKET LAUNCHER

The RPG 7V grenade launcher is no peashooter. This unwieldy weapon is heavy, ugly, and inaccurate, but it makes up for all its shortcomings with one redeeming feature: the ability to penetrate armor.

MISCELLANEOUS

You may find these goodies in your travels.

MEDIC KIT

Don't miss the opportunity to pick up a medic kit. If you can't use it, a friend can (➤ *Healing* on p. 10).

BINOCULARS

Scope out the situation before you move in. It could save lives–including your own.

AMMO BOXES

The resistance has stashed green ammo boxes at strategic locations throughout the city. Replenish your supplies and continue the fight!

VEHICLES

There's nothing new about the streets of New York being filled with vehicles. But now rush hour includes Soviet tanks.

✦ Use caution when hiding behind any vehicle, as gunfire can lead to an explosion.

AMBULANCES

Ambulances often contain healing medical packs.

POLICE CARS

Police cars can be a good source for guns and ammo.

TANKS

The Soviets have several types of tanks capable of attacking with overwhelming force at any moment. They can be stopped, but only with specialized weapons.

HELICOPTERS

With speed, heavy armaments, and accuracy, Soviet helicopters are the bane of the freedom fighter's existence. They can go anywhere, but they refuel only on helipads.

BOATS

The Soviet fleet contains massive surface ships and multiple nuclear submarines. The resistance has access to a wooden raft in the sewers.

TRAINS

Take a lesson from the hobos of New York: freight trains can make good cover.

MULTIPLAYER

You've been playing with your friends in the streets of New York since day one. One little invasion is no reason to stop now.

RULES OF MULTIPLAYER

+ The goal of multiplayer is to capture and hold the flag for a certain amount of time that you determine.

+ The map has four bunkers that each team can capture and hold, giving the team good spawn-points for entering the battle.

+ When a team holds a bunker, it can recruit new Freedom Fighters/Soviet Soldiers.

+ You can use Freedom Fighters/Soviet Soldiers to guard key points on the map (like the flag or bunkers), attack the other team, or just defend you.

+ Weapons are the same as in single player games.

▶ Find recruits quickly to overwhelm the other players. Taking bunkers can give you a big boost in manpower.

To start a multiplayer game:

1. Select MULTIPLAYER from the Game menu. The Multiplayer menu appears.
2. At the Multiplayer screen, set the time limit for the game (default is **15** minutes).
3. Select a map. Select MAP INFO to learn more about each map.
4. Press ❌ to join a team (America or Soviet). Press ❌ again to switch teams.
▶ Press ❓ to leave your currently-selected team.
▶ Press ⓑ to return to the Game menu.
5. Select START GAME. Gameplay begins.

To adjust multiplayer controller options:

1. Once the game has begun, press ⓞ. The Multiplayer Pause menu appears.
2. Press ⓐ. The Options menu appears.
3. Press ⓐ. The Controller menu appears.
+ For available controller options, ➤ *Options* menu on p. 8.
▶ To end a multiplayer game early, either player can select END GAME from the Multiplayer Pause menu.

SAVING AND LOADING

To load a single player game:

1. Select SINGLE PLAYER from the Game menu. The Single Player menu appears.
2. Select LOAD in the Single Player menu. The load game screen appears.
3. Highlight the desired game by pressing ⊕ ↔. Highlight START GAME and press ⓐ. The game begins.
+ Your game is automatically saved when you visit the Rebel Base.
+ Multiplayer games cannot be saved.

To delete a profile:

1. Select SINGLE PLAYER from the Game menu. The Single Player menu appears.
2. Select DELETE PROFILE from the Single Player menu. The profile deletion screen appears.
3. Highlight the desired profile by pressing the ⊕ ↔. Highlight DELETE PROFILE and press ⓐ. The profile is deleted.

QUICK SAVE

Quick saving at sewer points enables you to quickly save your progress, but only for your current level. During gameplay, you can load your last Quick Save by selecting QUICK LOAD at the Pause menu.

NOTE: Since Quick Saves are only available for the particular level you are playing, they are not permanent and cannot be loaded after exiting gameplay.

CREDITS

IO INTERACTIVE

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ANIMATORS: Barbara Bernád, Frederik Budolph-Larsen, Jens Peter Kurup, Martin Poulsen

LEAD PROGRAMMER: Henning Semler

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TESTERS: Anders Burmeister, Erik Hvidtfeldt, Jakob Rød, Christian Teilo, Klavs K, Kristian Rise, Mikkel H. Møller, Oliver Winding, Petronela Cimpoesu, Rita Panduro Christensen

EXTERNALS

MUSIC: Composed and Produced by Jesper Kyd, Orchestrated by Pierre Foldes, Lyrics by Gaelle Obiégly, Performed by The Hungarian Radio Choir

VOICE PRODUCTION

VO Produced by: Black Powder Media, Inc.

VO Director: Art Currim

MOTION CAPTURE ACTORS: Klaus Messerschmidt Hjuler, Tina Robinson, Bo Thomas

DIALOG EDITOR: Jonathan Sell

VOICE ACTORS: Dave Thomas, Drew Massey, Henry Dittman, Brigitte Burdine, Vanessa Marshall, Nicholas Worth, Adam Gregor, Walter Jones, Marsha Clark, Stuart Robinson, Charlotte Thomas, April Stewart, Andre Sogliuzzo, Michael McKay, Andrea Persun, Pasha Lychnikoff, Alex Veadov, David Bakhtadze, Walter Williamson

ELECTRONIC ARTS

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EAD LOCALISATION PROJECT MANAGER: Elena Carballido

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PRODUCTION SERVICES: Martina Gadringer, Jenny Whittle, Mark Jefferson, Silvia Byrne, Joanne Moore, Abdul Oshodi

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DOCUMENTATION LAYOUT: Big Idea Group, Inc.

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QA QUALITY SYSTEMS MANAGER: Pat Russell

QA PROJECT MANAGER: Paul Waters

QA PROJECT LEADER: Daniel Babesko-Helsen

QA TEAM LEADERS: David Grove, Jay Huckstep

QA TEST TEAM: Ben Barker, Nick Barrett, Rupert Moss, Ian Moore, Christian Watson, Paul Blackwell, Daniel McDonnell, Mike Takla, Rocky Samrai, Ben Ward, James Tillman, Gareth Williams, Nick Bullman, Stephen Venables, Rob Moody, Jason Bassett, Daniel Boothman, Joe McNamara, Andrew Lloyd, Tim Brayne, Andrew Pickup, Stuart Duguid, Evo Bochenski, Ashley Woodford, Harun Morrison, Stephen Locke, Doug Aylward, Daniel Naylor, James McDonald, Paul Sewry, Alex Macdonald, Denzil Stephens, Sean Butler, Michael Harris, Steven Inman, Simon Watson, George Alleway, Paul Birk

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TECHNICAL COMPLIANCE MANAGER: Joseph Grant

TECHNICAL SUPERVISOR: Marcus Purvis

TECHNICAL REQUIREMENTS AUDITOR: Martyn Sibley

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