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Proof of Purchase  
 CRYISIS® SPECIAL EDITION  
 1675105

ISBN 0-7845-4629-0



SPECIAL EDITION



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

[www.ea.com](http://www.ea.com)

## INSTALLING THE GAME

**Note:** For system requirements, see [www.nanosuit.com](http://www.nanosuit.com).

### To install *Crysis*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 21 for more info).
2. Insert the *Crysis* disc into your DVD-ROM drive. The Autorun menu appears.

**Note:** If the Autorun menu does not automatically appear, click the **Start** button from the Windows Taskbar and select **Run....** Type **D:\Launch File** in the Run dialog box, then click OK (substitute the correct letter of your DVD-ROM drive if other than 'D:').

3. Click the **INSTALL** button on the Autorun menu, then follow the on-screen instructions to complete the installation.

## STARTING THE GAME

### To start *Crysis* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 21 for more info).
2. For Windows XP, click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **Electronic Arts** > **Crytek** > **Crysis**. For Windows Vista, click the **Start** button from the Windows Taskbar and select **All Programs** > **Games** > **Games Explorer**. From the Games Explorer Window, double-click **Crysis**.



## MISSION INTEL

### EYES ONLY

#### Background:

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

#### Situation Report:

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

#### Action Authorized:

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

Status: Approved

## COMPLETE CONTROLS

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

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

## KEYBOARD AND MOUSE

### LOOK/MOVE

Action	Keyboard & Mouse
Forward	<b>W</b>
Backward	<b>S</b>
Strafe Left/Right	<b>A</b> / <b>D</b>
Lean Left/Right	<b>Q</b> / <b>E</b>
Stand Up/Jump	<b>SPACEBAR</b>
Sprint	Left <b>SHIFT</b> + <b>W</b>
Crouch	Left <b>CONTROL</b> (press and hold)
Prone	<b>Z</b>
Night Vision	<b>I</b>

## WEAPONS

Action	Control
Shoot	Mouse 1
Zoom/Alt Fire/View Mode	Mouse 2
Fire Mode	<b>X</b>
Reload	<b>R</b>
Drop Weapon	<b>J</b>
Binoculars	<b>B</b>
Weapon Customization Menu	<b>C</b> /hold mouse 3 and select weapon icon (see p. 12)
Next/Previous Weapon	Mouse wheel $\updownarrow$
Melee Attack/Weapon Melee Attack	Mouse 1 / <b>T</b>
Throw Grenade	<b>G</b>
Grenade Type Toggle	<b>H</b>
Short Range Weapon Toggle	<b>1</b>
Assault Weapon Toggle	<b>2</b>
Explosives Toggle	<b>3</b>
Nanosuit Modes Toggle	<b>4</b>
Utilities Toggle (Multiplayer only)	<b>5</b>

## INTERACTION

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

## MULTIPLAYER-ONLY INTERACTION

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

## VEHICLES

### GENERAL VEHICLE CONTROLS

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

### LAND/SEA VEHICLES

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

### HELICOPTER

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

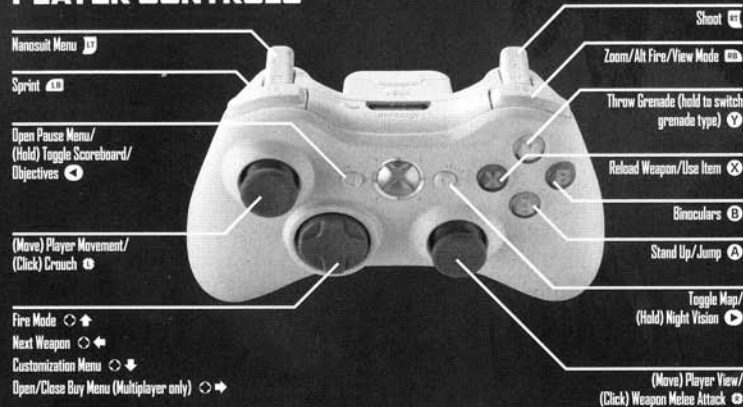
### VTOL

Action	Control
Accelerate/Forward	[W]
Decelerate/Backward	[S]
Steer	Mouse ↕/↔
Strafe Left/Right	[A]/[D]
Roll Left/Right	[Q]/[E]
Move Up	[SPACEBAR]
Move Down	Left [CONTROL]
Afterburner	Left [SHIFT]

## XBOX 360® CONTROLLER

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

### PLAYER CONTROLS



- 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



## SETTING UP THE GAME

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

- To continue a previously saved game, select LOAD GAME.
- For information on multiplayer gaming, see *Multiplayer* on p. 18.

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

## USER PROFILE

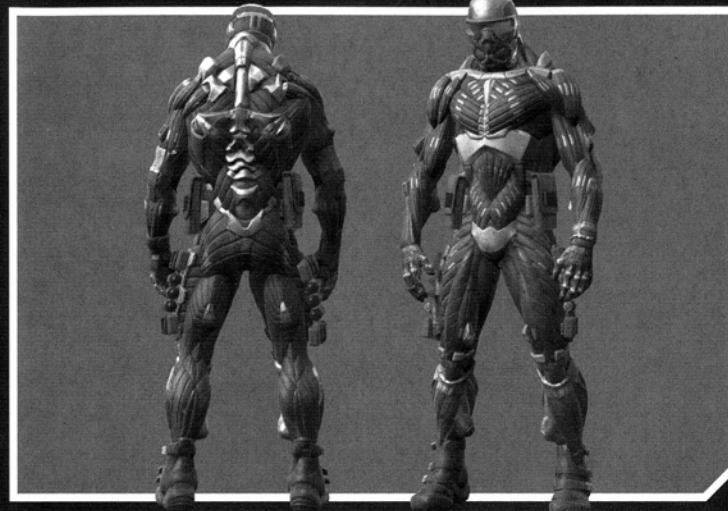
Create a User Profile to store your game data. Select PROFILE, then choose NEW PROFILE. Enter your chosen User Name then click SAVE PROFILE.

- 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.

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

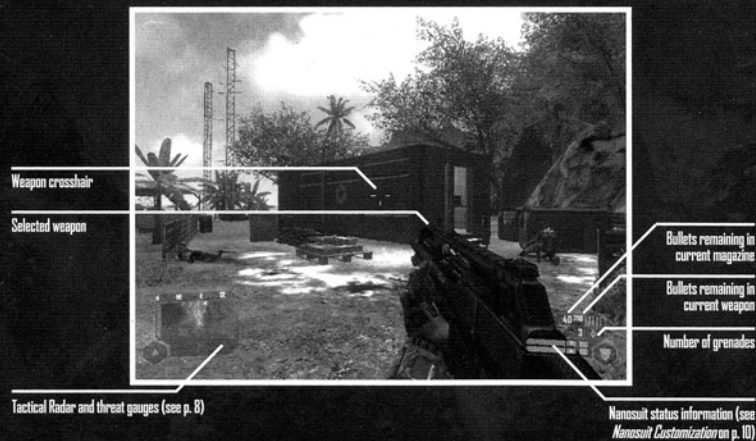
**Note:** For information on changing game Options, see p. 17.

## FIELD EQUIPMENT BRIEFING—NANOSUIT



## HEAD'S UP DISPLAY

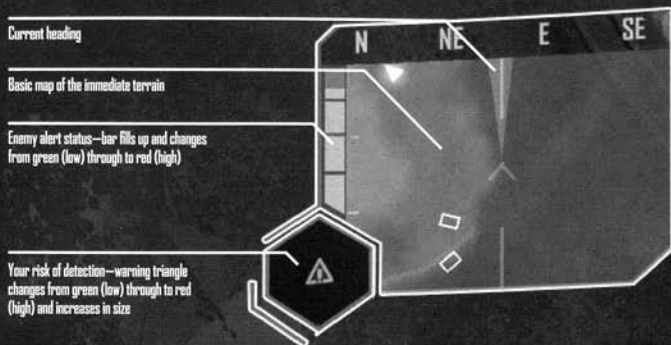
The ultra-high-tech Nanosuit is the secret weapon of US Special Forces, granting operatives a range of enhanced abilities. The suit features an integral head's up display (HUD) which utilizes a satellite uplink to place essential tactical information directly in view.



Nanosuit status information (see *Nanosuit Customization* on p. 10)

## TACTICAL RADAR AND THREAT GAUGES

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



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 (see *Binoculars* on p. 9).

**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.

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

## MISSION INFORMATION

### OBJECTIVES

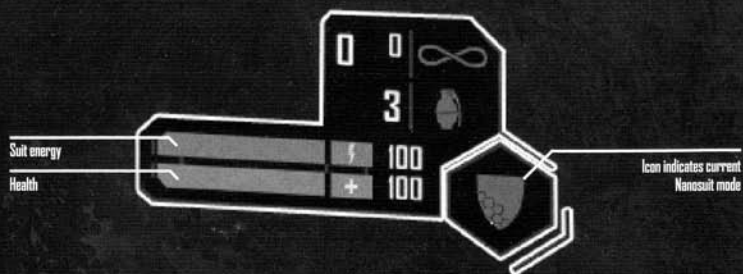
As your mission evolves, your briefing and objectives are updated. Press **[TAB]** to toggle the Objectives display and Strategic Map (see below) to review the latest situation report and task information.

### STRATEGIC MAP

Press **[M]** to toggle the Strategic Map display in the HUD. Move the mouse wheel  $\updownarrow$  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).

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

## NANOSUIT CUSTOMIZATION



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

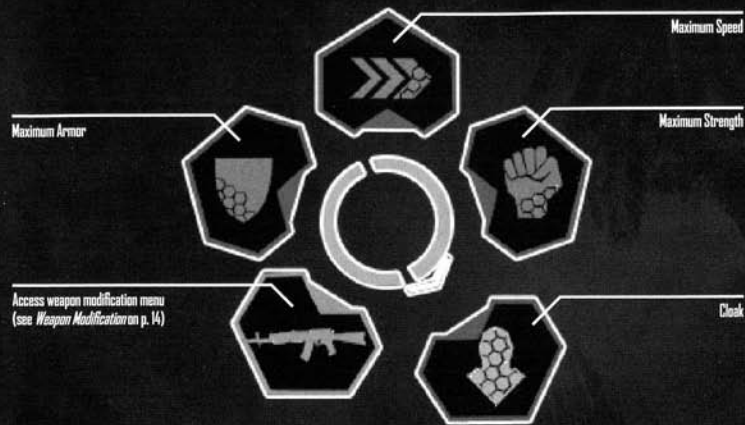
This setting diverts energy to the Nanosuit's defense structure to boost the level of protection given by its armor. Any damage taken reduces suit energy rather than health—but once this is depleted, you become vulnerable to health damage. For maximum safety, select Armor mode in emergency situations such as dropping from heights or escaping unexpected wildfires.

### 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



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  $\leftarrow/\rightarrow$ .
- Press **[4]** to toggle through the modes without opening the Nanosuit menu.
- When Suit Shortcuts are on (OPTIONS > MOUSE & KEYBOARD SETUP > LOOK > SUIT SHORTCUTS), you can switch modes by double-pressing the following key commands: sprint (left **[SHIFT]**)—Speed mode; move backwards (**[S]**)—Armor mode; melee (**[T]**)—Strength mode; crouch (left **[CONTROL]**)—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 **[N]** 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 (see p. 14).

- Cycle through available weapons by moving the mouse wheel  $\updownarrow$  or use the keyboard shortcuts (see *Weapons* under *Complete Controls* on p. 2). Cycle through grenades by pressing **H**.
- Some weapons are only carried by KPA forces—defeating enemy fighters is one way to obtain these, but a stealthy raid on an enemy base can be just as productive.

### PISTOL

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

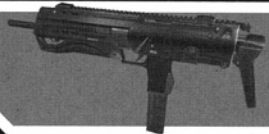
**Magazine capacity:** 20



### SUBMACHINE GUN

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

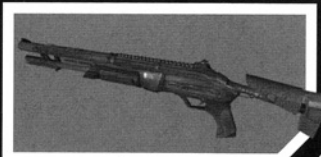
**Magazine capacity:** 50



### SHOTGUN

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

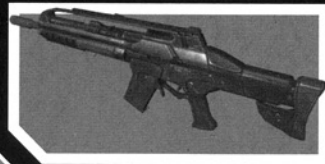
**Shell capacity:** 8



### SCAR

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

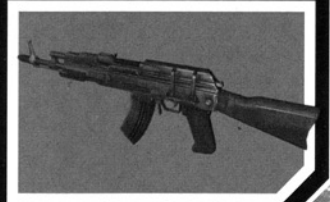
**Magazine capacity:** 40



### 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.

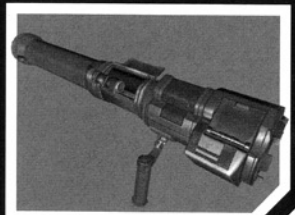
**Magazine capacity:** 5



### 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

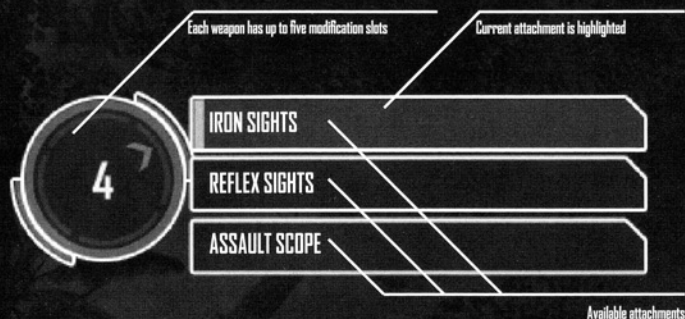




## WEAPON MODIFICATION

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.



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.

<b>Reflex Sight</b>	Suitable for close- to mid-range targets—especially on the move, as the holographic red dot compensates for gun movement.
<b>Assault Scope</b>	A simple scope with crosshair and limited zoom—ideal for assault rifles.
<b>Sniper Scope</b>	A more advanced long-distance scope, offering two zoom levels and a range meter.
<b>Flashlight Module</b>	A mounted flashlight—illuminates targets but also pinpoints the user's location.
<b>Laser Pointer Module</b>	Projects a red laser for target acquisition. As with the flashlight, its high visibility makes the user easier to locate.
<b>Grenade Launcher Attachment</b>	Equips assault rifle-type weapons with a grenade launcher.
<b>Tactical Attachment</b>	Equips unlimited tactical ammunition, which debilitates enemy personnel for 60 seconds.

## Silencer

**(Rifle or Pistol)** These suppress firing noise and flash. Different silencers are available for pistol- and rifle-type weapons.

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

## Laser/Light Module

**(Pistol only)** A combination unit that includes the flashlight and laser pointer functionality in one attachment for pistols.

## AMMUNITION

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

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

## OTHER WEAPONS

### Fragmentation Grenades

Shatters 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.

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

### 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.

## VEHICLES

As they offer transport, attack power, and a degree of shielding from enemy fire, any vehicle you commandeer could give you a tactical advantage. In vehicles featuring an inbuilt head's 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 **[F]**.

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 sea craft).

**Damage**—Displays vehicle damage, as a percentage.

## VEHICLE WEAPONS

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

### Light Tactical Vehicle/Boat

Right-click to fire the mounted machinegun in either of these vehicles. With Easy or Normal difficulty level selected, you can fire from the driver's seat but in Hard or Delta level, you must be in the gunner's position to use the machinegun.

### Tank

From the driver's seat, you can fire shells (left-click) and the mini-gun (right-click). A range finder appears in the HUD to help you judge distance when aiming; move the mouse up to raise the gun barrel for long-distance shots. From the gunner's seat, left-click to fire the machinegun and right-click to zoom.

### VTOL/Helicopter

From the pilot's seat you have missiles and a high-calibre chaingun at your disposal. Use the built-in lock-on targeting for accurate missile attacks.

## SAVING AND LOADING

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

- To make a Quick Save, press **[F5]**. You can only have one Quick Save file, so if you use Quick Save again, your previous Quick Save will be overwritten.
- Press **[ESC]** to open the pause menu, select LOAD/SAVE, and then 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 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 & KEYBOARD SETUP

#### Look/Move > Smooth Mouse

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

### SYSTEM SETTINGS

#### Graphics > Optimal Settings

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

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

## MULTIPLAYER

Select MULTIPLAYER from the main menu to take on other players online (see p. 19) or over a local network (see p. 20). Join or host a deathmatch-style Instant Action game (see p. 19) or a more strategic Power Struggle match (see p. 19).

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

### MULTIPLAYER EXCLUSIVES

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

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

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

## POWER STRUGGLE

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

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

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

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

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

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

## INSTANT ACTION

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

## INTERNET GAME

Select INTERNET GAME at the Multiplayer menu and join an online game to battle *Crysis* players from around the world. Once you've created an Account (see *Account Creation* below), follow the instructions detailed in the *Lobby Screen* section on p. 20 to join or create an Internet Game.

### 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.

## 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. 20).

## 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 left. 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 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.

## PERFORMANCE TIPS

### SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

### BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

**Important Note:** While shutting down background tasks will optimize your system for running *Crysis*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Crysis* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Crysis*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

#### To view and close background tasks (Windows XP):

1. Hold down **[CONTROL]** and **[SHIFT]** and then tap **[ESC]**. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but **DO NOT** select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, **DO NOT** select the *explorer.exe* or *taskmgr.exe* items.
5. Click **END PROCESS**. You may receive a warning message, if so click **YES**. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

## VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Crysis*, be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

## 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* uses the following TCP and UDP port(s) for Internet play:

### CLIENT

UDP 64087 (Server admin configurable, but it's shown in the server browser in game.)

TCP 29900, 29901, 28910, 6667

### SERVER

UDP 64087 (Server admin configurable.) (local)

TCP 29900, 29901, 28910, 443, 80

UDP 29910, 27900, 27901

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.

## TECHNICAL SUPPORT

If you have trouble with *Crysis*, EA Technical 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 *Crysis* already installed):

Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **Electronic Arts** > **Crysis** > **Technical Support**.

### To access the EA Help file (without *Crysis* installed):

1. Insert the *Crysis* 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 *Crysis* disc and then select **OPEN**.

4. Double-click the Support folder.
5. Double-click the EA Help folder.
6. Double-click the `Electronic_Arts_Technical_Support.htm` file in this folder.

### EA Technical Support on the Internet

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

<http://support.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.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the EASY Info report in your e-mail or letter.*

If you need to talk to someone immediately, call us at US 1 (650) 628-1001. *Please have the EASY Info report printed and ready when you call.* This will help us service your call in the quickest possible time. This number is available Monday through Friday 8 AM – 5 PM PST. **No hints or codes are available from Technical Support.**

### EA Technical Support Contact Info

**Website:** <http://support.ea.com>

**Mailing Address:** EA Technical Support  
P.O. BOX 9025  
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

<http://eauk.custhelp.com>

In **Australia**, contact:

Electronic Arts Pty. Ltd.

PO Box 432

Southport Qld 4215, Australia

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

# LIMITED 90-DAY WARRANTY

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Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions.

US 1 (650) 628-1001

## EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty  
P.O. Box 9025  
Redwood City, CA 94063-9025

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CRYENGINE 2



You Played the Game. Now Play the Music.

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