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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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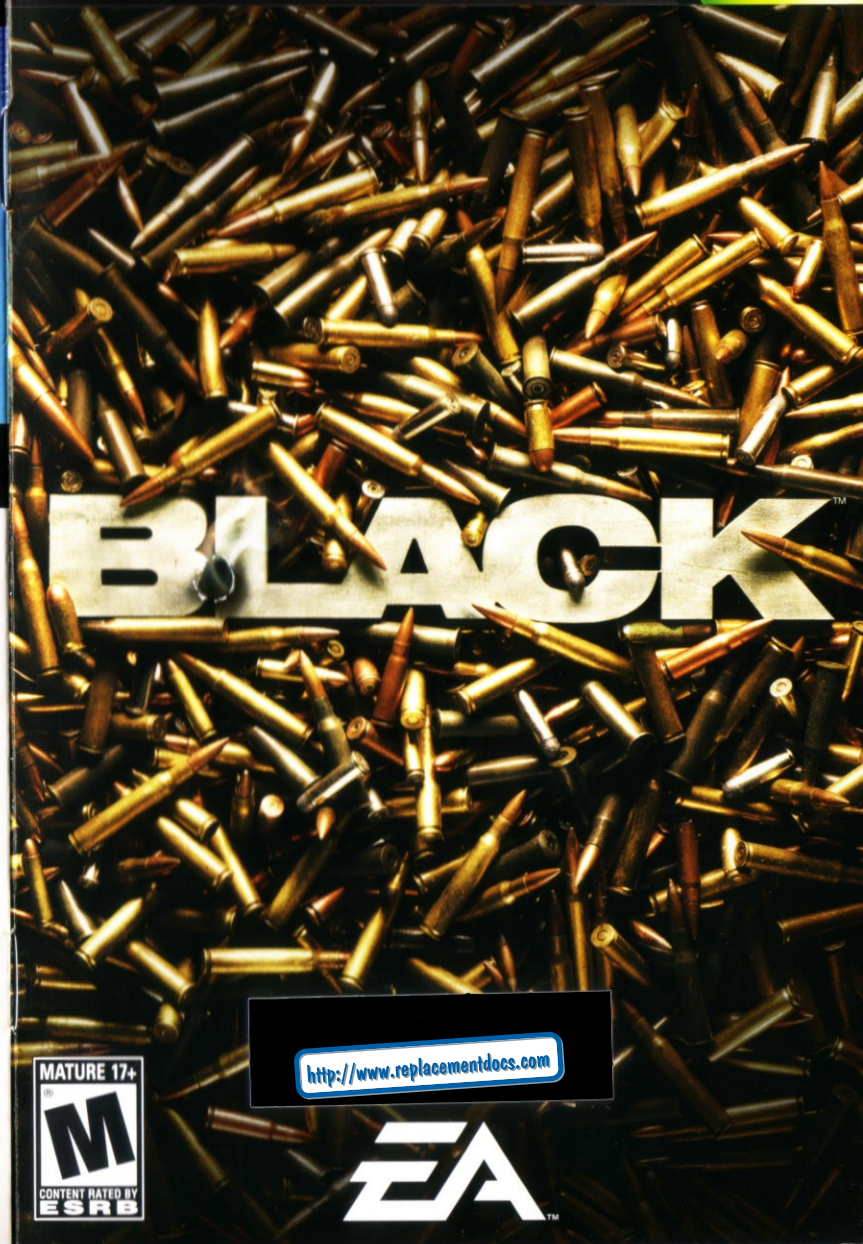
Proof of Purchase

BLACK™
1510405



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

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<http://www.replacementdoes.com>



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.

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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.

INTRODUCTION

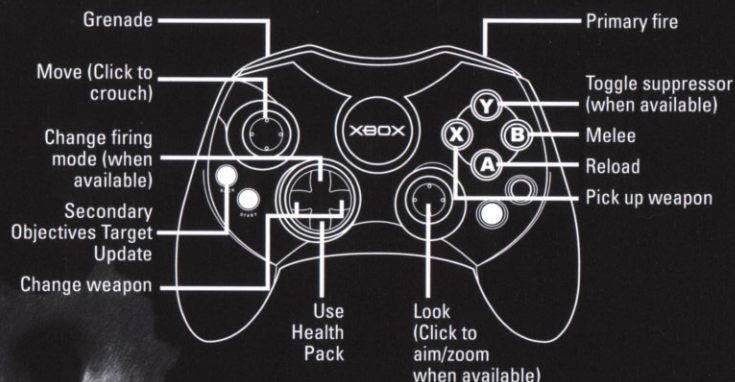
BLACK™ takes you deep into the world of the unsanctioned military—beyond the army, beyond the law, beyond consequence. Your mission: hunt down those that no-one else can stop. Let nothing stand in your way.

Check out EA™ online at www.ea.com.

COMPLETE CONTROLS

Take charge of every situation by mastering these controls. Experienced operatives looking to gain that vital edge should consult the *Custom Control Configuration* information on p. 2.

GENERAL GAMEPLAY



CUSTOM CONTROL CONFIGURATION

In addition to the default configuration listed above, *BLACK* offers four alternative control configurations, plus the option to create your own fully customized setup.

1. From the Main menu, select **OPTIONS**, **CONTROL SETUP**, and then **CUSTOM CONTROL SETUP**. The Custom Setup screen appears.
2. Press **←** or move **←** to choose one of the preset Control Setups (**DEFAULT**, **SCOUT**, **ASSAULT**, or **SOUTHPAW**) or select **CUSTOM** to create your own personalized configuration.
- To customize your chosen Control Setup, select **CUSTOMIZE** and press **A**. Press **↑** or move **↑** to choose a button then press **←** or move **←** to change the control assigned to it.

SETTING UP THE GAME

To begin your mission:

1. At the Main menu, press **↑** or move **↑** to highlight **START MISSION** and press **A** to continue. The Difficulty screen appears.
2. Press **↑** or move **↑** to select a Difficulty level: **EASY**, **NORMAL**, **HARD**, or **BLACK OPS**.
- **The Black Ops Difficulty level is not available initially.**
3. After the intro movie, you begin your first mission.

To continue a saved mission:

1. At the Main menu, select **CONTINUE MISSION**.
- To view details of your current rank and game statistics, choose **OPERATOR PROFILE**.
2. The Mission Select screen appears. Press **←** or move **←** to choose an available mission and press **A** to continue. The Difficulty screen appears.
3. Press **↑** or move **↑** to select a Difficulty level and press **A** to continue.
4. After the intro movie, your mission begins.


OPTIONS

Select **OPTIONS** from the Main menu to adjust the following game features:

- | | |
|----------------------|--|
| CONTROL SETUP | Turn Toggle Crouch, Invert Look, and Vibration ON or OFF, and select CUSTOM CONTROL SETUP to choose a new controller configuration or create your own custom setup. |
| SOUND SETUP | Adjust sound effects and music volume, choose a Custom Soundtrack, and switch the soundtrack Play Mode to SHUFFLE or SEQUENTIAL . |
| PICTURE SETUP | Adjust screen BRIGHTNESS . |
| PROFILE | Create a NEW BLACK Profile, LOAD or SAVE an existing one, and turn Autosave on or off. |



PLAYING THE GAME

Health bar—When the bar runs low, press  to use an available Health Pack

Red hit ring shows direction of enemy fire

Number of bullets remaining in current magazine

Total number of bullets remaining

Number of grenades carried


Reticule—Changes from white to red when an enemy is targeted or black when object can be destroyed

Number of Health Packs carried

Indicates your current stance: standing or crouching

HEALTH


You can find two kinds of health-boosting pick-ups on every mission: Health Packs and First Aid Kits.

- You can carry up to three large Health Packs for later use. Press  to use one to refill your health bar.

NOTE: You can only carry Health Packs in Easy and Normal game modes.


- First Aid Kits are used instantly when you collect them, giving you an immediate health boost.

AIMING

Click  to zoom in for accurate or long-distance targeting. The aim function only works with certain weapons.

- Use aim when equipped with the Sniper Rifle to take advantage of the double-zoom capability offered by its telescopic sights.

FIRING MODE

Some weapons have more than one firing mode. Press  to switch firing modes to choose the best attack for your current situation.

- Firing modes differ depending on which weapon you have equipped. For example, you can switch the AK47 between fully automatic fire, more controlled semi-automatic bursts, or precise single shots.

OBJECTIVES AND DIFFICULTY LEVELS

Each mission contains a number of Objectives, both Primary and Secondary. Primary Objectives are revealed as you progress through each mission, while Secondary Objectives must be discovered:

Blackmail	Find and destroy incriminating evidence obtained by the USA's enemies to safeguard American national security.
Intel	Collect vital intelligence data on terrorist activity.
Recon	Track down information that could help with your upcoming missions.
Armament	Discover hidden weapons throughout the levels.
Destruction	Smash enemy resources and more: find and destroy objects in each level.


- To view information about Secondary Objectives, select OBJECTIVES STATUS from the Pause menu.

You must accomplish all Primary Objectives to complete your current mission. To progress to the next mission, you may also need to complete a certain number of Secondary Objectives, depending on the chosen Difficulty level:

EASY You only need to fulfill Primary Objectives.

NORMAL and HARD You must accomplish all Primary and a number of Secondary Objectives, as specified at the start of the level.

BLACK OPS The ultimate test: you must complete all Objectives.

NOTE: In Black Ops Difficulty,  displays the number of completed objectives for the current checkpoint area.

The Difficulty level also determines how many Health Packs are available in a mission and what completing the mission unlocks:

- Complete a mission at your chosen Difficulty level to unlock the next mission for play at the same Difficulty level and all easier levels.
- Complete the game on Hard Difficulty to unlock the Black Ops Difficulty level.
- Complete the game at Normal, Hard, and Black Ops Difficulty levels to unlock extra weapons.

PAUSE MENU

Press **○** to pause the game, view your current objective status, and access game options. Select **CONTINUE** to return to the action.

OBJECTIVES STATUS

View your current mission status and gauge your success so far.

- Select **RESTART MISSION** to begin the current mission again. Select **QUIT** to exit the current mission and return to the Main menu. Your progress in that mission is lost.
- Select **OPTIONS** to turn Toggle Crouch, Invert Look, and Vibration on or off and adjust sound and music volumes.
- Select **QUIT** to exit your current game and be taken to the Main menu.



SAVING AND LOADING PROFILES

Create an Operator Profile to keep a personal record of your progress in *BLACK*. When Autosave is on, you are prompted to create a Profile after completing your first mission. Your progress through the game is saved to that Profile. You can also create a Profile manually.

CREATING A PROFILE:

1. From the Main menu, select **OPTIONS** and then **PROFILE**.
2. At the Profile screen, select **NEW** to create a new Profile, choose **YES**, and then enter a Profile name using the onscreen keyboard.
3. At the prompt, choose **YES** or **NO** to turn Autosave on or off. When Autosave is on, your progress and any Options changes you make are automatically saved, overwriting data without confirmation.

NOTE: Turning Autosave off is not recommended, as progress and Options changes are not saved automatically. To save manually, choose **SAVE** from the Profile screen.

4. Select an empty slot to save your Profile to or choose to overwrite an existing Profile. You can create up to three separate Profiles on the hard disk.
5. Your new Profile is saved. Choose **CONTINUE** to return to the Profile menu.

LOADING A PROFILE

1. From the Main menu, select **OPTIONS** and then **PROFILE**.
2. At the Profile screen, select **LOAD** to load an existing Profile. If your progress in your current game has not been saved it will be lost.

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US 1 (650) 628-1900

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