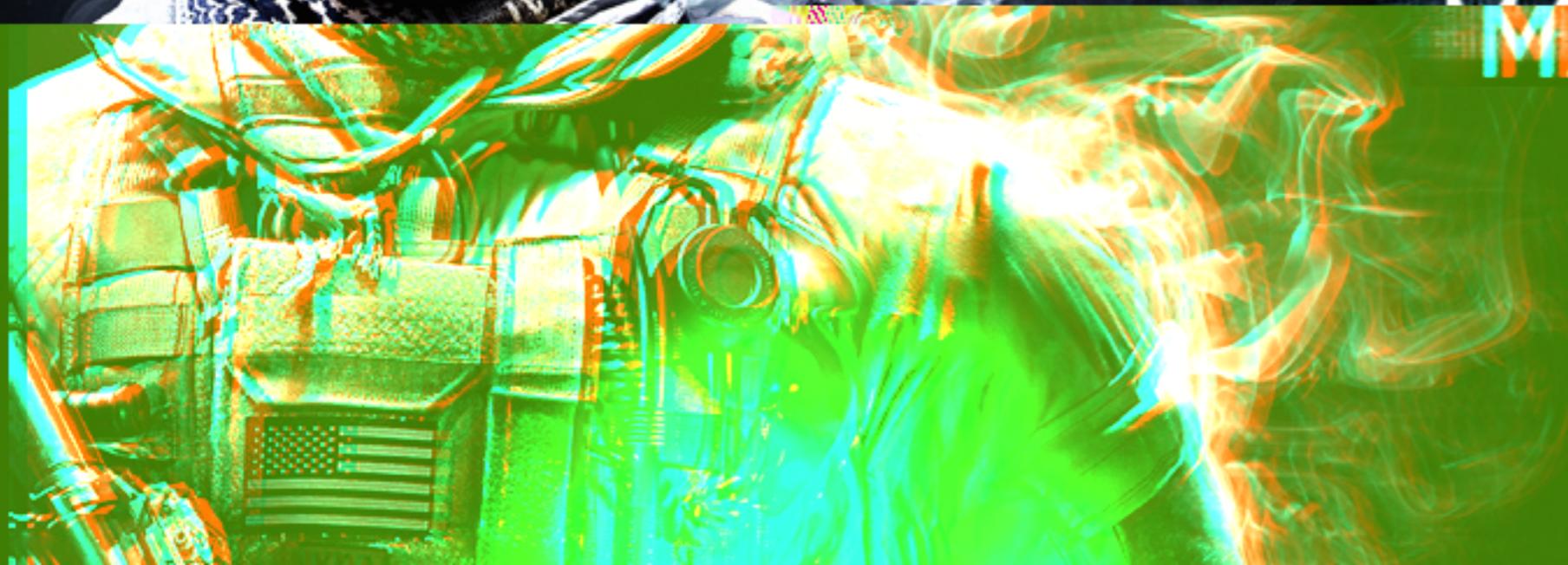




BATTLEFIELD 3™

MANUAL



▶ TABLE OF CONTENTS

BASIC INFANTRY CONTROLS	3
CAMPAIGN MODE GAME SCREEN	7
CAMPAIGN	8
MULTIPLAYER MODE GAME SCREEN	10
MULTIPLAYER	11
CO-OP	13
MY SOLDIER	15
BATTLEFIELD 3 STORE	18
BATTLELOG	19

> BASIC INFANTRY CONTROLS

3

Move	W/A/S/D
Camera control	Mouse
Crouch	C
Toggle crouch	X
Prone	Z
Jump/Vault	SPACEBAR

> BASIC INFANTRY CONTROLS

4

Fire weapon	Left click
Scope zoom	Right click
Reload	R
Weapon slots	1/2/3/4/5
Throw grenade	G
Use knife	F
Interact	E

➤ BASIC INFANTRY CONTROLS

5

Firemode	V
Pick up item	R (hold)
Flashlight	T (when available)
Spotting/Team radio	Q
Squad chat	J
Team chat	K
All chat	L

➤ BASIC INFANTRY CONTROLS

6

Vehicle slots	F1-F8
Scoreboard	TAB
Game menu	ESC

NOTE: For a full overview of controls or to choose your preferred controls configuration, please select **OPTIONS** in the in-game menu.

➤ CAMPAIGN MODE GAME SCREEN



Compass

Grenade count

Firing mode

Ammo count

Battlefield 3 tells the story of Sgt. Henry "Black" Blackburn, a Recon Marine under secret interrogation in New York by the CIA in order to determine the next potential location of a nuclear terrorist attack. Under suspicion of treason, Blackburn begins to recount the missions and events that brought him to this pass... and why he believes the militant Iranian insurgency called the PLR and a terrorist known only as Solomon are behind the impending attack...



DIFFICULTY

Easy: If you are new to First Person Shooters, select EASY. Enemy bullets will do less damage, your bullets will be more effective, and aim-assist will help you when firing.

Normal: If you are familiar with First Person Shooters, select NORMAL. Enemy bullets will do a normal amount of damage and aim-assist will slightly increase your accuracy.

Hard: If you are a hardened veteran, select HARD. Enemy bullets will do more damage and aim-assist will be turned off.

MISSIONS

After completing a mission during Campaign, you may replay it on any difficulty level.

➤ MULTIPLAYER MODE GAME SCREEN

10



Game mode information

Mini-map

Compass

Health meter

Firing mode

Weapon unlock progress bar

Ammo count

Grenade count

Battlefield 3 includes the following multiplayer game modes: Rush, Squad Rush, Squad Death Match, Team Death Match, and Conquest, which can be played in either a 32- or 64-player setup. Run into battle as infantry or take control of vehicles to dominate your enemies from the land, sea, and air.

QUICK MATCHES

Jump into a match by selecting Quick Matches. You can invite a friend or use Drop Zone on Battlelog to set up a squad before selecting a game mode or map. A squad is a small group of players.

LEADERBOARDS

Compare your performance to the performance of your friends or players worldwide. The leaderboards track your performance across a variety of metrics, including kills, kill/death ratio, and time played.

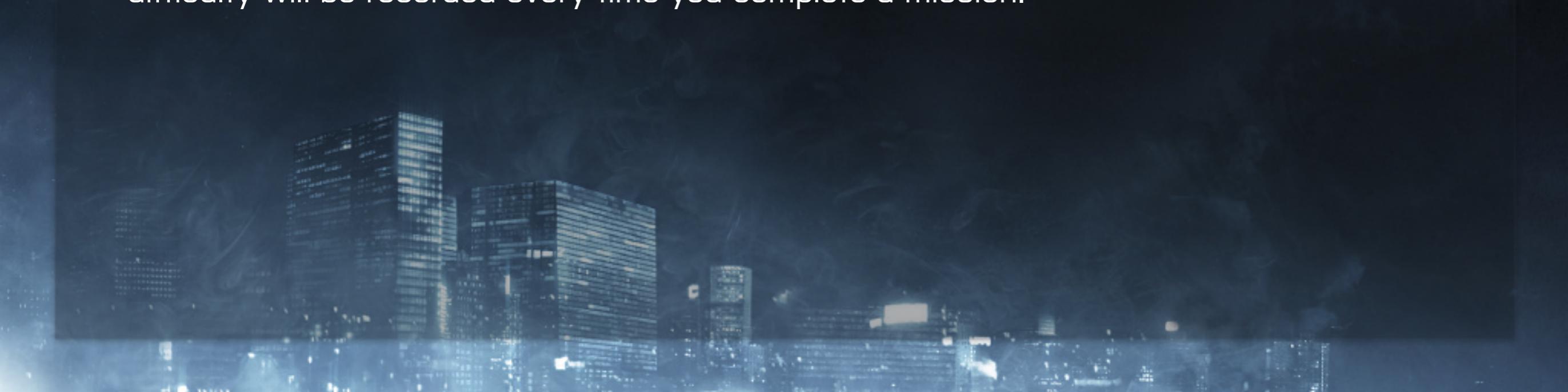
GAMEPLAY

For advanced gameplay and tactics, please visit Battlelog online at battlelog.battlefield.com.

Co-op is designed for two players and features unique co-op content. As you complete missions, your stats are tracked, and you earn new weapons and make your mark on the leaderboards.

MISSIONS

As you complete missions in co-op, further missions are unlocked. Your best times and difficulty will be recorded every time you complete a mission.

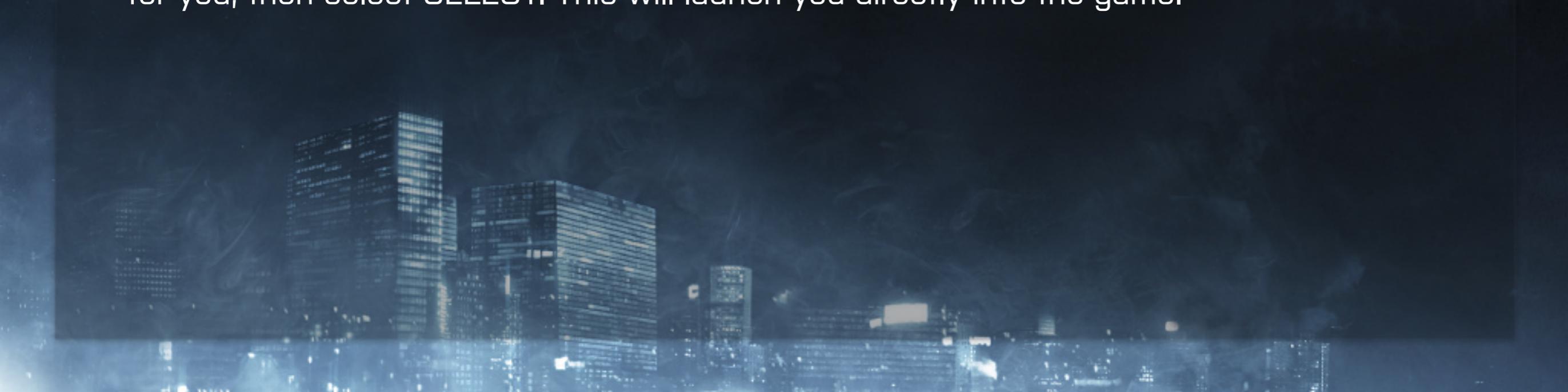


PLAYING WITH FRIENDS

Playing with friends is now even easier than it was before. You can view your friends' best time on specific missions and jump directly into their games with ease.

PLAYING PUBLIC GAMES

Getting into public matches is simple. Choose your preferred mission or have one chosen for you, then select SELECT. This will launch you directly into the game.



STATS & PROGRESSION

Battlefield 3 allows you to progress while you play online multiplayer or co-op. Your character in *Battlefield 3* is persistent and earns statistics over the course of your career. Every kill, assist, and death counts toward your progression, and as you gain levels, you acquire access to newer guns and gadgets. The better you perform, the faster you gain levels and access to new weapons.

NOTE: For a full overview on progression, please visit Battlelog online at battlelog.battlefield.com.

DOG TAGS

Every player in *Battlefield 3* has a pair of Dog Tags. The Standard Dog Tag has your name written on it. The Advanced Dog Tag will feature an etching and a statistic, such as your headshot count. You can collect the Dog Tags of other players by knifing them.

RIBBONS & MEDALS

As you complete certain in-game objectives, such as gaining a certain number of kills with a specific weapon, you earn Ribbons and Medals. Ribbons are earned on a per-match basis, and can be received multiple times. Medals represent reaching milestones for good performance and can be earned multiple times.

CUSTOMIZATION

As you play online and gain levels, you progress according to how you play the game. While every point you get goes toward ranking up, if you regularly use a certain vehicle, you will gain the ability to unlock attachments or accessories for that vehicle type. If you prefer to be a certain class while you play, you will unlock weapons or gadgets for that class. Being consistent with your gameplay choices gives you more freedom for customization.

➤ BATTLEFIELD 3 STORE

18

There's a wide selection of options from which to choose within the *Battlefield 3* store, found in Origin. You can access all the latest information for available and upcoming *Battlefield 3* content; redeem codes for in-game content; purchase an Online Pass, which gives you access to Multiplayer; and purchase additional downloadable content.



Battlelog gives you unprecedented access to the nuts and bolts of the *Battlefield 3* experience. Check out the end of rounds from any match on the web; brag, share, and leave comments about the round you just played; and find out when your friends rank up or earn awards in real time. Access the Battlefield from wherever you want, whenever you want!

Please visit battlelog.battlefield.com for your full overview of *Battlefield 3*!