

The cover art for World in Conflict Complete Edition depicts a chaotic battle scene. On the left, the Statue of Liberty stands amidst a sky filled with American stars. In the center and right, tanks and soldiers are engaged in combat. A large yellow hammer and sickle symbol is superimposed over a fiery explosion in the background. Helicopters and other military aircraft are visible in the sky. The overall atmosphere is one of intense conflict.

WORLD IN CONFLICT®

★ COMPLETE EDITION ★

online key code



UBISOFT®

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

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Getting started

Installing the game

To install the game, insert the DVD into your computer and follow the instructions. If the Installer is not launched automatically, explore the contents of the DVD and double click the Autorun.exe file.

Uninstalling the game

To uninstall the game, follow these simple steps:

1. Insert the DVD into the computer's DVD-ROM drive. The Autorun menu should appear.
2. When the Autorun menu appears, click the Uninstall button. This will automatically uninstall all components of the game.

Enter CD Key

You will be required to enter the CD Key during the installation process. The CD Key is typically printed on the back of the manual or DVD sleeve. This CD Key is unique and should be kept protected at all times. Do NOT give it to anyone else or allow anyone else to use it. Store the CD Key in a safe and secure place as it might be required again at a later time.

Troubleshooting

Please refer to the "Readme.txt" file included on the disc for the latest information regarding troubleshooting and technical support.

Playing the Game

Basic Controls

WORLD IN CONFLICT® : COMPLETE EDITION is a tactical strategy game in which you control a number of units on a battlefield using the mouse and keyboard. Using the default settings you can pan the camera around with the W, A, S and D keys on your keyboard: press W for forward movement, A for backward movement and S and D for strafing left and right. You can rotate the camera by holding the middle mouse button down or by dragging the cursor to any of the four sides of the screen.

The mouse is your central tool in controlling your units. You can move the cursor by moving the mouse and you can select units by left-clicking on them or by holding down the left mouse button and dragging a selection box around them. Once the units are selected, you can issue movement or attack orders by right-clicking on the battlefield or on enemy units.

Buying units



The upper section of the Reinforcement Menu displays the units that are available for purchase. All units cost points, and you have a set number of points to utilise. These points aren't exhausted, but rather invested; if you purchase a unit that costs 1200 points, you will regain those points over time if that unit dies or is destroyed.

The lower section of the menu displays your selected units, the ones that you plan to deploy on the battlefield. Once you are happy with the amount of units that you have selected, you can deploy them by sending them to your Drop Zone. You can select your own individual Drop Zone at any time, but only within a specific area of the map. This specific area may change size and location as the game progresses.

Single-player



The single-player mode tells the story of what might have happened had the Soviet Army invaded the United States in the autumn of 1989.

The Menu

To play the campaign, you first create a profile, which stores your game progress, your saved games and your awards. You can have as many profiles as you want. The campaign missions are played in a linear fashion and are uncovered over time as you finish your current mission, but you can always go back and replay any mission whenever you like. To resume your progress in the campaign, you can either click Resume Campaign, or select one of your saved games in the Saved Games menu. As you advance in the campaign you also gain awards and cinematics which can be viewed in their respective menus.

Besides the main campaign, you can also do a Tutorial mission which explains the basics of the game. This is a good way to start off your military career and familiarise yourself with the controls. You can also play Custom Missions made with the WORLD IN CONFLICT® modification tools.

Multiplayer

The multiplayer mode of WORLD IN CONFLICT® : COMPLETE EDITION is a unique game experience in which up to 16 players can play together. You can either play multiplayer over a local area network or via the WORLD IN CONFLICT® : COMPLETE EDITION official online portal Massgate™.

The Roles



All the units available in the game are divided between four different roles. You can only play one role at a time, and you will have to rely on your teammates to cover your back when you need it. Even though some of the units are available across the role borders, commanders of each role do have specific responsibilities towards their teammates.

Armour

The armour role is for anyone who likes to keep it simple. With unparalleled armour protection, the armour role is a powerful presence on ground. Tanks hold their ground very well, and transport vehicles work as helpful aid in fast-paced advancements, giving tanks moderate protection against enemy helicopters.

Air

The air role is perfect for commanders who prefer fast movement and high attack power. The transport and scout helicopters also give the team the benefit of larger visual range and mobility on the battlefield. However, although the air role is a powerful offensive force, it lacks the ability to capture Command Points.

Infantry

The infantry role puts a lot of demands on the commander. Being the most vulnerable to enemy fire, infantry units have to depend on movement and stealth to survive against enemy vehicles. By being able to hide in forests and buildings, infantry units are most at home in forests and larger cities. Armed with highly effective firearms, Infantry poses a serious threat to all other roles if played well.

Support

The support role is one of the most diverse available. Apart from its very effective mobile artillery and anti-air vehicles, the Support role also includes repair tanks that can repair friendly vehicles. The support role can be hard to master, but it is an essential role for a strong army.

The Game Modes

Domination



In Domination mode, two teams fight for domination over a number of Command Points that are spread out across the map. The team that controls the most Command Points will push the Domination bar to its advantage. You win Domination by holding the majority of the Domination bar, either when the time runs out or by holding it completely. If you control all the Command Points on the map, thus achieving Total Domination, the Domination bar will move twice as quickly as it did before.

Assault



Assault mode is played in a set of two rounds. One team acts as defender while the other team plays the role of attacker. The attacking team must take a number of Command Points in a pre-set order. When the attacking team takes control of the first Command Point, a second Command Point will appear behind it. When time runs out, or when the attackers take control of all the Command Points, the roles are reversed and it's the other team's turn to attack. In order to win, the second team must capture more Command Points than the first attacking team or capture them faster than the first attacking team.

Tug of War



In Tug of War mode, one long Command Point acts as a frontline. Both teams struggle to control all the Perimeter Points at the same time to push the frontline forward. The map is won when one team pushes the frontline all the way to the other team's side, or when a team has pushed the enemy back and holds the majority of the map when the time runs out.

Few-Player Mode

All the different game modes can also be played in Few-Player Mode. Few-Player Mode is a special mode where the game is tuned for 1-on-1 or 2-on-2 play. In Few-Player Mode, the role system is removed and Reinforcement Points vastly increased to make sure that all the players get enough firepower to fight off their enemy. This game mode puts a lot of demand on the player's individual skills and is great for commanders who like to have full control of the battle.

The Interface



The Head-Up Display

The Head-Up Display (HUD) consists of 5 major areas:
(1) The Tactical Aid Menu, (2) The Domination Bar, (3) The Reinforcement Menu, (4) The Mini-Map and (5) The Order Palette.

The Tactical Aid Menu



- 1) Toggle Button:** Press this button to toggle the Tactical Aid Menu on and off.
- 2) Tactical Aid Points:** Used to purchase Tactical Aid.
- 3) Tactical Aid Weapons:** Shows the available weapons. Those you can purchase are highlighted.
- 4) Multiple Selections:** Use these to spend extra Tactical Aid Points to deliver more than one attack of a certain Tactical Aid Weapon. You can launch up to three attacks at the same time.
- 5) Tactical Aid Tabs:** Click these to browse between the different types of Tactical Aid Weapons.

The Domination Bar



- 1) The Domination Bar:** This bar displays the current dominance of the map. Your team's flag is on the left and the opposing team's flag on the right.
- 2) Perimeter Point Markers:** These markers display how many Perimeter Points the team is holding and how fast the Domination Bar is moving.
- 3) Time Left:** Displays how much time is left on the map.

The Reinforcement Menu



- 1) Reinforcement Points:** These are the points with which you purchase units. Your current usable points appear to the left and incoming points to the right. Points are made available over time.
- 2) Toggle Button:** Press this button to toggle the Reinforcement Menu on and off.
- 3) Drop-Ship Timer:** This bar displays how much time is left until your drop-ship either arrives or returns to base.
- 4) Change Team:** Click here to change team.
- 5) Change Role:** Click here to change role.
- 6) Role Tabs:** Click here to see the other roles' units available for purchase.
- 7) Unit Panel:** These units are available for purchase. Their Reinforcement Point price is displayed under each unit.
- 8) Deployment Panel:** These are the units that you have selected for deployment when you click the "Deploy Units" button.
- 9) Change Drop Zone:** Click here to move your drop zone.
- 10) Deploy Units:** Click here to deploy the units that you have chosen.

The Mini-Map



- 1) Swap Unit Group:** Move camera between your different units on the battlefield.
- 2) Toggle Formation:** Toggle between the different formations.
- 3) Go to Drop Zone:** Moves the camera to your drop zone.
- 4) Toggle Mega-Map:** Displays a strategic overview of the entire battlefield.
- 5) Disband Selected Groups:** This button will disband your selected units from the battlefield. You will get all your Reinforcement Points back.
- 6) Mini-Map:** An overview with icons representing different occurrences on the battlefield.

The Order Palette



- 1) Resupply Squad:** Reinforces your selected Infantry squad.
- 2) Next/Previous Special Ability:** Browses between the Special Abilities of your selected units.
- 3) Offensive Ability:** Click here to use your selected unit's offensive ability.
- 4) Defensive Ability:** Click here to use your selected unit's defensive ability.
- 5) Stop:** Click here to make your selected units stop.
- 6) Attack Ground:** Click here to make your selected units force fire on the selected co-ordinates.
- 7) Hold Fire:** Click here to make your selected units stop firing.
- 8) Move:** Issue a move order to your selected units.
- 9) Move Backwards:** Issue a reverse move order.
- 10) Unload All:** Unload all infantry from selected transport or building.
- 11) Repair:** Issue a repair order on one of your own or friendly units.
- 12) Waypoints:** Issue a move order with multiple waypoints.
- 13) Follow Unit:** Orders one or multiple units to follow another unit.
- 14) Enter Nearest Transport:** Selected infantry will enter the nearest empty transport.
- 15) Enter Nearest Building:** Selected infantry will enter the nearest empty building.

The Requests Menu



The Requests Menu contains a number of radio commands that can be sent to the other players on your team. Many of the requests require that the player selects a location for the specific request, e.g. where the artillery should be placed. The other players will then see an icon on that specific location.

The Mega Map



The Mega Map displays a detailed overview of the battlefield, with an assortment of icons representing the units and other occurrences. The battlefield is split up into a grid, much like a chessboard. Players can still issue orders on the Mega Map, and can also select specific filters for what the Mega Map will display. It lacks the full control of the regular camera, but can give players some strategic benefits.

The Units

Armour



Heavy Tank

USA M1A1 Abrams | USSR T-80 U | NATO Leopard 2A4

Offensive Ability: HEAT Shell

Fires a HEAT Shell that is powerful against light armour but not very effective against heavy armour.

Defensive Ability: Smoke Screen

Launches smoke mortars that hide the vehicle from view.



Medium Tank

USA M60A3 | USSR T-62 | NATO Chieftain Mk 5

Offensive Abilities: White Phosphorous Shell (USA and NATO) or Frag-High Explosive Round (USSR)

WP shells create deadly clouds of burning smoke, while the Frag-HE rounds simply explode. Both are deadly against infantry.

Defensive Ability: Smoke Screen. Launches smoke mortars that hide the vehicle from view.



Light Tank

USA M551A1 Sheridan | USSR PT-76 | NATO FV101 Scorpion

Offensive Abilities: Shillelagh Missile (USA), AT-4 Spigot Missile (USSR) or HESH (High Explosive Squash Head) Round (NATO)

These anti-tank weapons allow Light Tanks to do more serious damage to heavy armour.

Defensive Ability: Smoke Screen

Launches smoke mortars that hide the vehicle from view.



Armoured Transport

USA M2A2 Bradley | USSR BMP-2 | NATO FV510 Warrior

Offensive Abilities: TOW Missile (USA), AT-5 Spandrel Missile (USSR) or Armour Piercing Rounds (NATO)

The TOW and AT-5 are wire-guided missiles, while the Armour Piercing Rounds are alternate ammunition for the main cannon.

Defensive Ability: Smoke Screen

Launches smoke mortars that hide the vehicle from view.



Amphibious Transport

USA AAVP7A1 | USSR BTR-80 | NATO Luchs
Offensive Abilities: MK-19 Grenade Launcher (USA) or HEI Rounds (USSR and NATO)

The MK-19 targets an area, while the HEI rounds add blast damage and fire effects to normal attacks. Both are effective against infantry and light vehicles.

Defensive Ability: Smoke Screen

Launches smoke mortars that hide the vehicle from view.

AIR



Heavy Attack Helicopter

USA AH-64A Apache | USSR Mi-24V HIND | NATO A129 Mangusta

Offensive Abilities: Hellfire Missile (USA), AT-6 Spiral Missile (USSR) or HOT Missile (NATO)

Launches an air-to-ground missile that is capable of damaging any tank armour in the world. Best used to disable important enemy vehicles from a safe distance.

Defensive Ability: Drop Flares

Ejects a salvo of burning-hot IR countermeasures that are likely to divert incoming hostile missiles.



Medium Attack Helicopter

USA AH-1W Super Cobra | USSR Mi-28 Havoc | NATO SA-341 Gazelle

Offensive Abilities: Sidewinder Missile (USA), Vympel R-73 Missile (USSR) or Mistral Missile (NATO).

Launches an air-to-air missile, capable of serious damage to enemy helicopters.

Can be defeated by IR countermeasures (i.e. flares).

Defensive Ability: Drop Flares

Ejects a salvo of burning-hot IR countermeasures that is likely to divert incoming hostile missiles.



Scout Helicopter

USA OH-6A Cayuse | USSR Ka-25 Hormone | NATO BO-105 PAH-1

Offensive Ability: IR Scan

Detects enemy units hidden in smoke clouds, forests and buildings.

Defensive Ability: Drop Flares

Ejects a salvo of burning-hot IR countermeasures that is likely to divert incoming hostile missiles.



Transport Helicopter

USA UH-60 Black Hawk | USSR Mi-8 HIP | NATO SA-330 Super Puma

Offensive Ability: None

Defensive Ability: Drop Flares

Ejects a salvo of burning-hot IR countermeasures that is likely to divert incoming hostile missiles.

Infantry



Infantry Squad

Offensive Ability: Grenade Launcher Barrage

Riflemen equipped with grenade launchers fire a volley of high-explosive grenades. Very deadly against infantry units, but less effective against armoured units.

Defensive Ability: Sprint

The infantry squad moves at double speed, but cannot engage enemies for the duration of the ability.



Anti-Tank Infantry Squad

Offensive Ability: None

Defensive Ability: Sprint

The infantry squad moves at double speed, but cannot engage enemies for the duration of the ability.



Sniper

Offensive Ability: None

Defensive Ability: Sprint

The sniper moves at double speed, but cannot engage enemies for the duration of the ability.



Demolition Engineer

Offensive Ability: Demolition Charge

Places a large amount of explosives at the target location. The charge can be triggered remotely by the engineer and is powerful enough to bring down most buildings, as well as any nearby units.

Defensive Ability: Sprint

The demolition engineer moves at double speed, but cannot engage enemies for the duration of the ability.



Troop Transport

USA HMMWV | USSR UAZ-469 | NATO D-90

Offensive Ability: Armour-piercing Bullets
Loads the machine gun with armour-piercing bullets and increases the unit's damage. It's slightly more effective against armoured vehicles.

Defensive Ability: None



Transport Truck

USA M939 | USSR Ural 4320 | NATO TRM 4000

Offensive Ability: None

Defensive Ability: None

Support



Heavy Anti-Air Vehicle

USA M730A2 | USSR SA-13 Gopher | NATO Roland

Offensive Ability: None

Defensive Ability: Smoke Screen

Launches smoke mortars that hide the vehicle from view.



Medium Anti-Air Vehicle

USA M163 VADS | USSR ZSU-23-4 Shilka | NATO Gepard

Offensive Ability: Ground Support

Directs the unit to target enemy ground forces. Less effective against heavy armour.

Defensive Ability: None



Heavy Artillery

USA M270 MLRS | USSR 2S7 Pion | NATO LARS 110 SF 2

Offensive Ability: Deliver Smoke Screen
Launches a rocket or artillery shell carrying a screening agent at the target location. Creates a thick smoke cloud that blocks line of sight for both enemy and friendly units.

Defensive Ability: None



Medium Artillery

USA M125 | USSR 2S1 Gvozdika | NATO FV 432

Offensive Abilities: White Phosphorous Rounds (USA and NATO) or Incendiary Rounds (USSR)
The WP Rounds are highly effective against infantry and forests and create a deadly cloud that lingers for a short while. Incendiary Rounds load the cannon with high-explosive incendiary ammunition, which is lethal against infantry.

Defensive Ability: None



Repair Tank

USA M88 A1 ARV | USSR VT-55 | NATO Chieftain AAVR

Offensive Ability: Emergency Repairs
Orders the repair crew to perform emergency repairs on a friendly vehicle, immediately reversing a lot of damage. Used correctly, this ability can save allied units from imminent destruction.

Defensive Ability: Field Repairs


Allows the crew to perform field repairs on their own vehicle. Repairs will take some time and will be aborted if the unit is attacked or given new orders.


Tactical Aid


Tactical Aid is a special type of aid that can be ordered by any player. It is bought with the Tactical Aid Points gained from killing enemies, capturing Command Points, repairing vehicles or building fortifications. Players then request the Tactical Aid from HQ and place it freely on the map. However, because of the distance to headquarters there is always a slight delay between ordering and receiving these aid weapons. Players must take this delay into consideration and synch the expected time of impact with the enemy's position and movement.

Non-Destructive


These Tactical Aid abilities do not cause any damage, but grant the player other benefits.

 **Aerial Recon:** Aerial Recon in a target area. Reveals enemy units in the area and exposes hidden infantry.

 **Repair Jeep (unit drop):** Drops a Troop Transport at the target area.


 **Airborne Infantry (unit drop):** A squad of airborne infantry parachutes into the target area. The squad leader has the ability to call in artillery strikes on targets within range.


 **Light Tank (unit drop):** Drops a Light Tank at the target area.


 **Repair Bridge:** Deploys a military girder bridge over a destroyed bridge, allowing ground vehicles to cross.


Selective Strikes


The weapons in this category are very powerful in the right situations, but can only target or inflict serious damage on certain types of units.


 **Napalm Strike:** An airplane swoops in and drops napalm bombs over a corridor-shaped target area. The flames linger for a while, causing damage to any unit travelling through. Most useful against infantry and weakly-armoured units and very effective for clearing forests.

 **Chemical Strike:** An airplane swoops in and drops gas canisters over a large target area, covering it in gas clouds that are lethal to infantry. The gas lingers for a relatively long time, effectively suppressing the area.

 **Tank Buster:** An airplane sweeps down and unleashes its 30mm Gatling gun, destroying any ground vehicles in the corridor-shaped target area. It does not differentiate between hostile and allied units.


 **Laser-Guided Bomb:** Very accurate and powerful munitions are deployed at the target area. Primarily intended to destroy reinforced structures, it is of limited use against other targets.


 **Air-to-Air Strike:** A fighter jet flies through the target area, engaging and destroying any hostile helicopters in range with air-to-air missiles. The area of effect is relatively large and gives players a fair chance to hit the fast-moving helicopters.


 **Heavy Air Support:** Several waves of aircraft enter the specified area, using guided missiles to engage all enemy ground vehicles and helicopters within range while leaving friendly units alone. New waves are sufficiently long for the Tactical Aid to have a suppressive effect, giving friendly units freedom to act in the area.

Indiscriminate Attacks

The weapons in this category cause damage that affects all units, regardless of their unit type.

 **Light Artillery Barrage:** Off-map artillery units deliver several mortar shells, spread out randomly in the medium-sized target area. While the mortar rounds are highly effective against infantry and lightly armoured vehicles, direct hits can never be guaranteed. The bombardment lasts long enough to have a suppressive effect on enemy and friendly units alike.

 **Heavy Artillery Barrage:** Similar to the Light Artillery Barrage but bigger and nastier. This Tactical Aid delivers high-calibre artillery fire in a large area. While the impacts are so spread out that they never guarantee a kill, any group of units in the target area is likely to sustain significant losses if they remain there after the barrage commences.

 **Precision Artillery:** Off-map artillery units deliver a precise and devastating barrage in a small target area. They are, however, rather expensive.



Air strike: A ground-attack aircraft flies in and drops cluster munitions over a medium-sized target area. Any ground units in the area will be seriously damaged, or worse.



Carpet Bombing: A single bomber flies in over the target area and unleashes dozens of high-yield gravity bombs, creating a trail of destruction several hundred metres long.



Daisy Cutter (USA and NATO only): A large military cargo plane flies by and drops a 7.7 ton conventional bomb, creating a massive blast and large smoke cloud. While extremely effective at clearing forests and destroying infantry and weaker ground vehicles, its powerful shock wave is less effective against larger buildings and heavily armoured units.



Fuel Air Bomb (USSR only): An SU-25 aircraft flies by and drops thermobaric munitions that create a vapour cloud of highly explosive fuel which then ignites, creating a massive blast and large smoke cloud. While extremely effective at clearing forests and destroying infantry and weaker ground vehicles, its powerful shock wave is less effective against larger buildings and heavily armoured units.



Tactical Nuke: For desperate situations when nothing else seems to stop the enemy, there is the tactical nuclear warhead. Delivered by a cruise missile launched from a bomber plane, this Tactical Aid leaves a large part of the map in complete desolation, turning the ground and everything on it into ashes. Left in its wake is a massive mushroom cloud and a lingering cloud of deadly radiation, which inflicts serious damage on any unit that approaches ground zero.



Camera Forward: W	Change Faction: Home	Create Control Group 1: Ctrl - 1
Camera Backward: S	Change Role: End	Create Control Group 2: Ctrl - 2
Camera Left: A	Vote Yes: Page Up	Create Control Group 3: Ctrl - 3
Camera Right: D	Vote No: Page Down	Create Control Group 4: Ctrl - 4
Mouse Look: Mouse Button	Dismiss Units: Delete	Create Control Group 5: Ctrl - 5
Camera Higher: Mouse Wheel Up	Resupply Squad: Insert	Create Control Group 6: Ctrl - 6
Camera Lower: Mouse Wheel Down	Take Screenshot: Print Screen	Create Control Group 7: Ctrl - 7
Offensive Special Ability: E	Pause: Pause/Break	Create Control Group 8: Ctrl - 8
Defensive Special Ability: R	Undo Selection Change: Ctrl - Z	Create Control Group 9: Ctrl - 9
Attack Ground: F	Chat to All: Enter/Return	Create Control Group 10: Ctrl - 0
Hold Fire: G	Chat to Team: Backspace	Ignore Menu Shortcut 1: Numpad 1
Stop: T	Set Drop Zone: L	Ignore Menu Shortcut 2: Numpad 2
Change Formation: Z	Go to Drop Zone: Space Bar	Ignore Menu Shortcut 3: Numpad 3
Enter Nearest Transport: V	Enter Maps Map: M	Ignore Menu Shortcut 4: Numpad 4
Enter Nearest Building: H	Screenshot: Tab	Ignore Menu Shortcut 5: Numpad 5
Unload Infantry: U	Back/Cancel/Ignore Menu: Escape	Ignore Menu Shortcut 6: Numpad 6
Waypoint Marker: Shift	Deploy Ordered Units: Numpad Enter	Ignore Menu Shortcut 7: Numpad 7
Follow: I	Request Menu: Q	Ignore Menu Shortcut 8: Numpad 8
Repair: J	YDIP Talk Button: C	Ignore Menu Shortcut 9: Numpad 9
Heal: N	Objectives Menu: O	Ignore Menu Shortcut 10: Numpad 0
Move Backwards: Shift - N	Show All Unit Icons: Alt	Ignore Menu Shortcut 11: Numpad -
Cycle Between Unit Groups: X	Console: -	
Heat Special Ability: Shift - R	Tactical Aid Menu: V	
Previous Special Ability: Shift - E	Notifications Menu: B	



TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on 0871 664 1000.

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.

Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:

your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian technical support
Technical Support Info Hotline
1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.



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