



MIRROR'S
EDGE™

DICE



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EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

INSTALLING THE GAME

NOTE: For system requirements, see electronicarts.co.uk.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

Mirror's Edge™ uses some of the most advanced graphics effects available today, such as NVIDIA® PhysX™, aimed at achieving real-time performance for a great game playing experience. The game was developed and tested using NVIDIA GeForce® 8, 9 and 200 Series graphics cards and the intended experience can be more fully realized on GeForce 8, 9 and 200 Series graphics hardware. On a GeForce 9800 GTX+ or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions of the game.

STARTING THE GAME

To start the game:

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

These are the default controller settings. To change your controller scheme or adjust sensitivity, select **OPTIONS** in the main menu, then select **CONTROLS**.

GENERAL GAMEPLAY

Move—Run, climb, back up	W and S
Move—Strafe, balance	A and D
Move—Walk	CTRL + W, S, A, or D
Look	Mouse
Turn—180° turn (90° turn while wall-running)	Q
Up—Jump, wallrun, vault	SPACEBAR
Down—Crouch, slide, roll, coil, dismount	SHIFT
Attack—Melee, fire weapons, barge doors	Left mouse button
Weapon—Disarm, drop, pickup	Right mouse button
Reaction Time	R
Interact	E
Click to zoom (sniper rifle only)	F
Hint	ALT-L
Objectives screen	L
Pause Menu	ESC

“THE EDGE IS WHERE YOU FIND OUT WHO YOU REALLY ARE...”

The near future: in a city trying to forget its past, the old marks of civil violence and strife are now covered over or memorialized. Crime is nearly gone.

Surveillance is pervasive. Most people are content, ignorant, and docile. Few even remember the “bad” old days anymore.

But Faith does. She grew up watching the city change. Her family even joined the campaign to stop it until, one by one, they all gave up or gave in. That’s when Faith started running.

Four years later, she’s found a kind of freedom as a Runner, a special breed of courier navigating the fringes of society to transport packages, data, whatever. Things the city’s masters would instantly smother if they went through normal channels. Running on the mirror’s edge, always one step away from death, is the one thing that makes Faith feel truly alive ... and beyond the reach of the city’s stifling authority. Until now.



PLAYING THE GAME

In *Mirror's Edge* you play Faith, a Runner who uses speed and agility to traverse a dangerous world. Read your surroundings, reach your destination alive, keep moving. Timing and skill make the difference between success and failure. There is no HUD while playing in Story mode. All information is provided visually from Faith's point of view.

NAVIGATING THE CITY

Where others see obstacles, a Runner sees opportunities. Faith's environment provides everything you need to traverse the cityscape. A few helpful items include:

Pipes and Ladders Handy objects that are easy to shimmy up. Just run or jump into them to grab on, and press **W/S** to climb/descend.

Soft Landing Areas Use colored crash mats to cushion an otherwise fatal drop without taking damage.

Ziplines The fastest, safest way to travel. Jump (**SPACEBAR**) onto a zipline to start sliding. Press **SHIFT** to release before you slam into the support and lose momentum.

Runners see the city in a different way. Conduits and pathways are highlighted in red against the pale landscape. This is Runner Vision, and it shows Faith where she needs to go.

There's more than one way to cover distance, so pay attention and look for shortcuts around, over, and through obstacles. Many taller obstacle and fences can be climbed or vaulted, but some—like electric fences—should be avoided. You'll also get radio assistance from Mercury, the ex-Runner who trained Faith and now handles the backend details for her runs. Merc knows his business. Listen to him.

TAKE A TIP: Not sure where to go? The way forward might be behind you. You can always press **Q** to turn while hanging or jumping to see if there's a friendly ledge waiting for you, or get a hint by pressing **ALT-L**.

MOMENTUM

Building and keeping momentum is vital to a Runner's survival. Momentum affects how far you can jump and wall-run, and how high you go on wall climbs. The longer you maintain your momentum, the faster you run and the harder to stop you become. Some obstacles can be vaulted or slid under, while others help boost your height at a cost to momentum. Any way you do it, the key is to seamlessly chain individual moves together and keep your speed high. Shooting, strafing, turning, going backwards, and running uphill all slow you down.

MOVES

A good Runner is at home in the urban tangle of the city, seeing signposts no one else can. A great Runner strings together an entire set of acrobatic moves to navigate those hidden paths in record time.

TAKE A TIP: Guns and fists are almost always an option, but they're rarely the best option. Speed and agility are your top advantages against any opponent: use them. Anybody who relies totally on hardware to power through the city ends up dead, fast.

BASICS

Move Press **W, S, A** and **D**. Forward is walking, left or right is strafing.

Jump Press **SPACEBAR** to jump in the direction Faith is moving. If Faith is on a ladder or pipe, or hanging from a ledge, she will jump in the direction she is looking. Hold **SHIFT** after jumping to make Faith coil her legs for higher clearance.

Crouch Hold **SHIFT** while stationary to have Faith duck down. Good for taking cover.

180° Turn Pressing **Q** makes Faith instantly face the opposite direction. Often combined with jumps and guns to snap-shoot at pursuers.

Grab/Climb Faith automatically grabs any ledge in range when jumping or freefalling. To climb up, press **W**, or press **A/D** to shimmy. Press **SHIFT** to dismount.

Interact Press buttons or turn valves by pressing **E**.



ADVANCED MOVES

- Sprint** Move forward with **W**. If held on a relatively straight course and no obstacles stop or impede her, Faith will accelerate to maximum speed.
- Slide** Press and hold **SHIFT** while moving forward to slide under tight spaces, shake pursuers, or shave precious seconds off a race.
- Vaults** Time a jump as you approach obstacles to climb them without losing momentum. Faith can even pick up momentum by clearing medium-sized obstacles perfectly; this is called speedvaulting.
- Springboard** Pressing **SPACEBAR** when jumping off a springboard object gives you a vertical boost at the cost of forward momentum.
- Swing** High horizontal bars and pipes let you swing over obstacles and gaps. Get close to grab hold, use the movement keys to shimmy or increase your swing, and press **SPACEBAR** to release and go flying.
- Skillroll** Avoid taking heavy damage from big falls by pressing **SHIFT** just before hitting the ground.
- Kick/Barge** Doors and glass walls can get in your way. Break through them by left-clicking while moving, jumping, or stationary.
- Balance Walk** Press **A** and **D** to correct Faith's balance when crossing over gaps using a narrow pipe or beam.
- Wall Climb** Jump (**SPACEBAR**) directly at a wall to run straight up it. The greater your momentum, the higher you'll go.
- 180° Jump** During a wall climb, press **Q** to spin and immediately press **SPACEBAR** to jump straight off the wall.
- Wall Run** To cross small gaps and avoid enemies, press **SPACEBAR** just before Faith makes contact with a wall. Momentum and direction determine the distance of the run—approach the wall at an angle to boost distance and speed. Faith can also jump out of a wall run to go even further.
- L-Jump** While wallrunning, Faith can kick off to cross gaps or get around corners. Press **Q** to spin 90°, then immediately press the **SPACEBAR** to jump.

MELEE COMBAT

Runners don't like cops. Cops don't like Runners. When outnumbered, a smart Runner uses speed and agility to evade their opponents. Unfortunately, that's not always an option.

If you have to fight, isolate your opponents so you can go one-on-one. Otherwise, your best bet is hit hard, hit fast, make a hole, and escape through it.

- Punch** Left-click while stationary or running to throw right and left hooks.
- Jump Kick** Jump (**SPACEBAR**) and left-click to boot an enemy in the head. Do it with momentum on your side, and it'll *really* hurt.
- Slide Kick** Duck under a punch and hit 'em where it really hurts by left-clicking while sliding or crouching.

Combine these basics with wall runs and other moves to do some real damage.

TAKE A TIP: If you see somebody lit up in Runner Vision red, you need to take them down or find a way past them. Escape from unlit cops as fast as possible.

REACTION TIME

Faith can enter an adrenaline-charged state of high awareness, slowing down the world around her. Reaction Time allows Faith to execute moves and combat with ease. Press **R** to activate it. Stored Reaction Time slowly drains until it's completely depleted, and regenerates as you build and maintain momentum. The screen will briefly flash and your reticule will turn blue when it is recharged.

HEALTH AND DAMAGE

Mirror's Edge uses a regenerative health system. When Faith is injured from gunfire or big drops, the screen flashes red and color starts draining from her field of vision. Faith heals up completely just by avoiding trouble for a few seconds. If she keeps taking damage or falls from a great height, Faith will die.

WEAPONRY

Runners don't carry extra weight that could slow them down, but sometimes it's useful to "find" a semi-automatic helper on an unwary cop, and take it for your own purposes.

Faith will come across everything from pistols to assault rifles on her runs. When using sniper rifles, press **F** to zoom.

TAKE A TIP: Pistols won't slow you down too much, but heavier weapons cut into your momentum and your ability to move. Judge carefully whether they're worth it.

DISARMING OPPONENTS

Need a gun? You'll have to steal it from somebody who's shooting at you. Get in close and right-click when the weapon flashes red to take an enemy's piece—and take him out. You can also steal a gun by sneaking up on someone from behind.

Any weapon you take only has whatever ammunition is left in the clip, and Faith doesn't pick up or carry extra ammo. Once a gun's empty, she automatically drops it. You can dump an unwanted gun at any time, or pick one up from the ground, by right-clicking.

TAKE A TIP: Don't try to swipe a cop's gun when he's got some buddies with him; they'll shoot you to pieces while you're still dealing with your first opponent. It's better to isolate enemies and take them out one by one.

WWW.CITYPROTECTIONFORCE.ME



CHARACTERS

FAITH

Tough and self-reliant, Faith grew up watching her parents take part in protest marches and political campaigns to stop the city's gradual shift to oppressive control. The death of her mother in a protest-turned-riot broke the family apart. Faith ran away from home at age 16, deciding "the cause" was just another lie.

While the city's "progress" marched forward unimpeded, Faith honed her instincts for survival on the streets as a petty thief before meeting Mercury and becoming one of his Runners. Now 24, Faith relishes her independence and despises everything the city represents, even though her comprehensive knowledge of its secrets earns her a decent—if perilous—living.

MERCURY

The voice on the radio. Merc caught Faith breaking into his apartment three years ago and turned her into the Runner she is today. A former Runner himself, Merc now trains others, sources jobs, and provides mid-run intel to his people in the field, along with general banter and necessary mocking. He's totally dedicated to his Runners, especially Faith.

CELESTE

Another top Runner trained by Mercury. Celeste is a born survivor who takes pride in the pure artistry of running. But even her famously flamboyant style can't cover a deeply imbedded cynicism.

KATE

Faith's twin sister and polar opposite. More sensible and reliable, and maybe a little more naïve, Kate believes in the "good" of the city, and joined the police force to help preserve it. She doesn't like Faith's clientele. Faith doesn't like cops. Their very different paths have kept them apart for years, but Kate still has a lot of affection for her sister and trusts her implicitly.

SAVING AND LOADING

Mirror's Edge automatically saves your progress at certain checkpoints in both the Story mode and Time Trials. Load a saved game by going to the Story menu.

INTERNET CONNECTION, ONLINE AUTHENTICATION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. TO ACCESS ONLINE FEATURES, YOU MUST REGISTER ONLINE WITH THE ENCLOSED SERIAL CODE. ONLY ONE REGISTRATION IS AVAILABLE PER GAME. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

THIS GAME USES SECUROM ANTI-PIRACY TECHNOLOGY BY SONY DADC. FOR MORE INFORMATION ABOUT SECUROM, VISIT www.securom.com.

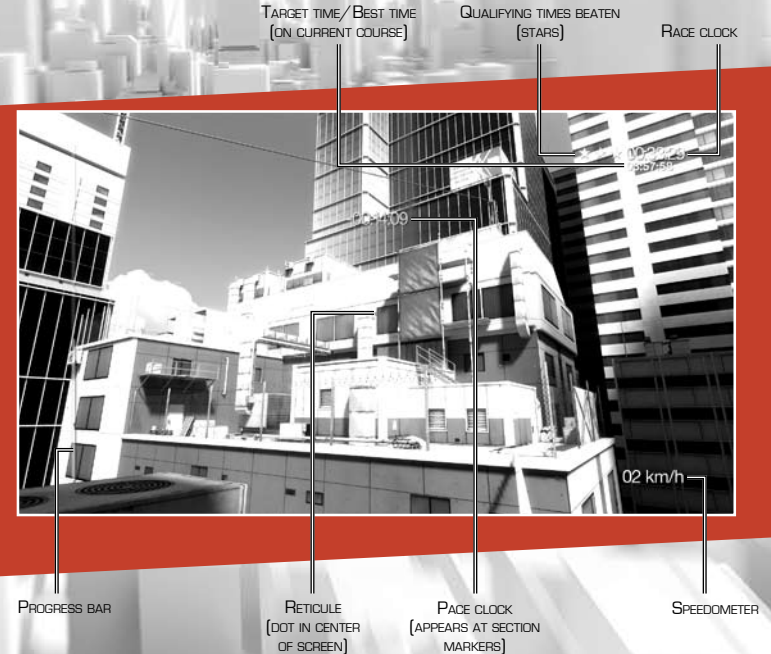
EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

SETTING UP AN EA ACCOUNT

You need to set up an EA Account in order to access the online features of *Mirror's Edge*. If you already have an EA Account, you can play online instantly. The game will prompt you to sign in with an existing EA Account or to create a new EA Account. Once you've linked the game to your EA Account, you can then play online. Linking to an EA Account is easy and all it takes is an e-mail address and a password.

RACE

Think you're pretty fast? Jump back into the city to race the clock, your friends, and Runners around the world and find out who really has momentum. Races are all about finding shortcuts and leaving the competition behind. The HUD for Races are different from Story mode.



TIME TRIALS

Head for the red to reach checkpoints, then follow the arrows to your next target. Checkpoints must be touched to be cleared, and must be cleared in order. Skip a checkpoint, and you'll be docked. Each course is divided into sections, denoted by the progress bar on the left side of the HUD. Runners are clocked in both the individual sections and the overall course. When you complete a section, the pace clock flashes up on your HUD, telling you how you rate against the target time.

Green	Ahead
Red	Behind
White	Tied
Clear	Incomplete

That segment of the progress bar changes color accordingly, so you'll always know at a glance where you flew and where you lagged.

Three qualifying times are set for all courses, represented by three stars on your HUD.

1 Star Normal

2 Stars Hard

3 Stars Expert

When a qualifier is missed, a star vanishes. It's not necessary to beat qualifying times, but doing so increases your Skill Rating and earns you a spot on the Leaderboards.

You'll also go against your own personal records, before and after you outrun the qualifiers. Complete stats are displayed at the end of every race.

Some courses are unlocked by playing through the Story mode, others by beating qualifiers on previously unlocked courses.

NOTE: The Leaderboards refresh on an hourly basis, so your times may not show up the instant they're uploaded. Give it an hour or so before checking to see if your latest results posted.

CHASING GHOSTS

Every move you make during a Time Trial is recorded, and your best finishes are saved to your hard drive. When you go back to re-race a course, you'll see your ghost replaying your best time on that course. This sets a pace for your current run and provides a visual to help Runners figure out how to improve. Ghosts can be toggled on/off from the pause menu.

When you're ready to get competitive, select LEADERBOARDS from the Race menu to visit the global Runner list. From here, you can download your friends' ghosts or race the fastest Runners in the world. Either way, you're bound to pick up a few tricks. Beat a qualifying time and your personal best, or a world's best time on any course, and your ghost is automatically uploaded to the EA servers. Then other Runners can try their skills on *you*.

SPEED RUNS

Run through an entire level from the campaign with the clock ticking.

Speed runs don't record ghosts, but your best times still upload to the Leaderboards. You must unlock the level before you can speed run it.

NOTE: For your race results and ghosts to upload to the Leaderboards, and to race other players' ghosts, you must be signed in to your EA Account and online during your run.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:

For NVIDIA video cards, visit www.nvidia.com to locate and download them.

For ATI video cards, visit www.ati.amd.com to locate and download them.

- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

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.

This game uses the following TCP and UDP port(s) for Internet play: 18680, 80 and 443.

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.

If you have trouble with this game, EA Customer 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 the game already installed):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game 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 game disc and then select **OPEN**.
4. Open the **Support > European Help Files > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA CUSTOMER SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at: <http://eusupport.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.

SUPPORT CENTRE CONTACT INFO

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

Telephone: 0870 243 2435

NOTE: No hints or codes are available from the Support Centre.

Fax: 0870 2413231

Calls charged at national call rates; please consult your telecoms provider for details.

To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

Click **Start > Run...** and type `dxdiag`. Click **OK**, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.

NOTE: The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

LIMITED WARRANTY

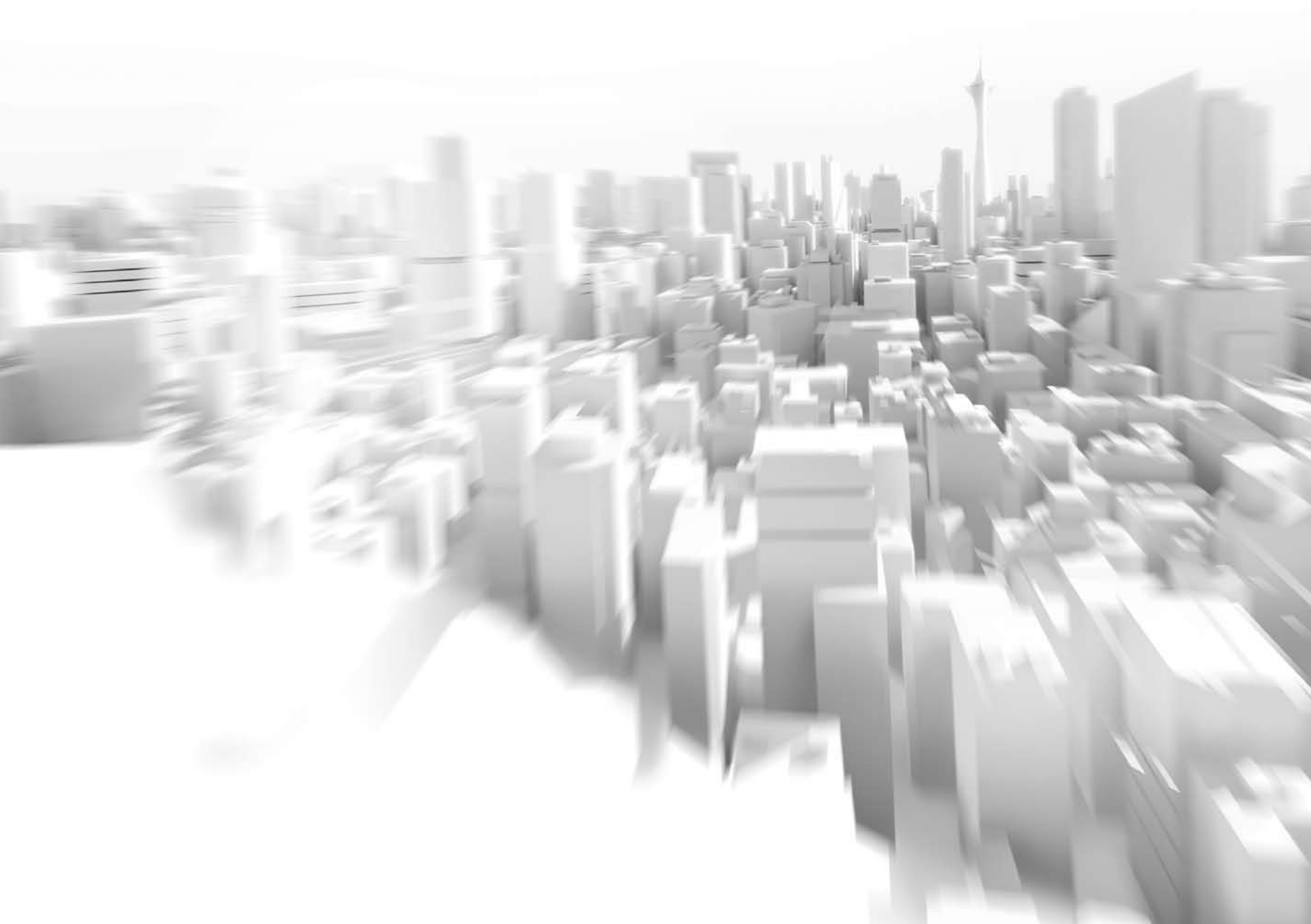
Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.


RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.





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