



 MIRROR'S  
EDGE™



DICE



# ELECTRONIC ARTS SOFTWARE END USER LICENSE AGREEMENT FOR THE EA DOWNLOAD MANAGER

This End User License Agreement ("License") is an agreement between you and Electronic Arts Inc. ("EA"). This License governs your use of this application and all related software, documentation, and updates and upgrades that replace or supplement the application and are not distributed with a separate license (together, the "Application").

By installing or using the APPLICATION, you consent to be bound by this LICENSE. If you do not agree to all of the terms of this LICENSE, then do not install or use the APPLICATION. IF YOU INSTALL the Application, the terms and CONDITIONS of this LICENSE ARE fully accepted by you.

## 1. License Grant and Terms of Use.

- A. **Grant.** EA grants you a personal, non-exclusive license to install and use the Application for your personal, noncommercial use solely as set forth in this License and any accompanying documentation. Any commercial use is prohibited. You are expressly prohibited from sublicensing, renting, leasing or otherwise distributing the Application or rights to use the Application. The term of your license shall commence on the date that you start to download, install or otherwise use the Application, and shall end on the earlier of the date that you dispose of the Application; or EA's termination of this License.
  - B. **Copies.** You may download the number of copies allowed by the Application's digital rights management from an authorized source. The number of copies that you can download during a consecutive period of days may be limited. You may use only one copy of the Application at any given time. You may not make a copy of the Application available on a network where it could be used by multiple users at the same time. You may not make the Application available over a network where it could be downloaded by multiple users. For more information concerning the digital rights management that applies to the Application, please review the terms accompanying the distribution of the Application. Your license will terminate immediately if you attempt to circumvent digital rights management or other terms and conditions that apply to the Application or the software delivered through the Application.
  - C. **License Validation.** The Application is required to validate the license for certain products distributed by EA. You acknowledge and agree that the Application will automatically validate license rights for some or all EA products without separate notice to you. This means that in order to use the Application and certain EA products, you must leave the Application installed on your computer and maintain a connection to the Internet. You acknowledge and agree that the Application may use information regarding your computer and your use of the Application to validate your license rights and to update the Application. We may use this information to improve our products and services and may disclose this information to others for that purpose, but not in a form that personally identifies you. You also agree that the Application may automatically download and install updates that EA deems necessary. You acknowledge that any obligation EA may have to support the previous version(s) may be ended upon the availability of the update.
  - D. **Reservation of Rights and Restrictions.** The Application is licensed, and not sold, to you for use only under the terms of this License. Except as expressly licensed to you herein, EA reserves all right, title and interest in the Application and all software delivered through the Application (including all characters, storyline, images, photographs, animations, video, music, text), and all associated copyrights, trademarks, and other intellectual property rights therein. The License is limited to the intellectual property rights of EA and its licensors in the Application and does not include any rights to other patents or intellectual property. Except, and only to the extent that may be permitted under applicable law, you may not decompile, disassemble, or reverse engineer the Application by any means whatsoever, or alter, modify, enhance, or create a derivative work of the Application. You may not remove, alter, or obscure any product identification, copyright, or other intellectual property notices in the Application or software delivered through the Application.
2. **Consent to Use of Data.** You agree that EA may collect, use, store and transmit technical and related information that identifies your computer (including the Internet Protocol Address), operating system and application software and peripheral hardware, that may be gathered periodically to facilitate the provision of software updates, dynamically served content, product support and other services to you, including online play. EA may also use this information in the aggregate and, in a form which does not personally identify you, to improve our products and services and we may share that data with our third party service providers. IF YOU DO NOT WANT EA TO COLLECT, USE, STORE, TRANSMIT OR DISPLAY THE DATA DESCRIBED IN THIS SECTION, PLEASE DO NOT INSTALL OR USE THE APPLICATION.
  3. **Consent to Public Display of Data.** When you use the Application online, EA and its affiliates may also collect, use, store, transmit and publicly display statistical data regarding game play when you use the Application online (including scores, rankings and achievements), or to identify content that is created and shared by you with other players. Data that personally identified you is collected, used, stored and transmitted in accordance with EA's Privacy Policy located at [privacy.ea.com](http://privacy.ea.com).
  4. **Termination.** This License is effective until terminated. Your rights under this License will terminate immediately and automatically without any notice from EA if (i) you fail to comply with any of the terms and conditions of this License; or (ii) EA ceases to support the Application. Promptly upon termination, you must cease all use of the Application and destroy all copies of the Application in your possession or control. EA's termination will not limit any of EA's other rights or remedies at law or in equity. Sections 2-10 of this License shall survive termination or expiration of this License for any reason.

5. **Disclaimer of Warranties.** TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, THE APPLICATION IS PROVIDED TO YOU "AS IS," WITH ALL FAULTS, WITHOUT WARRANTY OF ANY KIND, AND YOUR USE IS AT YOUR SOLE RISK. THE ENTIRE RISK OF SATISFACTORY QUALITY AND PERFORMANCE RESIDES WITH YOU. EA AND EA'S LICENSORS (COLLECTIVELY EA FOR PURPOSES OF THIS SECTION AND SECTION 6) DO NOT MAKE, AND HEREBY DISCLAIM, ANY AND ALL EXPRESS, IMPLIED OR STATUTORY WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE, NONINFRINGEMENT OF THIRD PARTY RIGHTS, AND WARRANTIES (IF ANY ARISING FROM A COURSE OF DEALING, USAGE, OR TRADE PRACTICE. EA DOES NOT WARRANT AGAINST INTERFERENCE WITH YOUR ENJOYMENT OF THE APPLICATION; THAT THE APPLICATION WILL MEET YOUR REQUIREMENTS; THAT OPERATION OF THE APPLICATION WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT THE APPLICATION WILL BE COMPATIBLE WITH THIRD PARTY SOFTWARE OR THAT ANY ERRORS IN THE APPLICATION WILL BE CORRECTED. NO ORAL OR WRITTEN ADVICE PROVIDED BY EA OR ANY AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES OR THE LIMITATIONS ON THE APPLICABLE STATUTORY RIGHTS OF A CONSUMER, SO SOME OR ALL OF THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.
6. **Limitation of Liability.** TO THE FULLEST EXTENT PERMISSIBLE BY APPLICABLE LAW, IN NO EVENT SHALL EA BE LIABLE TO YOU FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, LOST PROFITS, COST OF SUBSTITUTE GOODS OR SERVICES, OR ANY FORM OF INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION RELATED TO THIS LICENSE OR THE APPLICATION, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT EA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OF LIABILITY FOR DEATH, PERSONAL INJURY, FRAUDULENT MISREPRESENTATIONS OR CERTAIN INTENTIONAL OR NEGLIGENT ACTS, OR VIOLATION OF SPECIFIC STATUTES, OR THE LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO SOME OR ALL OF THE ABOVE LIMITATIONS OF LIABILITY MAY NOT APPLY TO YOU. In no event shall EA's total liability to you for all damages (except as may be required under applicable law) exceed the amount actually paid by you for the Application.
7. **Limitation of Liability is a Material Term of this License.** You agree that the provisions in this License that limit liability are essential terms of this License. The foregoing limitations of liability apply even if any remedies described in this License fail in their essential purpose.
8. **Severability and Survival.** If any provision of this License is illegal or unenforceable under applicable law, the remainder of the provision shall be amended to achieve as closely as possible the effect of the original term and all other provisions shall continue in full force and effect.
9. **U.S. Government Restricted Rights.** If you are a government end user, then this provision applies to you. The software provided in connection with this License has been developed entirely at private expense, as defined in FAR section 2.101, DFARS section 252.227-7014(a)(1) and DFARS section 252.227-7015 (or any equivalent or subsequent agency regulation thereof), "commercial items," "commercial computer software" and/or "commercial computer software documentation." Consistent with DFARS section 227.7202 and FAR section 12.212, and to the extent required under U.S. federal law, the minimum restricted rights as set forth in FAR section 52.227-19 (or any equivalent or subsequent agency regulation thereof), any use, modification, reproduction, release, performance, display, disclosure or distribution thereof by or for the U.S. Government shall be governed solely by this License and shall be prohibited except to the extent expressly permitted by this License.
10. **Injunctive Relief.** You agree that a breach of this License may cause irreparable injury to EA for which monetary damages would not be an adequate remedy and EA shall be entitled to seek equitable relief in addition to any remedies it may have hereunder or at law.
11. **Governing Law.** This License shall be governed by and construed (without regard to conflicts or choice of law principles) under the laws of the State of California as applied to agreements entered into and to be performed entirely in California between California residents. Unless expressly waived by EA in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the California state and federal courts having within their jurisdiction the location of EA's principal place of business. Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by California or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this License or to any dispute or transaction arising out of this License.
12. **Export.** You agree to abide by U.S. and other applicable export control laws and agree not to transfer the Application to a foreign national, or national destination, which is prohibited by such laws, without first obtaining, and then complying with, any requisite government authorization. You certify that you are not a person with whom EA is prohibited from transacting business under applicable law.
13. **Third Party Notices.** Adobe® Flash® Player. Copyright © 1996 – 2006 Adobe Systems Incorporated. All Rights Reserved. Protected by U.S. Patent 6,879,327; Patents Pending in the United States and other countries. Adobe and Flash are either trademarks or registered trademarks in the United States and/or other countries.
14. **Entire Agreement.** This License constitutes the entire agreement between you and EA with respect to the Application and supersedes all prior or contemporaneous understandings regarding such subject matter. No amendment to or modification of this License will be binding unless made in writing and signed by EA. No failure to exercise, and no delay in exercising, on the part of either party, any right or any power hereunder shall operate as a waiver thereof, nor shall any single or partial exercise of any right or power hereunder preclude further exercise of any other right hereunder. In the event of a conflict between this License and any applicable purchase or other terms, the terms of this License shall govern.

## CONTENTS

STARTING THE GAME.....	1
“THE EDGE IS WHERE YOU FIND OUT WHO YOU REALLY ARE...”.....	1
COMPLETE CONTROLS.....	2
PLAYING THE GAME.....	3
CHARACTERS.....	6
SAVING AND LOADING.....	7
RACE.....	7
PERFORMANCE TIPS.....	9
TECHNICAL SUPPORT.....	10
LIMITED 90-DAY WARRANTY.....	11

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).

## INSTALLING THE GAME

**NOTE:** For system requirements, see the readme file.

### 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](http://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.

**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.

## “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.



[WWW.MIRRORSEDGE.COM](http://WWW.MIRRORSEDGE.COM)

## COMPLETE CONTROLS

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

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

## 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 left **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 left **ALT**.

### 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 left **SHIFT** after jumping to make Faith coil her legs for higher clearance.
- Crouch** Hold left **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 left **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 left **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 left **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 wall-running, 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](http://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](http://WWW.SECUROM.COM).**

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [WWW.EA.COM](http://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.



You Played the Game. Now Play the Music.

EA Soundtracks and Ringtones  
Available at [www.ea.com/eatrax/](http://www.ea.com/eatrax/)

## 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.

<b>Green</b>	Ahead
<b>Red</b>	Behind
<b>White</b>	Tied
<b>Clear</b>	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.

<b>1 Star</b>	Normal
<b>2 Stars</b>	Hard
<b>3 Stars</b>	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](http://www.nvidia.com) to locate and download them. For ATI video cards, visit [www.ati.amd.com](http://www.ati.amd.com) to locate and download them.

**NOTE:** If you have an NVIDIA video card with PhysX support and are experiencing slow frame rates with the in-game PhysX feature turned ON, please try uninstalling the game, upgrading to the latest NVIDIA drivers from [www.nvidia.com](http://www.nvidia.com), and then reinstalling the game.

- 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](http://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.

## TECHNICAL SUPPORT

If you have trouble with this game, 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 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 > EA Help > 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 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.

## TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

**Telephone:** US 1 (650) 628-1001.

**NOTE:** No hints or codes are available from Technical Support.

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

**Mailing Address:** EA Technical Support  
9001 N I-35 Suite 110  
Austin, TX 78753

## LIMITED 90-DAY WARRANTY

**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.

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### EA WARRANTY INFORMATION

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

**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  
9001 N I-35 Suite 110  
Austin, TX 78753

### NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

### 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) 628-1001. No hints or codes are available from (650) 628-1001.

**Mailing Address:** Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

© 2008 EA Digital Illusions CE AB. Mirror's Edge and the DICE logo are trademarks or registered trademarks of EA Digital Illusions CE AB. All Rights Reserved. EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Unreal® Engine, Copyright 1998-2008, Epic Games, Inc. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. All other trademarks are the property of their respective owners.

Uses Bink Video Technology Copyright © 1997-2008 by RAD Game Tools, Inc.

NVIDIA, GeForce, PhysX, and their respective logos are trademarks or registered trademarks of NVIDIA Corporation in the U.S. and/or other countries. All rights reserved.





EA RECORDINGS PRESENTS

 **STILL ALIVE** [THE THEME FROM MIRROR'S EDGE™]  
**LISA MISKOVSKY THE REMIX EP**

FEATURING REMIXES BY

**JUNKIE XL**      **ARMAND VAN HELDEN**  
**BENNY BENASSI**      **PAUL VAN DYKE**  
**TEDDYBEARS**



**SPEAK VISUAL WITH GRAPHICS PLUS**

GeForce® with CUDA™. It's not just graphics. It's Graphics Plus™. Because graphics plus jaw-dropping PhysX™, stereoscopic 3D, and video and image processing let you stop explaining and start showing. Speak Visual™.



VISIT [WWW.MIRRORSIDGEMUSIC.COM](http://WWW.MIRRORSIDGEMUSIC.COM) TO LEARN HOW YOU CAN ENTER THE MIRROR'S EDGE REMIX COMPETITION AND WIN AN XBOX 360 AND EA GAME PRIZE PACK!

Visit <http://www.jamglue.com/contests/mirrorsedge> for Official Rules.



NVIDIA® GeForce® is the recommended graphics solution for Mirror's Edge™. Image used with permission from EA Digital Illusions CE AB © 2008. © 2008 NVIDIA Corporation. NVIDIA and the NVIDIA logo are registered trademarks and/or trademarks of NVIDIA Corporation. Mirror's Edge © 2008 EA Digital Illusions CE AB. Mirror's Edge is a trademark or registered trademark of EA Digital Illusions CE AB. All rights reserved. All other company and/or product names may be trademarks or registered trademarks of their respective owners.