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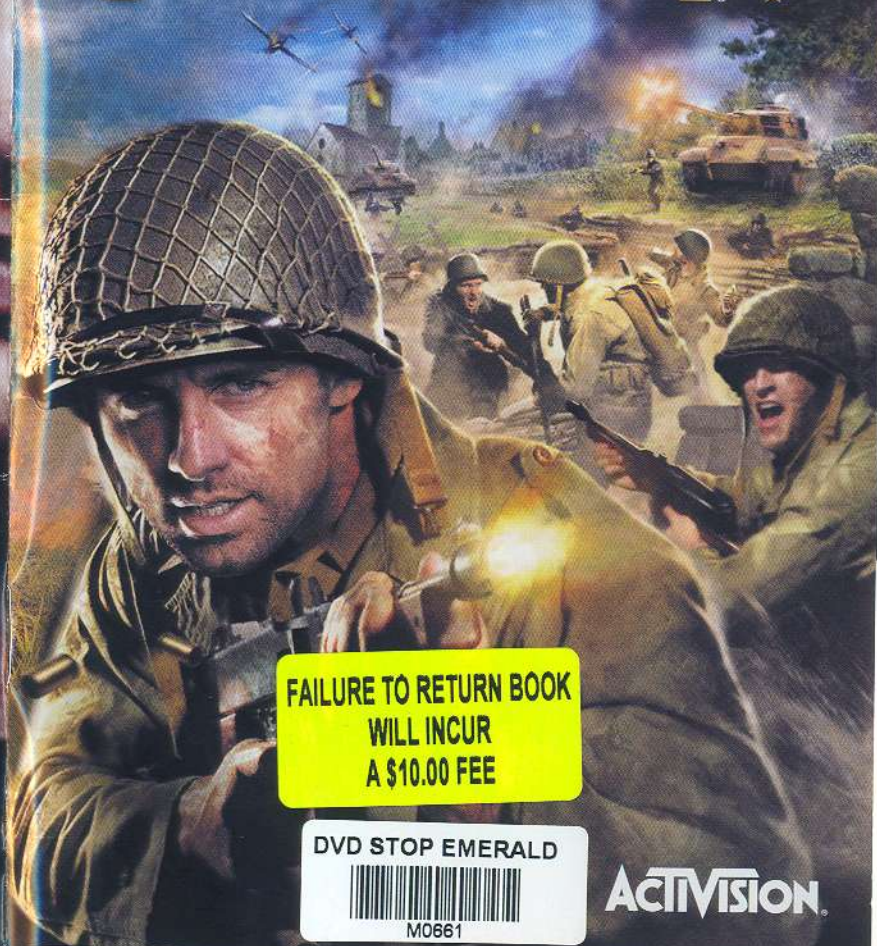
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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

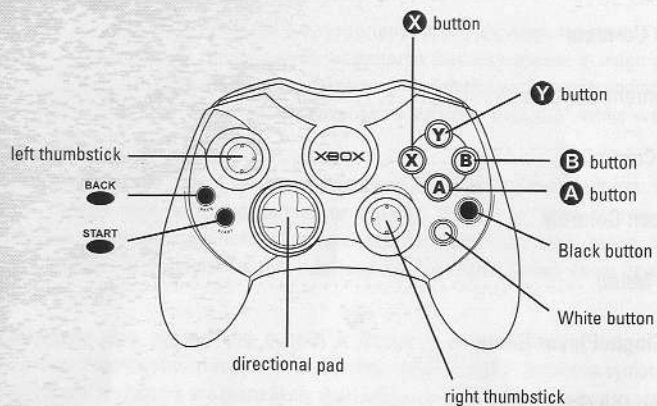
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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GAME CONTROLS



MOVEMENT CONTROLS

The default movement controls are as follows:

Command	Default Key	Description
Forward	↑ left thumbstick	Walk forward.
Backpedal	↓ left thumbstick	Walk backward.
Move Left	← left thumbstick	Sidestep to the left.
Move Right	→ left thumbstick	Sidestep to the right.
Stand/Jump	A button	Stand upright from either the Crouching or Prone position. Press again to Jump.
Go to Crouch	B button	Crouch from either the Standing or Prone position.
Go to Prone	Press and hold the B button	Lie prone from either the Standing or Crouched position.

LOOK CONTROLS



You may choose to invert Aim controls for your controller from the controls screen in the Options menu.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

Command	Default Key	Description
Attack	Right thumbstick	Fire weapon.
Aim Down the Sight	Left thumbstick	Hold down the trigger to go to Aim Down the Sight mode of your gun. Release to return to From the Hip Firing mode.
Melee Attack	Click right thumbstick	Strike the enemy with the butt of your gun.
Reload Weapon	X button	Reload weapon.
Switch Weapon	Y button	Switch between your primary and secondary weapons.
Throw Smoke Grenade	Press → on the directional pad	Throw a Smoke grenade.
Throw/Cook Grenade	Press ← on the directional pad	Throw a Frag grenade. If you hold the button down, you may cook the grenade. The bars that disappear at the center of the screen tell you how much time you have left to throw it before it explodes.
Binoculars	Click left thumbstick	Use Binoculars to survey the battlefield on certain levels.
Hold Breath	Click and hold left thumbstick	Hold your breath to steady your aim (Sniper Rifles only) while in ADS.

OTHER CONTROLS

Command	Default Key	Description
Show Objectives/ Score	BACK 	Bring up a list of your mission objectives in Single Player, and the scoreboard in Multiplayer.
Use	X button 	Use, pick up, drop off and otherwise interact with items and vehicles.

MAIN MENU

After you view the introductory movie, the game's Main Menu will appear.

From this menu you can launch Single Player, switch to the Multiplayer portion of *Call of Duty® 3*, access the Profiles menu and access Bonus Material (once unlocked).

To start a single-player game, select **Single Player** from the *Call of Duty 3* Main Menu.

Multiplayer – Access the Multiplayer part of *Call of Duty 3*.

Profiles – Configure your controls and adjust audio/video settings.

Bonus Material – View unlocked materials.

THE SINGLE PLAYER GAME

In *Call of Duty 3*, get closer than ever to the fury of combat as an Allied soldier in World War II's most intense military operation, the Normandy Breakout Campaign. Battle Actions bring you face to face with German forces. Multiple attack routes let you decide whether to flank your enemy or hit him head on.

New Game – Launch a new *Call of Duty 3* game from the beginning of the campaign.

Continue – Load the game you were playing from your last Checkpoint, so you can continue your progress through the campaigns. This option

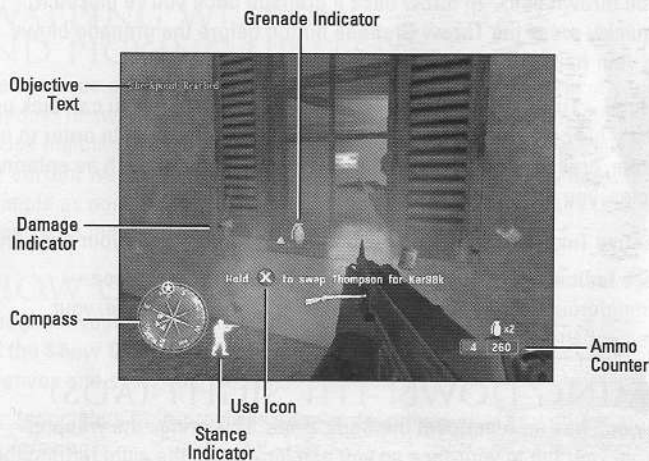
is displayed only after starting a mission. This option is displayed in gray before you start any single-player gameplay, but will become available after you've begun a single-player campaign.

Chapter Select – Select an unlocked chapter. Play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the three options available.

PLAYING THE GAME

Before each mission you'll receive a briefing. These will frequently be in the form of orders from your superiors. These briefings will often provide crucial information about your objectives and the dangers you will face. Study them carefully. They could save your life.

IN-GAME DISPLAY



Compass – It shows the direction you are facing and the location of nearby allies (green arrows), and enemies (red dots). Your current objective is also marked with a gold star.

Ammunition Counter – The first number indicates how many rounds are in your current weapon. The second number indicates the total number of rounds you carry.

Crosshair – Use your crosshair to aim your weapon at your enemies. When you run or walk, your crosshair will widen, indicating the lack of accuracy that comes from attempting to aim while moving. If a friendly is in your line of fire, pressing the **Fire** button will ask individuals to move out of your line of sight.

Damage Indicator – When you take damage from enemy fire, a red arrow will appear near the center of the screen, indicating the general direction from which you were hit. If the arrow points upward, the enemy is in your forward arc. If the arrow points downward, the enemy is hitting you from behind.

Grenade Indicator – When an ally or an enemy throws a grenade near you, a small grenade-shaped icon with a triangle will appear, indicating the direction of the grenade in relation to your position. If the grenade is close enough to you, you'll see a hand icon indicating that the grenade can be thrown back. To throw back a grenade once you've picked it up, quickly press the **Throw Grenade** button before the grenade blows up in your hand.

Use Icon – This indicator appears when there is an item you can pick up or use. This could be anything from a weapon to a vehicle. In order to use the item, press your **Use** button. With certain functions, such as entering vehicles, you must press and hold the **Use** button.

Objective Text – This text gives you critical information on your mission.

Stance Indicator – This indicator displays your current stance—standing/crouching/prone. While crouching and going prone, your movement speed is slower, but your accuracy is increased.

AIMING DOWN THE SIGHT (ADS)

Every gun has an Aim Down the Sight mode. This brings the weapon up from your hip to your face so you can look down the sight (or into the scope, in the case of Sniper Rifles). Using ADS on MG34s and .30 CALs causes you to drop to the ground and deploy. Aiming Down the Sight gives you a slight zoom effect, enabling you to be more accurate. However, while Aiming Down the Sight, you'll move much slower than normal.

MELEE ATTACK

Sometimes you may run out of ammo just as the enemy has you cornered. It might be ideal to take him out with a quick, offensive maneuver. The Melee action can be useful in these hectic life-or-death situations.

Close-quarter battle mechanics bring you face-to-face with your enemy.


RELOADING YOUR WEAPON

When your weapon runs out of ammunition, you will automatically reload. Watch your ammo counter carefully! Reloading in the middle of a firefight takes time and leaves you unable to defend yourself. You can manually reload your weapon between fights with the **Reload** button. In Single Player games, if you're low on ammo, pick up extra ammunition from a fallen comrade's weapon of the same type by running over it. If you can't find any ammo for your weapon, grab a weapon from a fallen enemy.

SWAPPING WEAPONS AND PICKING UP ITEMS

When you see a weapon on the ground, you can swap it for one of your weapons. To swap weapons, stand over the weapon and when you see the Use Indicator, press and hold the **Use** button. You'll automatically drop your current weapon and pick up the new weapon. Picking up items is as simple as pointing your crosshair at the item and pressing the **Use** button, or, in the case of ammunition, walking over it.

SHOW OBJECTIVES/SCORE

Throughout your campaign, mission objectives will change. Press and hold the **Show Objectives/Score** button () to show your mission objectives and show your status on each one.

- Incomplete or in-progress mission objectives appear within a gray box.
- Completed mission objectives appear with a green check mark.

MULTIPLAYER

Select the Multiplayer option from the Main Menu. You'll be presented with these choices:

- Xbox Live® – Go to the Multiplayer menu to search for games using Xbox Live.
- System Link – Use this option to set up and host your own multiplayer games using System Link.

FINDING AND CONNECTING TO MULTIPLAYER GAMES

Connecting to Your ISP

For Internet play, we recommend that you do not use routers, but if you do, enable port forwarding. Consult your Xbox Live manuals for information on how to set up Xbox Live.

XBOX LIVE

Take Call of Duty 3 Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your Friends to play, and talk to them in real-time as you play. For games with downloadable content, download <new levels, missions, weapons, vehicles, and more> to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Creating and Connecting to Games

After selecting whether you would like to play a game using Xbox Live or System Link, you may then select **Quickmatch** to get into a game

quickly, **Optimatch** to select specific game parameters for a game you wish to join, or **Create Match** to create your own game.

Note: By playing online, you must leave the Activision-controlled environment in Call of Duty 3. The content of the game may change during online play due to, among other things, interactive exchanges. Activision and Treyarch take no responsibility for content external to the game itself.

MULTIPLAYER-SPECIFIC CONTROLS

Vehicles

Sometimes, the battlefield is strewn with vehicles that the resourceful player can utilize to his advantage. When you find a vehicle that you wish to use, press and hold the **Use** button to enter it. Multiple players can occupy the vehicles, taking different positions inside. To switch positions from Driver, Passenger or Gunner, press the **Jump** button. To fire the machine gun in many vehicles, pull the **right trigger**. Beware of overusing the automatic guns; they will eventually overheat!

Sprinting

Sometimes you need to quickly put a lot of distance between you and the enemy. The best way to do this is to utilize the Sprint feature. Click and hold the **left thumbstick** to run. Watch your Stance Indicator, though! The longer you sprint, the more fatigued you become. Moving at a normal speed will allow your body to regenerate lost stamina.

Capturing Enemy Flags

In the game types Capture the Flag and Single Flag Capture the Flag, you must capture the opposing team's flag. You may do this by approaching their flag, and pressing the **Use** button to pick it up. You can drop it by pulling the **right trigger**. The flag carrier can Melee attack with the flag by pressing the **Melee** button.

MULTIPLAYER CHARACTER CLASSES

All classes are awarded points for using their special abilities. In addition, players accrue score points for completing objectives, utilizing their special abilities, not just for kills. You may find yourself moving up in rank, decreasing recharge time for special abilities and allowing you to carry more ammunition and grenades.

On the display in the Class Selection screen, you may see how each of the Classes stack up based on factors like accuracy, range and firepower.

Special Grenades

Each Class carries a single type of Grenades, such as Smoke, Fragmentation and Sticky grenades (more precise to place. Try putting one on a vehicle!).

The classes each have unique abilities. Use the **Black** button to engage them.

Rifleman

This class is adept at medium-long range combat, favoring a rifle to take down his enemies. His secondary weapon is a pistol. The pistol is the secondary weapon of ALL classes.

Light Assault

This class starts with a Submachine gun. This also spawns with Sticky grenades which stick to anything that they are thrown at. You can plant Mines as well.

Heavy Assault

This class starts with an Assault Rifle and has the ability to place Mines.

Medic

This class has the unique ability to revive fallen comrades. If the Medic approaches a fallen ally, the Medic can use the class ability to revive them, ready for battle. After the Medic has used the revive ability, the Medic must wait until the Special Ability meter on the right side of the screen fills before the Medic can use it again.

Scout

This class is useful for those who prefer long-range combat. It comes with a Sniper Rifle, and has the unique ability to use Binoculars to call in Artillery Strikes on foes. Much like the Medic, the Scout must wait until the Special Ability meter on the right of the screen fills before being able to use the Special Ability again.

Support

This class starts with a Machine Gun that can be set up on the ground to rain down fire on opponents from a stationary position. Support also has the ability to drop ammo packs to refill allies' weapons. After achieving higher ranks, the number of ammo packs Support Class can drop increases. Higher rank also allows resupplying of special class

weapons like Mines and Rifle Grenades. Like other abilities, this too can be recharged over time.

Anti-Armor

This class starts with the Anti-tank weapon as the main weapon. Anti-armor may use this to destroy vehicles, and combat heavy armor effectively. You also have the special ability of dropping ammo packs to help teammates. The number of ammo packs Anti-armor can drop is affected by your rank.

Note: Class-specific abilities are not available in Battle mode.