



SO REAL,
YOU DON'T JUST SKATE IT... YOU FEEL IT.

TONY HAWK'S PROJECT 8™

AVAILABLE NOW



PlayStation 2

EmuMovies

ACTIVISION

activision.com



SHABA

NEVERSOFT

www.THP8.com

TEEN



Blood
Crude Humor
Language
Mild Violence

ESRB CONTENT RATING www.esrb.org

© 2006 Activision Publishing, Inc. Activision is a registered trademark and Project 8 is a trademark of Activision Publishing, Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk, Inc. All rights reserved. Developed by Neversoft Entertainment, Inc. All other trademarks and trade names are the properties of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

© 2006 Activision Publishing, Inc. Activision and Call of Duty are registered trademarks of Activision Publishing, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners. 61633 226 US

CALL OF DUTY 3



ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 television screen or while playing video games, including games played on the PlayStation 2 console, 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, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

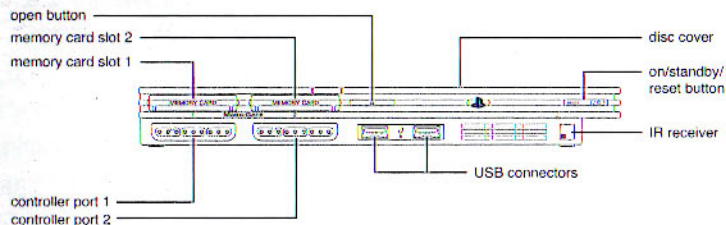
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Starting Up	3
Main Menu	4
The Single Player Game	4
Playing the Game	5
Movement Controls	6
Look Controls	7
Weapon Controls	7
Multiplayer	10
Credits	14
Customer Support	18
Software License Agreement	21

GETTING STARTED



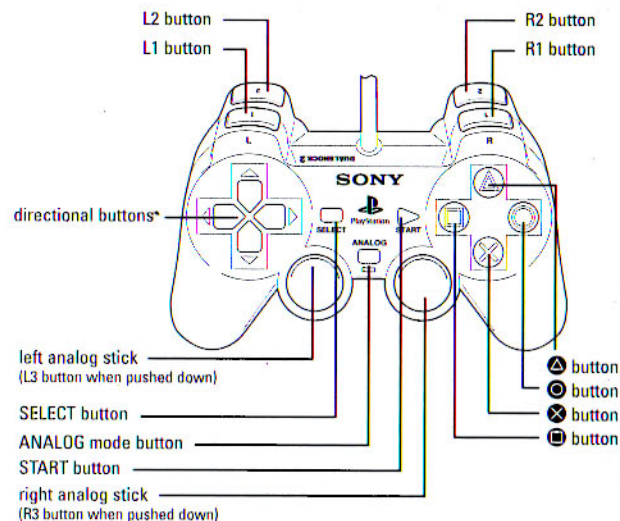
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Call of Duty® 3* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *Call of Duty 3* supports the DUALSHOCK2® analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

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 menu.

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.

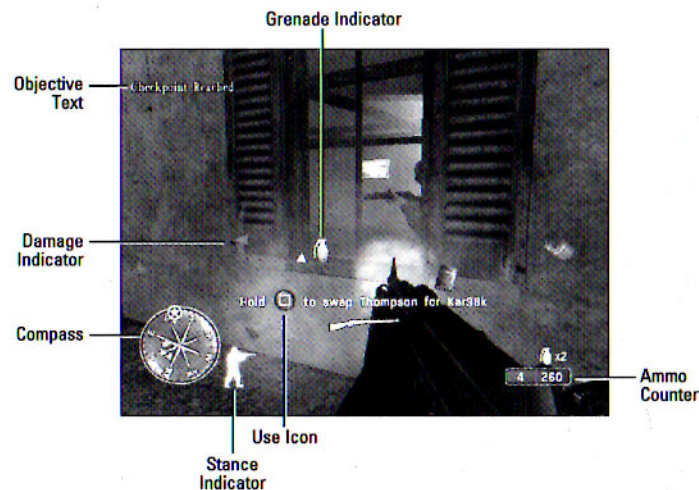
Continue – Load the game you were playing from your last Checkpoint, so you can continue your progress through the campaigns. This option is displayed only after starting a mission. This option is displayed in gray before you start any single-player gameplay, but will become available after you've begun 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. Listen to 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, only when the enemy is firing). 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. In the case of some 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.

MOVEMENT CONTROLS

The default movement controls are as follows:

Command	Default Key	Description
Forward	left analog stick ↑	Walk forward.
Backpedal	left analog stick ↓	Walk backward.
Turn Left	right analog stick ←	Turn counter-clockwise.
Turn Right	right analog stick →	Turn clockwise.
Stand/Jump	⊗ button	Stand upright from either the Crouching or Prone position. Press again to Jump.
Go to Crouch	Press ⊙ button	Crouch from either the Standing or Prone position.
Go to Prone	Press and hold the ⊙ button when crouched	Lie prone from either Standing or Crouched position.

LOOK CONTROLS



You may choose to invert Look controls for your controller from the Options Controller Menu.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

Command	Default Key	Description
Attack	RT button	Fire weapon.
Aim Down the Sight	L1 button	Press and 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	R3 button	Strike the enemy with the butt of your gun.
Reload Weapon	⊖ button	Reload weapon.
Switch Weapon	△ button	Switch between your primary and secondary weapons.
Throw Smoke Grenade	L2 button	Throw a Smoke grenade.
Throw/Cook Frag Grenade	R2 button	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 the L3 button	Use Binoculars to survey the battlefield.
Hold Breath	Press and hold the L3 button	Hold your breath to steady your aim (Sniper Rifles in ADS mode only).

OTHER CONTROLS

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


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 while a few feet from your opponent.


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 ( 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

In Single Player, 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  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 and holding the **Use** button ( button), or, in the case of ammunition, walking over it.

SHOW OBJECTIVES/SCORE

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

- Incomplete or in-progress mission objectives appear in green text.
- Completed mission objectives appear in gray text.

MULTIPLAYER

CONNECTING TO MULTIPLAYER GAMES

This Software uses DNAS (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (SCEI). DNAS retrieves information about a users hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America (SCEA) and their affiliates cannot guarantee the continuous operation of the DNAS servers. SCEA shall not be liable for any delay or failure of the DNAS servers to perform. If you receive a message during login, identifying a DNAS authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning DNAS, visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online gameplay or access thereto.

Note: By joining an online session, you must leave the Activision-controlled environment in Call of Duty 3. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.

To play *Call of Duty 3* online, you'll need a Network Adaptor® (Ethernet/modem)(for PlayStation®2) and an Internet service provider. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB)(for PlayStation®2) using the Network Adaptor Start-up disc. If you are able to authenticate DNAS but not play *Call of Duty 3*, try removing your router or enabling port forwarding on your router.

Up to 16 players can battle it out as a variety of player classes, including riflemen, infantry, scouts and others. Use teamwork! Remember, no one fights alone!

Creating and Connecting to Games

Selecting **Instant Action** allows you to join a game immediately. Selecting **Find Game** allows you to filter out specific games based on common settings.

If you want to use your PlayStation®2 as a host, click on **Create Match** from the Multiplayer menu. From here, you'll be able to select the map you want the game to run and other options.

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 (Ⓞ 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 (⊗ button). To fire the machine gun in many vehicles, press the **R1** button. 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 analog stick** 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.

CREDITS

Dedicated to the brave men and women who fought and died in the Normandy Breakout. Your courage and sacrifice paved the road for freedom in Europe.

TREYARCH STUDIOS

PRODUCTION

Executive Producer
Dave Anthony

Senior Producer
Pat Dwyer

Producer
Jason Blundell

Producer – Multiplayer
Daniel Bunting

Associate Producers
Matthew Burns
Craig Harrison
Josh Heenan
Simon Song
Martin Theyer

Production Coordinators
Pat Bowman
Brian Crowder
John Shubert

Production Intern
David Allen

ENGINEERING

Technical Director
Matthew Kimberling

Lead Programmer
James Snider

Lead AI Programmer
Peter Livingstone

Engineering
Chris Bannock
Thad Bower
Chris Chu
Ryan Higa
Austin Krauss
Dan Laufer
Jason McKesson
Joseph Nugent
Andrew Olson
Kandarp Patel
Christian Stavro
Jivko Velev
Feng Zhang

Additional Engineering
Jed Williams, John Allensworth
Mike Anthony, Scott Bean
Wade Brainerd, William Chen
Christian Diefenbach
Paul Edelstein, Marcus Goudey
Joey Headen, Lei Hu
David King, Johan Kohler
Dan Leslie, Michel Mailhot
Jon Menzies, Richard Milton
Jamie Parent, Valeria Pelova
Dimitar "malkia" Stanev
Chuck Tolman, Krassimir Touevsky
Mike Uhlík, Joe Valenzuela
Trevor Walker, Leo Zide

Engineering Intern
Nick Cooper

DESIGN

Creative Director
Richard Farrelly

Lead Game Designer
Jeremy Luyties

Lead Level Builder
Adam Gascoine

Lead Level Scripter
Mike Denny

Senior Level Builders
Jason McCord
Paul Sandler
Kevin Worrel
Jeff Zaring

Level Builders
Daryl Brigner
Cameron Christian
Jared Dickinson
Christopher Dionne
Brian Glines
Gavin Goslin
Nick Mohilchok

Senior Level Scripters
Joe Chiang
Jesse Snyder

Level Scripters
Brian Barnes
Dominick Guzzo
Mike Lin

Alex Liu
Gavin Locke
Mark Maestas
Chris Pierro
Sean Slayback
Daniel Steamer
Walter Williams

Level Lighting
Cameron Christian
Jared Dickinson
Adam Gascoine
Nick Mohilchok
Kevin Worrel

ART

Lead Artist
Alex Bortoluzzi

Art Direction
Corky Lehmkuhl

Senior Artist
Brian Anderson

Senior Effects Artist
Colin Whitney

Senior Weapons Artist
Daniel Moditch

Senior Character Artist
Brad Grace

Senior Vehicles Artist
Thor Benitez

Senior Environment Artists
Melissa Buffaloe
Barry Whitney

Artists

Zenta Aki
Loudvik Akopyan
Jay Ardiosa
Dan Bickell
Yaw Chang
Isabelle Decenciere
Paul Forgy
Omar Gonzalez
Chris Guzman
Will Huang
Blaed Hutchinson
Tom Inesi
Yukari Kaneko
Kaori Kato

Mark Manto
Michael McMahan
Robert Moffat
Erika Narimatsu
Anh Nguyen
Quinn Nguyen
John Ployhar
Max Porter
Shawn Shain
Tom Szokolczay
Johnny VanZelm

Art Interns
Patrick Morrison
Ryan Verne

ANIMATION

Animation Director
Dom Drozd

Animation
Luis "Yosh" Bolivar
Eric Campanella
Jamie Egerton
Bourbaki Joseph
William Lykke
Marvin Rojas
Adam Rosas
Jon Stoll
Jimmy Zielinski

Military Advisor
Hank Kiersay

CINEMATICS

Original Story
Richard Farrelly & Adam Gascoine

Original Script
Adam Gascoine

Writer
Marc Guggenheim
Scripting & Rendering
Donald Sielke

Set Building & Lighting
Tony Kwok

Video Editing
Craig Houston

Casting
Lieberman and Patton Casting
Chris Borders, Tikiman Casting
PCB Productions

Voice Directors
Tom Keenan
Keith Arem

Voice Over Recording Engineer
Elliot Anders

Voice Over Acting
Nick Chintlund
John Mese
Chris Tardio
Benjamin Diskin
Mark Deklin
Georgia Simon
William Abadie
Francios Guetary
Maurice Godin
Tom Barnett
Sean Mahon
Matt Casper
Gregory Wagrowski
Yasen Peyankov
George Tasudis
Henri Lubatti
Michael Rodgers

Audio

Audio Director
Jerry Berlongieri

Audio Engineering and Design

Chris Cowell
Steve Goldberg
Scott Purvis
Gary Spinrad
Brian Tuey

Recording Engineer
Charles Maynes

Additional Audio Engineering
Shawn Jimmerson, Scott Eckert
Earbash Audio –
Yuan & Rebecca Liu

Audio Production Coordinator
Julia Bianco

MUSIC

**Music Composed and
Produced by**
Joel Goldsmith

MULTIPLAYER

Director of Technology
John Bojorquez

Lead Designer
David Vonderhaar

Producer
Daniel Bunting

Lead Programmer
Alexander Conserva

Engineering
Nick Dryburgh
Ryan Feltrin
Pat Griffith
Timothy Rapp

Engineering Interns
Peter Kugler
Mario Sanchez

Senior Level Designer
Jeff Zaring

Level Design
Dave Harper
Jason Schoonover

Junior Level Builder
Michael Stephan

Systems Designer
Thomas Wells

Sound Design
Kevin Sherwood

Additional Engineering
Marc DePeo
Ryan Ligon
Jean-Marc Morel
Allen Pouratian

Additional Concept Design
Daniel Moditch

Additional Animation
Jim Sedota

PI STUDIOS

President
Robert Erwin

Producer
John Faulkenbury

Art
Josh Ball
Chuck Carson
Ally Kates
Eric Malek
Animation
Dirk Jones
Jesse Rolan

Design – Level Building
Christian Easterly
Kenn Hoekstra
Cameron Lamprect
David Mertz
Jeremy Statz
Justin Wingard

Design – Scripting
Joey Aliche
Dan Kramer
Peter Mack
Joey Vento
Daniel Young

ADDITIONAL SUPPORT

Seven Studios

Phillip Lozano – Animation
Thomas Flint – Design Scripter

Additional Art

Matan Abel, Mark Lipsinic

Additional Design

Andy Molloy, Thaddeus Sasser
Ryan Rutherford

TREYARCH STAFF

President – Treyarch
Dave Stohl

Vice President – Treyarch
Mark Lamia

**Chief Technology
Officer – Treyarch**
Mark Gordon

Director of Operations
Rose Villaseñor

Information Technology
Robert Sanchez, Nick Westfield

Human Resources
Ju Shim, Annie Lohr

Office Manager
Amy Hurdelbrink

**Associate Producer –
Tools & Libraries**
Ken Sato

Special Thanks

Steve Pearce, Chris Archer
Stuart Roch, Marc Struhl
Christian Basic, Pamela Iluore
Jeremy McAdams, Jessica Sachs
Jason West, Vince Zampella
Grant Collier and
everyone at Infinity Ward

CENTRAL ART SUPPORT

Senior Art Director
Alessandro Tento

Technical Art Director
Kevin Chu

Art Director
Filippo Costanzo

Producer
Nick Falzon

Associate Producer

Aimee Smith

Associate Production Manager
Nelson Wang

Motion Capture Director
Matt Karnes

Motion Capture Supervisor
Mike Jantz

Senior Modelers

Kenny Lammers
Bobby Milly

Modelers

Kyle Heffley
Nick Lombardo
Omar Gatica

Technical Artist

Mike Ehler

2D Artists

David Duong
Will Routon

Scanning Technicians

Patrick Morrison
Ryan Verne

Production Coordinator

Mike Restifo

Technical Art Coordinator

Dilber Mann

PRODUCTION TESTING

Production Test Manager

Igor Krinitskiy

Production Test Leads

Brian Douglas, Jemuel Garnett
Paul Kwon, James McCawley
Reshan Sabaratnam

Production Testers

Robert Alvarez, Aja Banks
Estevan Becerra, Ashleigh Boslet
Sean Childress, Michael Daglow
Kevin Dandridge, Aldo Diaz
Chris Dolan, Gil Doron
Steven Dufour, Glenn Failing
Richard Garcia, Rene Lara
Andre Lawton, Luis Levy
Keith McClellan, Travis Otten
Norman Ovando, Kimberly Park
Steve Pastore, Chris Pett
Jason Ralya, Juan Ramirez
Philip Rilatos, Aldo Sarellano
Damoun Shabestari
Kevin Sherwood, Steven Slanchik

Localization Testers

Ophelie Colin, Roman Ortiz
Manchon, Noel Mueller
Alberto Trentanni

Very Special Thanks

John D "Bud" Hawk –
Machine Gunner, 90th Division
Stan Biernacki – Artillery,
1st Polish Armored Division
Stan Markut – Tank Gunner
1st Polish Armored Division
Sergeant Gordon Boulton
Scout Section leader
Argyll and Southerland
Highlanders of Canada

ACTIVISION STUDIOS

Producers

Sam Nouriani
Ken Murphy

Associate Producers

Nathaniel McClure
Glenn Ige
Steve Holmes

Production Coordinator

Peter Muravez

Production Testers

Winyan James
Rhett Chassereau

Executive Producer

Marcus Iremonger

Senior Online Manager

David Vanderhaar

Senior Director of Production Services

Suzan Rude

VP, North American Studios

Thaine Lyman

GLOBAL BRAND MANAGEMENT

Senior Global

Brand Manager
Tabitha Hayes

Associate Global

Brand Manager
Tim Henry

Marketing Associate

Mike Rudin

Director, Global

Brand Management
Tom Silk

VP, Global Brand Management

Dusty Welch

PUBLIC RELATIONS

Senior PR Manager

Mike Mantarro

Senior Publicist

John Rafacz

Junior Publicist

Megan Kornis

Step 3

Neil Wood
Jon Lenaway

CENTRAL

LOCALIZATIONS

Localizations Project Manager

Richard Blenkinsop

Localization Consultant

Stephanie O'Malley-Deming

Director of Production Services

Barry Kehoe

Localization Coordinator

Gina Clarke

Localization Tools & Support Provided by

Xloc Inc

QUALITY ASSURANCE

QA Leads

Jeff Grant (Project Lead –
Functionality)
Brian Keppler (Night Shift Lead)
Mike Wade (Third Shift Lead)
Kyle Carey (Technical
Requirements Group)
Francis Jimenez (Network Lab)
Garrett Oshiro (Multiplayer Lab)

QA Sr. Leads

Evan Button (Functionality)
Paul Colbert (Night Shift)
Henry Villanueva (Third Shift)
Chris Keim (Network Lab)

QA Sr. Managers

Marilena Rixford (Functionality)
Chris Wilson (Technical
Requirements Group)

QA Managers

Adam Hartsfield (Night Shift)
Jason Levine (Third Shift)

QA TEST TEAM

Floor Leads

Pedro Aguilar, Jay Menconi
Seth Sheets

Database Managers

Dino Lamana, Jason Gilmore
Pete McKernan

Testers

Aaron Sluder, Adam Luskin
Albert Rodriguez, Allen Gimenez
Andrew Clinkscale
Anthony Flamer, Bay Grabowski
Ben Abel, Ben Bang
Benjamin Grant, Brandon Charles
Brian Baker, Brian Bensi
Brian Jackson, Bryan Shigekawa
Byrant Hunter, Bryant Papp
Byron Collins, Casey Cambridge
Cesar Murales, Charlie Barkhorn
Chris Killian, Chris Packer
Chris Staples, Christian Haile
Dain Meighan, Damon Murray
Dan Nichols, Dane Arrona
Darryl Austin, David Finzi
David Wilkinson
Dee Kevin Ace Gibson
Demetrius Hoston
Dennis Kuzman, Diego Raya
Dinari Lee, Ed Miyashiro
Eddie Araujo, Edgar Sunga
Edgar Torres, Edward Harris
Enrique Roldan, Eric Kolisnyk

Eric Martinez, Francisco Diaz
Frank Valenzuela
Geoffrey Williams, Keith Kodama
Khalid Warren, James Gobert
Jared Baca, Jason Avila
James Landers, James Rose
Jason Harris, Jeff Koyama
Jesse Barrios, Jessie Jones
Jessica Lewis, Joe Pardo
John Acosta, John Aguardo
Justin Gogue, Henry Morgan
Keane Tanouye, Kenny Criswell
Kenny Treantafilos, Kevin Dator
Kirt Sanchez, Laura Landolf
Lee Staples, Leonard Rodriguez
Manuel Grimaldo, Matt Fawbush
Menas Kapitsas, Michael Tarr
Mike Genadry, Patrick Booth
Paul Goldilla, Pisoth (Seth) Chham
Pramit Patel, Prommet Srinara
Randi Pardo

Randolph L. S. d'Amore
Rashad Lewis, Red Rahm
Rich Harvey, Richard Wellman
Robert Lara, Robert MacCracken
Robert Riter, Rommel Brigaudit
Ruben Sahagun
Ryan McCullough, Ryan Trondsen
Sasan Helmi, Scott Soltero
Sean Foster, Sean McGoldrick
Steven DuFour
T'Challa Dion Jackson
Teak Holley, Todd Gershon
Todd Sutton, Tomo Shikami
Trevelyan Littlefield
Vince Sinatra, William Whaley
Wynn Beattie, Zac Blitz

ACTIVISION

SPECIAL THANKS

Mike Griffith, Robin Kaminsky
Brian Ward, Steve Pearce
Will Kassoy

MANUAL DESIGN

Ignited Minds LLC

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at www.activision.com
so we can enter you in our monthly drawing
for a fabulous Activision prize.**



www.bradygames.com

NOTES

NOTES

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to the Program belong to and are owned by Activision, and all copies thereof (including but not limited to any files, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90 day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement, please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problems you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.