⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

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 taking the following precautions:
• Sit farther from the television screen.
• Use a smaller television screen.
• Play in a well-lit room.
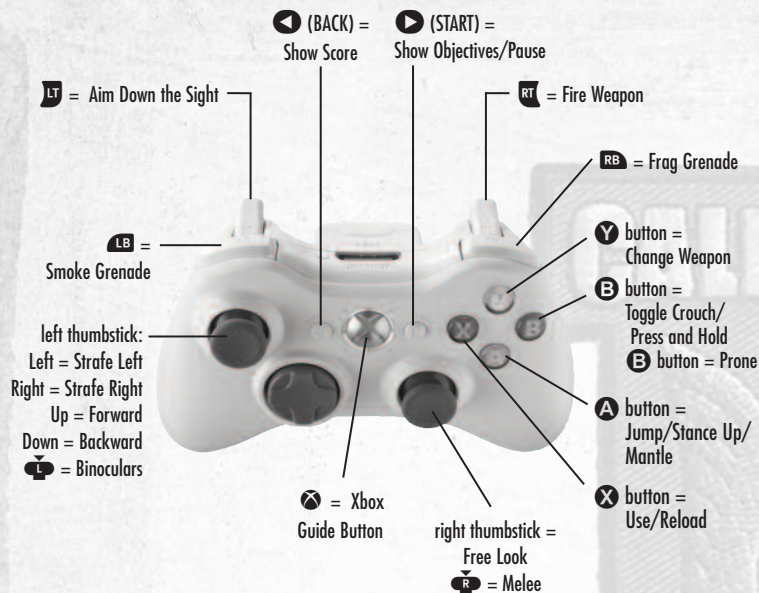• Do not play when you are drowsy or fatigued.

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

CONTENTS

GAME CONTROLS

◀ (BACK) = Show Score

▶ (START) = Show Objectives/Pause

LT = Aim Down the Sight

RT = Fire Weapon

RB = Frag Grenade

LB = Smoke Grenade

Y button = Change Weapon

B button = Toggle Crouch/ Press and Hold **B** button = Prone

left thumbstick:
Left = Strafe Left
Right = Strafe Right
Up = Forward
Down = Backward
L = Binoculars

A button = Jump/Stance Up/ Mantle

X = Xbox Guide Button

X button = Use/Reload

right thumbstick = Free Look
R = Melee

SINGLE PLAYER MENU

From this menu you can launch new campaigns, resume games in progress, switch to the Multiplayer portion of *Call of Duty 2®* or access the configuration options.

New Game—This option appears when you haven't yet started playing the Single Player portion of the game. Selecting this starts you on your way.

Resume Game—Load the game you were playing from your last Save Point so you can continue your progress through the campaigns. This option is displayed only after starting a mission.

Mission Select—Start a new Call of Duty 2 game from the beginning of the first campaign, or play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the four options available.

Controls—Choose this option to change your controller preferences such as stick and button layout, as well as look sensitivity and inversion.

Options—Choose this option to toggle auto-aim, controller vibration, subtitles and crosshair and to select your save device.
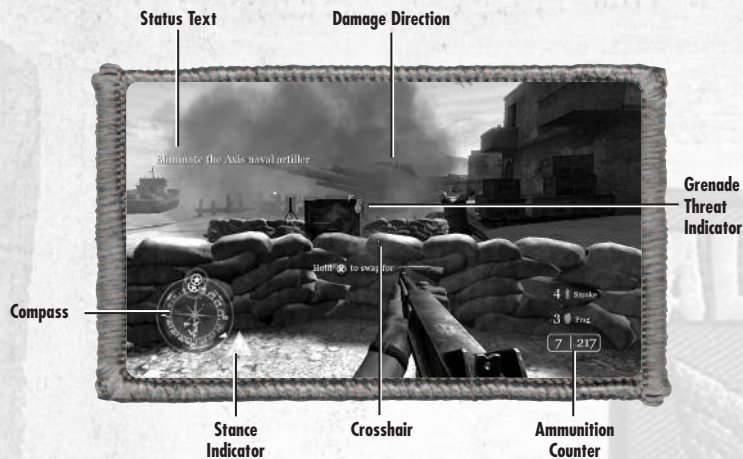
Multiplayer—Switches you to the Multiplayer menu.

THE SINGLE PLAYER GAME

In the Single Player campaigns of the game, you are an Allied soldier in some of the fiercest combat of the Second World War. The success of your mission, and your very survival, will depend on how well you move, shoot, and perhaps most importantly, how well you work with your squad mates. To start a Single Player game, select **Single Player** from the Main Menu.

PLAYING THE GAME

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

IN-GAME DISPLAY

Status Text   Damage Direction

Compass

Grenade
Threat
Indicator

Stance
Indicator   Crosshair   Ammunition
Counter

Compass—The Compass is useful for helping you navigate, locate your objectives and increase your situational awareness. In addition to showing the direction you're facing, it also shows the location of nearby allies (green arrows) and enemies (red dots). Your current objective is marked with a gold star.

Stance Indicator—The triangle-shaped icon displays your current stance in the game. The icon will show Standing, Crouching or Prone, depending on the stance you choose.

Status Text—Throughout the game, updates appear in the upper-left corner of the screen. These include changes in mission objectives and other alerts.

Ammunition Counter—The box in the lower right-hand section of the screen is your ammo counter. The first number indicates how many rounds are in your current weapon. The second number indicates the total number of rounds available for that weapon.

Crosshair—Use your crosshair to aim your weapon at your enemies. When you run or walk, your crosshair disappears because you're moving. When you stop moving, you automatically steady your weapon and your crosshair narrows. It's often wisest to fire when completely stopped to ensure accurate shots (and to conserve ammo). Crouching or lying prone also keeps your crosshair focused, and it's advisable to use these positions whenever possible. If you move your crosshair over an ally who's close to you, you'll see your crosshair change to the image of a person. Press the **Use** button (the ❌ button) to ask individuals to move out of your line of sight.

Damage Direction—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.

Use Icon—This indicator appears when there's an item you can pick up or use. This could be anything from secret documents to a weapon or vehicle. To use the desired item, press your **Use** button (the ❌ button). In the case of some items, such as a climbing rope, you must press and hold the **Use** button.

Grenade Threat Indicator—Hand grenades are a vital part of combat. Grenades get thrown into your area from various locations.

Note: The arrows indicate the location of grenades landing near you.

Health System—The red Damage Direction arrows on your screen are the first indication you're taking damage. Further signs your character is close to death include heavy breathing, heart palpitations and blurred vision. *Call Of Duty 2* will display a message when this happens the first few times only. Then, it's up to you to find cover as soon as possible if these occur. Doing so will allow your health to return to normal after a brief rest, provided you're not taking any more damage.

MOVEMENT CONTROLS

The default movement buttons are as follows:

COMMAND	DEFAULT BUTTON	DESCRIPTION
Forward	up on left thumbstick	Walk forward.
Backpedal	down on left thumbstick	Walk backward.
Move Left	left on left thumbstick	Sidestep to the left.
Move Right	right on left thumbstick	Sidestep to the right.
Stand/Jump	Ⓐ button	Jump or stand upright from Crouching or Prone.
Go to Crouch	Ⓑ button	Crouch from Standing or Prone.
Go to Prone	Ⓑ button (hold)	Lie prone from Standing or Crouched.
Free Look/Aim	right thumbstick	Look around and aim your weapon.

STANCES

You'll quickly learn that the soldier who stands tall on the battlefield often winds up dead. A shrewd player will make good use of both the Crouch and Prone stance positions in battle to keep cover and move without exposing him or herself to enemy fire. Bear in mind that while Crouched or Prone, you'll be harder to hit, but won't move as fast as when you're standing up. Additionally, while Prone, you'll move very slowly and won't be able to fire while moving.

| Crouched | Prone | Standing |

Important Tip: Always use available cover! Crouching behind trees and brush can keep the enemy from spotting you. Getting behind bulletproof objects can save you from gunfire and shrapnel.

MANTLE SYSTEM

When you approach some obstacles, an arrow will appear on your screen indicating to hit your **Jump** button (the Ⓐ button) to automatically jump over the obstacle in front of you.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

COMMAND	DEFAULT BUTTON	DESCRIPTION
Attack	RT	Fire weapon.
Aim Down the Sight	LT	Hold down and release to switch between Aim Down the Sight and From the Hip firing modes.
Melee Attack	**click the right thumbstick**	Strike the enemy with the butt of your gun.
Reload Weapon	❌ button	Reload weapon.
Throw Frag Grenade	RB	Throws a Frag Grenade.
Throw Smoke Grenade	LB	Throws a Smoke Grenade.
Change Weapon	Ⓨ button	Switch between your weapons.
Binoculars/Hold Breath	**click the left thumbstick**	Hold down to use binoculars, or when using a sniper scope, press and hold to hold your breath and steady your aim.

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). Aiming down the sight gives you a slight

zoom effect, enabling you to be more accurate. However, while aiming down the sight, you will move much slower than normal. The default button for **Aim Down the Sight** is LT.

HOLDING YOUR BREATH

The sniper scope magnifies your smallest movements, making it difficult to draw a bead on a distant target. You can steady your aim by **holding your breath** (click and hold the left thumbstick) for a short time.

MELEE ATTACK

When the enemy is right on top of you, it can be difficult to aim your weapon and defend yourself properly. In these situations, use your **Melee attack** (click the right thumbstick) to strike the enemy with the butt of your weapon.

CHANGE WEAPON

Throughout the game, you can carry two weapons at a time. Press **Change Weapon** (the **Y** button) to switch between the weapons you're carrying.

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 (the **X** button).

SWAPPING WEAPONS & PICKING UP ITEMS

When you see a weapon on the ground, you can swap it for one of your two main weapons. To swap weapons, move your crosshair over the weapon, and when you see the Use Indicator, press and hold the **Use** button (the **X** button). You'll 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, or, in the case of ammunition, walking over it.

STATIONARY WEAPONS & VEHICLES

To use a stationary weapon (such as an MG42 machinegun) or vehicle, move toward it until you see the Use Icon. Press and hold the **Use** button (the **X** button) to take control. Fire the weapon with the normal attack command. Press the **Use** button again to abandon the weapon or vehicle.

SMOKE GRENADES PROVIDE CONCEALMENT

You can decide which grenade is best for the current combat situation. Once obtained, switching to smoke grenades (**LB**) will provide a temporary cloud of smoke for you and your squad to maneuver in unseen.

OTHER CONTROLS

COMMAND	DEFAULT BUTTON	DESCRIPTION
Show Objectives	▶	Pause your game and bring up a list of your mission objectives in Single Player.
Use	**X** button	Use, pick up, drop off and otherwise interact with items and vehicles.

SHOW OBJECTIVES/PAUSE

Throughout your campaign, mission objectives will change. Press the **Show Objective** button (**▶**) to pause the game, show your mission objectives and give you a status on each one.

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

MULTIPLAYER

This section of the manual will guide you through the multiplayer portion of *Call of Duty 2*.

XBOX *LIVE*

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Find Standard Match—Choose this option to find an unranked match you can invite friends to.

Find Ranked Match—Choose this option to find a ranked match for competitive play. Friends cannot be invited to join a ranked match.

Gametype—Select the gametype you want to play. Random, Deathmatch, Team Deathmatch, CTF, Headquarters or Search and Destroy.

After selecting either Standard or Ranked Match, you'll be taken to an Xbox Live Lobby to wait for other players to join. Please note that *Call of Duty 2* supports up to eight players online over Xbox Live.

SPLIT SCREEN

Select Split Screen to go to the Xbox Guide to sign everyone in. From there, you'll have the following options.

Start Game—Selecting this option starts the match.

Location—Select the location you'd like the match to take place in.

Gametype—Here you can select the gametype you want to play. Random, Deathmatch, Team Deathmatch, CTF, Headquarters or Search and Destroy.

SYSTEM LINK

Join Game—This option takes you to the Server Screen. The Server Screen will help you find a game to join.

Create Game—This option allows you to create a game. The game options are identical to the Split Screen.

CONTROLS

Select this option to edit the Game Controls.

SINGLE PLAYER

Select this option to go back to the Single Player menu.

Note: By playing online, you must leave the Activision-controlled environment in Call of Duty 2. The game's content has been rated for 16+ audiences, but the content of the game may change during online play due to, among other things, interactive exchanges. Activision and Infinity Ward take no responsibility for content external to the game.

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Len "Bud" Lomell

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