

 XBOX 360.

XBOX  
LIVE.

# CALL OF DUTY 2

★★★



Infinity  
ward

ACTIVISION.

## **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](http://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.

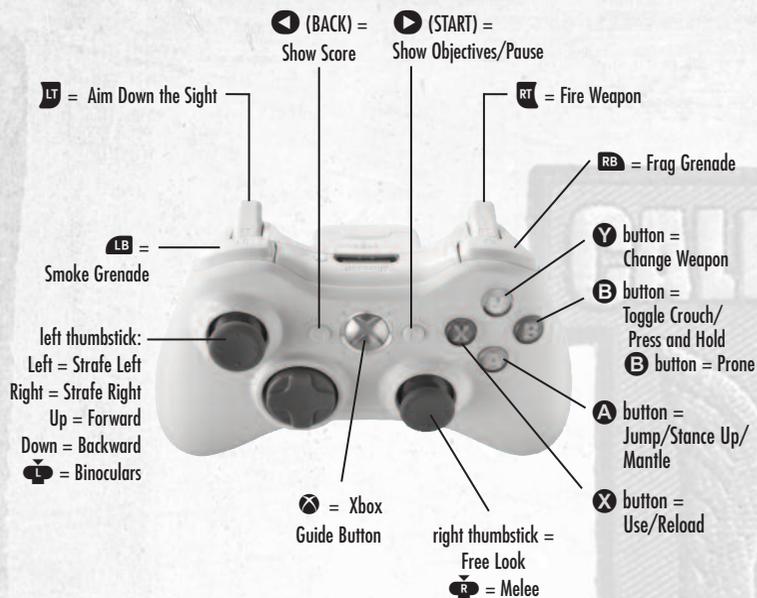
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

# CONTENTS

Game Controls .....	2
The Single Player Game .....	2
Single Player Menu .....	3
Playing the Game .....	3
In-Game Display .....	4
Movement Controls .....	5
Weapon Controls .....	7
Other Controls .....	9
Multiplayer .....	9
Connect to Xbox Live .....	9
Credits .....	11
Product License Agreement and Limited Warranty .....	15
Customer Support .....	21



## GAME CONTROLS



## 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.

## 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.

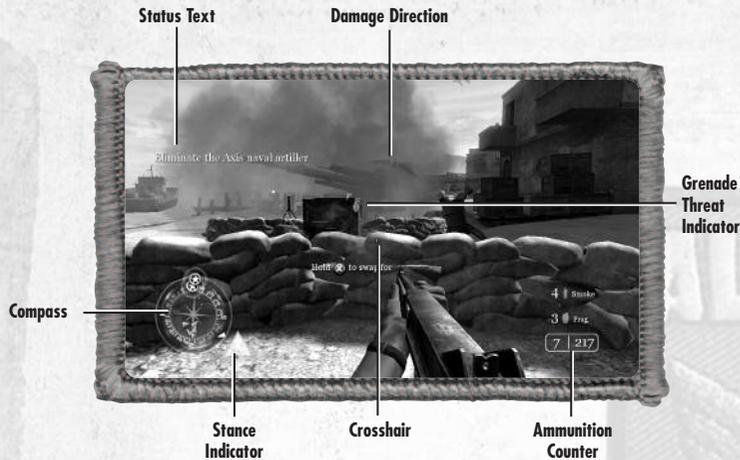
**Multiplayer**—Switches you to the Multiplayer menu.

## 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



**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 **X** 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 **X** 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	<b>up on left thumbstick</b>	Walk forward.
Backpedal	<b>down on left thumbstick</b>	Walk backward.
Move Left	<b>left on left thumbstick</b>	Sidestep to the left.
Move Right	<b>right on left thumbstick</b>	Sidestep to the right.
Stand/Jump	<b>A</b> button	Jump or stand upright from Crouching or Prone.
Go to Crouch	<b>B</b> button	Crouch from Standing or Prone.
Go to Prone	<b>B</b> button ( <b>hold</b> )	Lie prone from Standing or Crouched.
Free Look/Aim	<b>right thumbstick</b>	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 **A** 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	<b>RT</b>	Fire weapon.
Aim Down the Sight	<b>LT</b>	Hold down and release to switch between Aim Down the Sight and From the Hip firing modes.
Melee Attack	<b>click the right thumbstick</b>	Strike the enemy with the butt of your gun.
Reload Weapon	<b>X</b> button	Reload weapon.
Throw Frag Grenade	<b>RB</b>	Throws a Frag Grenade.
Throw Smoke Grenade	<b>LB</b>	Throws a Smoke Grenade.
Change Weapon	<b>Y</b> button	Switch between your weapons.
Binoculars/Hold Breath	<b>click the left thumbstick</b>	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  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  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  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  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 () 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		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](http://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](http://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 itself.*

## INFINITY WARD

### Design Lead

Zied Rieke

### Engineering Lead

Jason West

### Executive Producer

Vince Zampella

### Art Lead

Michael Boon

### Art Director

Richard Kriegler

### Audio Lead

Marc Ganus

### ENGINEERING

#### Programming Leads

Robert Field

Francesco Gigliotti

Earl Hammon, Jr.

#### Programming

Richard Baker

Chad Barb

Ben Bastian

Hyun Jin Cho

Joel Campert

Brian Langevin

Sarah Michael

Bryan Pearson – Sound

Jon Shirring – Multiplayer

#### Additional Programming

Bryan Kuhn

Preston Glenn

Chad Grenier

Mackey McCandlish

Brent McLeod

#### Level Design & Gameplay Scripting

Brent McLeod

Brian Gilman

Chad Grenier

Geoff Smith

Jon Porter

Keith "Ned" Bell

Mackey McCandlish

Mohammad "BadMofo" Alavi

Nathan Silvers

Preston Glenn

Rodney Houle

Roger Abrahamsson

Steve Fukuda

Todd Alderman

Zied Rieke

## CREDITS

### Multiplayer Design Lead

Todd Alderman

### Animation

Ursula Escher

Chance Glasco

Mark Grigsby

Paul Messerly

Zach Volker

Harry Walton

Lei Yang

### Technical Animation

Richard Cheek

Eric Pierce

### Environmental Art Lead

Chris Cherubini

### Art

Brad Allen

Peter Chen

James Chung

Joel Emslie

Chris Hassell

Jeff Heath

Oscar Lopez

Tae-hoon Oh

Sami Onur

Velinda Pelayo

Richard Smith

Jwon Son

Theerapol Srisuphan

### Visual Effects

Robert A. Gaines

### Concept Art

Brad Allen and Paul Messerly

### Additional Art/Animation

Michael Anderson

Jason Boesch

Jash Lokan

Steven Giesler

### MANAGEMENT

#### CEO

Grant Collier

#### CCO

Vince Zampella

#### CTO

Jason West

#### Producer

Eric Riley

#### Associate Producer

Eric Johnsen

#### Associate Producer

Patrick Lister

### Associate Producer

Dan Smith

### System Administrator

Bryan Kuhn

### Office Manager

Janice Turner

### Senior Recruiter

Michael Nichols

### Executive Assistant

Lacey Bronson

### MUSIC

#### Composed & Produced by

by Graeme Revell

#### Arrangements & Programming

Boris Elks

#### Orchestrations

Tim Simonec

#### Music Preparation

Gregg Nestor and Dominik Hauser

#### Music Editing

Ashley Revell

#### Recorded in

Bratislava, Slovak Republic

#### Orchestra Manager

Marian Turner

#### Conducted by

Allan Wilson

#### Recording Engineer

Peter Fuchs

#### Sessions Coordinated by

Paul Talkington

#### Mixed in Los Angeles by

Mark Curry

#### Special Thanks to

Mark Ganus, Tom Hays,

Tim Riley and Thaine Lyman

### SCRIPT

#### Scriptwriting

Michael Schiffer

#### Additional Scriptwriting

Steve Fukuda, Zied Rieke

#### Testers

Winyan James

Alexander Sharrigan

Kevin Pai

Clive Hawkins, Ed Harmer

Vaughn Vartanian



## VOICE

**Voice Direction/Dialog Engineering**  
Keith Aram

**Additional Voice Direction**  
Steve Fukuda

**Voice Editing/Integration**  
Linda Rosemeier

**Additional Voice Editing**  
Mauricio Balvanera

**Recording Facilities**  
PCB Productions

**Casting & Signatory Services**  
Digital Synapse

## Voice Talent

Michael Cudlitz  
Rick Gomez  
Frank John Hughes  
James Madia  
Ross McCall  
Rene Moreno  
Richard Speight Jr.  
Josh Gomez  
Jack Angel  
David Cooley  
JD Cullum

Harry Van Gorkum  
Michael Gough  
Mark Ivanir  
Matt Linquist  
John Mariano  
Noland North  
Chuck O'Neil  
Phil Proctor  
Caran Reilly  
John Rubinow  
Hans Schoeber  
Thomas Schumann  
Julian Stone  
James Patrick Stuart  
Courtney Taylor  
Kai Wulf

## Models

David Mutchler  
Jarom Elsworth  
John Dugan  
Frank Klesic  
David Adickson  
Spiro Papastathopoulos  
Chris Cherubini  
Preston Glen  
Grant Collier  
Richard Smith  
Change Glazco  
Paul Messerly

Mohammad Alavi  
Alex Sharrigan  
Michael Boon  
John Porter  
Joel Emslie  
Eric Johnsen  
Frank Gigliotti  
Harry Walton  
Eric Pierce  
Diana Dencker  
Chris Wolfe  
John Schwab  
Abe Schevermann.

## Historical/Military Advisors

Emilio Cuesta  
John Hillen  
Hank Keirsey  
Mike Philips

## Production Babies

Baby Kyle Zampella and Mother Brigitte  
Baby Dakota Volker and Mother Staci  
Baby Alexandra West and Mother Adriana  
Baby Ella Chung and Mother Julie  
Baby Triplets: Angela, Emma  
Thaine Lyman and Mother Terri.

## Focus Group Test

Derek Canaday, Cameron Woodpark, Raine  
Walt, David Perlich, Greg Nelson and  
Milton Valencia

## ACTIVISION

### PRODUCTION

**Producer**  
Ken Murphy

### Associate Producers

Eric Lee  
Ian Stevens  
Steve Holmes

### Production Coordinators

Nathaniel McClure  
Peter Muravez

### Production Testers

Joshua Feinman  
Rhett Chassereau

### VP, North American Studios

Mark Lamia

### Executive Producer

Thaine Lyman

### Head of Worldwide Studios

Chuck Huebner

## GLOBAL BRAND MANAGEMENT

**Brand Manager**  
Richard Brest

**Associate Brand Manager**  
Tim Henry

**Associate Brand Manager**  
Ryan Wener

**Director, Global Brand Management**  
Kim Salzer

**VP, Global Brand Management**  
Dusty Welch

**Head of Global Brand Management**  
Robin Kaminsky

**Senior Publicist**  
Mike Mantarro

**Publicist**  
Maclean Marshall

**Public Relations**  
Neil Wood and Jon Lenaway  
Step 3 Productions

**Junior Publicist**  
Megan Kornis

**Director, Corp. Communications**  
Michelle Schroder

**Sr. VP, North American Sales**  
Maria Stipp

**Director, Trade Marketing**  
Steve Young

**Trade Marketing Manager**  
Celeste Murillo

## MUSIC DEPT.

Tim Riley  
Brandon Young

## CENTRAL LOCALISATIONS

**Vice President, Studio Planning & Operations**  
Brian Ward

**Central Localisations Supervisor (US)**

Stephanie O'Malley Deming

**Localisation Project Manager**  
Doug Avery

**Localisation Tools & Support Provided by Xloc Inc.**

## INFORMATION TECHNOLOGY

**Vice President, IT**  
Neil Armstrong

**IT Technician**  
Ricardo Romero

## QUALITY ASSURANCE/ CUSTOMER SUPPORT

**Project Lead**  
John Lagerholm

**Senior Project Lead**  
Glenn Vistante

**QA Senior Manager**  
Marilena Rixford

**Floor Lead**  
Mario Hernandez

**Database Manager**  
Giancarlo Contreras

**SP Coordinator**  
Aaron Gorrell

**MP Coordinator**  
Guillermo Hernandez

## Day Shift Testers

Pedro Aguilar, Scott Borakove, Gerald Dia  
Dennis Duchscher, Daniel Fehnskens  
Teddy Hwang, Kelly Huffine, Laura Landolf  
Jason Lopez, Matthew Lee, Steven Lynch  
Jay Marini, Steven Mitchell, Miles Metoyer  
Jacob Porter, Alexander Ramos  
James Rose, Simon Rush, Aldo Sarellano  
Mike Salwet, Melody Villaflores  
Rick Holguin, Eric Kelly, Jonathon Tung

**Night Shift Manager**  
Adam Hartfield

**Night Shift Senior Lead**  
Frank So

**Night Shift Lead**  
Sean Kim

**Night Shift Floor Lead**  
Christian Murillo

**Night Shift Testers**  
Jeff Arroyo, Julian Bangat  
Christopher Davis, Niya Green  
Andre Haftevani, Peter Ireland  
Gregory Jones, John MacMillan  
Devin McGowan, Luis Noguez

Santiago Salvador, Kenny Treantofilos  
John Zheng, Dustin Green  
Jonathan Hawkins, Sean McGoldrick  
Chris Molina, Katherine Zalewski  
Jesse Zavala

**Third Shift Manager**  
Jason Levine

**Third Shift Lead**  
George "Red" Rahm

**Third Shift Floor Lead**  
Seth Sheets

## Third Shift Testers

Benjamin Abel, Tracey Allen, Mario Dalka  
Marcos Delgado, Jonathan Gomez  
Kerrick Ivery, Roger Marshall, Paris McCoy  
Michael Ortiz, Mark Ruzicka, Tim Shanks  
Sara Sheranian, William Tsung  
Chase Warnick, Scott Winslow

**Network Sr. Lead**  
Chris Keim

**Network Lead**  
Francis Jimenez

**Sr. Manager, Technical Requirements Group**  
Marilena Rixford

**Sr. Lead, Technical Requirements Group**  
Sion Rodriguez y Gibson

**Project Lead, Technical Requirements Group**  
Aaron Camacho

**Senior Tester, Technical Requirements Group**  
Marc Villanueva

**Testers, Technical Requirements Group**  
Teak Holley, Chris Keithley  
David Wilkinson, Tamo Shikami

**Sr. Lead, Network Lab**  
Chris Keim

**Network Lead**  
Francis Jimenez

**Customer Support Lead, Phone Support**  
Gary Bolduc

**Customer Support Lead, E-mail Support**  
Michael Hill

## INFINITY WARD SPECIAL THANKS

Melissa Burkart, Louis Felix, Ryan Michael,  
Ken Turner, American Society of Military  
History, Long Mountain Outfitters of  
Henderson, Nevada, Rusty Spitzer, Central  
Casting, The Ant Farm, Len Lomell and the  
Army Rangers, Rhythm&Hues, Infinity  
Ward Nation and all our beloved fans.

## INFINITY WARD VERY SPECIAL THANKS

To the men and women around the world  
who gave their lives in defense of our  
freedoms, we will never forget you.

## ACTIVISION SPECIAL THANKS

Mike Griffith, Ron Doornick, Kathy  
Vrabeck, Chuck Huebner, Robin Kaminsky,  
Sam Nouriani, Brian Pass, Jonathan Moses,  
Glenn Ige, Doug Pearson, Danny Taylor,  
Eain Banks, Letty Cadena, Bryan  
Jury, Peter Muravez, Jeremy Monroe,  
Kekoa Lee-Cree, Taylor Livingston

## ACTIVISION VERY SPECIAL THANKS

"Rangers Lead The Way"  
Len "Bud" Lomell

Chapter Briefing Historical Images provided  
by Jeff Hardy and Lauren Ulin  
at Floor 84 Studio. Stock footage movies  
provided by Military Channel. Narrator  
recorded at Little Big Room courtesy  
of Marshal Lowman, Brad Gilderman,  
Aaron Lepley.

"Address at the US Ranger Monument –  
Commemorating the 40th Anniversary of  
D-Day, Pointe du Hoc, Normandy, France"  
speech courtesy of  
Reagan Presidential Library.  
"Order of the Day" speech courtesy of  
Dwight D. Eisenhower Library.

Introduction Cinematic provided by

**The Ant Farm**  
Rob Troy, Lisa Rizinikove  
Paige Bhanne



Uses Bink Video. Copyright © 1997–2005  
by RAD Game Tools, Inc.

## ACTIVISION UK

**Senior VP**  
Tricia Bertero

**VP - UK, Emerging Markets & European Marketing**  
Roger Walkden

**UK Marketing Director**  
Scott Morrison



**Marketing Manager**

Tim Woodley

**Senior Localisation Manager**

Tamsin Lucas

**Senior Localisation Project  
Manager**

Mark Nutt

**Localisation Project Manager**

Charlotte Harris

**Creative Services Manager**

Jackie Sutton

**European PR Director**

Tim Ponting

**European Operations Manager**

Heather Clarke

**Production Planner**

Lynne Moss



**In Europe send to:**

**WARRANTY REPLACEMENTS**

ACTIVISION (UK) Ltd., Parliament House, St Laurence Way, Slough, Berkshire, SL1 2BW, United Kingdom.  
Disc Replacement: +44 (0)870 241 2148

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, 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 PRODUCT. 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 Product and all of its component parts.

**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.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405,+ 1 (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

**REGISTER YOUR GAME**

for  
**DEMOS, BETAS,  
HINTS and TIPS**  
as well as cool downloads and the  
hottest gaming news.

Visit **my.activision.com** and enter the  
barcode from the back of your box.

**my.ACTIVISION.com**

