# CALL OF DUTY

## INSTRUCTION MANUAL

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CONTENT RATED BY
ESRB

Mac

ASPYR

ACTIVISION

infinity ward

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# INTRODUCTION

In war, no one fights alone. From the fields of France to the Volga River—from the smallest squads dropped behind enemy lines, to the massive divisions that won the war on multiple fronts—the soldiers of the Allied Forces stopped the German Army by standing and fighting together, side by side.

In Call of Duty,™ you get to fight alongside your brothers-in-arms as history comes alive. In momentous battles from D-Day to Stalingrad, you'll find yourself in incredibly real terrain, caught in breathtaking life and death combat. You'll fight as American and British paratroopers and as a young Russian soldier conscripted into the Soviet Army. Whether cut off in a village in Normandy, battling to re-take Red Square, boarding and sinking a German battleship, speeding down German-held roads or rescuing Allied officers from a German stronghold, the dangers are more than any one soldier can overcome. To make it through, you'll need your buddies around you, and they'll need you. That's what war is about, and it's what Call of Duty™ is all about.

# INSTALLATION
## Getting Started

1. Insert the **Call of Duty™** DVD into your DVD-ROM drive.

2. Double-click the DVD icon that appears on your desktop.

3. Drag the **Call of Duty™** folder from the DVD to the location on your hard drive you would like to install the game.

4. To start the single player game, double-click the **Call of Duty™** SP application on your hard drive.

## Enter CD Key

When you first run the **Call of Duty**™ MP application, it will prompt you to enter a CD key. You must have a valid CD key in order to continue the installation process and play Call of Duty™. Your unique CD key is affixed to the game's jewel case. When prompted, enter the CD key as it appears on the jewel case. It's important that you observe the following guidelines to insure the privacy of your CD key:

- Keep your CD key in a safe, private place in case you need to reinstall your game at a later point.
- Players with invalid CD keys will not be permitted to join multiplayer games, so be sure to enter it correctly as it appears on the jewel case.

No one from either Activision® or Infinity Ward™ will ever ask you for your CD key (in game, on message boards or in chat rooms). Never give it out to anyone! If you lose your CD key, you will not be issued another one.

## THE SINGLE PLAYER GAME

In the single player campaigns of the game, you play as an Allied soldier deep in the thick of some of the fiercest combat of the Second World War. The success of your squad, the completion of your mission and your very survival will depend on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you.

## MAIN MENU

After you view the introductory movies, the game's Main Menu will appear. From this menu you can launch new games, resume games in progress, switch to the Multiplayer portion of Call of Duty™ or access the configuration options.
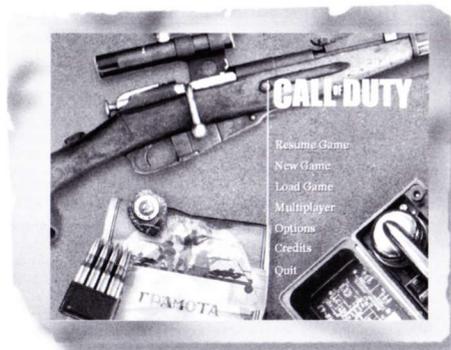
**Resume Game** – Load the last game you saved so you can continue your progress through the campaigns. This option is displayed only after starting a mission.

**New Game** – Launch a new Call of Duty™ game from the beginning of the first campaign. After selecting New Game, choose your difficulty level from one of the four options available.

**Load Game** – Load any games you have saved. When you reach the load/save menu, select the game name in the box on the left side of your screen and then click on the word Load.

**Multiplayer** – Launch the multiplayer component of Call of Duty™ where you can join or create multiplayer servers via LAN or Internet.

**Options** – Configure your controls and adjust audio/video quality and performance settings. Click on the sub-sections on the right side of the screen to see a new set of adjustable options on the left hand side of the screen. Click on a setting to change it.

**Credits** – View the in-game credits sequence.

**Quit** – Exit the game and return to the desktop.

## PLAYING THE GAME

Each mission's briefing will provide crucial information about the setting, objectives, opportunities and potential obstacles you'll encounter. This information will take the form of personal journal entries or communiqués from your superiors. Study them closely before entering the mission. The information they contain could save your life.

## In-Game Display



Crosshair

Status Text

Compass

Ammunition Counter

Stance Indicator

Pickup Indicator

Health Indicator
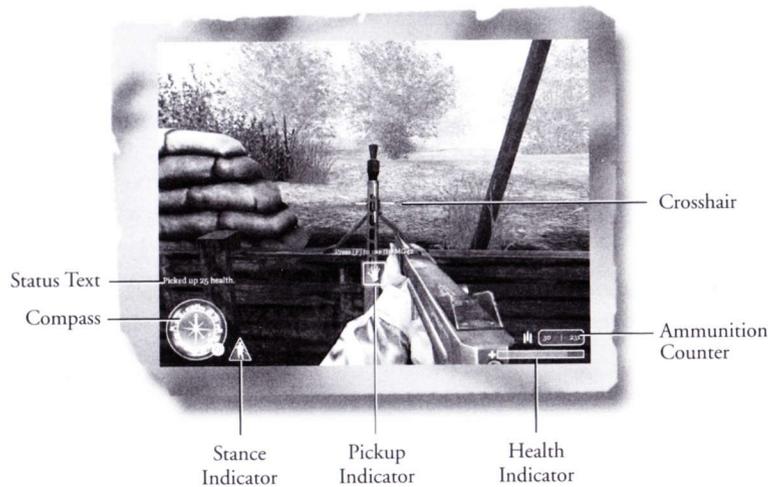
**Compass** – The compass is useful for helping you navigate your surroundings and for getting your bearings. In addition to showing you which direction you're facing, it also shows you the location of Allies in your vicinity (green arrows) and the location of your current objective (a golden star).

**Stance Indicator** – The triangle-shaped icon shows you what your current stance is in the game. The icon will change from standing to crouching to prone, depending on the stance you choose.

**Status Text** – Throughout the game, updates appear here including changes in mission objectives, picking up health and other alerts.

**Ammunition Counter** – The box in the lower right-hand section of the screen is your ammunition counter. The first number indicates how many rounds are in your current weapon's clip. The second number indicates your total number of rounds.

**Health Bar** – This bar indicates your current health status. A full green bar indicates full health. The bar reduces in size and changes color along the spectrum from green to red as you lose health.

**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. The wider the crosshair, the less accurate your shots. When you stop moving, you automatically steady your weapon and your crosshair narrows. It is often wisest to fire when completely stopped to ensure accurate shots (and enable you to conserve ammo). Crouching or lying prone also keeps your crosshair focused, and it is advisable to use these positions whenever possible. Your crosshair will change when you encounter interactive objects. If you move your crosshair over an ally who is close to you, you will see your crosshair change to the image of a person. Press the **Use** key (default: F) to ask individuals to move out of your line of sight.

**Pickup Indicator** – This indicator appears when there is an item you can pick up, be it a health kit, secret documents or a new weapon. In order to pick up the desired item, press your **Use** key (default: F). In the case of a new weapon (or ammunition for your current arsenal), you must press and hold the **Use** key.
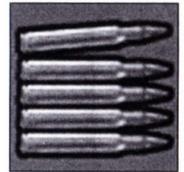


## MOVEMENT CONTROLS

The default movement keys are as follows:

| Command | Default Key | Description |
| --- | --- | --- |
| Forward | W | Walk forward. |
| Backpedal | S | Walk backward. |
| Move Left | A | Sidestep to the left. |
| Move Right | D | Sidestep to the right. |
| Lean Left | Q | Lean to the left around corners to minimize your exposure. |
| Lean Right | E | Lean to the right around corners to minimize your exposure. |

| Stand/Jump | Spacebar | Stand upright from either the crouching or prone position. |
| Go to Crouch | C | Crouch from either the standing or prone position. |
| Go to Prone | CTRL | Lie prone from either the standing or crouched position. |
| Jump/Stance Up | Unbound | Jump (when already standing) or move up to stand from either prone or crouch. |
| Stance Down | Unbound | Move down one stance position (from standing to crouching or from crouching to prone). |

| Command | Default Key | Description |
| --- | --- | --- |
| Stance Up | Unbound | Move up one stance position (from crouching to standing or from prone to crouching). |
| Toggle Crouch | Unbound | Press once to move into crouch position. Press again to return to your previous stance. |
| Toggle Prone | Unbound | Press once to move into prone position. Press again to return to your previous stance. |
| Crouch | Unbound | Hold to crouch. When released, you return to your previous stance. |
| Prone | Unbound | Hold to lie prone. When released, you return to your previous stance. |
| Turn Left | Unbound | Rotate to the left while staying in one position. |
| Turn Right | Unbound | Rotate to the right while staying in one position. |
| Strafe | Unbound | Sidestep (control direction with mouse). |

In addition to running forward, backward, left and right, you'll need to master the other movement skills described on the following pages.

## Crouching and Going Prone

As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player will make use of both the crouch and prone stance positions when in the thick of battle to keep cover, avoid enemy fire and move without exposing himself to danger. Keep in mind that while crouched or prone, you'll be harder to hit, but won't move as fast as when standing up. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire while moving.

*IMPORTANT TIP: Always use available cover! Crouching or lying behind trees and brush can keep the enemy from spotting you. Getting behind bulletproof objects can save you from gunfire.*

## Leaning

The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation, check for hidden enemies and even fire at them. You can still be seen and even shot while leaning, so exercise caution.

You activate the lean controls for as long as you hold down the key. Releasing either lean key returns you to a centered view position.

## VIEW CONTROLS

The default view keys are as follows:

| Command | Default Key | Description |
| --- | --- | --- |
| Look Up | Unbound | Shifts your view up to see above you. |
| Look Down | Unbound | Shifts your view down to see below you. |
| Mouse Look | Unbound | Toggles between mouse-controlled view and keyboard-controlled view. |
| Center View | Unbound | Returns your view to front and center. |
| Free Look | Yes | Enable mouse-controlled "free" viewing—move your mouse to view 360°. |
| Invert Mouse | No | Invert the Y-axis of the mouse if you prefer. |
| Smooth Mouse | No | Makes mouse movement less jittery. |
| Mouse Sensitivity | Slider | Controls the responsiveness of the mouse. |

By default, looking around in the game is controlled by the mouse. Moving your mouse from side to side rotates your view left or right. Moving your mouse forward (away from you) causes you to look up, while moving your mouse backward (toward you) causes you to look down.

## WEAPON CONTROLS

For single button mouse users, clicking your mouse will act as the left mouse button. You can reconfigure the game controls in the Options menu to set any command normally assigned to "Right Mouse Button" to a different key if you have a one button mouse.

Additionally, you can configure the game to mimic a right click when you Control-Click by holding down the Option key when you start up the game and checking the "Ctrl-click acts as mouse button 2" checkbox.

The default weapon-related keys are as follows:

| Command | Default Key | Description |
| --- | --- | --- |
| Attack | Left Mouse Button | Fire weapon. |
| Toggle Aim Down the Sight | Right Mouse Button | Switch between "Aim Down the Sight" and "From the Hip" firing modes. |
| Aim Down the Sight | Unbound | Hold down to aim down the sight of your gun. Release to return to normal firing mode. |
| Melee Attack | Shift | Strike the enemy with the butt of your gun. |
| Reload Weapon | R | Reload weapon. |
| Change Rate of Fire | M | Switch between fully automatic and semi-automatic firing modes. (Note: Not all weapons have multiple firing modes) |
| Select First Weapon | 1 | Switch your active weapon to the first weapon slot. |

| Command | Default Key | Description |
| --- | --- | --- |
| Select Second Weapon | 2 | Switch your active weapon to the second weapon slot. |
| Select Pistol | 3 | Switch your active weapon to your pistol. |
| Select Grenade | 4 | Switch your active weapon to grenades. |
| Next Weapon | Mouse Wheel Down | Switch to the next weapon in your inventory. |
| Previous Weapon | Mouse Wheel Up | Switch to the previous weapon in your inventory. |

## Aiming Down the Sight (ADS)

With every gun, you can enable the "aim down the sight" function, bringing the weapon up from your hip to your face so you can look down the sight (or look into the scope, in the case of scoped rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be more accurate. However, when aiming down the sight, you move slower than normal.

The default toggle key for Aim Down the Sight is the Right Mouse Button. You can also bind a key to "hold down" between ADS and normal modes.

## Melee Attack

Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. Fortunately, you have a melee attack (default: Shift) available that allows you to smack an enemy at close range with the butt end of your rifle or pistol.

## Reloading Weapons

When your weapon's clip runs out of ammunition, you will automatically reload. Monitor your ammunition carefully! Reloading in the middle of a firefight takes time and leaves you unable to defend yourself. If you're running low on ammunition, pick up the extra ammunition from a fallen comrade's weapon of the same type. If all else fails, 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 with one of your two main weapons (slot 1 or slot 2). To swap weapons, move your crosshair over the weapon and hold down the Use key. 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** key, or, in the case of health and ammunition, walking over the item.

# OTHER CONTROLS

| Command | Default Key | Description |
|---|---|---|
| Show Objectives/Score | Tab | Bring up a list of your mission objectives. |
| Use | F | Use, pick up, drop off and otherwise interact with items and devices. |
| Screenshot | F12 | Use this function to take an in-game screenshot. |
| Quick Save | F5 | Quickly save your game in the middle of a mission. |
| Quick Load | F9 | Load your Quick Save game. |
| Enable Console | No | Set this to Yes if you would like to enable the in-game console (accessible by pressing the tilde ~ key). Please be advised that the Console is not supported. Please do not call Aspyr Customer Support with any questions regarding this feature. |

## Show Objectives/Score

Throughout your campaign, mission objectives will change. Press the **Show Objectives/Score** key (default: TAB) to show your mission objectives and give you a status on each one.

- Incomplete or in-progress mission objectives appear in green text.
- Failed mission objectives appear in red text.
- Completed mission objectives appear in black text.

## Quick Save/Quick Load

As you progress through the campaigns, it's wise to save your progress. The Quick Save (default: F5) and Quick Load (default: F9) hotkeys allow you to avoid the save/load menus and stay in the action.

# WEAPONS IN CALL OF DUTY™
## United States

### M1A1 Carbine
The M1A1 Carbine, a .30 caliber semi-automatic rifle with a folding stock, is commonly issued to paratroopers. Though it lacks the stopping power of larger rifles, it's lightweight, accurate and compact.

| | |
|---|---|
| Range: | Medium |
| Rate of Fire: | Medium |
| Damage: | Moderate |
| Mobility: | Fast |

### M1 Garand
The M1 Garand is a powerful and accurate semi-automatic rifle. Its primary drawback is that it can't be conveniently reloaded in the middle of a clip.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Medium |
| Damage: | High |
| Mobility: | Fast |

### Thompson
The Thompson submachine gun is effective at close range and fires the powerful .45 ACP round. It's notoriously inaccurate at a distance but compensates with a high rate of fire.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Fast |
| Damage: | High |
| Mobility: | Fast |

### Browning Automatic Rifle
The Browning automatic rifle is a squad support weapon, used to lay down accurate suppression fire at enemy positions. It is most effective when used while prone.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Fast |
| Damage: | High |
| Mobility: | Slow |

## Springfield

The Springfield M1903, originally developed after the Spanish-American War, is a sniper rifle equipped with a 4x zoom scope. As a bolt-action scoped weapon, it has a slow rate of fire and reloads one round at a time.

|  |  |
|---|---|
| Range: | Very Long |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Medium |

## Colt .45

A standard issue pistol for American paratroopers, favored by British airborne forces as well. The 7-round magazine is small, but the stopping power of the large .45 caliber round makes the Colt useful in a pinch.

|  |  |
|---|---|
| Range: | Short |
| Rate of Fire: | Medium |
| Damage: | Moderate |
| Mobility: | Very Fast |

## M2 Fragmentation Grenade

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

|  |  |
|---|---|
| Range: | Medium |
| Rate of Fire: | Medium |
| Damage: | Very High |
| Mobility: | Very Fast |

# Russia

## PPSh

The PPSh submachine gun holds 71 rounds of Soviet pistol ammo and has a very high rate of fire. It's ineffective at long range and fires a relatively weak round, but its rate of fire makes for effective suppression and close-range combat.

|  |  |
|---|---|
| Range: | Short |
| Rate of Fire: | Very Fast |
| Damage: | Moderate |
| Mobility: | Fast |

## Mosin-Nagant

The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long-range fire. However, its low rate of fire is a liability in close-range combat.

|  |  |
|---|---|
| Range: | Long |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Medium |

## Scoped Mosin-Nagant

Outfitted with a 4x zoom scope, the Scoped Mosin-Nagant is perfect for long-range sniper work.

|  |  |
|---|---|
| Range: | Very Long |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Medium |

## Luger

The Luger pistol carries 9mm ammunition and an 8-shot magazine. It's a highly prized trophy for Allied soldiers and can often be found as a sidearm in Russian or American hands.

|  |  |
|---|---|
| Range: | Short |
| Rate of Fire: | Medium |
| Damage: | Moderate |
| Mobility: | Very Fast |

### RGD-33 Stick Grenade

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

| | |
|---|---|
| Range: | Medium |
| Rate of Fire: | Medium |
| Damage: | Very High |
| Mobility: | Very Fast |

## United Kingdom

### Lee-Enfield

First introduced in 1907 at the outbreak of the First World War, the Lee-Enfield rifle is the British Army's standard issue infantry weapon. A bolt-action rifle, it's powerful and effective at long range. It carries up to ten rounds, loaded by two 5-round stripper clips.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Fast |

### Sten

The Sten Mark 2 is a 9mm submachine gun effective for clearing out rooms and trenches. Its compact frame and light weight provide excellent mobility.

| | |
|---|---|
| Range: | Medium |
| Rate of Fire: | Fast |
| Damage: | Moderate |
| Mobility: | Very Fast |

### Bren LMG

The Bren is an excellent machine gun in the role of squad support. Its large size limits mobility, but allows it to deliver accurate automatic rounds when fired while prone.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Fast |
| Damage: | High |
| Mobility: | Slow |

### Colt .45

A standard issue pistol for American paratroopers, favored by British airborne forces as well. The 7-round magazine is small, but the stopping power of the large .45 caliber round make the Colt useful in a pinch.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Medium |
| Damage: | Moderate |
| Mobility: | Very Fast |

### MK1 Fragmentation Grenade

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

| | |
|---|---|
| Range: | Medium |
| Rate of Fire: | Medium |
| Damage: | Very High |
| Mobility: | Very Fast |

# Germany

## MP40

The MP40 submachine gun is an effective room-clearing weapon. It has a relatively minimal muzzle climb even when fired fully automatic in extended bursts.

|  |  |
|---|---|
| Range: | Medium |
| Rate of Fire: | Fast |
| Damage: | Moderate |
| Mobility: | Fast |

## MP44

The MP44 is an assault rifle that fires a unique "short" rifle round. Up close, it can be used as a submachine gun, while at longer ranges it can operate as a rifle.

|  |  |
|---|---|
| Range: | Long |
| Rate of Fire: | Fast |
| Damage: | High |
| Mobility: | Medium |

## Kar98k

The Kar98k is the standard issue German infantry rifle. It's accurate and deadly at long range, but suffers from a slow rate of fire due to its bolt-action mechanism.

|  |  |
|---|---|
| Range: | Long |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Medium |

## Scoped Kar98k

The Kar98k outfitted with a scope is a formidable sniper rifle.

|  |  |
|---|---|
| Range: | Very Long |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Medium |

## FG42

The FG42 is a great multi-purpose weapon. It's one of the deadliest fully automatic weapons available and the single-fire mode is effective at all ranges. A 4x zoom scope is standard issue.

|  |  |
|---|---|
| Range: | Very Long |
| Rate of Fire: | Fast |
| Damage: | High |
| Mobility: | Medium |

## Luger

The Luger pistol carries 9mm ammunition and an 8-shot magazine. It's a highly prized trophy for Allied soldiers and can often be found as a sidearm in Russian or American hands.

|  |  |
|---|---|
| Range: | Short |
| Rate of Fire: | Medium |
| Damage: | Moderate |
| Mobility: | Very Fast |

## Panzerfaust

The Panzerfaust (German for "Armored Fist") is an anti-tank weapon, launching a small charge designed to penetrate an armored tank or vehicle. Due to the armor-piercing nature of the charge, it's not an effective anti-personnel device. Each Panzerfaust is only a single shot weapon, but one shot is often enough to reduce even the largest tanks to smoldering ruins within seconds.

|  |  |
|---|---|
| Range: | Short |
| Rate of Fire: | One Shot |
| Damage: | Very High |
| Mobility: | Slow |

### *Stielhandgranate*

Fragmentation grenades are very effective anti-personnel devices. The highly explosive charges reduce their metal casing to flying fragments, causing considerable blast damage. Though they're ineffective against armored vehicles, they are extremely useful for clearing out entrenched infantry positions.

| | |
|---|---|
| Range: | Medium |
| Rate of Fire: | Medium |
| Damage: | Very High |
| Mobility: | Very Fast |

## Stationary Weapons

In order to use a stationary weapon (such as an MG42 machine gun) move up to the weapon until you see the hand icon. Press the **Use** key (default: F) to mount the weapon and fire the weapon with the attack command. Press the **Use** key again to dismount from the weapon.

# OTHER INFORMATION

## Health Kits

Throughout your journey, you'll encounter three kinds of health kits – tins, boxes and bags, which replenish small, medium and large amounts of health, respectively. Press the **Use** key or walk over them to pick them up. Note that there are no additional health kits when playing the single player game on the Veteran difficulty setting.

# MULTIPLAYER

To play online, select the Multiplayer option from the Single Player main menu or choosing the Join Game option from the Multiplayer main menu. You'll be presented with these choices:

- **Join a Game** – Go to the Multiplayer Server Browser screen to search for available Internet or LAN-based multiplayer games.

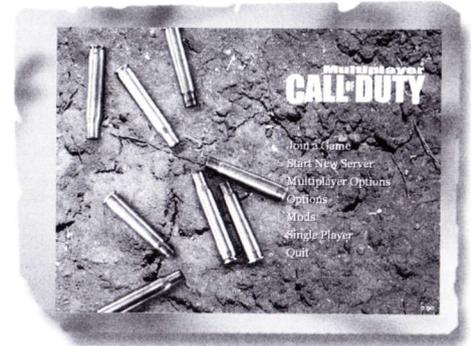- **Start a New Server** – Use this option to set up and host your own multiplayer game.

- **Multiplayer Options** – This allows you to adjust settings specific to multiplayer, including data rate, chat hotkeys and player name.

- **Options** – This allows you to configure your controls and adjust audio/video quality and performance settings. Click on the subsections on the right side of the screen to see a new set of adjustable options on the left hand side of the screen then click on a setting to change it. A list of default controls, as well as an explanation of audio and video settings is below.
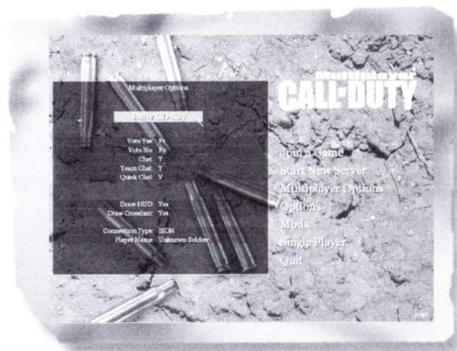
- **Mods** – This brings up the list of Mods (modified versions of Call of Duty™) that you have installed.

- **Single Player** – This launches single player Call of Duty™ where you can play campaign missions.

- **Quit** – Exit the game and return to the desktop.

# Multiplayer Options



| Command | Defaults To | Description |
|---------|-------------|-------------|
| Vote Yes | F1 | Vote yes on the vote currently in progress. |
| Vote No | F2 | Vote no on the vote currently in progress. |
| Chat | T | Chat with the players in the game. |
| Team Chat | Y | Send a chat message to your team members only. |
| Quick Chat | V | Bring up the Quick Chat function, which enables you to quickly "shout" commands, warnings, etc. |
| Allow Downloading | No | When set to "Yes," you will automatically begin downloading files associated with a new map or mod when connecting to a server that contains additional content. |
| Draw HUD | Yes | Toggles the health, compass and ammo indicators on the game screen On or Off. |

| Command | Defaults To | Description |
|---------|-------------|-------------|
| Draw Crosshair | Yes | Toggles the crosshair on the game screen On or Off. |
| Connection Type | ISDN | Select the correct connection speed of your Internet connection. |
| Player Name | Unknown Soldier | Enter the name you want to use for multiplayer games. |

## Finding and Connecting to Multiplayer Servers



### Connecting to Your ISP

For Internet play, connect to your Internet Service Provider (ISP) before starting multiplayer. If you have cable modem or DSL access, you may have a persistent connection and won't need to do anything special.

### Setting Your Data Rate

It's extremely important that you set your **Connection Type** to match the speed of your Internet connection. There are 5 options for the **Connection Type** setting to send data at the optimal rate for your bandwidth. The options are 28.8Kbps modem, 33.6Kbps modem, 56Kbps modem, ISDN line (default) and one for LAN, cable modem or DSL connections.

An improper data rate could result in impaired performance (i.e. high "ping" times and "lag") in Internet and LAN-based multiplayer games, so be sure to set this value correctly.
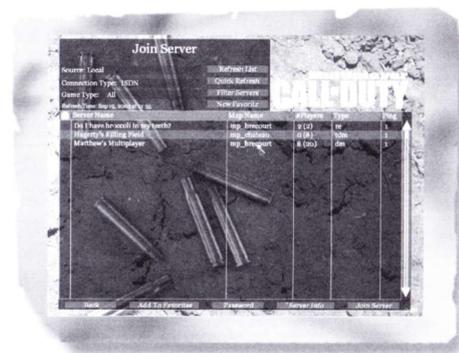
### Server Listing

After selecting **Join a Game**, you'll see the Server Listing screen. To see Internet servers, click on the **Source** button to change the source from Local to Internet (or from Internet to Local if you wish to play a LAN game). The server list shows the name of the server, the map the server is playing, the number of current and maximum players on the server, the gameplay type and your ping (connection delay) to that server. Ping indicates the time it takes for your computer to transmit to the server (the lower the ping, the better). Sort the servers in order of ping by clicking on the Ping column heading. You'll generally experience fewer gameplay slowdowns on a server with a lower ping than one with a higher ping. The server list also shows the hardware and operating system of each server with a two letter icon (WD means "Windows Dedicated Server," WL means "Windows Listen Server" and LD means "Linux Dedicated Server.") Finally, the column with the hammer icon shows whether or not a server has been modded. An "X" in the hammer column next to a server name indicates that the server is running a mod or unofficial map.

Click **Refresh List** to update the list of available servers.

### Server Filters

In order to refine your server browsing results, the server list allows you to filter out specific servers based on common settings:

| Server Setting | Defaults To | Description |
| --- | --- | --- |
| View Empty | Yes | Set this to "No" to filter out empty servers from the list. |
| View Full | Yes | Set this to "No" to filter out full servers from the list. |
| With Password | Yes | Set this to "No" to filter out password-protected servers from the list. |
| Without Password | Yes | Set this to "No" to filter out servers that require no password. Useful for quickly finding password-protected servers. |

| Command | Defaults To | Description |
| --- | --- | --- |
| Pure Servers Only | Yes | Set this to "No" to view non-pure servers. |
| Dedicated Only | No | Set this to Yes to only view dedicated servers. |
| Mods | Yes | Set this to "Yes" to view only modded servers. Set this to "No" to view only non-modded servers. Set this to "All" to view both. |
| Friendly Fire | All | Set this to "Off" to show servers with Friendly Fire turned off. Set this to "On," "Reflect, or "Shared" to show servers with those settings. Set to "All" to show server regardless of Friendly Fire setting. |
| Killcam | All | Set this to "On" to show only servers with the Killcam on. Set this to "Off" to show servers with it disabled. Set this to "All" to show servers regardless of Killcam setting. |

### Connecting to a Specific Server

When you find a server that you like, double-click on its name to connect to it, or click once to highlight the name and then click **Join Server**.

### Adding to Favorites

If you like a particular server, you may want to add it to your favorites list by clicking **Add To Favorites**. You can see your favorites list by clicking the **Source** button to change the source to Favorites.

### Server Info

The Server Info button will show you all the detailed information about the server you have highlighted in the list, including IP address and a wide range of server settings.

**IMPORTANT NOTE: Some servers may require a password to connect. A password may be entered by clicking the Password button on the bottom of the screen.**

### Creating a Server

If you want to use your computer as a server, click on **Start New Server** from the Multiplayer main menu. From here, you'll be able to select the map you want the server to run and other server options.

The **Server Settings** are as follows:

| | |
|---|---|
| Game Type | Choose from Deathmatch, Team Deathmatch, Retrieval, Behind Enemy Lines, Headquarters and Search and Destroy. |
| Server Name | This is the name of the server as it appears in the Join Server browser. |
| Dedicated | *No* – Start a local server and a local client. |
| | *LAN* – Start a Local Area Network-dedicated server [no local client]. |
| | *Internet* – Start a server that can be seen on the Internet through the master server. |
| Pure | Enable this option to restrict players with modified game files from joining the server. |
| Maximum Players | Set the maximum number of players on the server at one time. |
| Minimum Ping | Set the minimum ping allowed per player. Setting this to 0 means no limit on ping time. |

| | |
|---|---|
| Maximum Ping | Set the maximum ping allowed per player. Setting this to 0 means no limit on ping time. |
| Maximum Rate | Set the maximum amount of bandwidth allowed per player. Setting this to 0 means no limit on bandwidth. |
| Password | Enter a password to restrict players from joining unless they know the password. Passwords are case sensitive. |

Depending on the game type selected on the **Server Settings** screen, the **Game Type Settings** button brings up a different set of options.

**Game Type Settings:**

| | |
|---|---|
| Score Limit (player points) | Set the number of kills needed to win. |
| Score Limit (team points) | Set the number of team points needed to win. |
| Time Limit (minutes) | Set the time limit for the map in minutes. |
| Round Limit (rounds) | Set the round limit for the map. |
| Round Length (minutes) | Set the time limit for each round in minutes. |
| Grace Period (seconds) | Set the amount of time allowed at the beginning of each round for players to switch teams and still be allowed to play for that round. |
| Carrier Indicator | Enable this option to add an icon over the head of the player carrying the objective. |
| Friendly Indicators | Enable this option to add an icon over the head of teammates. |
| Friendly Fire | Enable this option to allow teammates to hurt and even kill each other. There are 4 settings: On, Off, Reflect (When a |

player shoots a teammate, the damage that the teammate would have take is reflected back onto the player that shot the teammate), and Share (The damage is shared between the teammate shooting and the teammate being shot).

| Force Respawning | Enable this option to force players to respawn after dying. |
| Killcam | Disable this option to turn off the "killcam" which shows dead players who killed them and how. |
| Allow Voting | Enable this option to allow players to use the in-game voting system to change server options such as map and game type. |
| Allow Sniper Rifles | Enable this option to allow players to select sniper rifles. |
| Allow Panzerfausts | Enable this option to allow players to pick up Panzerfausts. |
| Allow FG42s | Enable this option to allow players to pick up FG42s. |

## Multiplayer Game Types

### Behind Enemy Lines
A very small team of Allied soldiers is outnumbered and surrounded by Axis soldiers behind enemy lines. Allied players gain points by staying alive and by killing as many Axis players as possible. An Axis player who kills an Allied player respawns as an Allied player for a chance to score even more points.

### Retrieval
In this timed, round-based, team-oriented mode, one team must locate and retrieve crucial documents from the enemy and return the documents to their safe zone (represented as a blue box on the compass). The defending team must hold the enemy off until the time runs out. The attacking team gains points for successfully retrieving the documents. The defending team gains points for keeping the documents safe for the duration of the round. Either team can win by simply eliminating all enemies on the map.

### Search & Destroy
In this timed, round-based, team-oriented mode, a team must destroy one of several objectives on the map while the other team strives to defend the objectives. The attacking team wins points for successfully destroying objectives. The defending team wins points for keeping all objectives intact for the duration of the round. Either team can win by simply eliminating all enemies on the map.

### Deathmatch
It's "every man for himself." Points are awarded for kills, and the first player to either reach the score limit (set by the server administrator) or have the most points when time runs out is the victor.

### Team Deathmatch
Similar to deathmatch mode but with all players divided into two teams. Points are awarded for kills. The team with the most points at the end of the time limit wins but the first team to reach the score limit can claim early victory.

### Headquarters
In this timed, round-based, team-oriented mode, each team must locate and capture a randomly-placed radio. A team can capture the radio by standing near it with no enemies around for a short duration. The controlling team gains 45 points for every 45 seconds they hold the radio. If the attacking team destroys the radio, the gain as many points as are left on the reinforcement timer. If the radio is destroyed or control is lost, a new, neutral radio will spawn in a different location to be captured again. Players spawn in 45 second intervals.

## IMPORTANT TIPS

**Nobody Makes It Alone** – Success in Call of Duty™ relies on a well-coordinated and cooperative squad. Your squadmates help fight the

enemy by providing cover fire and helping to eliminate threats. Above all, listen to your squad leader! Do exactly what he says and you'll stay alive.

**Know When to Be the Hero** – The soldier who runs into the thick of battle guns a-blazing often winds up dead. Although you'll often be called upon to make split-second decisions, a levelheaded and patient warrior is the one who returns home to his family. Remember that a deadly threat could be looming behind any corner, wall, window or rock. Stay alert, move deliberately and don't try anything stupid.

**Use Cover** – Every battle environment you encounter will have a range of available locations to keep out of sight and out of the path of whizzing bullets. Crouch and crawl behind solid cover as much as possible—you never know when new threats will spot you, and be confident that Gerry will not hesitate to shoot you down in your tracks.

**Stay Mobile** – Think you found a good spot for cover? That may change in a matter of seconds. Although pausing to regroup, assess threats, reload weapons or replenish health is always necessary, don't stay in one location for too long. You never know when the enemy may discover you and compromise what you thought was a safe location. If you hear artillery or mortar fire in the distance, by all means stay mobile. You may not survive if a stray shell lands near you.

**Be Thorough** – Clear buildings and combat areas with a meticulous and thorough search. Enemies may lie in silence, waiting for you or your squad to let your guard down.

**Reloading** – Always reload your weapon after a firefight. This enables you to be as prepared as possible for the next engagement you face. Another enemy could be just around the corner, and entering a conflict with low or no ammunition in your weapon could cost you your life.

**Leaning** – When progressing through combat areas, use the Lean commands to enable you to peer around walls, doors, windows or other obstacles. You'll be harder to see and harder to shoot should enemies be on the other side. You can also lean around obstacles to fire on the enemy, getting the jump on your targets and suppressing threats as quickly and safely as possible.

**Stance** – Be mindful of your stance at all times. Soldiers that walk tall on the battlefield often find themselves coming home in a box. Crouching and lying prone keeps your profile low, making you harder to see, and more importantly, harder to shoot.

# CREDITS

### INFINITY WARD

| | |
|---|---|
| Jason West | Engineering Lead |
| Zied Rieke | Design Lead |
| Justin Thomas | Art Lead |
| Michael Boon | Animation Lead |
| Vince Zampella | Producer |
| Ken Turner | Development Director |
| Robert Field, Francesco Gigliotti, Carl Glave, Earl Hammon, Jr., Jason West | Engineering |
| Bryan Kuhn, Fairfax Sheild McCandlish IV | Additional Programming |
| Todd Alderman, Keith "Ned Man" Bell, Steve Fukuda, Preston Glenn, Chad Grenier, Fairfax Sheild McCandlish IV, Zied Rieke, Nate Silvers | Level Design & Game Play Scripting |
| Brad Allen, Chris Hassell, Jeff Heath, Justin Thomas | Art |
| Paul Jury | Lead 2D |
| Justin Thomas, Kevin Chen | Concept Art |
| Dan Moditch, Sloan Anderson | Additional Art |
| Michael Boon, Ursula Escher, Chance Glasco, Paul Messerly | Animation |
| Shadows in Darkness | Additional Animation |
| Chuck Russom | Sound |
| Jack Grillo | Additional Sound |
| Bryan Kuhn | System Administrator |

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| | |
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| Vince Zampella | CCO |
| Jason West | CTO |
| Janice Turner | Office Manager |
| Clifton Cline, Oliver George, Chris Hermans, Scott Matloff, Gavin McCandlish, David Oberlin | Testers |

Mike Phillips, Josh Henniger, Dave Santi and the members of
E Company 2/506 PIR 101st Airborne Division of Southern
California, 8th Guards Mechanized Corps and the participants of the
Camp Gruber Battle of Berlin reenactment of
November 2002 . . . . . . . . . . . . . . . . . . . . . .Historical Reference

## ACTIVISION

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Thaine Lyman . . . . . . . . . . . . . . . . . . . . . . . . . .Senior Producer
Ken Murphy . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .Producer
Daniel Hagerty, Eric Grossman . . . . . . . . . . . .Associate Producers
Matthew Beal . . . . . . . . . . . . . . . . . . . .Production Coordinator
Robert "Paligap" Kirschenbaum,
Patrick "Kewk" Bowman . . . . . . . . . . . . . . . .Production Testers
Eric Adams . . . . . . . . . . . . . . . . . . . . . . . .Additional Production
Laird Malamed . . . . . . . . . . . . . . . .Senior Executive Producer
Mark Lamia . . . . . . . . . . . . . . . . . .VP, North American Studios
Larry Goldberg . . . . . . . . . . . . . . . .Exec. VP, Worldwide Studios

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Michael Schiffer . . . . . . . . . . . . . . . . . . . . . . . . . .Scriptwriter
Margaret Tang, Womb Music . . . . . . .Voice Casting and Direction
Steve Blum . . . . . . . . . . . . . . . . . . . . . . . . . .Captain Foley
Jason Statham . . . . . . . . . . . . . . . . . . . . . .Sergeant Waters
Giovanni Ribisi . . . . . . . . . . . . . . . . . . . . . . . .Private Elder
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David Sobolov . . . . . . . . . . .German Loudspeaker, Additional Voices
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Quinton Flynn, Josh Paskowitz, Earl Boen . . . . . .Additional Voices
Rik W. Schaffer, Womb Music
. . . . . . . . . . .Recording, Engineering, Editing, VO Effects Design
Voices Recorded at . . . . . . . . . . . .Salami Studios and The Castle

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Justin Skomarovsky . . . . . . . . . . ."Age of War" (Intro Movie) Music

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Dusty Welch . . . . . . . . . . . . . .VP, Global Brand Management
Kathy Vrabeck . . . . . . . . . . .Exec. VP, Global Brand Management
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Maclean Marshall . . . . . . . . . . . . . . . . . . . .Junior Publicist
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Jill Barry . . . . . . . . . . . . . . . . . .Creative Services Manager
Shelby Yates . . . . . . . . . . .Creative Services Assistant Manager
Hamagami/Carroll And Associates . . . . . . . . . . . .Package Design
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Alison Turner . . . . . . . . . . . . .Director of Marketing UK/ROE
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Jackie Sutton . . . . . . . . . . . . . . . . . .Creative Services Manager
Tamsin Lucas . . . . . . . . . .Senior Localization Project Manager
Simon Dawes . . . . . . . . . . . . . . . .Localization Project Manager
Trevor Burrows . . . . . . . .European Publishing Services Coordinator
Daleep Chhabria . . . . . . . . . . . . . . . . . . . .Brand Manager
Heather Clarke . . . . . . . . . . . . .European Operations Manager
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Andrew Petterson . . . . . . . . . . . . . . . . . .Installer Programming

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Jason McAuliffe . . . . . . . . . . . . . . . . . . . . . . . . . .IT Technician
Bryan Fung . . . . . . . . . . . . . . . . . . .Principal Systems Engineer

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Matt McClure . . . . . . . . . . . . . . . . . . . . . .Senior Project Lead
Marilena Rixford . . . . . . . . . . . . . . . . . . . . . . . . .QA Manager
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Shane Sasaki, Maxwell Porter . . . . . . . . . . . . . . . . . . . . .Testers

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Jef Sedivy . . . . . . . . . . . . . . . . . . .Lead, Code Release Group
Douglas Richard Todd, Mike Restifo,
James Call, Gian Derivi-Castellanos . . . . . . . . . . . . .CRG Testers
Paul Colbert . . . . . . . . . . . . . . . . . . . . .Localizations Project Lead
Anthony Korotko . . . . . . . . . . . . . . . . . . .Night Crew Senior Lead
Adam Hartsfield . . . . . . . . . . . . . . . . . . .Night Crew Manager
Andrew Christy, Chris Simon, Chris Dolan,
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Jesse Mooney, Danny Yanez . . . . . . . . . . .Localizations Testers
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Gary Bolduc . . . . . . . . . . . . . . . . . . . . . .Sr. Lead, Phone Support
Michael Hill . . . . . . . . . . . . . . . . . . . . .Lead, E-mail Support

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"The men and women around the world who gave their lives in
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Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed
- Amount of RAM
- Make and model of your video card
- Speed of your CD-ROM or DVD-ROM
- Operating System

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

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**Internet**: http://www.aspyr.com

Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date. One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our Web site's Support Page.

**Email**:  support@aspyr.com

You can also email our Technical Support representatives directly at the email address provided above. Please ensure that you include all of the bulleted information asked above for the computer you are running the program from. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

**Phone**:  (512) 708.8100  |  (512) 708.9595 fax

Contact a Technical Support Representative at the number provided above, between the hours of 10:00 am and 6:00 pm (Central Standard Time), Monday through Friday, except holidays.  When calling, please make sure you are in front of your computer with the power on and have all the bulleted information asked above.

**Mail**:

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# CALL OF DUTY
## UNITED OFFENSIVE™
### EXPANSION PACK

CALL OF DUTY

INSTRUCTION MANUAL

TEEN
T
CONTENT RATED BY
ESRB

Mac

ASPYR    ACTIVISION.

# CONTENTS

# INTRODUCTION

On air, land or sea, one thing has remained constant throughout history—in war, no one fights alone. From the skies over Western Europe to the rolling plains of Russia, the Allies stood together against their common enemy and prevailed. In *Call of Duty: United Offensive* you will be immersed in some of the most decisive battles of World War II.

Become Corporal Scott Riley as you and your brothers in the besieged 101st airborne hold out in Bastogne during the Battle of the Bulge. Relive the career of S.O.E. operative James Doyle from your last bombing run as a gunner with the R.A.F. to the invasion of Sicily in 1943. Assume the role of Conscript Private Yuri Petrenko as you and your comrades take part in the events of the summer of 1943, from the Battle of Kursk to the final battle for the city of Kharkov.

Whether in a small unit sabotaging an enemy train in occupied Europe, or part of an entire tank division advancing across the Russian steppes, one truth rings through: success in battle cannot be realized by any one man. Adversity cannot be overcome without unity, and victory can only be achieved through a United Offensive.

# INSTALLATION

1. Insert the *Call of Duty: United Offensive* disc into your CD-ROM drive.

2. Double-click the *Call of Duty: United Offensive* Installer. Follow the step-by-step instructions. The installer will automatically install *Call of Duty: United Offensive* to the location you request.

3. To start the game double-click the *Call of Duty: United Offensive* application on your hard drive with the disc in your CD ROM drive.

## Enter CD Key

When you first run the *Call of Duty: United Offensive* MP application, it will prompt you to enter a CD key. You must have a valid CD key in order to continue the installation process and play *Call of Duty: United Offensive*. Your unique CD key is affixed to the game's jewel case. When prompted, enter the CD key as it appears on the jewel case.

**NOTE:** *Call of Duty: United Offensive* has its own CD key, separate from *Call of Duty*. Your *Call of Duty* key will not allow you to play *Call of Duty: United Offensive*. It's important that you observe the following guidelines to ensure the privacy of your CD key:

• Keep your CD key in a safe, private place in case you need to reinstall your game at a later point.

• Players with invalid CD keys will not be permitted to join multiplayer games, so be sure to enter it correctly as it appears on the jewel case.

No one from either Activision, Gray Matter or Aspyr will ever ask you for your CD key (*in game, on message boards or in chat rooms*).

Never give it out to anyone! If you lose your CD key, you will not be issued another one.

## Latest Information

***Important Note:*** Always refer to the README file on the *Call of Duty: United Offensive* installation disc for the latest information about installing and playing your game. This file also has information for PowerBook and iBook users that will be especially helpful.

# THE SINGLE PLAYER GAME

In the Single Player campaigns, you play as an Allied soldier deep in the thick of some of the fiercest combat of the Second World War. The success of your squad, the completion of your mission and even your very survival depends on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you. To begin a Single Player game, select ***Play Call of Duty: United Offensive Single Player*** from the *Call of Duty: United Offensive* folder on your Macintosh hard drive.

## MAIN MENU

After you view the introductory movies, the Main menu appears. From this menu you can launch new games, resume games in progress, switch to the Multiplayer portion of *Call of Duty: United Offensive* or access the configuration options.
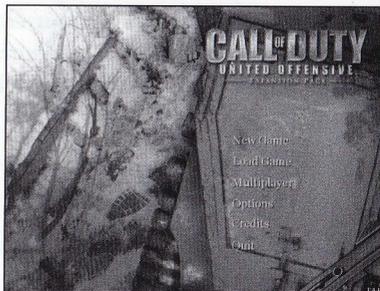
**Resume Game** – Resume Game loads the last game you saved so you can continue your progress through the campaigns.

**New Game** – Launch a new *Call of Duty: United Offensive* game from the beginning of the first campaign. After selecting New Game, choose your difficulty level from one of the four options available.

**Load Game** – Load any games you've saved. When you reach the Load/Save menu, select the game name in the box on the left side of your screen and then click **Load**.

**Multiplayer** – Launch the Multiplayer component of *Call of Duty: United Offensive,* where you can join or create Multiplayer servers via LAN or Internet.

**Options** – Configure your controls and adjust audio/video quality and performance settings. Click on the sub-sections on the right side of the screen for additional options. Click on those settings to change them. A list of default controls can be found on the following pages.

**Quit** – Exit the game and return to the desktop.

# PLAYING THE GAME

Each mission loading screen provides crucial information about the setting, objectives, opportunities and potential obstacles you'll encounter in the mission. This information comes as personal journal entries or communiqués from your superiors. Study them closely before entering the mission. The information they contain could save your life.

## In-Game Display

**Compass** – The compass helps you navigate your surroundings and get your bearings. In addition to showing you which direction you're facing, it shows you the location of Allies in your vicinity (green arrows) and the location of your current objective (a golden star).

**Stance Indicator** – The triangle-shaped icon shows your current stance. The icon changes from standing to crouching to prone, depending on the stance you choose. It also changes to a fast runner icon to indicate you're sprinting. As your sprint energy depletes, the icon drains from white to black. After you finish sprinting, the icon fills up again as your energy recharges.
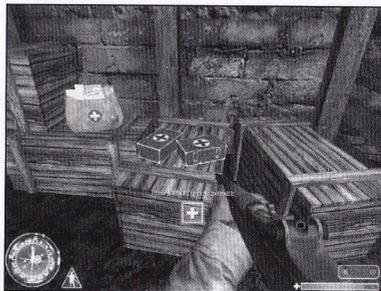
**Status Text** – Throughout the game, updates appear here including changes in mission objectives, picking up health and other alerts.

**Ammunition Counter** – The box in the lower right-hand section of the screen is your ammunition counter. The first number indicates how many rounds are in your current weapon's clip. The second number indicates your total number of rounds.

**Health Bar** – This bar indicates your current health status. A full green bar indicates full health. The bar reduces in size and changes color along the spectrum from green to red as you lose health.

**Crosshair** – Use your crosshair to aim your weapon. When you run or walk, your crosshair widens, indicating the lack of accuracy that comes from attempting to aim while moving. The wider the crosshair, the less accurate your shots. 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 enable you to conserve ammo). Crouching or lying prone also keeps your crosshair focused, so use these positions whenever possible. Your crosshair changes when you encounter interactive objects. 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 **Attack** key (default: left mouse button) to ask individuals to move out of your line of sight.

**Pickup/Interact Indicator** – This indicator appears when there's an item you can pick up, be it a health kit, secret documents or a new weapon. To pick up the desired item, press your **Use** key (default: F ). In the case of a new weapon (or ammunition for your current arsenal), press and hold the **Use** (default: F ) key. This icon also appears when you can interact with an object.

# MOVEMENT CONTROLS

The default movement keys are as follows:

| COMMAND | DEFAULT KEY | DESCRIPTION |
| --- | --- | --- |
| **Forward** | W | Walk forward. |
| **Backpedal** | S | Walk backward. |
| **Move Left** | A | Sidestep left. |
| **Move Right** | D | Sidestep right. |
| **Lean Left** | Q | Lean left around corners to minimize exposure. |
| **Lean Right** | E | Lean right around corners to minimize exposure. |
| **Stand/Jump** | Spacebar | Stand upright from either the crouching or prone position or jump when in the upright position. |
| **Go to Crouch** | C | Crouch from either the standing or prone position. |
| **Go to Prone** | Ctrl | Lie prone from either the standing or crouched position. |

| | | |
|---|---|---|
| **Jump/ Stance Up** | Unbound | Jump (when already standing) or move up to stand from either prone or crouch. |
| **Stance Down** | Unbound | Move down one stance position (from standing to crouching or from crouching to prone). |
| **Stance Up** | Unbound | Move up one stance position (from crouching to standing or from prone to crouching). |
| **Toggle Crouch** | Unbound | Press once to move into crouch position. Press again to return to your previous stance. |
| **Toggle Prone** | Unbound | Press once to move into prone position. Press again to return to your previous stance. |
| **Hold Down Crouch** | Unbound | Hold to crouch. When released, you return to your previous stance. |
| **Hold Down Prone** | Unbound | Hold to lie prone. When released, you return to your previous stance. |
| **Turn Left** | Unbound | Rotate to the left while staying in one position. |
| **Turn Right** | Unbound | Rotate to the right while staying in one position. |
| **Strafe** | Unbound | Sidestep (control direction with the mouse). |
| **Sprint** | Unbound | Run fast for a short period of time. |

In addition to running forward, backward, left and right, you'll need to master the other movement skills described on the following pages.

## Crouching and Going Prone

As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player makes use of both the crouch and prone stance positions when in the thick of battle to keep cover, avoid enemy fire and move without exposing himself to danger. Keep in mind that while crouched or prone, you'll be harder to hit, but won't move as fast as when standing up. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire while moving.

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

## Leaning

The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation, check for hidden enemies and even fire at them. You can still be seen and even shot while leaning, so exercise caution. You activate the lean controls for as long as you hold down the key. Releasing either **lean** key (default: Q and E) returns you to a centered view position.

## Sprinting

The ability to sprint for short distances is a new feature in *Call of Duty:™ United Offensive.™* Like leaning and crouching, sprint is most useful for minimizing your exposure to enemy fire. Use sprint to move rapidly from cover point to cover point. While sprinting, you will be unable to fire your weapon.

*Important:* Sprint only works when you're standing up—it will not engage from the prone or crouching positions.

# VIEW CONTROLS

The default view keys are as follows:

| COMMAND | DEFAULT KEY | DESCRIPTION |
|---|---|---|
| Look Up | Unbound | Shifts your view up to see above you. |
| Look Down | Unbound | Shifts your view down to see below you. |
| Mouse Look | Unbound | Toggles between mouse-controlled view and keyboard-controlled view. |
| Center View | Unbound | Returns your view to front and center. |
| Free Look | Yes | Enable mouse-controlled "free" viewing—move your mouse to view 360°. |
| Invert Mouse | No | Invert the Y-axis of the mouse if you prefer. |
| Smooth Mouse | No | Makes mouse movement less jittery. |
| Mouse Sensitivity | Slider | Controls the responsiveness of the mouse. |

By default, looking around in the game is controlled by the mouse. Moving your mouse from side to side rotates your view left or right. Moving your mouse forward (away from you) causes you to look up, while moving your mouse backward (toward you) causes you to look down.

# WEAPONS CONTROLS

The default weapons-related keys are as follows:

| COMMAND | DEFAULT KEY | DESCRIPTION |
|---|---|---|
| Attack | Left Mouse Button | Fire weapon. |
| Toggle Aim Down the Sight | Right Mouse Button | Switch between "Aim Down the Sight" and "From the Hip" firing modes. |
| Aim Down the Sight | Unbound | This command, when held down, allows you to aim down the sight of your gun. Release it to return to "From the Hip" firing mode. |
| Melee Attack | Shift | Strike the enemy with the butt of your gun. |
| Reload Weapon | R | Reload weapon. |
| Change Rate of Fire | M | Switch between fully automatic and semiautomatic firing modes. (Note: Not all weapons have multiple firing modes) |
| Select First Weapon | 1 | Switch your active weapon to the first weapon slot. |
| Select Second Weapon | 2 | Switch your active weapon to the second weapon slot. |
| Select Pistol | 3 | Switch your active weapon to your pistol. |
| Select Grenade | 4 | Switch your active weapon to grenades. |
| Select Smoke Grenade | 5 | Switch your active weapon to smoke grenades. (Multiplayer Only) |

| | | |
|---|---|---|
| **Select Satchel Charge** | 6 | Switch your active weapon to satchel charges. (Multiplayer Only) |
| **Select Binoculars** | 7 | Switch your active weapon to binoculars. (Multiplayer Only) |
| **Next Weapon** | Mouse Wheel Down | Switch to the next weapon in your inventory. |
| **Previous Weapon** | Mouse Wheel Up | Switch to the previous weapon in your inventory. |

## Melee Attack

Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. Fortunately, you have a **Melee Attack** (default: shift) available that allows you to smack an enemy at close range with the butt end of your rifle or pistol.

## Reloading Weapons

When your weapon's clip runs out of ammunition, you will automatically reload. Monitor your ammunition carefully! **Reloading** (default: R) in the middle of a firefight takes time and leaves you unable to defend yourself. If you're running low on ammunition, pick up the extra ammunition from a fallen comrade's weapon of the same type. If all else fails, grab a weapon from a fallen enemy.

## Aiming Down the Sight (ADS)

With every gun, you can enable the "aim down the sight" function, bringing the weapon up from your hip to your face so you can look down the sight (or look into the scope, in the case of scoped rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be more accurate. However, when aiming down the sight, you move more slowly than normal.

The default toggle key for **Aim Down the Sight** is the right mouse button. You can also bind a key to "hold down" between ADS and normal modes.

## Swapping Weapons and Picking Up Items

When you see a weapon on the ground, you can swap it with one of your two main weapons (slot 1 or slot 2). To swap weapons, move your crosshair over the weapon and hold down the **Use** key (default: F). 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** key (default: F), or, in the case of health and ammunition, walking over the item.

## "Cooking Off" Grenades

You now have the ability to pull the pin and hold a grenade for as long as you want in order to "cook off" the charge. This is useful if you want to have more precision in your grenade throws. In the Single Player missions, it also reduces the ability for an enemy to pick up the grenade and throw it back to you.

To cook off grenades, press and hold the **Fire** button (default: left mouse button), then press and hold the **Aim Down the Sight** button (default: right mouse button) for as long as you want to hold the grenade in your hand. Your crosshair pulses for each second you hold it. When you want to throw the grenade, release both the fire and ADS mode buttons. The grenade will fly for as long as it has left on its fuse and explode.

*Important Note*: In Multiplayer, you can also cook off satchel charges in the same way you do grenades.

## Binoculars and Artillery Strikes

When you've achieved the highest rank in a Multiplayer game, you acquire a set of **binoculars** (default: 7). Binoculars allow you to view aspects of the battlefield from an extremely long range. They also allow you to call in an artillery strike. To call in an artillery strike, use the binoculars by going into Aim Down the Sight mode, then press the **Fire** button (default: left mouse button) while aiming at your target. You'll know the artillery strike has been called in when your ammo counter goes from 1 to 0.

# OTHER CONTROLS

| COMMAND | DEFAULT KEY | DESCRIPTION |
|---|---|---|
| Show Objectives/ Score | Tab | Bring up a list of your mission objectives. |
| Use | F | Use, pick up, drop off and otherwise interact with items and devices. |
| Screenshot | F12 | Take an in-game screenshot. |
| Quick Save | F5 | Quickly save your game in the middle of a mission. |
| Quick Load | F9 | Load your Quick Save game. |
| Enable Console | No | Set this to Yes if you want to enable the in-game console (accessible by pressing the tilde ~ key). Please be advised that the console is not supported. Please do not call Activision Customer Support with any questions regarding this feature. |

## Show Objectives/Score

Throughout your campaign, mission objectives change. Press the **Show Objectives/Score** key (default: tab) to show your mission objectives and give you a status on each one.

• Incomplete or in-progress mission objectives appear in green text.

• Failed mission objectives appear in red text.

• Completed mission objectives appear in black text.

## Quick Save/Quick Load

As you progress through the campaigns, it's wise to save your progress. The **Quick Save** (default: F5) and **Quick Load** (default: F9) hotkeys allow you to avoid the save/load menus and stay in the action.

# WEAPONS OF *CALL OF DUTY*™ *UNITED OFFENSIVE*™

This section lists all weapons that have been added to the *United Offensive*™ expansion pack. Original *Call of Duty*™ weapon descriptions can be found in the original *Call of Duty*™ manual.

## United States

### Browning .30 Caliber M1919A6 Deployable Light Machine Gun

The air-cooled M1919A6 was introduced as a lighter alternative to the monstrous, 93-pound water-cooled M1917. Weighing about 43 pounds with tripod, the M1919A6 was easier to transport with infantry units, as well as easier to mount on tanks. It was one of the most reliable weapons of the Second World War.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Very Fast |
| Damage: | High |
| Mobility: | Fast |
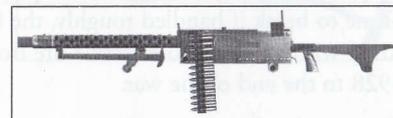
### 2.36-in Rocket Launcher, M1A1 "Bazooka"

One of the simplest, yet most effective, weapons in the United States arsenal, the bazooka was little more than a steel tube fitted with wooden stocks for aiming and securing. Although GIs used bazookas to flush out pillboxes, blow lanes through minefields and even disable artillery, the bazooka's claim to fame was as an anti-tank weapon. Its superiority in this regard prompted the Germans to copy its design after capturing examples of the M1 in Tunisia in 1943.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Slow |
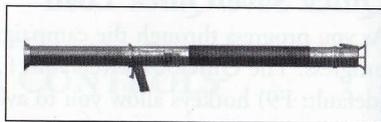
## Russia

### Tokarev SVT-40

The Samozaryadnaya Vintovka Tokareva-40 ("Tokarev self-loading rifle"), manufactured between 1941 and 1945, was a major upgrade from the standard Mosin-Nagant bolt-action rifles of the Red Army. Though most Russian troops were ill trained to use the reloading rifle effectively, German troops considered it a trophy weapon, prized for its accuracy and superior firepower.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Medium |
| Damage: | High |
| Mobility: | Fast |
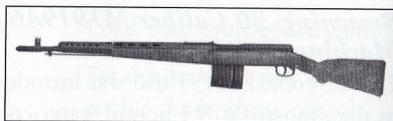
### Degtyarev-Pekhotny 28

The 7.62 mm Ruchnoy Pulemyot Degtyaryova pakhotnyi ("Degtyarev hand-held infantry machine gun") was a paragon of simplicity and easy maintenance. Apart from a bipod that was prone to break if handled roughly, the DP-28 provided the Red Army with reliable and effective fire from its introduction in 1928 to the end of the war.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Very Fast |
| Damage: | High |
| Mobility: | Fast |
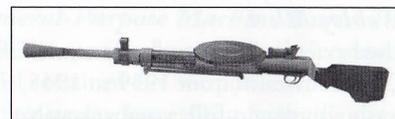
### Tokarev TT-33

The Tokarev TT-33 became the standard pistol of the Red Army in 1933. It was an evolution of the American Colt-Browning automatic pistol, similar in design to the M1911. Russian engineers improved several aspects of the design, making it more reliable, easier to produce and capable of withstanding a tremendous amount of abuse.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Medium |
| Damage: | Moderate |
| Mobility: | Very Fast |

## United Kingdom

### Silenced Sten Mk IIs

The Sten derives it name from its two designers, Major R.V. Shepherd and H.J. Turpin, and the place it was made, the Enfield Lock Small Arms Factory. In 1940, Britain found itself with a shortage of weapons, and Shepherd and Turpin's design proved simple, easy to manufacture and reliable in the field. More than a hundred thousand Sten Mk Is were produced, providing British troops with a lightweight, compact, easy-to-maintain machine gun. A limited number of Mk IIs models fitted with silencers were produced for SAS Commandos and raiding forces.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Very Fast |
| Damage: | Moderate |
| Mobility: | Very Fast |

### Webley Mk 4

Used extensively through the armies of the British Commonwealth from 1939 to 1945, the Webley Mk 4 revolver was a simple, no-frills combat revolver. Firing a smaller 0.38-inch round than the World War I–era Webley 0.455-inch pistol, the Mk 4 was lighter and easier to fire and required less training and practice to use. The Mk 4 is so popular it remains in service in various parts of the world to this day.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Slow |
| Damage: | High |
| Mobility: | Very Fast |

# Germany

### Gewehr 43

Early in the war, the Germans produced a reloading rifle called the Gewehr 41(W). It was unwieldy, difficult to reload and unreliable in the field, and when German troops found themselves face-to-face with the superior Tokarev SVT-40, its limitations cost many lives. Seizing several SVT-40s, German engineers noticed the Tokarev's gas-operated reloading system was superior to theirs, so they integrated it into their existing rifle design. The Gewehr 43 was the result. German troops appreciated its easy reloading, high accuracy and excellent reliability.

| | |
|---|---|
| Range | Long |
| Rate of Fire: | Medium |
| Damage: | High |
| Mobility: | Fast |

### Machinegewehr 34 General-Purpose Machine Gun

Though the Treaty of Versailles specifically prohibited Germany from producing any kind of sustained-fire weapon, they circumvented this by funding its development in Switzerland. This development produced an aircraft machine gun, the Rheinmetall MG 15, from which the MG 34 was born. Considered one of the finest machine gun designs in history, the MG 34 saw service on all fronts of the War.

| | |
|---|---|
| Range: | Long |
| Rate of Fire: | Very Fast |
| Damage: | High |
| Mobility: | Fast |

### Raketenpanzerbüchse "Panzerschrek"

When the Germans captured some American bazookas in Tunisia in 1943, their engineers immediately recognized their ingenious design and copied it. Soon after, Germany had a reloadable anti-tank weapon in the field, the Raketenpanzerbüsche 43, nicknamed "Panzerschrek" (tank terror). It launched a larger 3.46-inch shell over an effective range of more than 160 yards, and, in the competent hands of a two-man crew, became the stuff of nightmares for Allied tank crews, who took to reinforcing their tanks with sandbags and extra lengths of track to combat the Panzerschrek's unparalleled armor-piercing capabilities.

| | |
|---|---|
| Range: | Short |
| Rate of Fire: | Slow |
| Damage: | Very High |
| Mobility: | Slow |

### Flammenwerfer 35 "Flamethrower"

One of the most terrifying weapons of the War, the German Flammenwerfer 35 used compressed nitrogen to propel flaming liquid fuel as far as 33 yards. Though the teams that wielded them were extremely vulnerable in the field, the Flammenwerfer was devastatingly effective at flushing out infantry from any manner of bunker or entrenchment.

| | |
|---|---|
| Range: | Very Short |
| Rate of Fire: | High |
| Damage: | Very High |
| Mobility: | Medium |
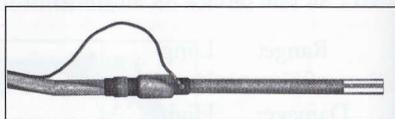
## New Weapons

### Deployable Light Machine Guns

Players can now pick up and use deployable light machine guns in Multiplayer and select Single Player levels. These weapons can only be used when their bipod has been deployed. These machine guns can be set up on almost any surface—window sills, flat ground, barrels and boxes, to name a few. When you see the special, triangle-shaped deploy icon, use the **Aim Down the Sight** (default: right mouse button) function to set up the gun for use.

### Flamethrowers

A fearsome anti-personnel weapon, the flamethrower can launch a deadly inferno over a wide area, instantly engulfing enemies in flames. Though total ammunition is limited and mobility is slow, the flamethrower is excellent for clearing trenches, bunkers and anywhere you think the enemy may be holed up.

### Satchel Charges



In Multiplayer, you can now pick up and use satchel charges. These bundles of dynamite must be "pulled" like a grenade and thrown. They are significantly more powerful than grenades, however, and can damage or even destroy a tank. Though they can be effective anti-personnel weapons, their primary purpose is to give infantry the ability to disable or destroy tanks.

### Smoke Grenades

In Multiplayer, every player now spawns into the game with a smoke grenade. These grenades do no damage, but they release a thick, gray smoke that's impossible to see through. Smoke grenades are useful for obscuring the view of the enemy, which can help shield an advance.

### Stationary Weapons

To use a stationary weapon (such as an MG42 machine gun), move up to the weapon until you see the hand icon. Press the **Use** key (default: F ) to mount the weapon and fire the weapon with the attack command. Press the **Use** key (default: F ) again to dismount from the weapon.

# VEHICLES

## Russia

### SU-152 Heavy Tank
Crew Positions:   1 (driver/gunner)
Weapons:          Main gun 152mm cannon, 7.62mm bow mg
Damage:           Heavy
Armor:            Heavy
Speed:            Slow
Turning:          Slow

### T-34/85 Medium Tank
Crew Positions:   2 (driver/gunner, commander)
Weapons:          Main gun 85mm cannon, turret mounted
                  7.62mm coaxial mg, additional 7.62mm mg
                  mounted on commander's cupola.
Damage:           Medium
Armor:            Medium
Speed:            Medium
Turning:          Medium

### Gaz 67b Light Truck
Crew Positions:   3 (driver, machine gunner, passenger)
Weapons:          Pintle-mounted 7.62mm mg
Damage:           Light
Armor:            Light
Speed:            Fast
Turning:          Fast

## United Kingdom/United States

### Sherman M4A1 Medium Tank
Crew Positions:   2 (driver/gunner, commander)
Weapons:          Main gun 76mm cannon, .30 cal coaxial mg,
                  additional .50 cal mg mounted on
                  commander's cupola
Damage:           Medium
Armor:            Medium
Speed:            Medium
Turning:          Medium

### Willys Jeep
Crew Positions:   3 (driver, machine gunner, passenger)
Weapons:          Pintle-mounted .50 cal mg
Damage:           Light
Armor:            Light
Speed:            Fast
Turning:          Fast

## Germany

### "Elefant" Heavy Tank
Crew Positions:   1 (driver/gunner)
Weapons:          Main gun 88mm cannon, 7.92mm bow mg
Damage:           Heavy
Armor:            Heavy
Speed:            Slow
Turning:          Slow

### Panzer IV Medium Tank

Crew Positions:  2 (driver/gunner, commander)
Weapons:         Main gun 75mm cannon, 7.92mm coaxial mg, additional 7.92mm mg mounted on commander's cupola.
Damage:          Medium
Armor:           Medium
Speed:           Medium
Turning:         Medium

### Horch 1a Light Truck

Crew Positions:  3 (driver, machine gunner, passenger)
Weapons:         Pintle-mounted 7.92mm mg
Damage:          Light
Armor:           Light
Speed:           Fast
Turning:         Fast

# OTHER INFORMATION

## Health Kits

Throughout your journey, you'll encounter three kinds of health kits—tins, boxes and bags—that replenish small, medium and large amounts of health, respectively. Press the **Use** key (default: F) or walk over the health kits to pick them up.

*Note*: There are no additional health kits when playing the Single Player game on the Veteran difficulty setting.

# MULTIPLAYER

To play online, select the Multiplayer option from the Single Player main menu or choose the Join Game option from the Multiplayer main menu. You'll be presented with these choices:

**Join a Game** – Go to the Multiplayer Server Browser screen to search for available Internet or LAN-based Multiplayer games.

**Start a New Server** – Set up and host your own Multiplayer game.

**Multiplayer Options** – Adjust settings specific to Multiplayer, including data rate, chat hotkeys and player name.

**Options** – Configure your controls and adjust audio/video quality and performance settings. Click on the sub-sections on the right side of the screen for additional options. Click on those settings to change them. A list of default controls can be found on the following pages.

**Mods** – View the list of mods (modified versions of *Call of Duty*.™ *United Offensive*™) you've installed.

**Single Player** – Launch Single Player *Call of Duty*.™ *United Offensive*™ to play campaign missions.

**Quit** – Exit the game and return to the desktop.

## Multiplayer Options

| COMMAND | DEFAULT | DESCRIPTION |
| --- | --- | --- |
| Vote Yes | F1 | Vote yes on the vote currently in progress. |
| Vote No | F2 | Vote no on the vote currently in progress. |
| Chat | T | Chat with other players. |
| Team Chat | Y | Send a chat message to your team members only. |
| Quick Chat | V | Quick Chat to quickly "shout" commands, warnings, etc. |
| Map | G | Brings up an overhead map view. |
| Allow Downloading | No | Set to Yes to automatically download new maps or mods when connected to server with new content. |
| Draw HUD | Yes | Toggle the health, compass and ammo indicators On or Off. |
| Draw Crosshair | Yes | Toggles the crosshair On or Off. |
| Connection Type | ISDN | Select the correct Internet connection speed. |
| Player Name | Unknown Soldier | Enter the name you want to use for Multiplayer games. |
| Show Scores | Tab | View the scoreboard and display teams. |
| PunkBuster | No | Toggles PunkBuster On and Off. |

## Finding and Connecting to Multiplayer Servers

### Connecting to Your ISP

For Internet play, connect to your Internet Service Provider (ISP) before starting Multiplayer. If you have cable modem or DSL access, you may have a persistent connection and won't need to do anything special. See your Macintosh and ISP manuals for information on how to connect to your ISP.

### Setting Your Data Rate

It's extremely important that you set your Connection Type to match the speed of your Internet connection. There are five options for the Connection Type setting to send data at the optimal rate for your bandwidth: 28.8Kbps modem, 33.6Kbps modem, 56Kbps modem, ISDN line (default) and one for LAN, cable modem or DSL connections.

*Important Note:* Options 28.8Kbps and 33.6Kbps are not supported.

An improper data rate could result in impaired performance (i.e., high "ping" times and "lag") in Internet and LAN-based Multiplayer games, so be sure to set this value correctly.

### Server Listing

After selecting Join a Game, you'll see the Server Listing screen. To see Internet servers, click on the Source button and change the source from Local to Internet (or from Internet to Local to play a LAN game). The server



list shows the name of the server, the map the server is playing, the number of current and maximum players on the server, the gameplay type and your ping (connection delay) to that server. Ping indicates the time it takes for your computer to transmit to the server (the lower the ping, the better). By default, servers are
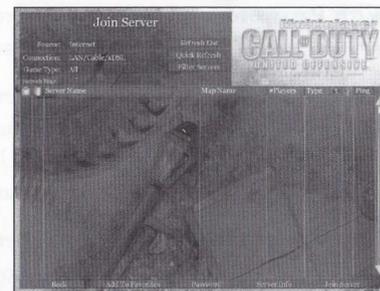
sorted by ping. You'll generally experience fewer gameplay slowdowns on a server with a lower ping than one with a higher ping. The server list also shows the hardware and operating system of each server with a two-letter icon. (WD stands for Windows Dedicated Server, WL stands for Windows Listen Server and LD stands for Linux Dedicated Server.) Servers running with PunkBuster enabled will show a PunkBuster icon next to the game type listing. Finally, the column with the hammer icon shows whether or not a server has been modded. An X in the hammer column next to a server name indicates that the server is running a mod or unofficial map.

Click Refresh List to update the list of available servers.

### Server Filters

To refine your server browsing results, the server list allows you to filter out specific servers based on common settings:

| SERVER SETTING | DEFAULTS TO | DESCRIPTION |
|---|---|---|
| View Empty | Yes | Set to No to filter out empty servers. |
| View Full | Yes | Set to No to filter out full servers. |
| With Password | Yes | Set to No to filter out password-protected servers. |
| Without Password | Yes | Set to No to filter out servers that require no password. (Useful for quickly finding password-protected servers.) |
| Pure Servers Only | Yes | Set to No to view non-pure servers. |

| SERVER SETTING | DEFAULTS TO | DESCRIPTION |
|---|---|---|
| Dedicated Only | No | Set to Yes to only view dedicated servers. |
| Mods | All | Set to Yes to view only modded servers. Set to No to view only non-modded servers. Set to All to view both types. |
| Friendly Fire | All | Set to Off to show servers with Friendly Fire turned off. Set to On, Reflect or Shared to show servers with those settings. Set to All to show servers regardless of Friendly Fire setting. |
| Killcam | All | Set to On to show only servers with the Killcam on. Set to Off to show servers with it disabled. Select All to show servers regardless of Killcam setting. |
| PunkBuster | All | Set to Yes to show only servers with PunkBuster enabled. Set to No to show only servers with PunkBuster disabled. Set to All to show servers regardless of Punkbuster setting. |

### Connecting to a Specific Server

When you find a server you like, double-click on the name to connect, or click once to highlight the server and then click Join Server.

### Adding To Favorites

If you like a particular server, you can add it to your favorites list by clicking Add To Favorites. View your favorites list by clicking the Source button to change the source to Favorites.

### Server Info

The Server Info button shows you detailed information about the highlighted server, including IP address and a wide range of server settings.

**Important Note:** Some servers may require a password to connect. Click the **Password** button on the bottom of the screen and then enter the password.

### Creating a Server

To use your computer as a server, click on Start New Server from the Multiplayer main menu. You'll be able to select the map you want the server to run and other server options.

### General

| | |
|---|---|
| **Game Type** | Choose from Base Assault, Domination, Capture The Flag, Deathmatch, Team Deathmatch, Retrieval, Behind Enemy Lines, Headquarters and Search & Destroy. |
| **Server Name** | This is the name of the server as it appears in the Join Server browser. |
| **Dedicated** | • No – Start a local server and a local client.<br>• LAN – Start a Local Area Network dedicated server [no local client].<br>• Internet – Start a server that can be seen on the Internet through the master server. |
| **Pure** | Restrict players with modified game files from joining the server. |
| **Maximum Players** | Set the maximum number of players on the server at one time. |

| | |
|---|---|
| **Minimum Ping** | Set the minimum ping allowed per player. Setting this to 0 means no limit on ping time. |
| **Maximum Ping** | Set the maximum ping allowed per player. Setting this to 0 means no limit on ping time. |
| **Maximum Rate** | Set the maximum amount of bandwidth allowed per player. Setting this to 0 means no limit on bandwidth. |
| **Password** | Enter a password to restrict players from joining unless they know the password. Passwords are case sensitive. |
| **PunkBuster** | Enable or disable PunkBuster. |

### Advanced

| | |
|---|---|
| **Battle Rank** | Allow player to advance in rank. (See page 38 for more info). |
| **Kill Cam** | Enable/Disable kill cam. |
| **Drop Health** | Allow player to drop a health pack when killed. |
| **Shellshock** | Enable/disable shellshock. |
| **Allow Voting** | Allow players to use the in-game voting system to change server options such as map and game type. |
| **Allow Vote Map Restart** | Allow players to vote on whether a map can be restarted. |
| **Allow Vote Next Map** | Allow players to vote on switching to the next map on the list. |

| | |
|---|---|
| **Allow Vote Map** | Allow players to vote on new map selection. |
| **Allow Vote Game Type** | Allow players to vote on switching to another game type. |
| **Allow Vote Kick** | Allow players to vote on kicking a player from the server. |
| **Allow Vote Ban** | Allow players to vote on banning a player from the server. |

Depending on the game type selected on the Server Settings screen, the Settings tab brings up a different set of options.

## Settings

| | |
|---|---|
| **Score Limit** | Set the number of kills needed to win. (player points) |
| **Score Limit** | Set the number of team points needed to win. (team points) |
| **Time Limit** | Set the time limit for the map in minutes. (minutes) |
| **Round Limit** | Set the round limit for the map. (rounds) |
| **Round Length** | Set the time limit for each round in minutes. (minutes) |
| **Respawn Wave Time** | Set the amount of time before everyone who is dead respawns. (seconds) |
| **Start Round Delay** | Set the waiting period at the beginning of the round before the round starts. (seconds) |
| **End Round Delay** | Set the amount of time before resetting all the scores and restarting the round. (seconds) |
| **Clear Score Each Round** | Clear the players or teams score at the start of the round. |

| | |
|---|---|
| **Grace Period** | Set the amount of time allowed at the beginning of each round for players to switch teams and still be allowed to play for that round. (seconds) |
| **Carrier Indicator** | Add an icon over the head of the player carrying the objective. |
| **Friendly Indicators** | Enable this option to add an icon over the head of teammates. |
| **Friendly Fire** | Allow teammates to hurt and even kill each other. There are 4 settings: On, Off, Shared or Reflect. |

- *Shared* – Will share damage in cases of friendly fire between the victim and the attacker.

- *Reflect* – When a player shoots a teammate, the damage the teammate would have taken is reflected back onto the player who shot the teammate.

| | |
|---|---|
| **Auto-Balance Teams** | Automatically balance number of players on teams. |
| **Force Respawning** | Force players to respawn after dying. |
| **Allow Enemy Spectating** | Allow dead players to spectate players on the opposing team. |
| **Allow Free Spectating** | Allow spectators to freely roam the map. |
| **Show Flag Carriers** | Show flag carriers on compass. |

## Vehicles
Allow or disallow the use of specific vehicles on the server.

### Weapons

Allow or disallow the use of specific weapons on the server.

*Note*: By playing online, you must leave the Activision-controlled environment in *Call of Duty™ United Offensive™*. The game's content has been rated for Teen audiences, but the content of the game may change during online play due to, among other things, interactive exchanges. Activision and Gray Matter take no responsibility for content external to the game itself.

*Call of Duty™ United Offensive™* includes PunkBuster™ Anti-Cheat software technology. PunkBuster™ Anti-Cheat software technology and services combat online cheating in *Call of Duty™ United Offensive™* Internet play.

The use of PunkBuster™ Anti-Cheat software is optional and is provided without direct cost to our users. For more information about PunkBuster™ or for PunkBuster™ support, please visit www.evenbalance.com.

## Multiplayer Vehicle Controls

Driving vehicles in Multiplayer is as simple as getting in the vehicle and using the same commands as moving on foot. To get in a vehicle, walk toward it until you see a hand icon, then press your **Use** key (default: F). The **Forward** (default: W) command allows you to drive forward. The **Backpedal** (default: S) command applies brakes while driving and, when you reach a stop, reverses your movement. The **Move Left** (default: A) and **Move Right** (default: D) commands turn the body of the vehicle left and right, respectively. To control the tank turret, use your mouse to aim up and down and swivel the turret left and right. Press the **Jump** command (default: spacebar) to align the body of the tank with your barrel position.

### Vehicle Weapons

In the tank driving position, you control both the main tank cannon as well as a mounted submachine gun. To fire the cannon, press **Fire** (default: left mouse button), and to fire your machine guns, use the **Melee Attack** (default: shift).

In the jeep driving position, The **Fire** button (default: left mouse button) honks your horn. Use it to warn other players of your approach.

### Vehicle Views

When you enter a tank, your default view is a top-down, third-person perspective. To zoom in on the tank cannon for more precision firing, use the **Aim Down the Sight** (default: right mouse button) function.

Jeeps default your view to a first-person, in-the-driver's-seat perspective. To change to third person perspective, use the **Aim Down the Sight** (default: right mouse button) function.

### Vehicle Positions

Medium tanks and jeeps have multiple positions a player can occupy. The first person to enter a medium tank or jeep automatically becomes the driver. The next to jump in occupies the machine gunner position (up top in tanks, on the back in jeeps). Jeeps have a third spot, the passenger seat, where a player can sit and use their own hand-held weapons.

*Tip:* A player can mount a deployable machine gun in the passenger seat position, which makes a 3-person jeep a force to be reckoned with.

Once in a jeep or medium tank, use the **Next Weapon** (default: mouse wheel down) or **Previous Weapon** (default: mouse wheel up) commands to change positions. For instance, to move from the driver's seat to the machine gunner position, enter the vehicle and then move your mouse wheel down. There's a short delay after each position change to avoid players hopping between positions too frequently.

*Note:* Heavy tanks, such as the Elefant, have a single driver position and no ancillary gunner position.

## Multiplayer Battlefield Promotions

Multiplayer team-based game modes feature a battlefield promotion system that rewards players for team-based participation and achievement. As players move up in rank, they're able to carry more equipment (i.e., more grenades, ammo). Higher rank players also get access to special equipment and weapons, which is detailed below:

New ranks are awarded when players achieve a certain number of points. Points are awarded for achieving objectives, leading or assisting the capture of a flag, defending a flag and killing enemies.

The five ranks and their benefits are as follows:

| RANK | SPECIAL ABILITIES |
|---|---|
| 1. Private | None |
| 2. Rifleman | Additional grenades and pistol ammo. |
| 3. Squad Leader | **Scouting Binoculars** – Squad Leaders can use binoculars, which are useful for scouting over long distances, spotting approaching attacks and monitoring combat from afar. |
| 4. Section Sergeant | **Satchel Charges** – Section Sergeants spawn in the game with satchel charges already in their weapons inventory. *Note:* Lower rank players can still use satchel charges, but they must pick them up off the ground. |
| 5. Platoon Sergeant | **Artillery Strike** – Platoon Sergeants can now use the binoculars they acquired at Rank 3 to call in a deadly artillery strike anywhere on the map. To use this ability, equip the binoculars in **Aim Down the Sight** mode. Your ammo counter should show a "1," indicating your artillery are standing by ready to strike. Aim the viewfinder at the ground and press the **Fire** button (default: left mouse button). In a few seconds, artillery shells will rain down on the area you pinpointed, significantly damaging or destroying anything (friend or foe) in the area. |

*Note:* Each rank enjoys the benefits of the previous rank. New weapons and abilities become available after you respawn, with the exception of artillery, which becomes available shortly after you gain the Platoon Sergeant rank.

## Multiplayer Maps

Players can now view an overhead map of the current Multiplayer level by activating the **View Map** command (default: G). These maps are marked with Target Reference Points (TRPs), which can make team communication quicker and more efficient. Using the in-game text chat, players can point out a TRP (based on the map) to call attention to a threat or an objective or stake out a rally point. This makes it easier to reference map locations, rather than relying on descriptions of terrain that may be vague or confusing. (Example: Instead of typing "there's a sniper in the bombed-out building on the east side" you can simply type "sniper trp 9" and your team can reference the location by referring to its map.)

## Multiplayer Game Types

This section lists all new Multiplayer game modes that have been added to the *United Offensive*™ expansion pack. To read detailed descriptions of the Headquarters, Behind Enemy Lines, Retrieval, Search & Destroy, Deathmatch and Team Deathmatch modes, consult the original *Call of Duty*™ manual.

### Domination

Two teams clash with one another in an attempt to capture 5 to 7 separate zones on a map. Zones are represented by flags, and players must stand next to a flag for a period of time to raise their side's flag and lay claim to the zone. The first team to capture all zones (and thereby dominate the battlefield) wins the round. Points are awarded for raising flags and killing enemy players.

### Capture the Flag

In this team-oriented mode, each team must locate the enemy base, steal the enemy flag and bring it back to their own base to capture it. Points are awarded for stealing, capturing, defending and returning the flag, as well as for killing other players. Teams score points for successful captures, and the first team to score the point limit, or score more captures during the allotted time, wins. To successfully capture an enemy flag, your team flag needs to be present at your base.

### Base Assault

In this team-oriented mode, each team must locate and destroy three enemy bases on the map. To destroy a base, teams must assault the base installations with heavy weapons (e.g., tank shells, bazookas, satchel charges, artillery strikes) and destroy the base's perimeter defenses. Once the defenses are down, infantry must infiltrate the base and plant charges. Once the charges detonate, the base is destroyed and the enemy loses use of it as a spawn point. Each team must defend their bases against assaults, while striking out against enemy bases. Defending infantrymen can defuse charges planted in their base.

## IMPORTANT TIPS

These tips take into account the new features of the *Call of Duty*.™ *United Offensive*™ Expansion Pack:

**Sprinting**—Master the ability to sprint from cover point to cover point. Multiplayer games are an excellent place to practice crouching behind cover, standing up, sprinting to another cover point, then quickly crouching or lying prone. Enemies may fire at you, but your speed makes it difficult for them to target and hit you. This ability is indispensable in all parts of *Call of Duty*.™ *United Offensive*.™

**Multiplayer Vehicles**—All vehicles other than the heavy tanks allow more than one player to ride at a time. Medium tanks have the driver/main gunner position as well as a machine gunner position. Heavy tanks have only the driver/main gunner position, but these tanks have superior firepower. Jeeps have a driver, a passenger (who can fire his or her own weapon) and a .50 cal gunner position, making them a triple threat! As much as possible, jump in a tank or Jeep with a teammate and man the extra weapons. Together, you will be more effective than on your own.

# CREDITS

## GRAY MATTER STUDIOS

**Art**
Brian Anderson
Sloan Anderson
Isabelle Decenciere
Dominique Drozdz
Jason Hoover
Dan Moditch
Colin Whitney
Thomas Szakolczay

**Design**
Joe Chiang
Mike Denny
Jeremy Luyties
Nikolai Mohilchock
Paul Sandler
Thad Sasser
Nathan Silvers
Jesse Snyder
Sean Soucy
Kevin Worrel

**Programming**
Jed Adams
Alexander Conserva
Ryan Feltrin

**Sound Design**
Steve Goldberg

**Administrative Assistant**
Erika Narimatsu

**Art Director**
Corky Lehmkuhl

**Creative Lead**
Richard Farrelly

**Lead Designer**
Dan Koppel

**Senior Producer**
Robb Alvey

**Technical Director**
Jean-Marc Morel

## ACTIVISION

**Production**

**Producer**
Doug Pearson

**Executive Producer**
Marc Struhl

**Associate Producer**
Daniel Hagerty

**Production Coordinator**
Matthew Burns
Nathaniel McClure

**Production Testers**
Robert Kirschenbaum
Ismael Garcia

**VP, North American Studios**
Mark Lamia

**President, Activision Publishing**
Kathy Vrabeck

## ADDITIONAL CONTENT PROVIDED BY INFINITY WARD

**Level Designers**
Chad Grenier
Todd Alderman
Keith "Ned Man" Bell
Mohammed Alavi

**Animators**
Chance Glasco
Paul Messerly

**Producer**
Ken Turner

**Associate Producer**
Eric Johnsen

## PI STUDIOS
Robert Erwin
John Faulkenbury
Rob Heironimus
Dirk Jones
Dan Kramer
Cameron Lamprecht
Peter Mack
David Mertz
Daniel Young

**Stanjel – Community Map**
Roger Abrahamsson

## SCRIPT AND VOICE

**Scriptwriter**
Michael Schiffer

**Additional Writing**
Richard Farrelly

**Casting and Voice Direction**
Margaret Tang,
Womb Music

**Voice Talent**

**Sergeant Moody**
Gregg Berger

**Captain Foley, Additional VO**
Steve Blum

**Major Ingram, Additional VO**
Robin Atkin Downes

**Sergeant Antonov, Sergeant Jones, Additional VO**
S. Scott Bullock

**B-17 Pilot, US Narrator, Additional VO**
Neil Ross

**Private Whitney, Private Semashko, Additional VO**
Scott Menville

**Corporal Kukilov, German Officer, German Soldier**
Jim Ward

**Private Koppel, Van Dyke, German Soldier**
Dee Baker

**Lieutenant Lehmkuhl, Sergeant Ramirez, Additional VO**
Jamie Alcroft

**Tank Commander, Navigator, Additional VO**
Nick Jameson

**Private Anderson, Sasha, Additional VO**
Cam Clarke

**Private Goldberg, Additional VO**
Andre Sogliuzzo

**Russian Narrator, Additional VO**
Grant Albrecht

**British Narrator, Additional VO**
Greg Ellis

**Private Korolov, Additional VO**
Jay Gordon

**Machine Gunner, Additional VO**
Matt Morton

**Co-Pilot, Additional VO**
Bill Harper

**Private Ender**
Quinton Flynn

**Recording, Engineering, Editing, VO Effects Design**
Rik W. Schaffer,
Womb Music

**Voices Recorded at**
Salami Studios

## MUSIC AND SOUND EFFECTS

**Original Musical Score**
Michael Giacchino

**Additional Music**
Justin Skomarovsky

## GLOBAL BRAND MANAGEMENT

**Associate Brand Manager**
Richard Brest

**Director, Global Brand Management**
David Pokress

**VP, Global Brand Management**
Dusty Welch

**Senior Publicist**
Mike Mantarro

**Publicist**
Maclean Marshall

**Director, Corp Communications**
Michelle Nino

**SVP, North American Sales**
Tricia Bertero

**VP, North American Sales**
Maria Stipp

**Trade Marketing Manager**
Julie DeWolf
Amy Longhi

## BUSINESS & LEGAL AFFAIRS

**Director, Business & Legal Affairs**
Greg Deutsch

**Senior VP & General Counsel**
George Rose

## CREATIVE SERVICES

**VP, Creative Services & Operations**
Denise Walsh

**Marketing Creative Director**
Matthew Stainner

**Creative Services Manager**
Jill Barry

**Creative Services Assistant Manager**
Shelby Yates

**Package Design**
Hamagami/Carroll And Associates

**Manual Design**
Ignited Minds LLC

## INTERNATIONAL

**Senior Vice President European Publishing**
Scott Dodkins

**UK General Manager**
Roger Walkden

**Director of Marketing UK/ROE**
Alison Turner

**Head of European Corporate Communications**
Tim Ponting

Chad Grenier
Jack Grillo
Earl Hammon, Jr.
Chris Hassell
Jeff Heath
Chris Hermans
Paul Jury
Bryan Kuhn
Scott Matloff
Fairfax Sheild McCandlish IV
Gavin McCandlish
Paul Messerly
David Oberlin
Zied Rieke
Chuck Russom
Nate Silvers
Justin Thomas
Janice Turner
Ken Turner
Jason West
Vince Zampella

**Activision Production Team for *Call of Duty*™**
Thaine Lyman
Ken Murphy
Dan Hagerty
Eric Grossman
Pat Bowman
Robert Kirschenbaum
Laird Malamed
Mark Lamia

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## MACINTOSH CREDITS

### ASPYR MEDIA

**Project Manager:**
Amity Lesko

**QA Lead:**
Andy Brazell

**Art Director:**
Tyler Schmitt

**QA Director:**
Tim Attuquayefio

**Assistant Publisher:**
Elizabeth Howard

**Director of Brand Management:**
Leah Heck

**Games Marketing Manager:**
Sean McCann

**Director of PC and Mac Development:**
Glenda Adams

### ASPYR STUDIOS

**Lead Mac Programmer:**
Duane Johnson

**Additional Mac Programming:**
Brad Oliver

### THANKS TO:
Ron Doornink,
Justin Berenbaum, Ken Love and everyone at Activision, Rich Hernandez, Apple Computer, and all of our beta testers.

# TECHNICAL SUPPORT

You should read through the manual and the Readme file on the CD before contacting Aspyr. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any)
- A brief description of the problem
- Your computer's processor type and speed (iMac 700 Mhz, PowerBook 1Ghz, etc.)
- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, NVIDIA)
- Speed of your CD-ROM or DVD-ROM (16x, 4x)
- Operating System (10.2.8, 10.3.4)NOTE Please do not contact Technical Support for hints/codes/cheats: only technical issues.

*INTERNET:* http://www.aspyr.com/support. Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date. One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our Web site's Support Page.

*PHONE:* (512) 708.8100
*FAX:* (512) 708.9595
Contact a Technical Support Representative at the number provided, between the hours of 10:00 AM and 6:00 PM (Central Standard Time), Monday through Friday, except holidays. When calling, please make sure you are in front of your computer with the power on and have all the bulleted information asked.

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# NOTES

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