

A black and white photograph of a soldier in full combat gear, including a helmet, goggles, and a tactical vest. The soldier is holding an M4-style assault rifle in his right hand and is wading through water, with splashes visible around his legs. The background is a bright, overexposed white, suggesting a beach or a shallow sea.

# CALL OF DUTY

## MW3

MATURE 17+

**M**

CONTENT RATED BY  
ESRB

## **EPILEPSY WARNING**

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures of loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms, dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult you doctor.

## **PRECAUTIONS TO TAKE DURING USE**

- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

Any references to CD, DVD, game discs, optical drives and related functionality, such as Autoplay or disc installation process, do not apply to software purchased via digital download.

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# GAME CONTROLS

DEFAULT CONTROLS	COMMAND
W	Forward
S	Back
A	Left
D	Right
SHIFT	Sprint/Hold Breath
Left Mouse Button	Fire Weapon
Right Mouse Button	Aim Down Sight (ADS)
E	Melee Attack
3	Attachments
4	Use Pointstreak
1, 2	Switch Weapon
G, Middle Mouse Button	Throw Lethal Grenade
Q	Throw Tactical Grenade
F	Use
R	Reload
Space Bar	Stand/Jump
CTRL	Prone
C	Crouch
G, Middle Mouse Button	Equipment
Esc	Objectives/Pause Menu
T	Text Chat
Y	Team Chat
Z	Voice Chat
F1	Vote Yes
F2	Vote No
Tab	Show Score/Objectives
F12	Screenshot

## **MAIN MENU**

Choose between the Story, Special Ops and Multiplayer Call of Duty®: Modern Warfare® 3 experience, as well as view your completion percentages for each mode.

## **CAMPAIGN**

Pick up where Call of Duty®: Modern Warfare® 2 ended and continue the single player experience in the Call of Duty: Modern Warfare 3 campaign. From the Story menu you can resume your most recent campaign or start a new one. You may also use the Mission Select option to replay an already completed mission at any difficulty.

Note: Modern Warfare® 3 uses an automatic checkpoint save system to save your game progress. You may also choose to use the Save and Quit option from the in-game Pause menu.

## **SPECIAL OPS**

Experience co-op Special Ops play with another player remotely online. Use the find match option to link up with a player online or through private match to link up with a friend. Choose the solo option to test your skills on your own.

## **MISSIONS MODE**

Take on a variety of custom-designed challenging missions in Special Ops Missions mode. You can also use this menu to revisit any unlocked Special Ops missions and attempt to complete it on one of three difficulties.

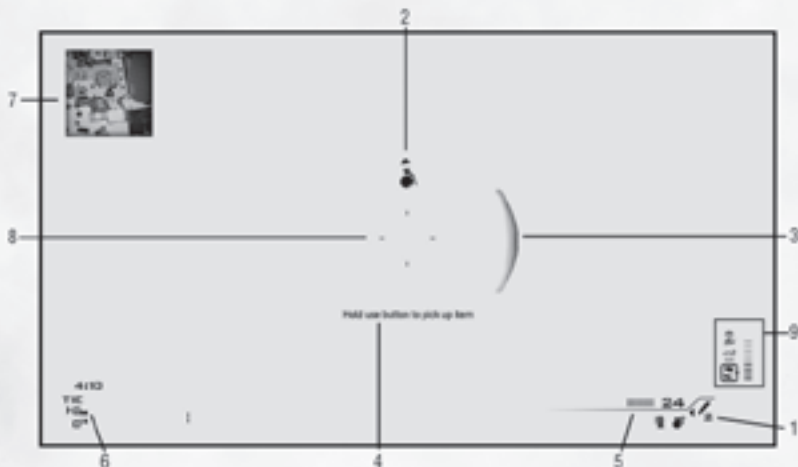
## **SURVIVAL MODE**

Survive countless waves of enemies on Multiplayer maps, utilizing available resources to climb the Special Ops ranks. Revisit maps to break your previous wave record.

## **MULTIPLAYER**

Compete with other Modern Warfare 3 players online and locally in a variety of maps and game modes in Multiplayer (MP). Unlock new weapons, attachments, perks and rank up in MP!

# HEADS-UP DISPLAY



1. **Inventory** – Displays devices and/or weapon attachments that are currently available.
2. **Grenade Indicator** – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
3. **Damage Indicator** – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, page 5)
4. **Use Icon** – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.
5. **Ammo Count** – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
6. **Match Info** – Displays current score, team icon and time remaining in match. (MP Only)
7. **Mini-Map** – Shows map of local area plus locations of friendlies and known hostiles.
8. **Crosshair** – Indicates where you are currently pointing your weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.\*
9. **Pointstreak Inventory** – Indicates how many levels of points you need to acquire the next Pointstreak. Any acquired Pointstreak can be used in the Pointstreak inventory by cycling through them and equipping the Pointstreak you want to use.

\*Note: When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.

## HEALTH SYSTEM

When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. If you can find cover and avoid enemy fire you will eventually recover and be able to continue at full strength.

## PAUSE/OBJECTIVES SCREEN

Press the Esc Key any time in Story or Special Ops to pause the game and access this menu. From here you may access game Options (described below), restart the current level, revert to your last checkpoint, lower the difficulty of the game if the mission is too hard, or save and quit to the Main Menu.

## MULTIPLAYER OBJECTIVES SCREEN

Modern Warfare 3 cannot be paused while playing in MP mode. Pressing Esc Key in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still active in the background when you are in this screen.

## OPTIONS

You may access the Options menu from the main menus or in-game via the Pause/Objectives Screen and MP Objectives Screen. In this menu you can choose different control schemes, or adjust various game settings such as mouse sensitivity or look inversion.

## STATS

In the Campaign section menu you may access the Stats option to view statistics for each mode, such as play time and completion percentage. In Multiplayer various statistics are available via the Barracks section.

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