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SINGLE PLAYER MENU

From this menu you can launch new campaigns, select a profile, resume games in progress, switch to the Multiplayer menu of *Call of Duty 4: Modern Warfare*, or access the configuration options.

New Game – Select this option to start a new campaign.

Mission Select – Start a new game from the beginning or play any mission that you currently have unlocked. After selecting your mission, choose your difficulty level from one of the options available.

Select Profile – You may select, create, or delete profiles from here.

Arcade Mode – This mode can be unlocked upon completion of the Single Player Campaign. You can then replay missions in a classic arcade style.

Controls – Choose this option to change your controller preferences, such as key layout, look sensitivity, and look inversion.

Options – Choose this to toggle auto-aim, subtitles, and crosshair. Use this to change graphic options as well.

Credits – View credits.

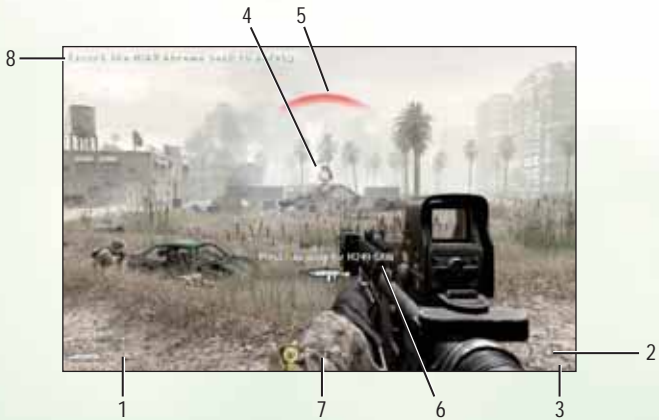
Multiplayer – Switches you to the Multiplayer Menu.

Quit – Select this to quit your current game.

SAVE SYSTEM

Call of Duty 4: Modern Warfare utilizes an automatic checkpoint save system to save your game progress. You may also choose to save your progress after each mission via the Victory screen.

IN-GAME DISPLAY



1. **Special Ability** – Displays available special abilities such as nightvision.
2. **Grenade Counter** – Displays your special grenade and frag grenade count.
3. **Ammo Counter** – Shows your ammo count.
4. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
5. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
6. **Swap Weapons Icon** – Small icon near center of the screen indicating the ability to swap your current weapon with one that you're standing close to.
7. **Compass** – Displays the compass and current direction you are facing. Also indicates, via a yellow circle, your current objective location.
8. **Objective Text** – Text that appears on the upper left of the screen informing you of your current objective.

HEALTH SYSTEM

When you take damage, the screen starts to turn red, indicating the need to seek cover. You'll recover slowly if you don't take any more damage for a short time.

OBJECTIVE MENU



Green text means the objective has not been completed.

1. **Mini-map** – Shows the location of your allies (blue dots) and enemies (red dots), as well as the location of objectives (yellow circle).
2. **Objective Text** – Displays text indicating your current objective in the upper portion of the screen.
3. **Resume Game** – Exits the Pause menu and resumes gameplay. You can also change options, controls, restart level, or save and quit from here.

CONTROLS

Command	Default Button
W	Forward
S	Back
A	Left
D	Right
Q	Lean Left
E	Lean Right
SHIFT	Sprint
Left Mouse Button	Attack
Right Mouse Button	Aim Down Sight
V	Melee
N	Nightvision
5	Grenade Launcher
6	C4, UAV, Airstrike & Helicopter
7	Claymore
1	Next Weapon
2	Previous Weapon
Middle Mouse Button, G	Throw Frag Grenade
4	Throw Smoke, Flashbang Grenades
F	Activate
R	Reload Weapon
Tab Key	View Score
Space bar	Up Stance/Jump
CTRL Key	Go prone

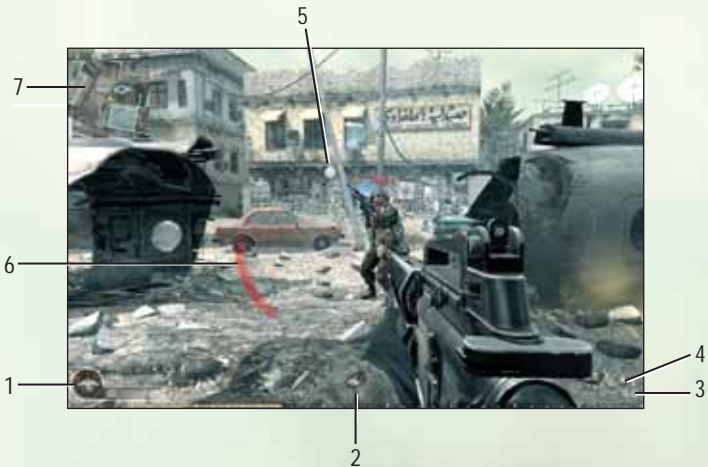
CONTROLS (continued)

Command	Default Button
C	Crouch
Pause Key	Pause
Esc Key	Menu
~	Bring Up Console
T	Multiplayer Text Chat
B	Multiplayer Quick Message
Y	Multiplayer Team Chat
Z	Multiplayer Voice Chat
F1	Multiplayer Vote Yes
F2	Multiplayer Vote No
F4	Multiplayer Scores
F12	Take a Screenshot

MULTIPLAYER

Main Menu

From this screen, you may choose to join a game, start a new server, select the profile you wish to use or create a class (when unlocked). You may also view your rank and the challenges you have unlocked, modify controls, change your options and view mods that you have acquired. In addition, you can go back to Single Player through this menu, or quit the game.



In-Game Display

1. **Score Counter** – Shows the current teams' score.
2. **Special Ability** – Displays available special abilities such as nightvision.
3. **Ammo Counter** – Shows your ammo count.
4. **Grenade Counter** – Displays your special grenade and frag grenade count.
5. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
6. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
7. **Minimap** – Indicates the location of enemies and friendlies.

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Performed by the Red Army

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CUSTOMER SUPPORT

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

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

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

Note: Internet support is handled in English only.

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

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