

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 their right hand and is wading through water, with splashes visible around their legs. The background is a bright, hazy white, suggesting a bright sky or a very bright light source. The title 'CALL OF DUTY' is written in large, white, blocky letters across the soldier's chest, with 'OF' in smaller letters between 'CALL' and 'DUTY'. Below the main title, 'MW3' is written in a large, green, stylized font with a digital or pixelated texture.

CALL OF DUTY[®]

MW3



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.

TABLE OF CONTENTS

Game Controls 2

Main Menu 3

Heads-Up Display (HUD) 4

Health System 5

Pause/Objectives Screen 5

Multiplayer Objectives Screen 5

Options 5

Stats 5

Credits 6

Software License Agreement 16

Customer Support 18

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.

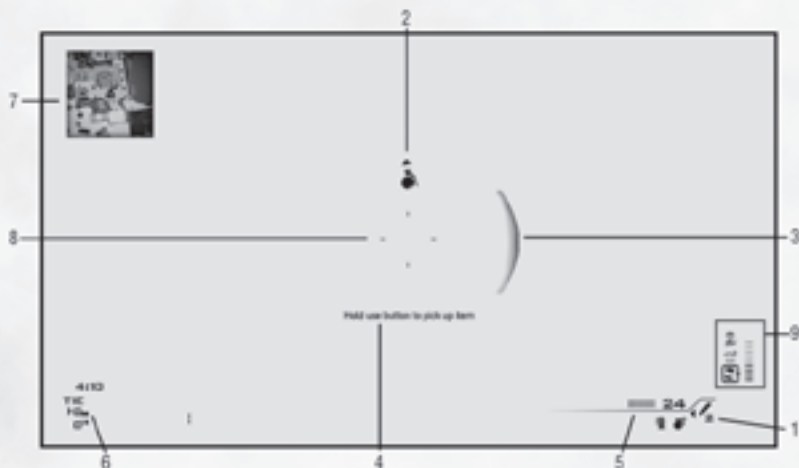
SURVIVAL MODE

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.

CREDITS

Designed and Developed by Infinity Ward and Sledgehammer Games

Aaron Eady
Aaron Halon
Aaron McLeran
Adam Smith
Addison DeBolt
Adrian Longland
Alberto Contreras
Alejandro Gil
Alessandro Bartolucci
Alex Haworth
Allison Wright
Amanda Sullivan-Lee
Amber Peacher
Andrew Aye
Andy Dohr
Angie Lai
Anthony Rubin
Anthony Schmill
Bharathwaj Nandakumar
Bret Robbins
Brian Baker
Brian West
Bryan Kuhn
Caleb Schneider
Candice Capen
Carlos Pineda
Catherine Sheu
Chance Glasco
Chelsy Berry
Cheng Lor
Chetan Bedi
Ching Hung Chu
Chris Lai
Chris Pennya
Chris Shepherd

Chris Staples
Chris Webb
Chrissy Arya
Christopher Stone
Colin Munson
Colin O'Connor
Conant Fong
Cooper Drinkward
Craig Brown
Craig Louie
Daisuke Imai
Daniel Wapner
Danny Chan
David Blizzard
David Johnson
David Kelvin
David Kuo
David Mickner
David Swenson
Demetrius Leal
Derric Eady
Don Veca
Dustin Davis
Ed Harmer
Edward Lee
Eric Feinberg
Eric Pavey
Eric Pierce
Erik Strickland
Ernesto Guaman
Gaurav Shellikeri
Gennady Babichenko
Geoffrey Hudson
Geoffrey Nahashon
Glen Schofield
Grant Whitten
Gregory Reisdorf
Greta Gavrishoff
Guy Beahm
Houngant Chen
Jake Rowell

Janice Lohr Turner
Jason Bell
Jason Chang
Jason Gavazza
Jason Hall
Jason Hazelroth
Jay Menconi
Jeff Curley
Jeff Heath
Jeff Zaring
Jenny Ryu
Jeremy Griffith
Jeremy Luyties
Jesse Buchanan
Jesse Lee
Jessica Hook
Jocelyn Chew
Joe Arcovitch
Joe Cecot
Joe Salud
John Bojorquez
John Dobbie
John Dolan
John Goldsworthy
John Harries
John Sahas
John Wasilczyk
Jolyon Myers
Jon Porter
Jonathan Keiser
Jonathan Simas
Jordan Abeles
Jordan Hirsh
Jorge E. Ruiz Cano
Josh Katz
Julian Luo
Julie Coucoules
Justin Harris
Justin Lamperski
Kacper Centkowski
Karen Kwak

Karen Sidey
Keith “Ned” Bell
Kelly Mermelstein
Kris DeMartini
Kyle Audick
Lawrence Mai
Lei Yang
Lisa Liang
Lisa Stone
Luke Vernon
Marc David
Mark DeRidder
Mark Ganus
Mark McGree
Mark Rubin
Mary Benitez
Matt Evans
Matt Proudfoot
Matthew Abbott
Matthew Bein
Matthew Haugen
Matthew Vitalone
Mazen Zaiya
Megan McDonald
Michael Boon
Michael Condrey
Michael DiMeo
Michael Gaugy
Michael Gevorkian
Michael Vance
Michael Zipkin
Mike Denny
Milton “Trey” Sharp
Mitch Sanborn
Nakia Harris
Nathan Kinney
Nathan Silvers
Neel Kar
Nghia Lam
Nicklas Pavlich
Norbert Nacu

Oscar Lopez
Pat Griffith
Paul Kerby
Paul Sandler
Paul Stoughton
Pete Blumel
Peter Chen
Prashan Gunasingam
Richard Kriegler
Rick Alvarez
Robert A. Dye
Robert Bowling
Robert Field
Robert Pitts
Rodrigo Suarez
Ron Andaya
Rosie Wrede
Roxana Bracamontes
Ryan Brooks
Sami Onur
San Vuong
Sandy Lin
Sarah Sperry
Scot Boyd
Scott Whitney
Sean Soucy
Sergio Pacheco
Serozh Sarkisyan
Shane Daley
Shiva Deonarine
Simon Cournoyer
Skyler Clark
Stavros Lee
Stephen Miller
Stephen Tang
Steve Ackrich
Steve Holmes
Steve Pearce
Steven Giesler
Suzanne Whelpley
Tabari Jeffries

Taecheon Oh
Tam Ly
Tav Shande
Terran Casey
Theerapol Srisuphan
Tim McGrath
Tom Desmarais
Tom Felker
Tom Wells
Tommy Cinquegrano
Tommy Keegan
Tonie Madrid
Travell McEntyre
Travis Naas
Velinda Pelayo
Wade Brainerd
Will Lane
Yaron Levi
Yu Gu
Zach Volker

Additional Development Support from

Raven Software,
Treyarch and Neversoft
Entertainment

Aaron San Filippo
Adam Rosas
Adrian Sandoval
Allen Wu
Amit Bhura
Amos Hodge
Amy Stevenson
Andre Beardsley-Dusette
Andre Tiran
Andrew Olson
Andy Bayless
Andy Warwick
Anet Hambarsumian
Anthony Interrante
Arnie Swekel

Barry Whitney
Benjamin Kosar
Benjamin O'Brien
Blair Bitonti
Brandon Riggs
Brent Toda
Brian Anderson
Brian Barnes
Brian Douglas
Brian Hackbarth
Brian Joyal
Brian Raffel
Brian White
Brooke Stampfli
Bryce Mercado
Bumjin Lee
Caleb Tomplait
Caleb Zart
Chad R. Grote
Charles Morrow
Charles Weiss
Charlie Bernstein
Chris Hartmann
Chris Self
Christopher Beese
Christopher Foster
Christopher J. Logan
Christopher Olsen
Christopher Reed
Cody Mitchell
Colin Alteveer
Colin Whitney
Corky Lehmkuhl
Cory Carani
Craig Houston
Dale Mulcahy
Dallas Middleton
Damoun Shabestari
Dan Baker
Dan Kramer
Dan Vondrak

Daniel Edwards
Daniel Fetter
Daniel Orzulak
Daniel S. Menard
Danny Donaho
Danny Shin
Darren Blondin
Dave Anthony
Dave Cowling
Dave Curd
Dave Kim
David Fifield
David Gulisano
David Hauptman
David Hernandez
Dean Serio
Derek Larson
Dom Drozd
Doug Guanlao
Dwight Luetscher
Emily Sherman
Emmanuel Apilado
Eran Rich
Eric Biessman
Eric Feldman
Eric McDaniel
Eric Milota
Eric Schlautman
Eric Schmidt
Eric Spray
Eric Widner
Gareth Davies
Gavin Goslin
Gavin Locke
Geoff D. Hill
Gideon Stocck
Gina Lohman
Graden McCool
Gregory Shives
Guy Silliman
Igor Krinitskiy

Isaac Owens
James Bradford
James Dargie
James Monroe
James Singer
James Snider
James Wagner
Jared Dickinson
Jason Blundell
Jason Holt
Jason Schoonover
Jeff Degenhardt
Jeff Dischler
Jeff Skubal
Jeff Swenty
Jeffrey Newquist
Jeremiah Bychowski
Jeremiah Sypult
Jeremy Agamata
Jeremy Blumel
Jess Feidt
Ji Li
Jim Christopher
Jimmy Zielinski
Joe Chiang
Joe Koberstein
Joe Skubal
Joel McDonald
Joel Walsh
John DeHart
John Sinclair
Jon Hause
Jon Stoll
Jon Zuk
Joseph Pease
Joshua Terry
June Park
Justin Negrete
Justin Superty
Kathleen Marty
Kathy Bock

Keith Matejka
Keith Morton
Kelson Raffel
Kevin Baik
Kevin Drew
Kevin Kraeer
Kevin Long
Kevin Reed
Kevin Worrel
Khalin Mikkelsen
Kristen Sych
Kristin Gallagher
Kristin Todd
Kristina Adelmeyer
Kurt Williams
Kyle Stephens
Linnea Harrison
Liz Hubley
Luka Romel
Mario Giombi
Mark Kilborn
Mark Kornkven
Mark Lamia
Mark Maestas
Mark Manto
Markus Peekna
Mary Prescott
MaryAnn Knoke
Matt Pinkston
Megan Parker
Michael Barnes
Michael C. Gummelt
Michael Ekberg
Michael Gilardi
Michael Stewart
Michael Winte
Michelle Laumann
Mike Button
Mike Curran
Mike Madden
Mike Majernik

Mike Renner
My Wu
Nathan Rausch
Nicholas Stevenson
Nick Bennett
Nick Penwarden
Nick Trifunovic
Omar Aziz
Pat Dwyer
Patrick Williams
Phillip Sheets
Rae Chen
Rex Chao
Reymundo Sierra
Robert Love
Ronnie Fazio
Ross Kaylor
Ryan Burnett
Ryan Butts
Ryan Danz
Ryan Hummer
Ryan Ries
Sarah Wanamaker
Scarlett Sung
Sean Thurler
Shane Galnan
Shawn Peeples
Shawn Wiederhoeft
Shora Farahani
Siddharth Achrekar
Simon Parkinson
Spencer Nigl
Ste Cork
Stev Kalinowski
Steve Raffel
Stuart Wiegert
Tab Patz
Ted Thelen
Tiffani Burkett
Tim Smilovitch
Tim Uttech

Travis Ramon
Vadim Nuniyants
Will Huang
William Ryan
Yanick Lebel

Original Music By
Brian Tyler

Written By
Paul Haggis
Will Staples

Voice Actors
Billy Murray
Bruce Greenwood
Idris Elba
Kevin McKidd
Craig Fairbrass
Timothy Olyphant
William Fichtner

Additional Voice Actors
Ade McCormack
Anna Graves
Aurelian Wiik
Boris Kievsky
Brian Bloom
Dan Kash
Daniel Gamburg
Darryl Kurylo
David Agranov
David Anthony Pizzuto
Deplaneaux Wills
Edward Shkolnikov
Emerson Brooks
Eugene Alpers
Eugene Lazarev
Graham McTavish
Hakeem Kae-Kazim
James Patrick Stuart

JB Blanc
Jean-Michel Richaud
Jeffrey Pierce
Joe Cappelletti
Julia Arem
Julian Stone
Kai Wulf
Lex Quarterman
Liam O'Brien
Mark Ivanir
Matthew Mercer
Michael Cudlitz
Nikolai Stoilov
Pascal Pertardi
Robin Atkin Downes
Roman Varshavsky
Siaka Harding
Stelio Savante
Tim Griffin
Tony Curran
Troy Baker
Valerie Arem
Yuri Lowenthal
Zach Hanks

Voice Talent Direction

Keith Arem

PCB Productions

Aaron Gallant
Matt Lemberger
Valerie Arem

Motion Capture Actors

Allen Jo
Danny Hernandez
Don Theerathada
Lateef Crowder
Lin Oeding
Nick Benseman
Sam Looc

Yoshio Izuka

SPOV

Allen Leitch
Andrea Braga
Brad Coomber
Chris Boyle
Dan Higgott
Dylan Wynne
Evan Boehm
Hazel Baird
James Brocklebank
Jane Hargreaves
Julio Dean
Kuo Chieh Chung
Luis Ribero
Matt Tsang
Miles Christensen
Paul Hunt
Rachel Chu
Rhi Leadbeater
Ryan Hays
Sam Kerridge
Shaun Yue
Shawn Sobers
Vincent Kane
Yugen Blake

Military Consultants

Dalton Fury
Emilio Cuesta
Hank Keirse
Kevin Collins

Additional Sound Design & Audio Support

Adam Boyd
Earbash Audio, Inc.
Wabi Sabi Sound

Development Babies

Alexander Eady
Anna Marty
Ariana Schmidt
Ashton Condrey
Caleb and Zachary Silvers
Chase Volker
Connor Vuong
Daniel West
Elsie Boon
Ezra Blumel
Greta Sidey
Isaac Matejka
Isabella Coucoules
Jirayut Srisuphan
Kaitlyn Ries
Leila Denny
Levi Davis
Liam Dye
Madeline Morton
Marissa Olson
Micah DeBolt
Miles Renner
Milo Kilborn
Naima Mai
Nevin Kar
Penelope Bowling

Special Thanks

87eleven
Abby Alvarado
Advanced Armament Corp
Andrew Hoffacker
Arcadia Police Department
Barbara Schofield
Barrett
Barrett Rifles
Bobby Kotick
Brad Jakeman
Brent McDonald
Brian Abrams

Brian Carlson
Chetan Desai
Christina Feinberg
Colt Defense, LLC
Dakota Volker
Dan Winters
Daniel Suarez
Dave Stohl
Degroat Tactical
Armaments
Desert Eagle
Eric Hirshberg
Facebook
Graham Hagmaier
Guillaume Weber
Gren Atherton
Independent Studio
Services
James McDonald
James Speight
Jason Ades
Jason Harris
Jason Posada
Jeane Wong
Jeremiah Maza
Joel Jewett
Joel Taubel
John Paul Fasal
Katie Purcell
Kevin Smith
Larry Zanoff
Leupold & Stevens, Inc.
Liliana Condrey
Magnum Research Inc.
mapMonkeys
Marc Williams
Maria Gonzalez
Maryanne Lataif
Michael Sportouch
Noah Kircher-Allen
Nuria Andres

Ops-Core
Paul Calvert
Peter Santha
Philip Earl
PMK BNC
Rachel Levine
Rachel Overton
Remington
Ricardo Romero
Rob Troy
Rodrigo Mora
Scott Blair
Scott Carson
Sea Snipers
Shadows in Darkness
Simon Duquet-Galarneau
Stefan Luludes
Step 3
Steve Young
Suzanne Todd
Team Todd
The Ant Farm
Thomas Tippl
Tim McDonagh
Todd Mueller
Tony Hsu
Victor Lopez
Wes Thompson's Rifle
Range

On behalf of everyone
involved in the development
of MW3, we thank our
families and loved ones
for their overwhelming
support.
You gave us the strength to
reach further.

Activision Publishing Production Management

Adrienne Arrasmith
Ben Brinkman
Derek Racca
James Lodato
John Banayan
Marcus Iremonger
Mike Mejia
Shannon Wahl
Vincent Fennel

Product Management & PR

Aland Failde
Alex Gomez
Bianca Harzbecker
Byron Beede
John Rafacz
Joshua Selinger
Kyle Walker
Mike Mantarro
Monica Pontrelli
Rob Kostich
Robert Taylor
Tyler Michaud

Beachhead Studio

Candice Clark
Chacko Sonny
Chris Chernoff
Chris Wilson
Christina Chan
Doug Muir
Earth Warren
Eric Wu
Erik Melen
Jennifer Puno
Kyle Blackman
Munia Morris
Nathan Oakes
Noah Heller

Robert Tai
Sam Fu
Sherban Drulea
Ted Angelilli
Todd Groten

Additional Call of Duty Elite Development

Aaron Gibson
Alan Fung
Antonius Lin
Bill Keller
Christi Nishiyama
Dann Petty
Elliot Kember
Hector Simpson
Jason Gordon
Jesper Garneij
John Carroll
Marke Hallowell
Nicola Marzolla
Pierre Schiro
Ryder Ross
Sean Berry
Stan Lin
Stuart Brown
Yiqi Meng

Demonware

Alex Couture-Beil
Damien Marshall
Tendayi Mawushe
Adrian Oliver
Alex Boyd
Allen Kumka
Amy Smith
Arthur Green
Brendan Dillon
Brendan Fields
Catherine McCarthy
Charlie Von Metzradt

Christopher McKnight
Christopher Mueller
Connor Mayer
Craig McInnes
Dara Price
David Brennan
David Cahill
David Falloon
Edward Baker
Eoghan Gaffney
Fred Shih
Gary Quan
Gordon Schneider
Graeme Humphries
Graham Campbell
Hugh Nowlan
Jake Xu
Jason "Hagao" Wei
John Hamill
John Kirk
Jonathan Frawley
Lance Laursen
Lee Cash
Luke Burden
Malcolm Dowse
Martin Clarke
Matthew Edwards
Michael Collins
Miroslaw Baran
Morgan Brickley
Nadia Alramli
Nicola Colleran
Padraic Hallinan
Paul Froese
Rick Barzilli
Rob McAdoo
Roman Lisagor
Ruaidhrí Power
Ruy Asan
Sean O'Donnell
Sean O'Sullivan

Sinead Devereaux
Stefan Tjarks
Steffen Higel
Stephanie Cates
Stephanie Dean
Teng Song
Tilman Schaefer
Tim Czerniak
Tony Kelly

Talent, Audio and Music

Blair Bitonti
Brandon Young
Ivy Isenberg
Marchele Hardin
Noah Sarid
Scott McDaniel
Sergio Pimentel
Stefani Jones
Tim Riley
Trevor Bresaw

Production Services - Europe

Barry Kehoe
Bernard Courtney
Diana Xifre de la Prada
Eros Castaldi
Esther Reimann
Fergus Lindsay
Fintan Herlihy
Fiona Ebbs
Gabriel Morisseau
Guillaume Jazdonczyk
Ildefonso Ranchal
Ivar Rocha Arias
Jack O'Hara
Jeremy Levi
Laura Cocco
Linda Zemmler
Luis Hernandez Dalmau

Marco Frangella
Nuria Sanchez
Paola Palermo
Paula Del Valle
Rafael Santos
Sascha Wagner
Shane McNamee
Sylvain Villedary
Thomas Dorleans
Thomas Lopez
Todd Lambert
Vincenzo Ferrara

Consumer Marketing

Christy Buena
Jason Taylor
Jeff Goodwin
Jill Barry
Karen Starr
Mike Swiontkowski
Rochelle Webb
Rosanne Hong
Susan Hallock
Todd Harvey

Customer Support

Bernard Abellada
Brian Carlson
Christiane Brand
Dov Carson
Guillermo Hernandez
Jeff Walsh
Kirk McNesby
Kris Snider
Mike Dangerfield
Philip Chung
Randolph d'Amore
Russell Johnson
Sam Akiki
Sjoerd van den Berg
Tim Rondeau

Studio - Activision Shanghai

Aimy Weng (YanLin)
Bairn Yu (YongBo)
Kimi Xu (Jian Jun)
Kyle Cheng (Hao)
Sabrina Xia (JinLei)
Vicky Sun (WeiYi)

Activision Studio Central

Adam Foshko
Alessandro Tento
Alexandre Debrousse
Andrew Lau
Animation Vertigo
Ben Watson
Bernardo Antoniazzi
Bill Petro
Brendan Luchen
Carl Schnurr
Chris Chada
Chris Chowdhury
Chris Codding
Chris Ellis
Christina Aceves
Cory Sanford
David Villatoro
Evan Button
Heather Polubinski
Jeffrey Chen
Jennifer Velazquez
Jeremy Dunn
Johan Kohler
Lim Hur
Matt Karnes
Michael Jantz
Michael Restifo
Mike Ward
Mu Yong (Walter) Kim
Nick Otto

Noel Vega
Paul Edelstein
Phil Keck
Ray Kowalewski
Riccard Linde
Ryan Ford
Sasha Rebecca Gross
Sean Heffron
Shaun Piccinino
Stephen Wang
Vincent Edwards

Operations & Studio Planning

Anthony Ting
Ben Szeto
Brandon Schebler
Christopher Reinhart
Clinton Allen
Coddy Johnson
David Asadourian
Derek Brown
Evan Sroka
Jason Jordan
Jennifer Hare
Jennifer Sullivan
Joi Tanner
Jon Lomibao
Josh Morris
Kevin Sandlow
Marcus Sanford
Melissa Wessely
Mike Hunau
Rob LeBeau
Samuel Peterson
Sheilah Brooks
Stuart Roch
Todd Pruyn

Business & Legal Affairs

Chris Walther
Kap Kang
Kate Ogosta
Kelly Schwarm
Mary Tuck
Travis Stansbury
Terri Durham
Phil Terzian

Quality Assurance

Aaron Garner
Abel Dontigny-Patry
Albert Millspaugh
Albert Yao
Alex Mercier
Alexander Thorne
Alexandre Bérubé
Alexandre Girouard
Alexis Drolet
Alyssa Delhotal
Andre Gracias
Angel Perez
Antoine Lépine
Antoine Leroux
Ari Epstein
Audrey Laganière
Axel Aviles
Axel Beliveau
Ben Jones
Benjamin Solheim
Brad Saavedra
Brian Bensi
Brian Cutts
Brian Martin
Britian Taylor
Bryan Chice
Cédrick Lemay
Chad Schmidt
Christian Baptiste
Christian Liard

Christian Ménard
Christian Tincher
Christopher D. Wilson
Cliff Hooper
Colin Kawakami
Colin McBain
Corey Rogers
Daniel L. Nichols
Dany Paquet
David Létourneau-Brochu
Deandre Handy
Diego Carrillo
Dominic Poirier
Dustin Carter
E.J. Alcantara
Elliott Ehlig
Émilie Villeneuve
Eric Kelly
Eric Stanzione
Étienne Dubé
Félix Leblanc-Beauregard
Francis Maltais
François Audette
George Bergen
Gerald Arteaga
Glenn Robinson
Glenn Vistante
Grant Marzette
Greg Sands
Guillaume Morin
Guillaume Rochat
Guillaume Webber
Indra Yee
Isabelle Bouchard
Ismaël Gendreau
Jack Michael Rowe
Jacob Dissmore
Jan Navarro
Jason Beaulieu
Jason Gagné
Jason Garza

Jason Wong
Jean-Christophe Goyette
Jean-David Proulx-Marcoux
Jean-François Boutin
Jean-François Giguère
Jean-François Le Houillier
Jean-Philippe Bourgoin
Jean-Philippe Bujold-Boutin
Jean-Philippe Saucier
Jeff Roper
Jeffrey Good
Jeremy Richards
Jeremy Shortell
Jérôme Lemieux-Truchon
Joël Denis-Sheehy
Joel Espana
John Rosser
Johnny Kim
Jon An
Jonathan Butcher
Jonathan Lajoie
Jonathan Piché
Jordane Gagnon
Jose Vega
Josée Laboissonnière
Joseph Utley
Josianne Pelletier
Julian Pons
Justin Nunez
Kai Hsu
Karine-Windy Boudreault
Kelly Huffine
Kevin Vallée
Kirt Sanchez
Kurt Gosch
Laurent Dumont-Saucier
Leonard Rodriguez
Lou Studdert
Lukaël Bélanger
Marc-André Baron
Marc-André Laliberté

Marc-André Thibeault
Marc-Andre Villeneuve
Marc-Antoine Pelletier
Marenka Bisson
Marie-Claude Blais
Marie-Pierre Tremblay
Marvin Supan
Mathew Abrams
Mathew Carpenter
Mathieu Bibeau-Morin
Mathieu Gosselin
Matt McClure
Matt Wellman
Matthew Davis
Maxime Boucher-Allard
Maxime De Varennes
Maxime Drouin
Maxime Picard
Maxime Trudel
Michael Cruz
Miguel Arevalo
Mike Ramey
Moshe Moadeb
Nicholas Blanchard
Nicolas Bourgault
Nicolas M. Careau
Nicolas Morin
Nicolas Verret
Nobert Dion-Trudel
Pascal Thibault-Larouche
Patrick Lacharité
Paul Taniguchi
Pedro Aguilar
Peter Elsley
Philippe Mayrand
Pier-Luc Milhomme
Pier-Luc Poulin
Pierre Moreau
Pierre-Luc Buhler
Pierre-Luc Viens
Richard Tom

Ryan Trondsen
Scott Borakove
Scott Smith
Sébastien Aubut
Sébastien Dusseault
Shawn Belew
Simon Boucher
Simon Levesque
Simon-Pierre Lepage
Skyler Stancil
Solomon Smith
Stéphane Élie
Stéphanie Lamontagne
Stephen Glenn Sheppard
Sung Yoo
Sylvain Devost
Teak Holley
Teddy Hwang
Tommy Lawler
Tomy Crousset
Victor Durling
William Daggett
William Dziambor
Young Gul Kim
Youri Gabbino

Localisation Tools & Support

Provided by Stephanie
Deming & XLOC, Inc.

Packaging and Manual Design By

PETROL Advertising Inc.

Fonts Licensed from

Bitstream
Monotype
T26

Footage and Still Images Supplied by

Getty Images

Boomin'

Composed by Todd M.
Michiles (ASCAP) and
Daniel Holter (ASCAP)

Published by West One
APM (ASCAP)

Courtesy of APM Music

“Jeep”, “Wrangler” and
“Rubicon” are registered
trademarks of, and used
with permission of,
Chrysler Group, LLC.
Image Metrics, Inc.

PREDATOR is a U.S.
Registered Trademark
of General Atomics
Aeronautical Systems, Inc.

Uses Bink Video. Copyright
© 1997-2011 by RAD
Game Tools, Inc.

Uses Miles Sound System.
Copyright 1991-2011 by
RAD Game Tools, Inc.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN OR, IF YOU ARE DOWNLOADING THIS PROGRAM FROM AN AUTHORIZED ACTIVISION ONLINE RESELLER, BY DOWNLOADING, INSTALLING AND/OR USING THIS PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. AND ITS AFFILIATES ("ACTIVISION").

LIMITED USE LICENSE. Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision's licensors. This Program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program. This Software License Agreement shall also apply to any patches or updates you may obtain for the Program.

LICENSE CONDITIONS.

You shall not:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Copy this Program onto a hard drive or other storage device except as specifically permitted herein; you must run this Program from the included CD-ROM or DVD-ROM (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently) unless you are downloading this Program from an authorized Activision online reseller.
- Use the program, or permit use of this Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by this Program.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations of the United States government.

PERMITTED INSTALLATION. If you are downloading this Program from an authorized Activision online reseller, you may install this Program onto your computer hard drive.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program (including but not limited to any patches and updates) and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision, affiliates of Activision or Activision's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

PROGRAM UTILITIES. This Program may contain certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and

publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.

- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."
- All New Game Materials created by you shall be exclusively owned by Activision and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and Activision and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.

LIMITED WARRANTY: Excepting patches, updates and any downloaded content, and this Program if you are downloading it from an authorized Activision online reseller, Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY. EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Except with respect to patches, updates, downloaded content and this Program if you download it from an authorized Activision online reseller, please refer to Warranty procedures relating to your country of residence from the lists below. If you download this Program from an authorized Activision online reseller, please refer to your authorized Activision online reseller for warranty information and procedures.

When returning the Software for warranty replacement, please contact us as follows:

For customers in North America: Please contact Activision Customer Support by telephone at 1-800-225-6588 or via the web at <http://www.activision.com/support>.

Customer Support will help you determine if a replacement is necessary. If a replacement is appropriate we will instruct you on the Return Material Authorization ("RMA") process. As part of the RMA process you will be asked to send: (1) the original Software disks (not including manual or case) sent only in protective packaging and include; (2) photocopy of your dated sales receipt; (3) your name and return address typed or clearly printed; (4) a brief note describing the defect, the problem(s) you are encountering, and the system on which you are running the Software; and (5) the incident number given to you by Customer Support.

Note: Certified mail recommended. In the United States, send to:

Warranty Replacements
Activision Publishing, Inc.,
100 N. Sepulveda Blvd. Suite 900
El Segundo, CA 90245

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

CUSTOMER SUPPORT

NOTE: PLEASE DO NOT CONTACT CUSTOMER SUPPORT FOR HINTS/CODES/CHEATS.

INTERNET: [HTTP://WWW.ACTIVISION.COM/SUPPORT](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: ALL SUPPORT IS HANDLED IN ENGLISH ONLY.

PHONE: (800) 225-6588

PHONE SUPPORT IS AVAILABLE FROM 7:00AM TO 7:00PM (PACIFIC TIME) EVERY DAY OF THE WEEK.

PLEASE SEE THE LIMITED WARRANTY CONTAINED WITHIN OUR SOFTWARE LICENSE AGREEMENT FOR WARRANTY REPLACEMENTS. OUR SUPPORT REPRESENTATIVES WILL HELP YOU DETERMINE IF A REPLACEMENT IS NECESSARY.

IF A REPLACEMENT IS APPROPRIATE WE WILL ISSUE AN RMA NUMBER TO PROCESS YOUR REPLACEMENT.



© 2011 Activision Publishing, Inc. ACTIVISION, CALL OF DUTY and MODERN WARFARE are registered trademarks and CALL OF DUTY MW3 is a trademark of Activision Publishing, Inc. All rights reserved. This product contains software technology licensed from Id Software ("Id Technology"). Id Technology ©1999-2011 Id Software, Inc. Activision makes no guarantees regarding the availability of online play and may modify or discontinue online service in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time. The ratings icon is a registered trademark of the Entertainment Software Association. 33373226US