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Online Interactions Not Rated by the ESRB **WARNING** Before playing this game, read the Xbox 360[®] console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

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

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the ageappropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors indicate elements in a game that may have triggered a
 particular rating and/or may be of interest or concern. The descriptors appear
 on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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GAME CONTROLS

XBOX 360® CONTROLLER



Note: Other control setups are available via the Options menu.

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 locally in Split-Screen or 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

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.

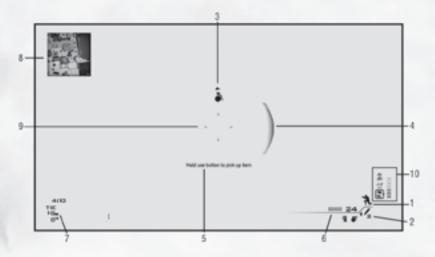
SURVIVAL

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. Stance Indicator Indicates whether you are standing, crouching or prone.
- 2. **Inventory** Displays devices and/or weapon attachments that are currently available.
- 3. **Grenade Indicator** Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- 4. **Damage Indicator** Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, on page 5)
- 5. **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.
- 6. **Ammo Count** Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
- 7. **Match Info** Displays current score, team icon and time remaining in match. (MP Only)
- 8. Mini-Map Shows map of local area plus locations of friendlies and known hostiles.
- 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.*
- Pointstreak Inventory Indicates how many points you need to acquire the next Pointstreak. Any acquired Pointstreak can be used in the Pointstreak Inventory by pressing up or down on the D-Pad to cycle through them and pressing right on the D-Pad to equip the item.

*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.

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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 sum button any time in Campaign 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

Modern Warfare® 3 cannot be paused while playing in MP mode. Pressing **Serie** 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 control sensitivity or look inversion.

STATS

In the Story and Special Ops main menus 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.

XBOX LIVE

Xbox LIVE \circledast is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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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.

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