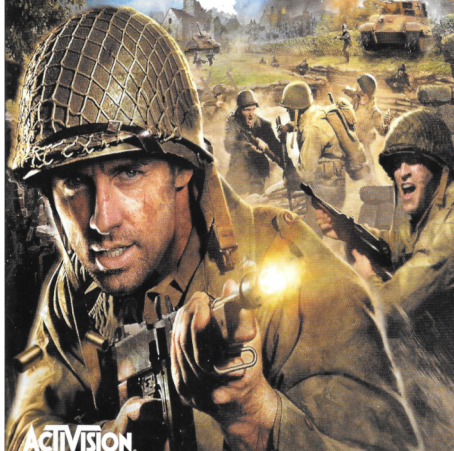


CALL OF DUTY 3



ACTIVISION

PRECAUTIONS

- This disc contains software for the PLAYSTATION®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PLAYSTATION®3 specifications for the PAL market only. It cannot be used on other specification versions of PLAYSTATION®3.
- Read the PLAYSTATION®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PLAYSTATION®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks. 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating -



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



The third is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-



For further information visit
<http://www.pegi.info>

See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PLAYSTATION®3 system, visit eu.playstation.com/ps3 or refer to the PS3™ system's Quick Reference document.

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system to restrict the playback of a product with its content level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL

9
7
5
3
2

PEGI RATING AGE GROUP

18+
16+
12+
7+
3+

BLES-00016

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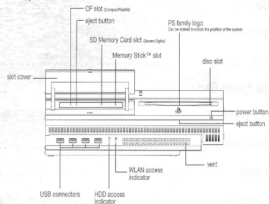
“B.”, “PLAYSTATION” and “PS3” are trademarks or registered trademarks of Sony Computer Entertainment Inc. “Bluray Disc” and “BD” are trademarks. Call of Duty® 3 © 2007 Activision Publishing Inc. Published by Activision Publishing Inc. Developed by Treyarch. Made in Austria. All rights reserved.

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SETTING UP

PLAYSTATION®3 system front



SETTING UP

Set up the PLAYSTATION®3 system according to the instructions in its instruction manual. At start-up, the I/O indicator light will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the I/O/RESET button and the I/O indicator light will turn green.

Insert the Call of Duty®3 disc into the disc slot with the label side facing upwards. Select the icon from the Home Menu. A thumbnail image of the software will be displayed. Press the button to commence loading. Do not insert or remove accessories once the power is turned on.

Call of Duty®3 only supports the use of the SIXAXIS™ Wireless Controller. Please refer to the PLAYSTATION®3 system Instruction Manual for further details about setting up and recharging a Wireless Controller.

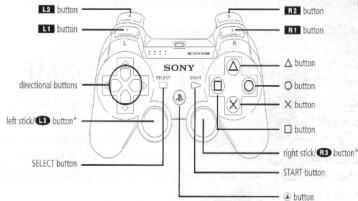
PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Quitting a game: During gameplay, press and hold down the button for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ Wireless Controller



* The L3 button and the R3 button function when pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Data is saved to the system's hard disk drive. The data is displayed under "Saved Data Utility" in the menu.

MAIN MENU

After you view the introductory movie, the game's Main Menu will appear.

From this menu you can launch Single Player, switch to the Multiplayer menu and access the Options menu.

Options – Adjust your controls and adjust your settings.

Bonus Material – See unlocked bonus material.

THE SINGLE PLAYER GAME

In *Call of Duty 3*, get closer than ever to the fury of combat as an Allied soldier in World War II's most harrowing military operation, the Normandy Breakout Campaign. Melee combat brings you face-to-face with German forces. Multiple attack routes mean you decide whether to flank your enemy or hit him head on. Varied terrain, graphics and sound, and a dramatic story deliver *Call of Duty*'s signature cinematic intensity.

To start a single player game, select ***Call of Duty 3* Single Player** from the *Call of Duty 3* Main Menu.

New Game – Launch a new *Call of Duty 3* game from the beginning of the first campaign, or play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the four options available.

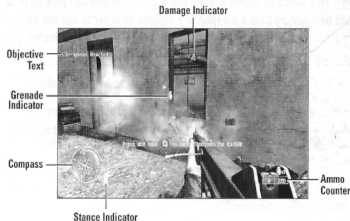
Continue – Load the game you were playing from your last Checkpoint so you can continue your progress through the campaigns. This option is displayed only after starting a mission.

Chapter Select – Select an unlocked chapter.

PLAYING THE GAME

Before each mission you'll receive a briefing. These will frequently be in the form of orders from your superiors. These briefings will often provide crucial information about your objectives and the dangers you will face. Study them carefully. They could save your life.

IN-GAME DISPLAY



Compass – Shows the direction you are facing and the location of nearby allies (green arrows), and enemies (red dots). Your current objective is also marked with a gold star.

Ammunition Counter – The first number indicates how many rounds are in your current weapon. The second number indicates the total number of rounds you carry for their weapon.

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. Press the **Attack** button to ask individuals to move out of your line of sight.

Damage Indicator – When you take damage from enemy fire, a red arrow will appear near the centre of the screen, indicating the general direction from which you were hit. If the arrow points upward, the enemy is in your forward arc. If the arrow points downward, the enemy is hitting you from behind.

Grenade Indicator – When an ally or an enemy throws a grenade near you, a small grenade-shaped icon with a triangle will appear, indicating which direction the grenade is in relation to your position.

Use Icon – This indicator appears when there is an item you can pick up or use. This could be anything from a weapon to a vehicle. In order to use the item, press your **Use** button. In the case of some functions such as entering vehicles, you must press and hold the **Use** button.

Objective Text – This text gives you critical information on your mission.

Stance Indicator – This indicator displays your current stance—standing/crouching/prone. While crouching and going prone, your movement speed is slower, but your accuracy is increased.

MOVEMENT CONTROLS

The default movement controls are as follows:

Command	Default Key	Description
Forward	left stick ↑	Walk forward.
Backpedal	left stick ↓	Walk backward.
Turn Left	right stick ←	Turn counter-clockwise.
Turn Right	right stick →	Turn clockwise.
Stand/Jump	⊗ button	Stand upright from either the Crouching or Prone position. Press again to Jump.
Go to Crouch	Press ⊙ button	Crouch from either the Standing or Prone position.
Go to Prone	Press and hold the ⊙ button	Lie prone from either Standing or Crouched position.
Strafe Left	Left on left stick	Sidestep to the left.
Strafe Right	Right on left stick	Sidestep to the right.

LOOK CONTROLS

You may choose to invert Look controls for your controller from the Options Controller Menu.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

Command	Default Key	Description
Attack	R1 button	Fire weapon.
Aim Down the Sight	L1 button	Press and hold down the trigger to go to Aim Down the Sight mode of your gun. Release to return to Hip Firing mode.
Melee Attack	R3 button	Strike the enemy with the butt of your gun.
Reload Weapon	 button	Reload weapon.
Switch Weapon	△ button	Switch between your primary and secondary weapons.
Throw Smoke Grenade	L3 button	Throw a Smoke grenade.
Throw/Cook Frag Grenade	R2 button	Throw a Frag grenade. If you hold the button down, you may cook the grenade. The bars that disappear at the centre of the screen tell you how much time you have left to throw it before it explodes.
Binoculars	Press and hold the L3 button	Use Binoculars to survey the battlefield.
Hold Breath	Press and hold the L3 button	Hold your breath to steady your aim (Sniper Rifles in ADS mode only).

OTHER CONTROLS

Command	Default Key	Description
Show Objectives/Score	Press and hold the SELECT button.	Bring up a list of your mission objectives in Single Player, and the scoreboard in Multiplayer.
Use	Press and hold the  button	Use, pick up, drop off and otherwise interact with items and vehicles.

AIMING DOWN THE SIGHT (ADS)

Every gun has an Aim Down the Sight mode. This brings the weapon up from your hip to your face so you can look down the sight (or into the scope, in the case of Sniper Rifles). Using ADS while carrying MG34s and .30 CALs causes you to drop to the ground and deploy. Aiming Down the Sight gives you a slight zoom effect, enabling you to be more accurate. However, while Aiming Down the Sight, you'll move much slower than normal.

MELEE ATTACK

Sometimes you may run out of ammo just as the enemy has you cornered. It might be ideal to take him out with a quick, offensive maneuver. The Melee action can be useful in these hectic close quarter situations.

RELOADING YOUR WEAPON

When your weapon runs out of ammunition, you will automatically reload. Watch your ammo counter carefully! Reloading in the middle of a firefight takes time and leaves you unable to defend yourself. You can manually reload your weapon between fights with the **Reload** button (the  button). In Single Player games, if you're low on ammo, pick up extra ammunition from a fallen comrade's weapon of the same type by running over it. If you can't find any ammo for your weapon, grab a weapon from a fallen soldier.

SWAPPING WEAPONS AND PICKING UP ITEMS

In Single Player, when you see a weapon on the ground, you can swap it for one of your weapons. To swap weapons, stand over the weapon and when you see the Use Indicator, press and hold the  button. 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 and holding the **Use** button (the  button), or, in the case of ammunition, walking over it.

SHOW OBJECTIVES/SCORE

Throughout your campaign, mission objectives will change. Press and hold the **Show Objectives/Score** button (the SELECT button) to show your mission objectives and show your status on each one.

- Incomplete or in-progress mission objectives have a gray box next to them.
- Completed mission objectives have a green check mark next to them.

MULTIPLAYER

CONNECTING TO MULTIPLAYER GAMES

Consult your PLAYSTATION®3 manuals for information on how to set up.

Players can battle it out as a variety of player classes, including riflemen, infantry, scouts and others. Use teamwork! Remember, no one fights alone!

You may then select Instant Action, Find or Create Match.

Instant Action puts you in a Quick Match, Find Match allows you to find a game, Create Match allows you to create a game.

Creating and Connecting to Games

Selecting **Find Match** allows you to filter out specific games based on common settings.

If you want to use your PLAYSTATION®3 as a host, click on **Create Match** from the Multiplayer menu. From here, you'll be able to select the map you want the game to run and other options.

Note: By playing online, you must leave the Activision-controlled environment in Call of Duty 3. The game experience may change during online play due to, among other things, interactive exchanges. Activision and Treyarch take no responsibility for content external to the game itself.

MULTIPLAYER-SPECIFIC CONTROLS

Vehicles

Sometimes, the battlefield is strewn with vehicles that the resourceful player can utilise to his advantage. When you find a vehicle that you wish to use, press and hold the **Use** button (the  button) to enter it. Multiple players can occupy the vehicles, taking different positions inside. To switch positions from Driver, Passenger or Gunner, press the **Jump** button (the  button). To fire the machine gun in many vehicles, press the **R1** button. Beware of overusing the automatic guns; they will eventually overheat!

Sprinting

Sometimes you need to quickly put a lot of distance between you and the enemy. The best way to do this is to utilise the Sprint feature. Press and hold the **L3** button to run. Watch your Stance Indicator, though! The longer you sprint, the more fatigued you become. Moving at a normal speed will allow your body to regenerate lost stamina.

Capturing Enemy Flags

In the game types Capture the Flag and Single Flag Capture the Flag, you must capture the opposing team's flag. You may do this by approaching their flag, and pressing and holding the **Use** button (the  button) to pick it up. You can drop it by pressing the **R1** button. The flag carrier can Melee attack with the flag by pressing the **Melee** button (the **R3** button).

MULTIPLAYER CHARACTER CLASSES

All classes are awarded points for using their special abilities. In addition, players accrue score points for completing objectives, utilising their special abilities, not just for kills. You may find yourself moving up in rank, improving your abilities with things like decreased cool-down for your abilities and ability to carry more ammo.

On the display in the Class Selection screen, you may see how each of the Classes stack up based on factors like accuracy, range and firepower.

Special Grenades

Each Class carries a single type of Grenade such as Smoke, Fragmentation and Sticky grenades (more precise to place; try putting one on a vehicle!). The classes each have unique abilities. Use the **L2** button to engage them.

Rifleman

This class is adept at medium-short range combat, favouring a Rifle to take down his enemies. His secondary weapon is a pistol.

Heavy Assault

This class starts with an Assault Rifle. This class has the ability to place Mines and can move quickly.

Light Assault

This class starts with a Submachine Gun. You can plant Mines as well.

Medic

This class has the unique ability to revive fallen comrades. If the Medic approaches a fallen ally, the Medic can use the class ability to revive and ready them for battle. After the Medic has used the revive ability, the Medic must wait until the Special Ability meter on the right side of the screen fills before the Medic can use it again.

Scout

This class is useful for those who prefer long-range combat. It comes with a Sniper Rifle, and has the unique ability to use Binoculars to call in Artillery Strikes on foes. Much like the Medic, the Scout must wait until the Special Ability meter on the right of the screen fills before being able to use the special ability again.

Support

This class starts with a Machine Gun that can be set up on the ground to rain down fire on opponents from a stationary position. Support also has the ability to drop ammo packs to refill allies' weapons. After achieving higher ranks, the number of ammo packs Support class can drop increases.

Support Anti-Armour

This class starts with the Anti-tank weapon as the main weapon. Anti-Armour may use this to destroy vehicles and combat heavy Armour effectively. You also have the special ability of dropping ammo packs to help teammates. The number of ammo packs Anti-Armour can drop is affected by your rank.

CREDITS

Dedicated to the brave men and women who fought and died in the Normandy Breakout.
Your courage and sacrifice paved the road for freedom in Europe.

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