

## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures, or

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PLAYSTATION®3 FORMAT DISC:**

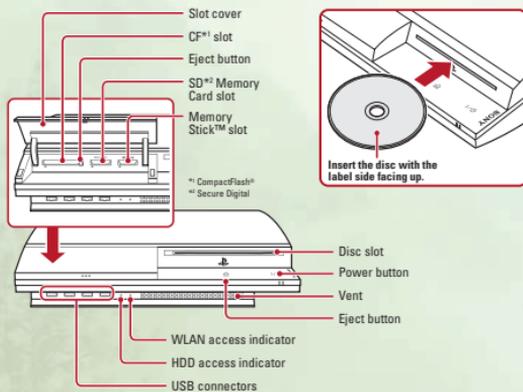
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED

## PLAYSTATION®3 system front



**Note:** Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

**Starting a Game:** Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

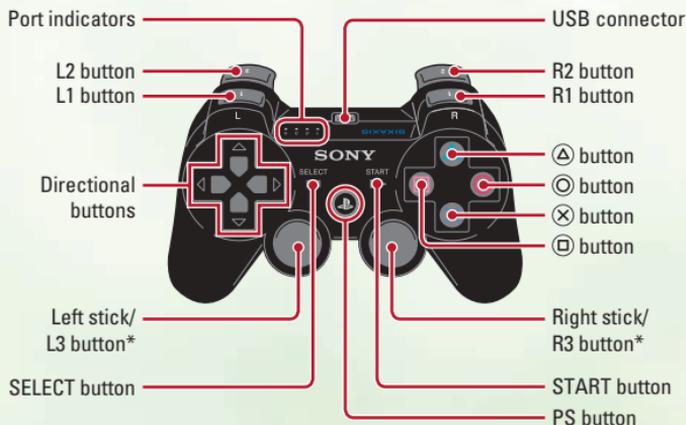
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Call of Duty® 4: Modern Warfare™* disc with the label facing up into the disc slot. Select the icon for the software title under (Game) in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

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

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

# GETTING STARTED

## Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



**\*The L3 and R3 buttons function when the sticks are 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

Saved data for PLAYSTATION 3 format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.

## SINGLE PLAYER MENU

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

**Resume Game** – Load the game you were playing from your last Save Point so you can continue your progress.

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

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

**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 stick and button layout as well as look sensitivity and inversion.

**Options** – Choose this to toggle auto-aim, subtitles and crosshairs. Use this also to select your save device.

**Credits** – View credits.

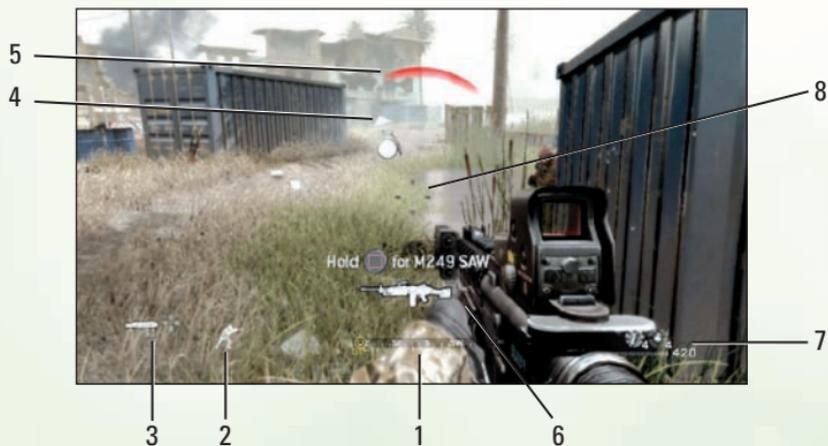
**Multiplayer** – Switch to the Multiplayer menu.

## 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. **Compass** – Shows the direction you are facing and the location of your current objectives.
2. **Stance Indicator** – Shows your current stance. Only displays when crouched or prone.



3. **Inventory** – Shows your current useable special weapons and items (if available).
4. **Grenade Indicator** – Shows the direction of the grenade in your proximity.
5. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
6. **Use Icon** – Indicator that appears when something is useable. Press the **Use** key.
7. **Ammo Count** – Shows remaining bullets and grenades.
8. **Crosshair** – Use the crosshair to aim your weapon at enemies. Your crosshair turns red when pointed at an enemy, and green when pointed at a friendly. When you run or walk, your crosshair widens or disappears. When you stop moving, you automatically steady your weapon and the crosshair narrows. The wider the crosshairs are, the wider your spread of bullets will be when firing your weapon. Crouching or lying prone increases your accuracy.

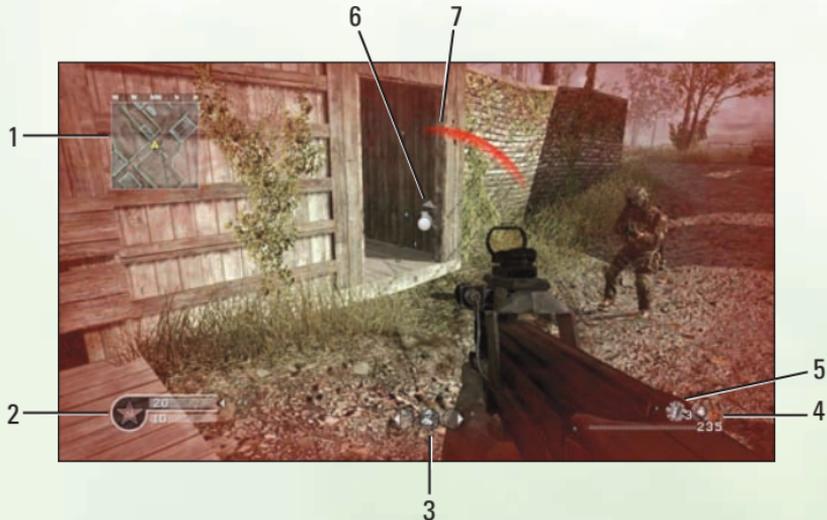
## HEALTH SYSTEM

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.

# MOVEMENT CONTROLS

Command	Default Button	Description
Move/Strafe	left stick	Moves character.
Aim/Look	right stick	Changes direction of your crosshair.
Fire	 R1	Fires your current weapon.
Throw Frag Grenade	 R2	Throw a frag grenade.
Melee	R3	Use your knife.
Aim Down the Sight	 L1	Press and hold to maintain A.D.S.
Throw Special Grenade	 L2	Press and hold to cook a grenade; release to throw.
Posture Change	 button and  button	Pressing the  button while prone will put you in the standing position. Pressing the  button while prone will put you in the crouch position. Press and hold the  button to go prone when standing or crouched.
Interact / Reload	 button	Reloads your current weapon; also lets you use objects in the world.
Jump	 button	Press to jump.
Sprint	L3	Press and and move forward on the stick to sprint.
Cycle Weapon	 button	Changes to your alternate weapon.
Pause/ Show Objectives	 START	Pauses the game and brings up the Pause menu.

# MULTIPLAYER IN-GAME DISPLAY



1. **Mini-map** – Shows the location of flags, friendlies and enemies. You're displayed on the mini-map as a yellow arrow.
2. **Score Counter** – Shows the current score of teams.
3. **Special Ability** – Displays available special abilities such as nightvision.
4. **Grenade Counter** – Displays your special grenade and frag grenade count.
5. **Ammo Counter** – Shows your ammo count.
6. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
7. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.

## **PLAY ONLINE**

Play online with anyone, anytime on Play Online. Select this mode from the Multiplayer Menu to join a lobby, invite friends to your party or play a game.

**Leaderboards** – This shows you how you stack up compared to other multiplayer mode players on Play Online.

## **LAN PARTY**

Choose this mode from the Multiplayer Menu to play multiplayer games via LAN. You may create or join a host from here.

## **SPLIT SCREEN**

Select this option to access the split screen multiplayer mode. Up to four players may join the match. After all players have joined, select Continue to progress to the Multiplayer lobby. In this lobby, the map, game mode and game rules can be modified before starting the match.

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Courtesy of Duck Down Music.  
Used by permission.

**"National Anthem of the USSR"**  
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Written by Anatolij N. Alexandrov  
Published by G. Schirmer  
Administered by Music Sales  
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### **"Rescued!"**

Written by Abraham Lass  
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