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IT'S NOT JUST ABOUT GETTING DOWNHILL,
IT'S ABOUT GETTING DOWNHILL FIRST.

AVAILABLE NOW!

GAME BOY ADVANCE

NINTENDO DS

Wii

ACTIVISION
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Wii™

CALL OF DUTY 3



INSTRUCTION BOOKLET

ACTIVISION

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



WARNING: Please carefully read the separate Health and Safety Precautions booklet included with this product and the Wii™ operations manual completely before using your Wii™ Hardware system, Game Disc or Accessory. These contain important health and safety information.



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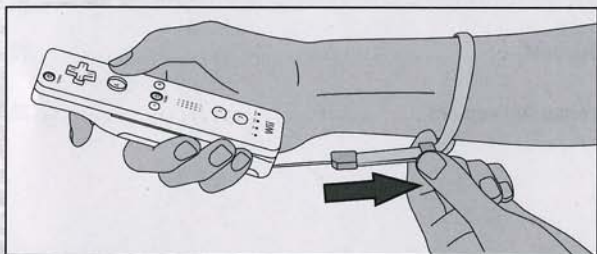
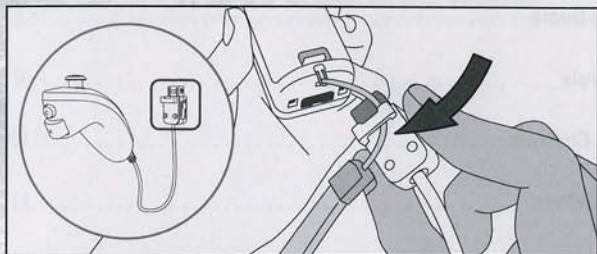


NINTENDO, Wii AND THE SEAL OF QUALITY ICON ARE TRADEMARKS OF NINTENDO.

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Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



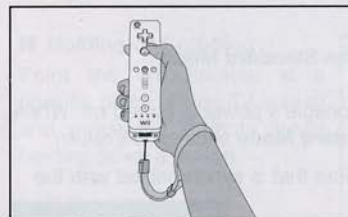
CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

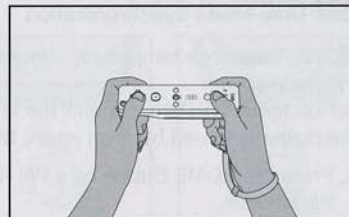
WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

Wii Remote Configurations

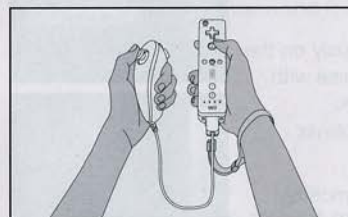
- The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.
- The configuration will depend on the game you are playing. Review the instruction booklet for the game you are playing for specific controller requirements.



Wii Remote – Vertical Position



Wii Remote – Horizontal Position



Wii Remote and Nunchuk

The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

One Time Mode Synchronisation

NOTE: This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

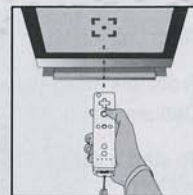
1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the **Home Button menu**, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.



Basic Operations

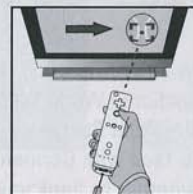
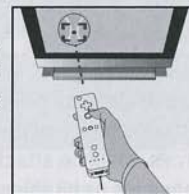
■ Point

Point the Wii Remote at a specific place on the TV screen.



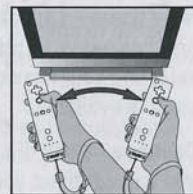
■ Holding or Grabbing

Point the Wii Remote at a specific place on the TV screen and move the Remote, while holding down a button.



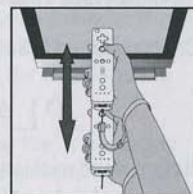
■ Waving

Wave the Wii Remote back and forth from side to side.



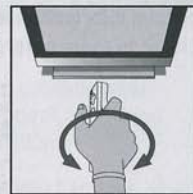
■ Pushing or Pulling

Move the Wii Remote forward and backward, while holding down a button.



■ Twisting

Move the Wii Remote in a twisting motion by rotating your arm.



MAIN MENU

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

From this menu you can launch the campaign and access the Options Menu.

To start a single player game, select **Play Campaign** from the Main Menu.

THE CAMPAIGN

In *Call of Duty*® 3, get closer than ever to the fury of combat as an Allied soldier in World War II's most intense military operation, the Normandy Breakout Campaign. Melee combat and destructible cover bring you face-to-face with German forces. Multiple attack routes mean you decide whether to flank your enemies or hit them head on.

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 three 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. Listen to 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 your current 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 **Fire** 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 center 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 in 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.

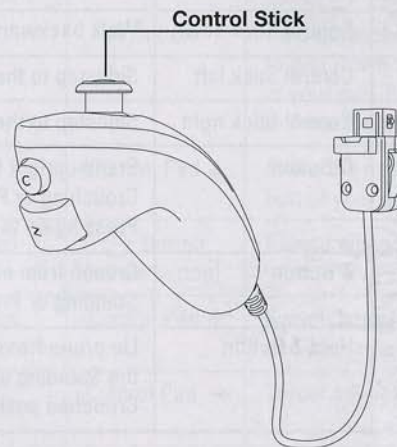
WII CONTROLS

When first starting the game, make sure that the Nunchuk is securely attached to the Wii Remote. Additionally, place your hand, which will hold the Wii Remote, through the wrist strap. Once this is done, follow the on-screen instructions to go to the Main Menu.

Here are a few hints to help you on the battlefield:

- The Wii Remote will let you look around the world and aim at your enemies. When you point the Wii Remote to the left and right edges of the screen, your view will move in those directions. To attack enemies, use the Wii Remote to change your view until the targeting crosshair is over the enemy, and then fire!
- To adjust the sensitivity of the speed at which you turn from left to right, go to the Options Menu.
- If you are left-handed or just wish to hold the Wii Remote in your left hand, please go to the Options Menu and select **left-handed** in the controls. The game will now respond correctly with the Wii Remote in your left hand and the Nunchuk in your right hand.
- Many of the game actions can either be performed with a gesture or by a button press. For descriptions on the different gestures, please refer to the Weapon Controls section.
- If you notice that the game is not responding to gestures, such as melee attack and weapon switch, try slowing down or speeding up your motions. Additionally, make sure you move your hand in one direction and then back to the hand's original position.
- During parts of the game, you'll need to perform unique movements with the controllers. For help, please follow the on-screen hints to help guide you as to what actions need to be performed. Pay close attention to how the on-screen hands are holding the controllers since you will need to do the same.

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (–) Buttons on the Wii Remote for three seconds.



MOVEMENT CONTROLS

The default movement controls are as follows:

Command	Default Key	Description
Forward	Control Stick up	Walk forward.
Backpedal	Control Stick down	Walk backward.
Move Left	Control Stick left	Sidestep to the left.
Move Right	Control Stick right	Sidestep to the right.
Stand/Jump	C Button	Stand upright from either the Crouching or Prone position. Press again to Jump.
Go to Crouch	Z Button	Crouch from either the Standing or Prone position.
Go to Prone	Hold Z Button	Lie prone from either the Standing or Crouched position.

Environmental physics let you destroy enemies' soft cover hideouts, such as wooden walls, barrels and crates—forcing your foes out in the open. But watch out—they can eliminate your protection as well.

Other control configurations are available, in particular, the non-pointer configuration for high ambient light locations.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

Command	Default Key	Description
Attack	B Button	Fire weapon.
Aim Down the Sight	A Button	Hold down the trigger to go to Aim Down the Sight mode of your gun. Release to return to From the Hip Firing mode.
Melee Attack	+Control Pad ↓	Strike the enemy with the butt of your gun.
Reload Weapon	⊖ Button (minus button)	Reload weapon.
Switch Weapon	+Control Pad ↑	Switch between your primary and secondary weapons.
Throw Smoke Grenade	+Control Pad →	Throw a Smoke grenade.
Throw Frag Grenade	+Control Pad ←	Please refer to the Grenade section on page 13 to use Grenades.
Binoculars	2 Button	Use Binoculars to survey the battlefield.

The default gesture-related controls are as follows:

Command	Default Gesture
Reload Weapon	Move Nunchuk Up or the ⊖ Button (minus button)
Switch Weapon	Move Nunchuk Right
Melee Attack	Move Wii Remote Forward

OTHER CONTROLS

Command	Default Key	Description
Show Objectives	1 Button	Bring up a list of your mission objectives in Single Player and in Multiplayer.
Use	⊖ Button (minus 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 on MG34s 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.

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 life-or-death situations.

MELEE ATTACK

Close-quarter battle mechanics bring you face-to-face with your enemy. To perform a melee attack, move the Wii Remote forward and back. If done correctly, you'll use your gun butt to strike your enemy. Be careful, enemy soldiers can block melee attacks and attack you with their own melee strikes!

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. By default, the gesture for reloading your weapon is to move the Nunchuk up and back down. Note, you cannot manually reload the M1 Garand, you must fire all of the bullets in the clip before you can reload it. 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 enemy.

SWAPPING WEAPONS AND PICKING UP ITEMS

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 the **Use** button. To switch between the weapons you are currently carrying with a gesture, move the Nunchuk right and then back toward centre. You'll automatically drop your current weapon and pick up the new weapon.

GRENADES

Throughout *Call of Duty 3*, you'll have access to Frag and Smoke grenades. With Frag grenades, you can clear out enemy encampments with a well-placed toss. If a Frag grenade lands close enough to you, you'll see a hand icon indicating that the grenade can be thrown back. To throw back a grenade once you've picked it up, quickly press the **Throw Frag Grenade** button before the grenade blows up in your hand.

If enemy soldiers have you pinned down with gunfire, you can use a Smoke grenade to conceal your movement, allowing you to get to a safer place.

To use the grenades, press and release the **grenade** button (by default, ← on the +Control Pad selects Frag grenades and → on the +Control Pad selects Smoke grenades). A round indicator will pop up to show that you are "cooking" 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.

Let go of the +Control Pad to throw the grenade. If you do not throw the grenade before the circle disappears, then it will detonate in your hand.

An alternative method to throwing a grenade is to swing the Nunchuk in a forward motion as if you are throwing the grenade. In this method, the grenade will continue to cook after letting go of the control pad. To throw the grenade, you'll need to make the gesture. Please note, the grenade throw gesture is turned off by default. To enable this gesture, go to the Options screen.

SHOW OBJECTIVES

Throughout your campaign, mission objectives will change. Press the **Show Objectives** button to show your mission objectives and show your status on each one.

- Incomplete or in-progress mission objectives appear in green text.
- Completed mission objectives appear in gray text.

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.

EXAKT ENTERTAINMENT

President
Paul Ashdown
Vice President
Eran Rich

TREYARCH STUDIOS

PRODUCTION
Executive Producer
Dave Anthony

Senior Producer
Pat Dwyer

Producers
Jason Blundell
Daniel Bunting

Associate Producers
Matthew Burns
Craig Harrison
Josh Heenan
Simon Song
Martin Theyer

Production Coordinators
Pat Bowman
Brian Crowder
John Shubert

Production Intern
David Allen

ENGINEERING
Technical Director
Matthew Kimberling

Lead Programmer
James Snider

Lead AI Programmer
Peter Livingstone

Engineering
Chris Bannock
Thad Bower
Chris Chu
Ryan Higa
Austin Krauss
Dan Laufer
Jason McKesson

Joseph Nugent
Andrew Olson
Kandarp Patel
Christian Stavro
Jivko Velez
Feng Zhang

Additional Engineering
Jed Adams, John Allensworth
Mike Anthony, Scott Bean
Wade Brainerd, William Chen
Christian Diefenbach, Paul Edelstein
Marcus Goodey, Joey Headen
Lei Hu, David King
Johan Kohler, Dan Leslie
Michel Mailhot, Jon Menzies
Richard Mitton
Markus Nordenstam, Jamie Parent
Valeria Pelova
Dimitar "malkia" Stanev
Chuck Tolman, Krassimir Touevsky
Mike Uhlik, Joe Valenzuela
Trevor Walker, Leo Zide
John Bojorquez
Alexander Conserva, Nick Dryburgh
Ryan Feltrin, Pat Griffith
Timothy Rapp, Marc DePeo
Ryan Ligon, Jean-Marc Morel
Allen Pouratian

Engineering Interns
Nick Cooper, Peter Kugler
Mario Sanchez

DESIGN
Creative Director
Richard Farrelly
Lead Game Designer
Jeremy Luyties

Lead Level Builder
Adam Gascoine

Lead Level Scripter
Mike Denny

Senior Level Builders
Jason McCord
Paul Sandler
Kevin Worrel
Jeff Zaring

Level Builders
Daryl Brigner
Cameron Christian
Jared Dickinson

Christopher Dionne
Brian Glines
Gavin Goslin
Nick Mohilchok

Senior Level Scripters
Joe Chiang
Jesse Snyder

Level Scripters
Brian Barnes
Dominick Guzzo
Mike Lin
Alex Liu

Gavin Locke
Mark Maestas
Chris Pierro
Sean Slayback
Daniel Steamer
Walter Williams

Level Lighting
Cameron Christian
Jared Dickinson
Adam Gascoine
Nick Mohilchok
Kevin Worrel

ART
Lead Artist
Alex Bortoluzzi

Art Direction
Corky Lehmkuhl

Senior Effects Artist
Colin Whitney

Senior Weapons Artist
Daniel Moditch

Senior Character Artist
Brad Grace

Senior Vehicles Artist
Thor Benitez

Senior Environment Artists
Melissa Buffaloe
Barry Whitney

Artists
Zenta Aki
Loudvik Akopyan
Jay Ardiosa
Dan Bickell
Yaw Chang
Isabelle Decenciere

Paul Forgy
Omar Gonzalez
Chris Guzman
Will Huang
Blaed Hutchinson
Tom Inesi
Yukari Kaneko
Kaori Kato
Mark Manto
Michael McMahan
Robert Moffat
Erika Narimatsu
Anh Nguyen
Quinn Nguyen
John Ployhar
Max Porter
Shawn Shain
Tom Szakolczay
Johnny VanZelm

Art Interns
Patrick Morrison
Ryan Verne

ANIMATION
Animation Director
Dom Drodz

Animation
Luis "Yosh" Bolivar
Eric Campanella
Jamie Egerton
Bourbaki Joseph
William Lykke
Marvin Rojas
Adam Rosas
Jon Stoll
Jimmy Zielinski

Military Advisor
Hank Kiersay

CINEMATICS
Original Story
Richard Farrelly & Adam Gascoine

Original Script
Adam Gascoine

Writer
Marc Guggenheim

Scripting & Rendering
Donald Sielke

Set Building & Lighting
Tony Kwok

Video Editing
Craig Houston

Casting
Lieberman and Patton Casting
Chris Borders, Tikiman Casting
PCB Productions

Voice Directors
Tom Keenan
Keith Arem

Voiceover
Recording Engineer
Elliot Anders

Voiceover Acting
Nick Chinlund
John Mese
Chris Tardio
Benjamin Diskin
Mark Deklin
Georgia Simon
William Abadie
Francios Guetary
Maurice Godin
Tom Barnett
Sean Mahon
Matt Casper

Gregory Wagrowski
Yasen Peyankov
George Tasudis
Henri Lubatti
Michael Rodgers

AUDIO
Audio Director
Jerry Berlongieri

Audio Engineering and Design
Chris Cowell
Steve Goldberg
Scott Purvis
Gary Spinrad
Brian Tuey

Recording Engineer
Charles Maynes

Additional Audio Engineering
Shawn Jimmerson, Scott Eckert

Earbash Audio -
Yuan & Rebecca Liu
Kevin Sherwood

Audio Production Coordinator
Julia Bianco

MUSIC
Music Composed and Produced by
Joel Goldsmith

PI STUDIOS

President
Robert Erwin

Producer
John Faulkenbury

Art
Josh Ball
Chuck Carson
Ally Kates
Eric Malek

Animation
Dirk Jones
Jesse Rolan

Design - Level Building
Christian Easterly
Kenn Hoekstra
Cameron Lamprecht
David Mertz
Jeremy Statz
Justin Wingard

Design - Scripting
Joey Alfeche
Dan Kramer
Peter Mack
Joey Vento
Daniel Young

ADDITIONAL SUPPORT
Seven Studios
Phillip Lozano - Animation
Thomas Flint - Design Scripter

Additional Art
Matan Abel, Mark Lipsinic

Additional Design
Andy Molloy, Thaddeus Sasser
Ryan Rutherford, David Vonderhaar
Dave Harper, Jason Schoonover
Michael Stephan

TREYARCH STAFF

President - Treyarch
Dave Stohl

Vice President - Treyarch
Mark Lamia

Chief Technology Officer - Treyarch
Mark Gordon

Director of Operations
Rose Villaseñor

Information Technology
Robert Sanchez, Nick Westfield

Human Resources
Ju Shim, Annie Lohr

Office Manager
Amy Hurdelbrink

Associate Producer - Tools & Libraries
Ken Sato

Special Thanks
Steve Pearce, Chris Archer
Stuart Roch, Marc Struhl
Christian Basic, Pamela Iluore
Jeremy McAdams, Jessica Sachs
Jason West, Vince Zampella
Grant Collier and everyone at Infinity Ward

CENTRAL ART SUPPORT
Senior Art Director
Alessandro Tinto

Technical Art Director
Kevin Chu

Art Director
Filippo Costanzo

Producer
Nick Falzon

Associate Producer
Aimee Smith

Associate Production Manager
Nelson Wang

Motion Capture Director
Matt Karnes

Motion Capture Supervisor
Mike Jantz

Senior Modelers
Kenny Lammers
Bobby Milly

Modelers
Kyle Hefley
Nick Lombardo
Omar Gatica

Technical Artist
Mike Ehler

2D Artists
David Duong
Will Routon

Scanning Technicians
Patrick Morrison
Ryan Verne

Production Coordinator
Mike Restifo

Technical Art Coordinator
Dilber Mann

PRODUCTION TESTING
Production Test Manager
Igor Krinitskiy

Production Test Leads
Brian Douglas, Jemuel Garnett
Paul Kwon, James McCawley
Reshan Sabaratnam

Production Testers
Robert Alvarez, Aja Banks
Estevan Bacerra, Ashleigh Boslet
Sean Childress, Michael Daglow
Kevin Dandridge, Aldo Diaz
Chris Dolan, Gil Doron
Steven Dufour, Glenn Failing
Richard Garcia, Rene Lara
Andre Lawton, Luis Levy
Keith McClellan, Travis Otten
Norman Ovando, Kimberly Park
Steve Pastore, Chris Pett
Jason Ralya, Juan Ramirez
Philip Rilatos, Aldo Sarellano
Damoun Shabestari
Kevin Sherwood, Steven Slanchik

Localization Testers
Ophelie Colin
Roman Ortiz Manchon
Noel Mueller, Alberto Trentanni

Very Special Thanks
John D "Bud" Hawk -
Machine Gunner, 90th Division
Stan Biernacki - Artillery,
1st Polish Armored Division
Stan Markut - Tank Gunner,
1st Polish Armored Division
Sergeant Gordon Boulton,
Scout Section leader,
Argyll and Southerland
Highlanders of Canada

ACTIVISION STUDIOS

Producers
Sam Nouriani
Ken Murphy

Associate Producers
Glenn Ige
Nathaniel McClure
Steve Holmes

Production Coordinator
Peter Muravez

Production Testers
Rhett Chassereau
Winyan James

Executive Producer
Marcus Iremonger

Senior Online Manager
David Vonderhaar

Senior Director of Production Services
Suzan Rude

VP, North American Studios
Thaine Lyman

GLOBAL BRAND MANAGEMENT

Senior Global Brand Manager
Tabitha Hayes

Associate Global Brand Manager
Tim Henry

Marketing Associate
Mike Rudin

Director, Global Brand Management
Tom Silk

VP, Global Brand Management
Dusty Welch

PUBLIC RELATIONS

Senior PR Manager
Mike Mantarro

Senior Publicist
John Rafacz

Junior Publicist
Megan Korns

Step 3
Neil Wood
Jon Lenaway

CENTRAL LOCALIZATIONS

Localizations Project Manager
Richard Blenkinsop

Localization Consultant
Stephanie O'Malley-Deming

Director of Production Services
Barry Kehoe

Localization Coordinator
Gina Clarke

Localization Tools & Support Provided by
Xloc Inc

QUALITY ASSURANCE

QA Leads

Jeff Grant (Project Lead – Functionality)
Brian Keppler (Night Shift Lead)
Mike Wade (Third Shift Lead)
Robert "Monty" Lara (Technical Requirements Group)
Garrett Oshiro (Multiplayer Lab)

QA Sr. Leads

Evan Button (Day Shift)
Paul Colbert (Night Shift)
Henry Villanueva (Third Shift)
Aaron Camacho
(Technical Requirements Group)

QA Sr. Managers

Marilena Rixford (Functionality)
Chris Wilson (Technical Requirements Group)

QA Managers

Adam Hartsfield (Night Shift)
Jason Levine (Third Shift)

QA TEST TEAM

Floor Leads

Victor Durling, Michael Clarke
Kenny Treantafilos, Randi Pardo
(Technical Requirements Group)

Database Managers

Dino Lamana, Jason Gilmore
Peter McKernan

Testers

John Caminiti (CRC)
Ryan Trondsen, Alex Mejia
Chris Dolan, Seth Sheets
Jesse Barrios, Bryan Shigekawa
Marvin Jackson
Allan Manangan, Chris Coddling
Eddie Araujo, Joe Pardo
Robert Riter, Ryan McCullough
Helen Fullilove, Peter von Oy
Justin Green

ACTIVISION SPECIAL THANKS

Mike Griffith, Robin Kaminsky
Brian Ward, Steve Pearce
Will Kassoy

MANUAL DESIGN

Ignited Minds LLC

ACTIVISION UK

Senior VP

Tricia Bertero

General Manager

Andrew Brown

Marketing Director

Scott Morrison

Marketing Manager

Tim Woodley

Brand Manager

Gary Sims

Director of Production Services - Europe

Barry Kehoe

Localisation Project Manager

Simon Dawes

Manager EUP Creative Services

Jackie Sutton

Creative Services

Project Manager

Corinne Callois

Creative Services

Coordinator, box and docs

Mélanie Monatus

Creative Services Co-ordinator,

Marketing Materials

Natalie Clarke

European PR Director

Tim Ponting

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