

Wii™



CALL OF DUTY
MW3



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| | | |
|-------------------|-------------------------|----------------|
| Convulsions | Eye or muscle twitching | Altered vision |
| Loss of awareness | Involuntary movements | Disorientation |
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.



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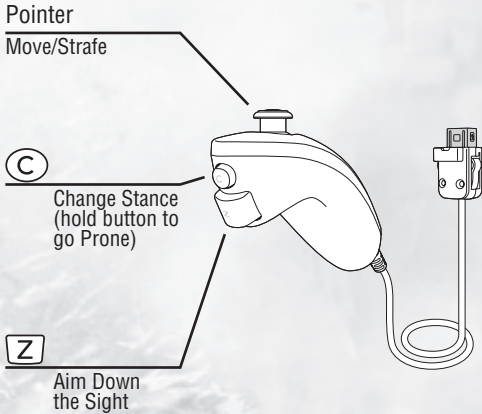
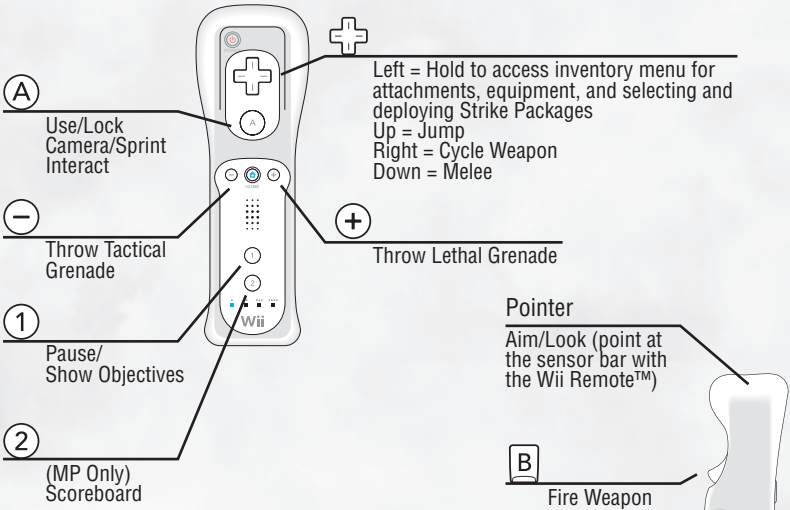
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GAME CONTROLS



Shake Nunchuk™ to reload

Wii ZAPPER CONTROLS TABLE

| COMMAND | DEFAULT BUTTON | DESCRIPTION |
|-------------------------------|--|---|
| Inventory | +Control Pad Left, Up, Right | |
| Fire Weapon | B Button | Fires your current weapon. |
| Sprint/Lock Camera | C Button | Hold the C Button to lock the camera. Move the Control Stick and Hold the C Button to sprint. |
| Aim Down Sight | Z Button | |
| Change Stance | Twist the Wii Zapper clockwise and press the C Button | Changes the players stance to a crouch or prone position. |
| Lethal Grenade | Twist the Wii Zapper counterclockwise and press the B Button | Throws a lethal grenade. |
| Tactical Grenade | Twist the Wii Zapper clockwise and press the B Button | Throws a tactical grenade. |
| Use/Interact | Hold the C Button | |
| Jump | Twist the Wii Zapper counterclockwise and press the C Button | |
| Melee Attack | Push the Wii Zapper forward | |
| Pause Objectives | 1 Button | |
| Bring Up Scoreboard (MP Only) | 2 Button | |
| Reload | Twist the Wii Zapper counterclockwise and press the Z Button | Reloads your current weapon. |
| Cycle Weapon | Twist the Wii Zapper clockwise and press the Z Button | Cycles through weapons. |

CLASSIC CONTROLLER PRO TABLE

| COMMAND | DEFAULT BUTTON | DESCRIPTION |
|----------------------------------|---------------------------------|---------------------------------|
| Move | L Stick | |
| Aim | R Stick | |
| Aim Down Sight | ZL Button | |
| Throw Tactical Grenade | L Button | Throws a tactical grenade. |
| Throw Lethal Grenade | R Button | Throws a lethal grenade. |
| Fire Weapon | ZR Button | Fires your current weapon. |
| Bring Up Scoreboard (MP Only) | - Button | |
| Inventory | +Control Pad Left, Up, Right | |
| Objectives/Pause | + Button | |
| Switch Weapons | +Control Pad Down | Cycles through weapons. |
| Crouch/Prone | a Button | |
| Use/Reload | y Button | Reloads your current weapon. |
| Jump/Run | b Button | |
| Melee Attack | x Button | |
| Hold Breath | ZL Button | |

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

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.

NOTE: An internet connection is required even for the solo play mode.

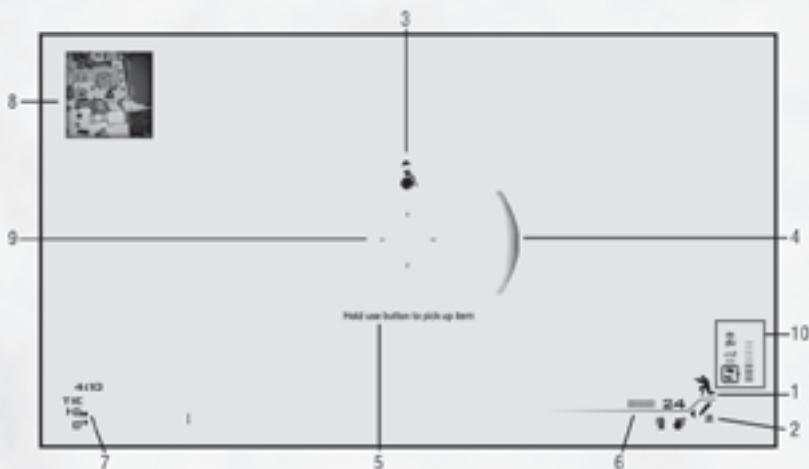
SURVIVAL MODE

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 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, page 7)
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.
9. **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.*
10. **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 pressing up or down on the +Control Pad to cycle through them and pressing right on the +Control Pad to equip the item. (MP Only)

*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 **(1)** 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 **(1)** 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.

CALL OF DUTY®: MW3 ONLINE

- To play Wii games over the Internet, you must first set up the MW3 Online on your Wii. Please see the separate instruction booklet included with your Wii for directions on setting up your Wii.
- To complete the MW3 Online setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at www.nintendo.com/games/wifi/wii
- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail or home address, when communicating with others.

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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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