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INSTALLATION

Insert Disc One of *Call of Duty® 2* into your CD/DVD-ROM drive. After a few seconds, the Autorun Menu will appear. Click **Install** to begin the installation process and follow the on-screen instructions. If the Autorun Menu does not appear, you may have Autorun disabled. Double-click on the My Computer icon on your desktop. Open the CD/DVD-ROM drive where the *Call of Duty 2* CD/DVD is located. Double-click on **Setup.exe** to launch the Installer. If you need more information, please consult the Help files.

ENTER KEY CODE

To install and run the game, you must have a valid Key Code. Your unique Key Code is located on the back of the manual that came with your game. During installation, please enter the Key Code exactly as it appears on the manual. Keep your copy of the Key Code safe and private in case you need to reinstall the game in the future. No one from Activision® or Infinity Ward will ever ask you for your Key Code. Never give your Key Code to anyone. If you lose your Key Code, you will not be issued another one.

- Keep your Key Code in a safe, private place in case you need to reinstall your game at a later point.

- Players with invalid Key Code will not be permitted to join Multiplayer games, so be sure to enter the Key Code correctly as it appears on the back of the game manual.

LATEST INFORMATION

You will find the latest information about the game in the Readme file on the game disc. Select Support from the Autorun Menu, then select **Readme** to see this information. If you're having problems installing or playing the game, you'll also find Help files in the **Support** section of the Autorun Menu and in the Start Menu.

THE SINGLE PLAYER GAME

In the Single Player campaigns of the game, you are an Allied soldier in some of the fiercest combat of the Second World War. The success of your mission, and your very survival, will depend on how well you move, shoot, and perhaps most importantly, how well you work with your squad mates. To start a Single Player game, select *Call of Duty 2* **Single Player** from the *Call of Duty 2* folder contained in the Programs section of the Windows® Start Menu. Alternatively, you can click the **PLAY** button on the Autorun Menu after inserting your *Call of Duty 2* disc in the drive.

MAIN MENU

After you view the introductory movie, you'll be prompted to create a new player name. This creates a player profile that stores your *Call Of Duty 2* saved games and preferences.

From this menu you can launch new campaigns, resume games in progress, switch to the Multiplayer portion of *Call of Duty 2* or access the configuration options.

Resume Game—Load the game you were playing from your last Save Point so you can continue your progress through the campaigns. This option is displayed only after starting a mission.

Mission Select—Launch a new *Call of Duty 2* 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.

Select Profile—Switch between player profiles.

Options—Configure your controls and adjust audio/video quality and performance settings. Click on the menu on the right side of the screen to see the available options on the lefthand side of the screen. Click on a setting to change it.

Multiplayer—Launch the Multiplayer component of *Call of Duty 2* where you can join or create Multiplayer servers via LAN or Internet.
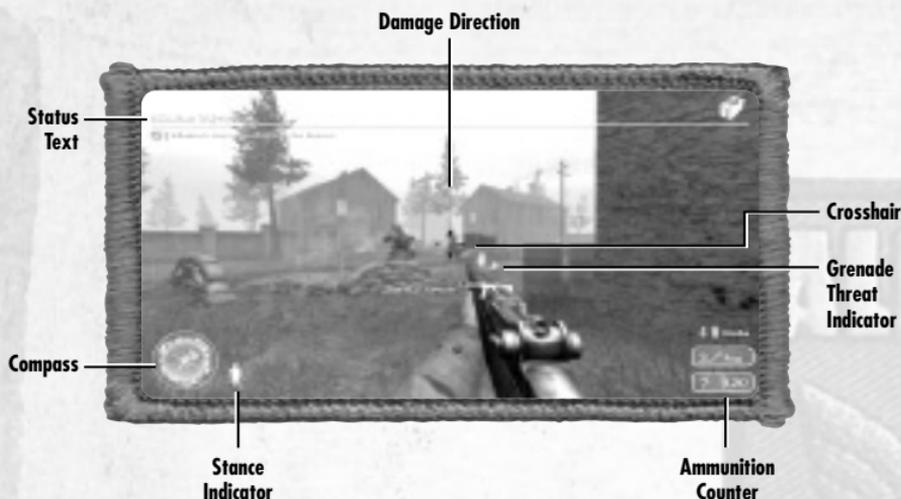
Credits—View the in-game credits sequence.

Quit—Exit the game and return to the Windows® desktop.

PLAYING THE GAME

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

IN-GAME DISPLAY

Damage Direction

Status
Text

Crosshair

Grenade
Threat
Indicator

Compass

Stance
Indicator

Ammunition
Counter

Compass—The Compass is useful for helping you navigate, locate your objectives and increase your situational awareness. In addition to showing the direction you're facing, it also shows the location of nearby allies (green arrows) and enemies (red dots). Your current objective is marked with a gold star.

Stance Indicator—The triangle-shaped icon displays your current stance in the game. The icon will show Standing, Crouching or Prone, depending on the stance you choose.

Status Text—Throughout the game, updates appear in the upper-left corner of the screen. These include changes in mission objectives and other alerts.

Ammunition Counter—The box in the lower right-hand section of the screen is your ammo counter. The first number indicates how many rounds are in your current weapon. The second number indicates the total number of rounds you carry.

Crosshair—Use your crosshair to aim your weapon at your enemies. When you run or walk, your crosshair disappears because you're moving. When you stop moving, you automatically steady your weapon and your crosshair narrows. It's often wisest to fire when completely stopped to ensure accurate shots (and to conserve ammo). Crouching or lying prone also keeps your crosshair focused, and it's advisable to use these positions whenever possible. If you move your crosshair over an ally who's close to you, you'll see your crosshair change to the image of a person. Press the **Use** key (default: F key) to ask individuals to move out of your line of sight.

Damage Direction—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.

Use Icon—This indicator appears when there's an item you can pick up or use. This could be anything from secret documents to a weapon or vehicle. To use the desired item, press your **Use** key (default: F). In the case of some items such as a climbing rope, you must press and hold the **Use** key.

Grenade Threat Indicator—Hand grenades are a vital part of combat. Grenades get thrown into your area from various locations.

Note: The arrows indicate the location of grenades landing near you.

Health System—The red damage direction arrows on your screen are the first indication you're taking damage. Further signs your character is close to death include heavy breathing, heart palpitations and blurred vision. *Call of Duty 2* will display a message when this happens the first few times only. Then, it's up to you to find cover as soon as possible if these problems occur. Doing so will allow your health to return to normal after a brief rest, provided you're not taking any more damage.

MOVEMENT CONTROLS

The default movement keys are as follows:

COMMAND	DEFAULT KEY	DESCRIPTION
Forward	**W**	Walk forward.
Backpedal	**S**	Walk backward.
Move Left	**A**	Sidestep to the left.
Move Right	**D**	Sidestep to the right.
Lean Left	**Q**	Lean to the left around corners.
Lean Right	**E**	Lean to the right around corners.
Stand/Jump	**Spacebar**	Stand upright from Crouching or Prone.
Go to Crouch	**C**	Crouch from Standing or Prone.
Go to Prone	**CTRL**	Lie prone from Standing or Crouched.

LEANING

Leaning allows you to peek around corners and obstacles while minimizing your exposure to enemy fire. This lets you check for hidden enemies, and even fire at them from relative safety. You can still be seen and even shot while leaning, so exercise caution. You activate the Lean controls for as long as you hold down the key. Releasing either **Lean** key (default: Q & E) returns you to a centered view position.

STANCES

You'll quickly learn that the soldier who stands tall on the battlefield often winds up dead. A shrewd player will make good use of both the Crouch and Prone stance positions in battle to keep cover and move without exposing him or herself to enemy fire. Bear in mind that while Crouched or Prone, you'll be harder to hit, but won't move as fast as when you're standing up. Additionally, while Prone, you'll move very slowly and won't be able to fire while moving.

Crouched   *Prone*   *Standing*

Important Tip: Always use available cover! Crouching behind trees and brush can keep the enemy from spotting you. Getting behind bulletproof objects can save you from gunfire and shrapnel.

MANTLE SYSTEM

When you approach some obstacles, an arrow will appear on your screen indicating to hit your **Jump** key (default: Spacebar) to automatically jump over the obstacle in front of you.

LOOK CONTROLS

By default, looking around in the game is controlled by the mouse. Moving your mouse from side to side rotates your view left or right. Moving your mouse forward (away from you) causes you to look up, while moving your mouse backward (toward you) causes you to look down.

The default view keys are as follows:

COMMAND	DEFAULT KEY	DESCRIPTION
Look Up	**Unbound**	Shift your view up to see above you.
Look Down	**Unbound**	Shift your view down to see below you.
Mouse Look	**Unbound**	Toggle between mouse-controlled view and keyboard-controlled view.
Center View	**Unbound**	Return your view to front and center.
Free Look	**Yes**	Enable mouse-controlled "free" viewing.
Invert Mouse	**No**	Invert the Y-axis of the mouse if you prefer.
Smooth Mouse	**No**	Make mouse movement less jittery.
Mouse Sensitivity	**Slider**	Control the responsiveness of the mouse.

WEAPON CONTROLS

The default weapon-related keys are as follows:

COMMAND	DEFAULT KEY	DESCRIPTION
Attack	**Left Mouse Button**	Fire weapon.
Toggle Aim Down the Sight	**Right Mouse Button**	Switch between Aim Down the Sight and From the Hip firing modes.
Aim Down the Sight	**Unbound**	Hold down and release to switch between Aim Down the Sight and From the Hip firing modes.
Melee Attack/Hold Breath	**Shift**	Strike the enemy with the butt of your gun, or when using a sniper scope, enable Hold your Breath to help steady your aim.
Reload Weapon	**R**	Reload weapon.
Throw Frag Grenade	**G or Middle Mouse**	Throws a Frag Grenade.
Throw Smoke Grenade	**4**	Throws a Smoke Grenade.
Change Weapon	**1 or 2**	Switch between your weapons.
Binoculars	**B**	Hold down to use binoculars.

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). Aiming down the sight gives you a slight zoom effect, enabling you to be more accurate. However, while aiming down the sight, you will move much slower than normal. The default toggle key for **Aim Down the Sight** is the Right Mouse Button. You can also bind a key to hold down for ADS mode.

HOLDING YOUR BREATH

The sniper scope magnifies your smallest movements, making it difficult to draw a bead on a distant target. You can steady your aim by **holding your breath** (default: Shift key) for a short time.

MELEE ATTACK

When the enemy is right on top of you, it can be difficult to aim your weapon and defend yourself properly. In these situations, use your **Melee attack** (default: Shift key) to strike the enemy with the butt of your weapon.

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** Key (default: R key).

SWAPPING WEAPONS & PICKING UP ITEMS

When you see a weapon on the ground, you can swap it for one of your two main weapons. To swap weapons, move your crosshair over the weapon, and when you see the Use Indicator, press the **Use** Key (default: F key). You'll 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 the Use key, or, in the case of ammunition, walking over it.

STATIONARY WEAPONS & VEHICLES

To use a stationary weapon (such as an MG42) or vehicle, move toward it until you see the Use Icon. Press the **Use** key (default: F key) to take control. Fire the weapon with the normal attack command. Press the Use key again to abandon the weapon or vehicle.

SMOKE GRENADES PROVIDE CONCEALMENT

You can decide which grenade is best for the current combat situation. Once obtained, switching to smoke grenades (default: 4 key) will provide a temporary cloud of smoke for you and your squad to maneuver in unseen.

OTHER CONTROLS

COMMAND	DEFAULT KEY	DESCRIPTION
Show Objectives/Score	**Tab**	Bring up a list of your mission objectives in Single Player and the scoreboard in Multiplayer.
Use	**F**	Use, pick up, drop off and otherwise interact with items and vehicles.
Screenshot	**F12**	Use this function to take an in-game screenshot.
Enable Console	**No**	Set this to Yes if you want to enable the in-game console (accessible by pressing the tilde ~ key). Please be advised that the console is not supported. Please do not call Activision Customer Support with any questions regarding this feature.

SHOW OBJECTIVES/SCORE

Throughout your campaign, mission objectives will change. Press the **Show Objectives/ Score** key (default: Tab) to show your mission objectives and give you a status on each one.

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

- Failed mission objectives appear in red text.

- Completed mission objectives appear in gray text.

MULTIPLAYER

To play online, select the Multiplayer option from the Single Player main menu or choose the Join Game option from the Multiplayer main menu. You'll be presented with these choices:

- **Join a Game**—Go to the Multiplayer Server Browser screen to search for available Internet or LAN-based Multiplayer games.

- **Start a New Server**—Use this option to set up and host your own Multiplayer game.

- **Select Profile**—This allows you to switch between player profiles.

- **Multiplayer Options**— Adjust settings specific to Multiplayer, including data rate, chat hotkeys and your player name.

- **Options**—Configure your controls and adjust audio/video quality and performance settings. Click on the subsections on the right side of the screen to see a new set of adjustable options on the left side of the screen, then click on a setting to change it. A list of default controls, as well as an explanation of audio and video settings is below.

- **Single Player**—Launch Single Player *Call of Duty 2* and play campaign missions.

- **Quit**—Exit the game and return to the desktop.

Note: If an update patch becomes available for Call of Duty 2, *the Auto Update option will be displayed in the Multiplayer main menu. Choosing this option will notify you that a new patch is available so you can download it.*

MULTIPLAYER OPTIONS

COMMAND	DEFAULTS TO	DESCRIPTION
Voice Chat	**Z**	Hold down this key and speak into your microphone to send a voice message.
Vote Yes	**F1**	Vote Yes on the vote currently in progress.
Vote No	**F2**	Vote No on the vote currently in progress.
Chat	**T**	Send a text chat message to all the players in the game.
Team Chat	**Y**	Send a text chat message to your team members only.
Quick Chat	**V**	Bring up the Quick Chat function, which enables you to quickly "shout" commands, warnings, etc.
Allow Downloading	**No**	When set to Yes, you'll automatically begin downloading files associated with a new map or mod when connecting to a server that contains additional content.
Draw HUD	**Yes**	Toggle the compass and ammo counters on the game screen On or Off.
Draw Crosshair	**Yes**	Toggle the crosshair on the game screen On or Off.
Connection Type	**ISDN**	Select the correct connection speed of your Internet connection.
Weapon Menu	**X**	Brings up the weapon menu.
Player Name	**Unknown Soldier**	Enter the name you want to use for Multiplayer games.

FINDING & CONNECTING TO MULTIPLAYER SERVERS

Connecting to Your ISP

For Internet play, connect to
your Internet Service Provider
(ISP) before starting
Multiplayer. If you have cable
modem or DSL access, you
may have a persistent
connection and won't need to
do anything special. See your
Windows® and ISP manuals
for information on how to
connect to your ISP.

Setting Your Data Rate

It's extremely important that you set your **Connection Type** to match the speed of your
Internet connection. There are two options for the **Connection Type** setting to send data at
the optimal rate for your bandwidth. The options are an ISDN line (default) and one for LAN,
cable modem or DSL connection.

*Note: An improper data rate could result in impaired performance (i.e., high "ping" times and
"lag") in Internet and LAN-based Multiplayer games, so be sure to set this value correctly.*

Server Listing

After selecting Join a Game, you'll see the Server Listing screen. To see Internet servers, click on the Source button to change the source from Local to Internet (or from Internet to Local if you wish to play a LAN game). The server list shows the following information:

COLUMN	DISPLAYED	EXPLANATION
Locked	**Padlock Icon**	Shows whether the server is Password Protected.
Server Type	**Computer Icon**	Shows whether the server is Windows® or Linux,® and if it is a Listen or Dedicated server.
Server Name	**Server Name**	Shows the name of the server.
Map Name	**Map Name**	Displays the name of the map the server is currently playing.
Number of Players	**# Players**	Shows the current and maximum number of players on the server.
Game Type	**Type**	Shows the current game type on the server.
Voice Enabled	**Speaker Icon**	Shows if the server supports Voice Chat.
Pure Server	**Check Mark**	Shows if the server is pure.
Mods	**Hammer Icon**	Shows if the server is running a Mod or unofficial map.
Ping	**Ping**	Shows your latency in milliseconds to the server.

Click **Refresh List** to update the list of available servers.

Server Filters
To refine your server browsing results, the server list allows you to filter out specific servers based on common settings:

SERVER SETTING	DEFAULTS	DESCRIPTION
View Empty	**Yes**	Set this to No to filter out empty servers from the list.
View Full	**Yes**	Set this to No to filter out full servers from the list.
With Password	**Yes**	Set this to No to filter out password-protected servers from the list.
Without Password	**Yes**	Set this to No to filter out servers that require no password. Useful for quickly finding password-protected servers.
Pure Servers Only	**Yes**	Set this to No to view non-pure servers.
Dedicated Only	**No**	Set this to Yes to only view dedicated servers.
Mods	**All**	Set this to Yes to view only modded servers. Set to No to view only non-modded servers. Select All to view both types.
Friendly Fire	**All**	Set this to Off to show servers with Friendly Fire turned off. Set to On, Reflect or Shared to show servers with those settings. Set to All to show servers regardless of Friendly Fire setting.
Killcam	**All**	Set this to On to show only servers with the Killcam on. Set to Off to show servers with it disabled. Select All to show servers regardless of Killcam setting.

Connecting to a Specific Server
When you find a server that you like, double-click on its name to connect to it, or click once to highlight the name and then click **Join Server**.

Adding to Favorites
If you like a particular server, you may want to add it to your favorites list by clicking **Add To Favorites**. You can see your favorites list by clicking the **Source** button to change the source to Favorites.

Server Info

The Server Info button shows detailed information about the server you have highlighted in the list, including IP address and a wide range of server settings.

Important Note: Some servers require a password to connect. A password may be entered by clicking the Password button on the bottom of the screen.

Creating a Server

If you want to use your computer as a server, click on **Start New Server** from the Multiplayer main menu. From here, you'll be able to select the map you want the server to run and other server options.

The **Server Settings** are as follows:

Game Type	Choose from Deathmatch, Team Deathmatch, Capture the Flag, Headquarters and Search & Destroy.
Server Name	This is the name of the server as it appears in the Join Server browser.
Dedicated	No – Start a local server and a local client. LAN – Start a Local Area Network-dedicated server [no local client]. Internet – Start a dedicated server that can be seen on the Internet through the master server.
Pure	Enable this option to restrict players with modified game files from joining the server.
Maximum Players	Set the maximum number of players on the server at one time.
Minimum Ping	Set the minimum ping allowed per player. Setting this to 0 means no limit on ping time.
Maximum Ping	Set the maximum ping allowed per player. Setting this to 0 means no limit on ping time.
Maximum Rate	Set the maximum amount of bandwidth allowed per player. Setting this to 0 means no limit on bandwidth.
Voice Chat	Enables or disables voice chat functionality. When enabled, players can talk to each other by holding the **Voice Chat** key (default: Z key). Team games use team-only chatting.
Password	Enter a password to restrict players from joining unless they know the password. Passwords are case sensitive.

Depending on the game type selected on the **Server Settings** screen, the **Game Type Settings** button brings up a different set of options.

GAME TYPE SETTINGS:

Score Limit (player points)	Set the number of kills needed to win.
Score Limit (team points)	Set the number of team points needed to win.
Time Limit (minutes)	Set the time limit for the map in minutes.
Round Limit (rounds)	Set the round limit for the map.
Round Length (minutes)	Set the time limit for each round in minutes.
Grace Period (seconds)	Set the amount of time allowed at the beginning of each round for players to switch teams and still be allowed to play for that round.
Capture Limit	Sets the number of flag captures a team must accomplish to win the round.
Friendly Indicators	Enable this option to add an icon over the head of teammates.
Friendly Fire	Enable this option to allow teammates to hurt and even kill one another. There are four settings: On, Off, Reflect (when a player shoots a teammate, the damage the teammate would have taken is reflected back onto the player who shot the teammate) and Shared (the damage is shared between the teammate shooting and the teammate being shot).
Force Respawning	Enable this option to force players to respawn after dying.
Killcam	Disable this option to turn off the Killcam, which shows who killed dead players.
Allow Voting	Enable this option to allow players to use the in-game voting system to change server options such as map and game type.
Auto-Balance Teams	Enable this option to automatically maintain an even number of players on each team.
Allow Enemy Spectating	Enable this option to allow dead players to spectate players on the opposing team.
Allow Free Spectating	Enable this option to allow spectators to freely roam the map.

Note: By playing online, you must leave the Activision-controlled environment in Call of Duty 2. The game's content has been rated for Teen audiences, but the content of the game may change during online play due to, among other things, interactive exchanges. Activision and Infinity Ward take no responsibility for content external to the game itself.

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To the men and women around the world
who gave their lives in defense of our
freedoms, we will never forget you.

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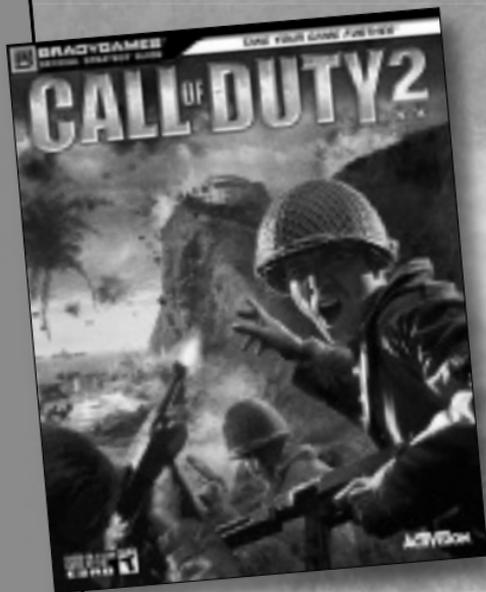
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