PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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
  - Involuntary movements
  - Loss of awareness
  - 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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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.
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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- 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.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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.
CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple CALL OF DUTY®: MODERN WARFARE® 3 owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).
GETTING STARTED

1. Insert the Call of Duty®: Modern Warfare® 3: Defiance Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.

2. Slide the Power Switch ON.

Note: The Call of Duty: MW3: Defiance Game Card is for the Nintendo DS and DSi systems only.

[up] = Move Forward
[down] = Move Backward
[left] = Move Left
[right] = Move Right

Double-tap B Button or Double tap+Control Pad [down] = Change Stance
Double-tap X Button or Double tap+Control Pad [up] = Sprint
IN-GAME DISPLAY

1. Crosshair – This is your aiming reticle. When a grenade is equipped, the crosshair will pulse. On the 4th pulse, the grenade will explode.

2. Damage Indicator – Red marker appearing near the edge of the screen, indicating which direction damage came from.

3. Grenade Indicator – Shows the direction of the grenade in your proximity.

4. Ammo Counter – Indicates how much ammo you have remaining.

5. Primary Weapon – Shows your currently equipped weapon. To switch weapons in your inventory, touch the secondary weapon icon.

6. Knife – Touch with your stylus to equip the knife. Press Fire (R button) to use the knife. Touch the ADS Ribbon to change knife stance to Throwing Knife, press Fire (R button) to throw it.


8. Enemy Marker – Indicates the enemy’s position on the radar (marked as red).


10. Objective Marker – Indicates the location of the current objective (marked as a gold star or arrow).

11. Ammo Marker – Indicates the location of the closest ammo crate to refill ammo.

12. ADS Ribbon – Touch anywhere on the ribbon area to ADS.

13. Grenades – Touch with your stylus to equip grenades. The number of grenades is displayed in the ammo counter when grenades are equipped.


15. Action Area / Quick Turn – This area highlights when something is useable or available for pick up. Quick Turn quickly turns you around in the opposite direction. Touch with your stylus to activate.
ADDITIONAL CONTROLS

Using the Stylus – Use the stylus on the Touch Screen to move the reticle to the desired position and to look around you.

Changing Weapons – To switch weapons, touch the Secondary Weapon icon on the Touch Screen.

ADS Mode (Aiming Down the Sight) – To change between ADS Mode and shooting from the hip, touch the ADS ribbon. To exit ADS Mode, touch the ADS ribbon again.

Using Grenades – Touch the grenade icon on the right side of the screen to equip grenades. Press and hold Fire (L Button or R Button) to cook a grenade and release the button to throw it.

Sprinting – To sprint, double-tap +Control Pad [up] rapidly, or press the X Button twice.

Stance Up/Down – While standing, double-tap [down] on the +Control Pad to Crouch. Repeat to stand back up. If you sprint while crouched, your stance will be automatically brought up and return you to a crouched position when you stop. Pressing the B Button twice will also change your stance.

Reload – You can manually reload your weapon by touching the primary weapon icon on the Touch Screen once. This does not apply when the knife or grenade is equipped.

Action Area – The Action Area highlights on the Touch Screen when you can pick up something, throw back grenades, or use something. Touch the action area to perform the indicated action when the area highlights on the Touch Screen.

Picking Up Weapons – Touch the action area to pick up a weapon and replace it with your primary weapon or touch and drag the action area to your desired weapon slot.

Left-Handed Controls – Left-handed players can choose to toggle left-handed controls via the option menu discussed later. The icons will switch to the right side of the Touch Screen when left-handed controls are selected. Left-Handed Controls do not apply to air-based missions.

Button Controls

Button Controls allow you to control the game using the buttons on the Nintendo DS for most game functions. Weapon swaps, weapon selection, and actions are still done by touching the Touch Screen.

L Button - Press and hold to go into ADS mode
R Button - Tap or hold to fire/throw equipped weapon
+Control Pad [up] - Move forward
+Control Pad [down] - Move backward
+Control Pad [left] - Move left
+Control Pad [right] - Move right
+Control Pad [double down] - Change stance
+Control Pad [double up] - Sprint
X Button - Move camera up
B Button - Move camera down
Y Button - Move camera left
A Button - Move camera right
SAVE SYSTEM
Call of Duty: MW3: Defiance utilizes an automatic checkpoint save system to save Single Player games.

Main Menu
To start the game from the Main Menu, choose Single Player or Multiplayer. From Single Player, you can select Campaign or Quickplay.

Statistics
Here, players can view Leaderboards that display their current Multiplayer ranking information and the awards earned in Multiplayer and Single Player. They can also view statistics for these modes.

Options
You may select this to choose a control scheme, tweak look and ADS sensitivity, to invert your Y axis, choose left-/right-handed controls, change your sight mode, or toggle ADS auto lock and MP hit marker on/off.

Data Management
Erase save data.

Credits
View the game’s credits.

Single Player
Campaign
Start a brand new Call of Duty: MW3: Defiance Single Player Campaign or continue a previously saved game.

Quickplay
Choose this option to quickly jump into action. Quickplay allows you to select any Single Player level that has been unlocked in Campaign Mode.

Challenge Mode
Choose this mode to challenge your skills in every ground-based mission of the game. Challenge levels unlock by completing previous challenges.
**Multiplayer**

**Local MP**

Call of Duty: MW3: Defiance includes support for up to six players in DS Wireless Play. The players must be in close proximity to play Multiplayer games. Use these instructions to begin a Multiplayer game:

From the Main Menu, select Multiplayer. Then select Local MP.

One player acts as the host, and the other player(s) may join. The host can set the match type, choose the map, set the score limit, set match time duration, respawn time, toggle the radar on or off, choose weapon options and toggle perks on or off before the game starts. Once the host has set up the game, other players can join.

**Nintendo Wi-Fi Connection**

Call of Duty: MW3: Defiance also supports up to six players in Multiplayer over Nintendo Wi-fi Connection. You can connect with your friends through the Friends Roster, or search for matches through worldwide matchmaking.

As your number of kills increase in Multiplayer, so does your rank and available weapon and perk options.

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.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available online at www.nintendowifi.com/terms.

**Setup**

Opens the Nintendo Wi-Fi Connection setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS™, or a list of available Internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

**MP Barracks**

The MP Barracks are available for you to put together weapon, equipment, perk, and host options into quick to use Loadouts. Player Loadouts include choices of Primary and Secondary weapons, Grenade options, Perks, and Player Title. Host Loadouts include choices of Game Types and all Game Settings for the chosen game type. Create up to 10 Player and Host Loadouts.

**Player Titles**

Player Titles can be chosen to add to your player name. This can be used as bragging rights within a match when opposing players see your earned title as they target you. Player Titles are earned by completing Award challenges found in the Statistics Awards menu.
Credits

n-Space, Inc.

Executive Producer
Michael S. Lee

Producer
Jaime Wojick

Lead Designer
Brian Parker

Designer
David Blosser

Additional Design
Thomas Sears
Eddie Jacob

Lead World Builder
Chris Ablemann

World Builders
Richard Amidon
Josiah Munsey

Additional World Building
Jon Oneal

3D Modeling/Animation/Effects
Jim Inziello

User Interface
Seung Beom Kim

Engineering Manager
Rick Marino

Lead Engineer
Christopher Camilleri

Engineering
Daniel Olson

Audio Engineering
Tony Porter

Studio Creative Director
Ted Newman

President
Dan O’Leary

Original Music Composed and Produced by Geoff Zanelli

Activision

Associate Producer - Lead
Adrienne Arrasmith

Associate Producers
Vince Fennel
Mike Mejia

Production Coordinator
John Banayan

Additional Production Support
Shannon Wahl

Producer
Derek Racca

Senior Executive Producer
Marcus Iremonger

Senior Vice President of Development
Steve Ackrich
PCB Productions

Talent Direction and Engineering
Keith Arem

Dialog Editorial:
Aaron Gallant
Matt Lemberger

VO Production Manager:
Valerie Arem

Recording Facilities
PCB Productions - Los Angeles, CA

VO Actors
Troy E. Baker
Steven Blum
Robin Atkin Downes
Greg Ellis
Keith James Ferguson
Harry Van Gorkum
Zach Hanks
Hakeem Kazim
Armando Valdes Kennedy
Boris Kievsky
Matthew Yang King
Matt Mercer
Dave Mitchell
Liam O’Brien
Ed O’Ross
Jeffrey Pierce
Patrick Seitz
Julian Stone
Keith Szarabajka
Rick Wasserman
Travis Willingham

Public Relations

Senior Director, COD PR
Mike Mantarro

Senior Manager, COD PR
John Rafacz

Publicists
Monica Pontrelli
Joshua Selinger
Robert Taylor

Central Localizations

Senior Director of Production Services - Europe
Barry Kehoe

Localisation Manager
Fiona Ebbs

Localisation Co-ordinator
Linda Zemmler

Senior Localisation QA Lead
Jack O’Hara

Localisation Floor Lead
Paola Palermo

Localisation QA Testers
David Arias
Ivar Rocha Arias
Falk Buerger
Daniele Celeghin
Laura Cocco
Bernard Courtney
Yves-Marie Delatouche
Thomas Dorleans
Patrick Friedrich
Aziz Janah
Marko Kleeman
Gabriel Morisseau
Ildefonso Ranchal
Sascha Wagner
Burnroom
Todd Lambert

IT Network Technician
Fergus Lindsay

Localisation Tools & Support
Provided by Stephanie Deming & XLOC, inc

Product Management

EVP, General Manager
Philip Earl

Vice President, Product Management
Rob Kostich

Senior Director, Product Management
Byron Beede

Global Brand Manager
Tyler Michaud

Associate Brand Manager
Aland Failde

Consumer Marketing

Sr. Director, Consumer Marketing
Susan Hallock

Consumer Marketing Manager
Karen Starr

Marketing Communications Manager
Jason Taylor

Business and Legal Affairs
David Blackwell
Christopher Cosby
Cornell Crosby
Terri Durham
Mark Fallon
Miri Frankel
Keith Hammons
Kap Kang
Terry Kiel
Kate Ogosta
Amanda O’Keeffe
Chris Scaglione
Kelly Schwarm
Travis Stansbury
Phil Terzian
Mary Tuck
Chris Walther

Operations and Studio Planning

Vice President, Studio Operations
Marcus Sanford

Senior Director, Production Operations
Stuart Roch

Director, European Partner Relationships
Samuel Peterson

Director, Studio Financial Planning & Analysis
Evan Sroka

Senior Manager, Studio Financial Planning & Analysis
Clinton Allen
Anthony Ting

Senior Analyst, Studio Financial Planning & Analysis
Jason Jordan

Operations Supervisor
Sheilah Brooks
Director of Supply Chain Operations
Jennifer Sullivan

Manager of Supply Chain Operations
Derek Brown

Project Manager – Supply Chain
Jon Lomibao
Melissa Wessely

Art Services

Art Services Manager
Todd Pruyn

Art Services Associate – Screenshots and Design
Mike Hunau

Art Services Associate - Video
Ben Szeto

Art Services Lead
Christopher Reinhart
Kevin Sandlow

Art Services Video Lab Technicians
Brandon Schebler
Joi Tanner

Talent and Audio Management Group

Talent Acquisitions Manager
Marchele Hardin

Talent Associate
Noah Sarid

Senior Audio Designer
Trevor Bresaw

Activision Special Thanks
Mike Griffith, Eric Hirshberg, Brad Jakeman, Brian Ward, Steve Pearce, Dave Stohl, Phillip Earl, Thomas Tippl, Tony Hsu

QUALITY ASSURANCE

Director, Quality Assurance
Christopher D. Wilson
Jason Wong

QUALITY ASSURANCE, FUNCTIONALITY

QA Project Lead
Chad Schmidt

QA Testers
Jaron Bennett
Aaron Garner
Shant Geverkian
Kurt Gosch
Albert Millspaugh
Glenn Robinson
Corey Rogers
Christian “Buck City” Tincher

QA Manager
Glenn Vistante

TECHNICAL REQUIREMENTS GROUP

TRG Manager
John Rosser

TRG Submissions Leads
Daniel L. Nichols
Eric Stanzione
TRG Submissions Adjutants
Dustin Carter

TRG Senior Platform Leads
Sasan “Sauce” Helmi

TRG Testers
Lucas Goodman
Michael Laursen
David Scott

QA NETWORK LAB

QA Network Lab Project Leads
Leonard Rodriguez

QA Network Lab Senior Tester
Bryan Chice

QA TECHNOLOGY GROUP

Sr. Manager, QA Technologies
Indra Yee

QA Applications Programmers
Ari Epstein
Brad Saavedra

QA DATABASE ADMINISTRATION GROUP

Senior Lead Database Administrator
Jeremy Richards

Lead Database Administrator
Kelly Huffine

QA-MIS

QA-MIS Senior Technician
Brian Martin

QA-MIS Technicians
Teddy Hwang

QA MASTERING LAB

QA Mastering Lab Technicians
Kai Hsu

QA PMO GROUP

Manager, QA PMO
Jeremy Shortell

CUSTOMER SUPPORT

Senior Director, Customer Support
Tim Rondeau

Manager, Service Planning and Readiness
Randolph d’Amore

Manager, Technical Training
Brian Carlson

Manager, Materials and Logistics
Kris Snider

Supervisor, Technical Operations
Kirk McNesby

Administrator, Website and Knowledgebase
Sam Akiki

Supervisor, Escalation Support
Russell Johnson
Coordinator, Customer Support
Bernard Abellada
Dov Carson
Mike Dangerfield
Guillermo Hernandez
Jeff Walsh

European Customer Support Leader
Christiane Brand

European Customer Services Coordinator
Sjoerd van den Berg

European Customer Services Project Manager
Philip Chung

QA SPECIAL THANKS
Abby Alvarado, Nuria Andres, Maria Gonzalez, Rachel Levine, Rachel Overton, Katie Purcell, Marc Williams
SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. “PROGRAM” INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. (“ACTIVISION”).

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision’s licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

• Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.

• Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.

• Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.

• Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

• Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.

• Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED SOFTWARE WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the purchaser finds the recorded medium of the Program defective within 90 days of original purchase, Activision agrees to replace, free of charge, such recorded medium of the Program discovered to be defective within such period upon its receipt of the recorded medium of the Program, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar product of equal or greater value. This warranty is limited to the recording medium of the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This remedy is the purchaser’s sole, exclusive remedy, and is in lieu of all other express warranties. Any implied warranties on this product prescribed by statute, including but not limited to an implied warranty of merchantability or fitness for a particular purpose, are expressly limited in duration to the 90-day period described above. Activision reserves the right to modify this warranty prospectively at any time and from time to time in our sole discretion.
When returning the Software for warranty replacement, please contact us as follows:

For customers in North America: Please contact Activision Customer Support by telephone at 1-800-225-6588 or via the web at http://www.activision.com/support.

Customer Support will help you determine if a replacement is necessary. If a replacement is appropriate we will instruct you on the Return Material Authorization ("RMA") process. As part of the RMA process you will be asked to send: (1) the original Software disks (not including manual or case) sent only in protective packaging and include; (2) photocopy of your dated sales receipt; (3) your name and return address typed or clearly printed; (4) a brief note describing the defect, the problem(s) you are encountering, and the system on which you are running the Software; and (5) the incident number given to you by Customer Support.

Note: Certified mail recommended. In the United States, send to:

Warranty Replacements
Activision Publishing, Inc.
P.O. Box 67713
Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as “Commercial Computer Software” or “restricted computer software.” Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.
Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: All support is handled in English only.

Phone: (800) 225-6588
Phone support is available from 7:00am to 7:00pm (Pacific Time) every day of the week.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we will issue an RMA number to process your replacement.