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TEEN



Blood
Crude Humor
Language
Suggestive Themes
Violence

ESRB CONTENT RATING www.esrb.org

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CALL OF DUTY 2

BIG RED ONE



ACTIVISION
INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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, stop and rest them for several hours before playing again.
If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

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

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

IMPORTANT LEGAL INFORMATION

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If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

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RATING

Blood
Mild Language
Violence

LICENSED BY

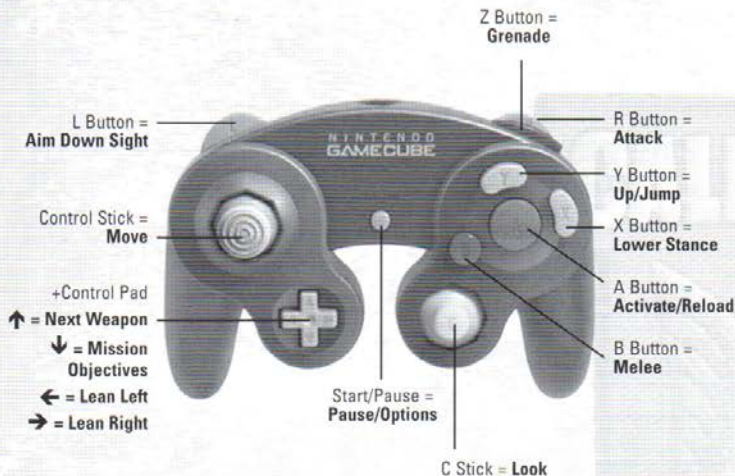
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CONTROL SCHEME



INTRODUCTION

*No Mission Too Difficult
No Sacrifice Too Great
Duty First*

—1st Infantry Division motto

The First Expeditionary Division was officially organized on June 8, 1917, and the initial units sailed to Europe the following week. On July 6th, the unit was officially designated as the 1st Infantry Division. On the morning of October 23, the first American shells were launched in World War I. Two days later, the first American casualties of the war were suffered. Both were from the 1st.

Nicknamed the "Big Red One" for its distinctive patch prominently worn on the left shoulder, the Fighting First was the first American unit deployed to the Western Front in World War II. They were the first to liberate a European town, and the first to take a German city.

They faced off against Rommel's Afrika Korps, attacked Mussolini's Italian Corps armies, repelled the Hermann Göring Panzer Division and stormed Hitler's Fortress Europa. They were ordinary soldiers asked to overcome extraordinary challenges. They are the Big Red One.

In *Call of Duty 2®: Big Red One*, you will fight side by side with your squad as history comes alive. Following the Fighting First into Africa, Sicily and Normandy, you'll need your buddies around you, and they'll need you. That's what war is about, and it's what *Call of Duty 2: Big Red One* is all about.

In war, no one fights alone.

PROFILE MANAGER

After starting *Call of Duty 2: Big Red One*, you'll see the Profile Manager screen. If this is your first time playing, create a new profile by selecting an empty slot with the directional buttons and pressing the A Button. Use the +Control Pad to move the cursor and press the A Button to select your profile name. When finished, select the door icon on the lower right of the screen.

MAIN MENU

SINGLE PLAYER

As members of the Big Red One, you and your squad will take part in many of the battles that changed the fate of the world. Take the fight to the Vichy French, Italian and German armies on land, sea and in the air!



OPTIONS

In the options menu, you can customize your game settings.

GAMEPLAY

- **Subtitles**—When this is On, subtitle text will appear for all cinematic voiceovers.
- **Crosshair**—Turn Off your crosshair for a greater challenge.
- **Friendly Tags**—Select On to view the name and rank of your allies when you target them.
- **Alternate Tank Control**—With this On, the tank will move in the direction the Control Stick is moved. With this Off, the Control Stick controls the direction the chassis is facing, and moving up or down actually moves the tank.
- **Enable ADS Toggle**—With this On, pressing the L Button once enables ADS, which can then be disabled by a second press of the L Button.

NINTENDO GAMECUBE CONTROLLER

- **Invert Aim**—When set to On, moving the C Stick up makes your character look down, and vice versa.
- **Rumble**—Turn the Controller Rumble Off or On.
- **Horizontal Sensitivity**—Adjust your left and right look sensitivity.
- **Vertical Sensitivity**—Adjust your up and down look sensitivity.
- **Configuration**—Choose between four preconfigured controller settings.

SOUND

- **Volume**—Adjust the slider to change the volume.

BONUS MATERIALS

All unlocked rewards can be found in this menu. Rewards are unlocked as missions are completed.

PLAYING THE GAME

"Once more the Big Red One was to carry the heavy end of our stick."
—Lieutenant General Omar Bradley, commander of the U.S. First Army

In *Call of Duty 2: Big Red One*, you play as an untested Private in the Big Red One. Thrown into combat for the first time, you'll learn to rely on your squad to survive. The success of your squad and the completion of your mission depend on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you.

Each mission starts with a briefing from your commanding officer, explaining the current situation and mission goals. Listen carefully—this information may save your life.

SQUAD MEMBERS

Sgt. Glenn "Hawk" Hawkins—Born and raised in Duluth, Minnesota, Sgt. Hawkins supported his mother and two sisters through high school after their father headed off to work one morning and never returned. He has a stoic demeanor and is known as a man of few words. Sgt. Hawkins does have a dry wit that occasionally surfaces, helping him bond with his men. At age 31, he's very strong from years of manual labor in the steel mills.



Pvt. Alvin "Brooklyn" Bloomfield—Despite his nickname, Pvt. Bloomfield, 22 years old, was born and raised in the Bronx. He was the youngest of a large Jewish family where his mother kept the house while his father ran a small neighborhood market. A huge baseball fan, Pvt. Bloomfield would skip school whenever possible to watch his idol Joe DiMaggio play ball. He freely admits he "ain't got the smarts" and says he enlisted so he wouldn't have to go to college. He originally wanted to join the Air Force but was too short.



Pvt. Stephen Kelly—Originally from Bridgeport, Connecticut, Pvt. Kelly led an affluent life as the only child of a highly respected surgeon. Graduating at the top of his class, he went on to study English and French literature at Yale University before being drafted after his



second year at school. Ever since he was a kid, Pvt. Kelly loved to read, and has diligently kept a detailed journal of his thoughts. A thin 20-year-old kid with a pale complexion and red hair, Pvt. Kelly is in relatively good shape and wears glasses.

Pvt. Victor "Vic" Denley—Denley spent his formative years in the small town of Jean, Texas, (population 300) where his father was a mechanic who ran the local filling station. He attended high school nearby in Wichita Falls, and while he never made much of a mark with his grades, he made one hell of a linebacker for the state-ranked Bulldogs. He enlisted the first day he could with the full intention of "tearin' off Hitler's mustache and shovin' it up his..." Despite his enthusiasm, he's also a notoriously bad shot—it once took him an entire clip to hit a practice target that was only 45 feet away. At age 25, Pvt. Denley has tree trunk legs and a thick torso to match.

Lt. Norman Delaney—Originally from Chicago, Lt. Delaney was a born leader. His father, a decorated WWI Lieutenant, encouraged his son to take on the challenge of West Point's demanding curriculum. He quickly excelled there, and became obsessed with the tactics of war. One thing that sets Lt. Delaney apart is his ability to somehow remember the names and stories of every single grunt under his command. This personal touch engenders confidence in his men.

Pvt. John Jackson "Schmitt" Smith—Born and raised just outside of Cleveland, Pvt. Smith was always good with his hands. His father worked in a bank and his mother was an elementary school teacher, but Smith was never happy unless he was fixing a piece of machinery. Long before the war in Europe, Pvt. Smith was stationed as a mechanic in an Artillery Division where he fixed guns and vehicles for several years. However, the 1st Infantry needed replacements, and he suddenly found himself heading to battle without a single day of combat training. Pvt. Smith was in pretty good shape at age 28 when the war started, but his time behind the scenes fixing busted up machinery has left him a bit doughy.



SAVING & LOADING

To save a game, you'll need at least 2 blocks of free space available on your Nintendo GameCube™ Memory Card. To check your free memory and/or delete existing games, use the Memory Card screen.

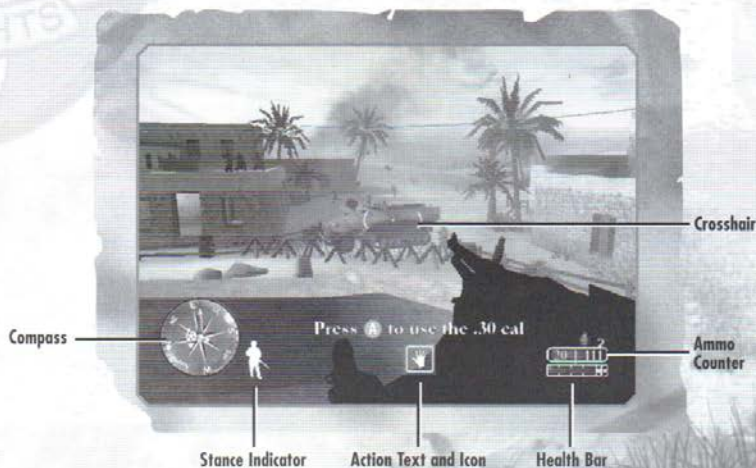
Temporary checkpoints are available throughout each mission as you progress. A message appears when these automatic checkpoints are reached.

If you die, you can restart at the last checkpoint passed. Once a mission has been completed, it unlocks on the Single Player Chapter Select screen. If you quit during a mission, you'll restart at the beginning of that mission the next time you play. Each profile has its progress saved separately.



Difficulty Level—Choose between Easy, Normal or Hard difficulties when starting a new game.

IN-GAME DISPLAY



Compass—The compass is useful for navigating your surroundings and getting your bearings. Your current objective is displayed as a star, which gets closer to the center of the compass as you approach it. The small green arrows indicate your allies and the direction they're facing. The small red dots show the locations of nearby enemies, though only when they make their presence known.

Stance Indicator—The icon displays the figure as standing, crouching or prone depending on the stance selected.

Action Text and Icon—Whenever you're standing near an item that can be picked up or used, this icon appears along with a description of your possible actions. This includes picking up health or weapons, operating a stationary gun or getting into a vehicle.

Health Bar—This bar indicates your current health status. The bar reduces in size as you lose health. Once the bar is empty, you're officially killed in action. Throughout your journey you'll encounter various types of health kits. Walk over a health kit or get near it and press the **A** Button to pick it up for a quick boost of health.

Ammunition Counter—The box above the health bar is your ammunition counter. The first number indicates the number of rounds in your current weapon's clip. The second number indicates the total number of available bullets for the current weapon. The number of remaining grenades is shown above the ammunition counter.

Crosshair—Use your crosshair to aim your weapon. When you run or walk, the crosshair widens, indicating the lack of accuracy that comes from attempting to aim while moving. The wider the crosshair, the less accurate your shots will be. When you stop moving, you automatically steady your weapon and the crosshair narrows. It's often wisest to fire when completely stopped to ensure accurate shots. Crouching or lying prone also keeps the crosshair focused, and it's advisable to use these positions whenever possible.

Damage Indicator—Anytime you take damage, a red marker appears around the center of the screen, indicating the direction from which you're being attacked.

Mission Objectives—Throughout your campaign, mission objectives change dramatically depending on the situation. Press **↓** on the +Control Pad to show your mission objectives and get a status on each one. Incomplete or in-progress mission objectives appear in green text. Completed mission objectives appear in grayed-out text.

MOVEMENT

Walking and Running—Though walking is slower than running, walking allows you to shoot more accurately (your crosshair doesn't widen as much as when running). Move the Control Stick slightly to walk, or move it all the way to run.

Looking/Turning Around—Move the C Stick to look around without moving. Keep in mind that you can adjust your horizontal and vertical sensitivity from the Controls screen found in the Options menu.

Crouching and Going Prone—As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player makes use of both the crouch and prone stance positions in the thick of battle to keep cover, avoid enemy fire and move without exposing himself to danger. Use the **X** Button to enter crouched or prone stance. Keep in mind while crouched or prone, you'll be harder to hit, but won't move as fast as when standing. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire at all while moving.

Jumping—Press the **Y** Button while standing to perform a jump. Use this maneuver to navigate the terrain or reach areas that would otherwise be inaccessible.

WEAPON CONTROLS

Firing Your Weapon—To fire your currently selected weapon, press the **R** Button. Some weapons are fully automatic (they continue to fire as long as you hold the **R** Button) and some are semi-automatic or have single-shot capabilities (each press of the **R** Button produces a shot). In general, it's best to fire the automatic weapons in short bursts to increase your accuracy.

Ammo and Reloading—If a weapon runs out of ammo, you'll automatically reload. You can perform a manual reload at any time by pressing the **A** Button, as long as you have extra ammo for that weapon. You won't lose the bullets in a partially full clip when you reload, so it's often safest to have a fully loaded clip at all times. If you're running low on ammo, pick up extra ammo from a fallen comrade's weapon of the same type by walking over it. You can also use weapons from fallen enemy troops.

Aiming Down the Sight (ADS)—To aim down the sight, press the **L** Button. This brings the weapon up from your hip to your face so you can look down the sight (or look through the scope in the case of scoped rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be significantly more accurate. However, when aiming down the sight, you move slower than normal. ADS can be performed on many mounted MGs and other turrets.

Leaning—To lean, press ← or → on the +Control Pad. The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation. You can also fire while leaning, though you can still be seen and fired upon.



Throwing Grenades—Toss a grenade by pressing the Z Button. Be careful of the large blast radius; you can easily hurt nearby allies or yourself. Grenades are highly effective at scattering groups of enemy troops or forcing them to abandon their cover. You can “cook” the grenade by pressing and holding the Z Button for a few seconds before releasing it. This allows you to time the explosion so the enemy won’t be able to escape or throw the grenade back. M2 fragmentation grenades have a slightly unpredictable fuse that lasts roughly four seconds, so be sure you’ve tossed it before then!

Melee Attack—Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. For these close-quarter situations, you have a melee attack that allows you to strike the enemy at close range with the butt end of your weapon. Press the B Button for a melee attack.

Swapping

Weapons—You can usually only carry two weapons at a time (not including grenades). If you see a weapon you want to pick up, walk over to it until you see the weapon pick-up icon, then press the



A Button to pick the item up. If you already have two weapons in your inventory, you’ll be swapping your current weapon for the new one.

Switching Weapons—You can quickly switch between your weapons by pressing ↑ on the +Control Pad.

Deploying Machine Guns—Throughout the game you’ll come across machine guns with bipods. Although these weapons are hard to shoot while moving, you can deploy the bipod, which greatly increases their accuracy but prevents you from moving. To deploy the bipod, get down to the prone position and press the L Button. Pressing the L Button again retracts the bipod and allows you to move normally.

Stationary Weapons—To use a stationary weapon (such as an MG42), move up to the weapon until you see the stationary weapon icon. Press the A Button to mount the weapon and fire with the R Button. Press the A Button again to dismount from the weapon. Many weapons will eventually overheat after lengthy firing periods. Be sure to lay off the trigger to allow the barrel to cool down.

Commanding a Tank—The use of armor in combat can often turn the tide of battle. Without tank support, infantry is completely vulnerable to enemy fire. While in a tank, press the R Button for the main cannon, and press the Z Button for the coaxial machine gun. Use the C Stick to rotate the turret and use the Control Stick to move the tank itself. Press the L Button to toggle your view to inside the tank.

HELPFUL TIPS

Nobody Makes It Alone—Success in *Call of Duty 2: Big Red One* relies on a well-coordinated and cooperative squad. Your squadmates help fight the enemy by providing cover fire and assisting to eliminate threats. Above all, listen to your squad leader! Do exactly what he says, and you’ll stay alive.

Know When to Be the Hero—The soldier who runs into the thick of battle with guns ablaze often winds up dead. Although you’ll frequently be called upon to make split-second decisions, a levelheaded and patient warrior is the one who returns home to his family. Remember that a deadly threat could be lurking around any corner, wall, window or rock. Stay alert, move deliberately and don’t try anything stupid.

Use Cover—Every battle environment you encounter will have a range of available locations to keep out of sight and out of the path of incoming bullets. Crouch and crawl behind solid cover as much as possible—you never know when new threats will spot you, and you can be sure Gerry won’t hesitate to shoot you down in your tracks.

Stay Mobile—Think you found a good spot for cover? That may change in a matter of seconds. Although pausing to regroup, assess threats, reload weapons or replenish health is always necessary, don't stay in one location for too long. You never know when the enemy may discover you and compromise what you thought was a safe location. If you hear artillery or mortar fire in the distance, stay mobile. You may not survive if a stray shell lands near you.

Be Thorough—Clear buildings and combat areas with a meticulous and thorough search. Enemies may lie in silence, waiting for you or your squad to get careless. Be prepared to expect just about anything behind every door.

Reloading—Always reload your weapon after a firefight so you can be as prepared as possible for the next engagement. Another enemy could be just around the corner, and entering a conflict with low ammunition could cost you your life.

Leaning—When progressing through combat areas, use your Leaning ability to peer around walls, doors, windows and other obstacles. You'll be harder to see and harder to shoot should enemies be on the other side. You can also lean around obstacles to fire on the enemy, getting the jump on your targets and suppressing threats as quickly and safely as possible.

Stance—Be mindful of your stance at all times. Soldiers that walk tall on the battlefield often find themselves coming home in a box. Crouching or lying prone keeps your profile low, making you harder to see, and more importantly, harder to shoot.

Grenades—Using grenades to soften up enemy positions will often be the difference between success and failure. Although you have an extremely limited supply at the onset of a mission, enemy grenades can sometimes be found in the battlefield.

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This game is dedicated to the members of the Big Red One and their families.

We will never forget your courage, dedication and sacrifice.
Duty First.

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