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# INSTALLATION

Insert the installation disc of *Call of Duty 4: Modern Warfare* into your DVD 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 DVD-ROM drive where the *Call of Duty® 4: Modern Warfare™* 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 *Call of Duty 4: Modern Warfare*, you must have a valid Key Code. Your unique Key Code is located on the inside trayliner, opposite of the game disc. During installation, please enter the Key Code exactly as it appears on the insert inside the DVD jewel case. 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.

Players with invalid Key Codes 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 or in the Start Menu.

## SINGLE PLAYER MENU

From this menu you can launch new campaigns, select a profile, resume games in progress, switch to the Multiplayer menu of *Call of Duty 4: Modern Warfare*, or access the configuration options.

**New Game** – Select this option to start a new campaign.

**Mission Select** – Start a new game from the beginning or play any mission that you currently have unlocked. After selecting your mission, choose your difficulty level from one of the options available.

**Select Profile** – You may select, create, or delete profiles from here.

**Arcade Mode** – This mode can be unlocked upon completion of the Single Player Campaign. You can then replay missions in a classic arcade style.

**Controls** – Choose this option to change your controller preferences, such as key layout, look sensitivity, and look inversion.

**Options** – Choose this to toggle auto-aim, subtitles, and crosshair. Use this to change graphic options as well.

**Credits** – View credits.

**Multiplayer** – Switches you to the Multiplayer Menu.

**Quit** – Select this to quit your current game.

## SAVE SYSTEM

*Call of Duty 4: Modern Warfare* utilizes an automatic checkpoint save system to save your game progress. You may also choose to save your progress after each mission via the Victory screen.

# IN-GAME DISPLAY

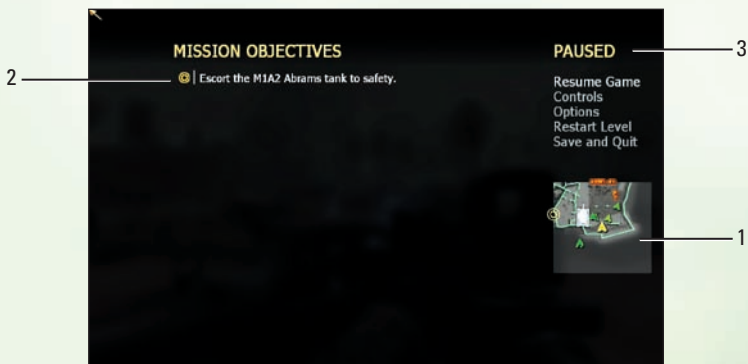


1. **Special Ability** – Displays available special abilities such as nightvision.
2. **Grenade Counter** – Displays your special grenade and frag grenade count.
3. **Ammo Counter** – Shows your ammo count.
4. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
5. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
6. **Swap Weapons Icon** – Small icon near center of the screen indicating the ability to swap your current weapon with one that you're standing close to.
7. **Compass** – Displays the compass and current direction you are facing. Also indicates, via a yellow circle, your current objective location.
8. **Objective Text** – Text that appears on the upper left of the screen informing you of your current objective.

# HEALTH SYSTEM

When you take damage, the screen starts to turn red, indicating the need to seek cover. You'll recover slowly if you don't take any more damage for a short time.

## OBJECTIVE MENU



Green text means the objective has not been completed.

- 1. Mini-map** – Shows the location of your allies (blue dots) and enemies (red dots), as well as the location of objectives (yellow circle).
- 2. Objective Text** – Displays text indicating your current objective in the upper portion of the screen.
- 3. Resume Game** – Exits the Pause menu and resumes gameplay. You can also change options, controls, restart level, or save and quit from here.

# CONTROLS

<b>Command</b>	<b>Default Button</b>
W	Forward
S	Back
A	Left
D	Right
Q	Lean Left
E	Lean Right
SHIFT	Sprint
Left Mouse Button	Attack
Right Mouse Button	Aim Down Sight
V	Melee
N	Nightvision
5	Grenade Launcher
6	C4, UAV, Airstrike & Helicopter
7	Claymore
1	Next Weapon
2	Previous Weapon
Middle Mouse Button, G	Throw Frag Grenade
4	Throw Smoke, Flashbang Grenades
F	Activate
R	Reload Weapon
Tab Key	View Score
Space bar	Up Stance/Jump
CTRL Key	Go prone

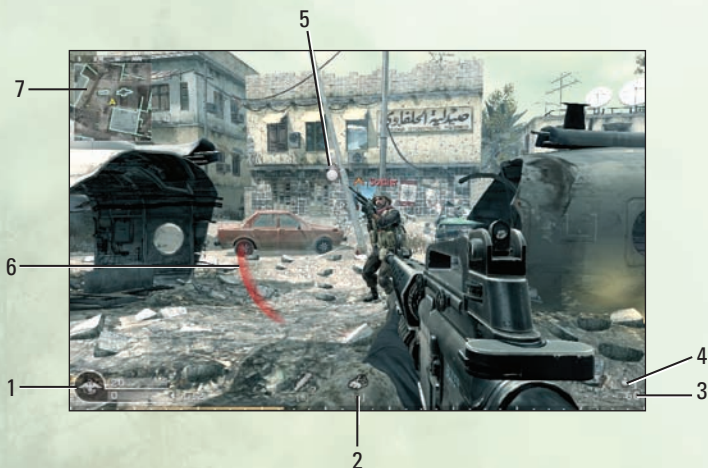
## CONTROLS (CONTINUED)

<b>Command</b>	<b>Default Button</b>
C	Crouch
Pause Key	Pause
Esc Key	Menu
~	Bring Up Console
T	Multiplayer Text Chat
B	Multiplayer Quick Message
Y	Multiplayer Team Chat
Z	Multiplayer Voice Chat
F1	Multiplayer Vote Yes
F2	Multiplayer Vote No
F4	Multiplayer Scores
F12	Take a Screenshot

# MULTIPLAYER

## MAIN MENU

From this screen, you may choose to join a game, start a new server, select the profile you wish to use or create a class (when unlocked). You may also view your rank and the challenges you have unlocked, modify controls, change your options and view mods that you have acquired. In addition, you can go back to Single Player through this menu, or quit the game.



## IN-GAME DISPLAY

1. **Score Counter** – Shows the current teams' score.
2. **Special Ability** – Displays available special abilities such as nightvision.
3. **Ammo Counter** – Shows your ammo count.
4. **Grenade Counter** – Displays your special grenade and frag grenade count.
5. **Grenade Indicator** – Shows the direction of a grenade in your proximity.
6. **Damage Indicator** – Red marker near center of the screen indicating which direction damage came from.
7. **Minimap** – Indicates the location of enemies and friendlies.



# CREDITS

## INFINITY WARD

### Project Lead

JASON WEST

### Engineering Leads

RICHARD BAKER  
ROBERT FIELD  
FRANCESCO GIGLIOTTI  
EARL HAMMON, JR

### Engineering

CHAD BARB  
ALESSANDRO BARTOLUCCI  
JON DAVIS  
JOEL GOMPERT  
JOHN HAGGERTY  
JON SHIRING  
JIESANG SONG  
RAYME C VINSON  
ANDREW WANG

### Design Leads

TODD ALDERMAN  
STEVE FUKUDA  
MACKAY MCCANDLISH  
ZIED RIEKE

### Design and Scripting

ROGER ABRAHAMSSON  
MOHAMMAD ALAVI  
KEITH BELL  
PRESTON GLENN  
CHAD GRENIER  
JAKE KEATING  
JULIAN LUO  
STEVE MASSEY  
BRENT MCLEOD  
JON PORTER  
ALEXANDER ROYCEWICZ  
NATHAN SILVERS  
GEOFFREY SMITH

### Art Director

RICHARD KRIEGLER

### Technical Art Director

MICHAEL BOON

### Art Leads

CHRIS CHERUBINI  
JOEL EMSLIE  
ROBERT GAINES

### Art

BRAD ALLEN  
PETER CHEN  
JEFF HEATH

RYAN LASTIMOSA

OSCAR LOPEZ

HERBERT LOWIS

TAEHOON OH

SAMI ONUR

VELINDA PELAYO

RICHARD SMITH

THEERAPOL SRISUPHAN

TODD SUE

SOMPOM TANGCHUPONG

### Animation Leads

MARK GRIGSBY

PAUL MESSERLY

### Animation

CHANCE GLASCO

EMILY RULE

ZACH VOLKER

LEI WANG

### Technical Animation Lead

ERIC PIERCE

### Technical Animation

NEEL KAR

CHENG LOR

### Audio Lead

MARK GANUS

### Audio

CHRISSEY ARYA

STEPHEN MILLER

LINDA ROSEMEIER

### Written by

JESSE STERN, MOONSHINE INC.

### Additional Writing

STEVE FUKUDA

### Story by

TODD ALDERMAN

STEVE FUKUDA

MACKAY MCCANDLISH

ZIED RIEKE

JESSE STERN

JASON WEST

### Studio Heads

GRANT COLLIER

JASON WEST

VINCE ZAMPPELLA

### Producer

MARK RUBIN

### Associate Producer

PETE BLUMEL

### Office Manager

JANICE TURNER

### Human Resources Generalist

KRISTIN COTTERELL

### Executive Assistant

NICOLE SCATES

### Administrative Assistant

CARLY GILLIS

### Community Relations Manager

ROBERT BOWLING

### Information Technology Lead

BRYAN KUHN

### Information Technology

DREW MCCOY

ALEXANDER SHARRIGAN

### Quality Assurance Leads

JEMUEL GARNETT

ED HARMER

JUSTIN HARRIS

### Quality Assurance

BRYAN ANKER

ADRIENNE ARRASMITH

ESTEVAN BECERRA

REILLY CAMPBELL

DIMITRI DEL CASTILLO

SHAMENE CHILDRESS

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EVAN HATCH

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RENE LARA

STEVE LOUIS

ALEX MEJIA

MATT MILLER

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GAVIN NIEBEL

NORMAN OVANDO

JUAN RAMIREZ

ROBERT RITER

BRIAN ROYCEWICZ

TRISTEN SAKURADA

KEANE TANOUYE

JASON TOM

MAX VO

BRANDON WILLIS

### **Interns**

MICHAEL ANDERSON  
JASON BOESCH  
ARTURO CABALLERO  
DERRIC EADY  
DANIEL EDWARDS  
ALDRIC SAUCIER

### **Voice Talent**

BILLY MURRAY  
CRAIG FAIRBRASS  
DAVID SOBOLOV  
MARK GRIGSBY  
ZACH HANKS  
FRED TOMA  
EUGENE LAZAREB

### **Additional Voice Talent**

GABRIEL AL-RAJHI  
SARKIS ALBERT  
DESMOND ASKEW  
DAVID NEIL BLACK  
MARCUS COLOMA  
MICHAEL CUDLITZ  
GREG ELLIS  
GIDEON EMERY  
JOSH GILMAN  
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ARMANDO VALDES-KENNEDY  
BORIS KIEVSKY  
RJ KNOLL  
KRISTOF KONRAD  
DAVE MALLOW  
JORDAN MARDER  
SAM SAKO  
HARRY VAN GORKUM

### **Models**

MUNEER ABDELHADI  
MOHAMMAD ALAVI  
JESUS ANGUIANO  
CHAD BAKKE  
PETER CHEN  
KEVIN COLLINS  
HUGH DALY  
DERRIC EADY  
SUREN GAZARYAN  
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CLIVE HAWKINS  
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DAVID KLEC  
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MACKEY MCCANDLISH  
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SAMI ONUR  
VELINDA PELAYO  
MARTIN RESOAGLI  
ZIED RIEKE  
ALEXANDER ROYCEWICZ  
JOSE RUBEN AGUILAR, JR  
GEOFFREY SMITH  
TODD SUE  
EID TOLBA  
ZACH VOLKER  
JASON WEST  
HENRY YORK

**Original Score Theme by**  
HARRY GREGSON-WILLIAMS

**Produced by**  
HARRY GREGSON-WILLIAMS

**Music by**  
STEPHEN BARTON

**Score Supervisor**  
ALLISON WRIGHT CLARK

**Ambient Music Design**  
MEL WESSON

**Score Performed by**  
THE LONDON  
SESSION ORCHESTRA

**Scoring Engineer**  
JONATHAN ALLEN

**Scoring Mixer**  
MALCOLM LUKER

**ProTools Engineers**  
JAMIE LUKER  
SCRAP MARSHALL

**Orchestra Contractors**  
ISOBEL GRIFFITHS  
CHARLOTTE MATTHEWS  
TODD STANTON

**Orchestrations by**  
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LADD MCINTOSH  
HALLI CAUTHERY

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TED MILLER

**String Overdubs by**  
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PHILHARMONIC ORCHESTRA

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**Guitars**  
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**Horn Solos**  
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GARY KETTEL  
PAUL CLARVIS

**Score Recorded at**  
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**Music Mixed at**  
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**Military Technical Advisors**  
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US ARMY (RET.)  
MAJ KEVIN COLLINS  
USMC (RET.)

EMILIO CUESTA USMC  
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1 FORCE, INC

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**Video Editing**  
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DREW MCCOY

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**Additional Art**  
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JAVIER OJEDA  
JIWON SON

**Translations**

APPLIED LANGUAGES  
WORLD LINGO  
UNIQUE ARTISTS

**Weapon Armorers and Range**  
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SCOTT COOKSON

**Associate Producer**  
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ROB TROY

**Voice Recording Facilities**  
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Side-UK, London, UK

**Voice Direction/  
Dialog Engineering**  
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**Additional Dialog Engineering**  
ANT HALES

**Additional Voice Direction**  
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MACKEY MCCANDLISH

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AND MOTHER BRIGITTE

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KYLE SMITH  
ALAN STERN  
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**ACTIVISION  
STUDIOS**

**Producer**  
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NEVEN DRAVINSKI

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VINCENT FENNEL  
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**Production Intern**  
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**Executive Producer**  
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**Vice President, Production**  
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**Global Brand Management**

**Senior Brand Manager**  
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**Marketing Associate**  
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**Director of Global  
Brand Management**  
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KATHY BRICAUD

**Junior Publicist**

ROBERT TAYLOR

**Senior PR Director**

MICHELLE SCHRODER

**European PR Director**

TIM PONTING

**Step 3**

NEIL WOOD

JON LENAWAY

WIEBKE HESS

## **Central Localizations**

**Director of Production**

**Services – Europe**

BARRY KEHOE

**Senior Localization**

**Project Manager**

FIONA EBBS

**Localization Consultant**

STEPHANIE O'MALLEY DEMING

**Localization Coordinator**

CHRIS OSBERG

**Localization Engineer**

PHIL COUNIHAN

**Brand Manager, Europe**

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**Marketing Communications**

DENISE WALSH

**Director of**

**Marketing Communications**

SUSAN HALLOCK

**Marketing**

**Communications Manager**

KAREN STARR

**Marketing**

**Communications Coordinator**

KRISTINA M. JOLLY

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**Director, Government and**

**Legislative Affairs**

PHIL TERZIAN

**Transactional Attorney**

TRAVIS STANSBURY

**Senior Paralegal**

KAP KANG

## **Operations and Studio Planning**

**Senior Director of**

**Production Services**

SUZAN RUDE

## **Central Tech**

**Senior Manger**

**Central Technology**

ED CLUNE

**Technical Director**

PAT GRIFFITH

**Senior Director, Technology**

JOHN BOJORQUEZ

## **Central Audio**

**Director, Central Audio**

ADAM LEVENSON

## **Music Department**

**Worldwide Executive of Music**

TIM RILEY

**Music Supervisor**

BRANDON YOUNG

SCOTT MCDANIEL

**Music Department Coordinator**

JONATHAN BODELL

### **"Church"**

Performed by Sean Price

Written by Sean Price

Jahman Bush, M. Elissen

T. Flaaten

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### **"National Anthem of the USSR"**

Performed by the Red Army

Choir

Written by Anatolij N. Alexandrov

Published by G. Schirmer

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### **"Rescued!"**

Written by Abraham Lass

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### **"Deep and Hard"**

Written by Mark Grigsby

Performed by Mark Grigsby

Mixed by Stephen Miller

## **Finance**

**Manager Controller**

JASON DALBOTTEN

**Finance Manager**

HARJINDER SINGH

**Finance Analyst**

ADRIAN GOMEZ

## **Activision Special Thanks**

MIKE GRIFFITH

ROBIN KAMINSKY

BRIAN WARD, DAVE STOHL

STEVE PEARCE, WILL KASSOY

DUSTY WELCH

LAIRD MALAMED

NOAH HELLER, GEOFF CARROLL

SASHA GROSS, JEN FOX

MARCHELE HARDIN

JB SPISSO, RIC ROMERO

## **Quality Assurance**

**Lead, QA Functionality**

ERIK MELEN

MARIO HERNANDEZ

**Senior Lead, QA Functionality**

EVAN BUNTON

**Manager, QA Functionality**

GLENN VISTANTE

**Manager, QA**

IGOR KRINITSKIY

**Floor Leads, QA Functionality**

VICTOR DURLING

CHAD SCHMIDT

PETER VON OY

**QA Database Administrator**

RICH PEARSON, CHRIS

SHANLEY

**QA Test Team**

DANIEL ALFARO, JEFF ROPER

PEDRO RODRIGUEZ

CHRISTOPHER CODDING

STEVE ARAUJO, DAN ROHAN

ERIC CHEVEZ, JON EARNEST  
CARSON KEENE  
JONATHAN HAMNER  
SPENCER SHERMAN  
CHRIS WOLF, SHAWN HESTLEY  
MATTHEW RICHARDSON  
BRIAN PUSCHELL  
JORDAN BONDHUS  
ISAAC FISCHER, JOHN VINSON  
ERIC GOLDIN  
STEFFEN BOEHME  
BRYAN CHAMCHOUM  
MIKE GENADRY, NATE KINNEY  
SHON GRAY  
JONATHAN SANCHEZ  
MOISES ZET, JULIO MEDINA  
RYAN CHANN, JASON VEGA  
JOHN RIGGS, ERNIE RITTACCO  
HOWARD RODELO  
JASON RALYA  
BRIAN WILLIAMS  
BYRON WEDDERBURN  
CHRISTOPHER SIAPERAS  
GIOVANNI FUNES  
JEREMY SMITH  
CRYSTAL PUSCHELL  
MARVIN RIVERA  
ANTHONY SEALES  
DILLON CHANCE, ERIC CHEVEZ  
MICHAEL STEFFAN  
ROSS YANCEY, JUSTIN REID  
DAVID PARKER, RYAN DEAL  
HEATHER RIVERA  
RODOLFO ORTEGA  
BYRON TAYLOR, MIKE AZAMI  
DEMETRIUS HOSTON  
JUSTIN SCHUBER, DEVIN GEE  
MARC GOGOSHIAN  
JULIAN NAYDICHEV  
ADRIAN PEREZ, GREG ZHENG  
MICHAEL LOYD  
DEVIN MCGOWAN  
KENNETH OLIPHANT  
JESSE RIOS  
MICHAEL SANCHEZ  
JASON STRAUMAN, ROBERT YI  
STEVEN THEANTANOO  
TOMMY HOOPER, MIKE COOK  
IAN BOUCHILLON  
DAN MORTENSON, DAN GRANT  
MIKE PICKARD  
BRANDON GUTHRIE  
IAN JOHNSTON

**Night Shift Lead**  
**QA Functionality**  
BARO JUNG

**Night Shift Project Lead**  
TOM CHUA

**Night Shift Senior Lead**  
**QA Functionality**  
PAUL COLBERT

**Night Shift Manager**  
**QA Functionality**  
ADAM HEARTSFIELD

**Night Shift Floor Leads**  
**QA Functionality**  
JAY MENCONI, ELIAS JIMENEZ  
JULIUS HIPOLITO

**Night Shift QA Test Team**  
JEFF MITCHELL  
KEVIN ARREAGA  
GERALD BECKER, JIMMY YANG  
TIFFANY BEH-JOHN ASGHARY  
RANDALL HERMAN  
JIMMIE POTTS, AARON SMITH  
NIYA GREEN, DENNIS SOH  
ANDREW JONES  
JORGE VALLADARES  
BENJAMIN BARBER  
ARON SCHOOLING  
DIDIER BENITZ  
NICHOLAS SARDO  
KARL GALBERT, WILLIS KEMP  
JONATHAN ANDRY  
ELMER DELEON  
KORNELIA TAKACS  
MIKE CHAJA  
D'ANDRE BROWNING  
SEAN SHEA-CLARK

**TRG Senior Manager**  
CHRISTOPHER WILSON

**TRG Submissions Lead**  
DAN NICHOLS

**TRG Platform Lead**  
MARC VILLENEUEVA

**TRG Project Lead**  
JOAQUIN MEZA

**CRG Project Lead**  
JEF SEDIVY

**TRG Floor Lead**  
TEAK HOLLEY  
DAVID WILKINSON  
JARED BACA

**TRG Testers**  
WILLIAM CAMACHO  
PISOTH CHHAM, JASON GARZA  
MARTIN QUINN  
CHRISTIAN HAILE, ALEX HIRSCH  
JAMES ROSE  
RHONDA RAMIREZ  
MARK RUZICKA, JACOB ZWIRN

**TRG Platform Lead**  
KYLE CAREY

**TRG Project Lead**  
JASON HARRIS

**TRG Floor Lead**  
TOMO SHIKAMI  
JON SHELTMIRE  
KEITH KODAMA

**TRG Testers**  
COLIN KAWAKAMI  
KIRT SANCHEZ, ADAM AZAMI  
SCOTT BORAKOVE  
RYAN MCCULLOUGH  
MELVIN ALLEN, EDGAR SUNGA  
JOHN MCCURRY  
BENJAMIN ABEL  
BRYAN BERRI, BRIAN BAKER

**Lead, Multiplayer Lab**  
GARRET OSHIRO

**Multiplayer Lab Test Team**  
Leonard Rodriguez  
(Acting Floor Lead)  
Michael Thomsen  
(Acting Floor Lead)  
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SEAN OLSEN

**Lead, Network Lab**  
FRANCIS JIMENEZ

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CHRIS KEIM

**Compatibility Testers**

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WILLIAM WHALEY  
BRANDON GILBRECH  
MIKE SALWET  
DAMON COLLAZO

**Compatibility Specialist**  
JON AN**Senior Compatibility Lead**  
NEAL BARIZO**Lead, Compatibility**  
CHRIS NEAL**Manager, QA Localizations**  
DAVID HICKEY**QA Localization Lead**  
CONOR HARLOW**QA Localization Testers**  
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