

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms, dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult you doctor.

PRECAUTIONS TO TAKE DURING USE

- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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GETTING STARTED

Insert the *Call of Duty: Black Ops II* disc into your DVD drive. After a few moments, 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 the My Computer icon on the Desktop (for some versions of Windows, you may need to click the Start button and then click the My Computer icon). Double-click on the DVD drive where the *Call of Duty: Black Ops II* disc is located. Double-click on Setup.exe to launch the installer.

Note: Internet connection required to install.

GAME CONTROLS

DEFAULT KEY	COMMAND
W	Forward
S	Back
A	Left
D	Right
Q	Lean Left
E	Lean Right
SHIFT	Sprint/Hold Breath
Left Mouse Button	Fire Weapon
Right Mouse Button	Toggle (ADS)
V	Melee Attack
5	Special Action 1
1, Mouse Wheel	Special Units
G, Middle Mouse Button	Throw Lethal Grenade
4	Throw Tactical Grenade
F	Use
R	Reload
Space Bar	Stand/Jump
CTRL	Prone
CTRL while Sprinting	Dive to Prone
C	Change Stance
X	Equipment

Esc	Objectives/Pause Menu
T	Text Chat
Y	Team Chat
Z	Voice Chat
F3	Spectator View Mode
Tab	Show Score/Objectives
F12	Screenshot

STRIKE FORCE CONTROLS

DEFAULT KEY	COMMAND
W	[Tactical View Only] – Move Tactical View north on map
S	[Tactical View Only] – Move Tactical View south on map
A	[Tactical View Only] – Move Tactical View west on map
D	[Tactical View Only] – Move Tactical View east on map
1	Select unit type 1
2	Select unit type 2
3	Select unit type 3
4/Left Click	Click to direct unit type to a position/objective/target, hold to direct position/objective/target for all units
5	Select unit type 4
TAB	Enter/Leave will only work when units are on screen.

MAIN MENU

Choose between the Campaign, Multiplayer and Zombies.

CAMPAIGN

Pick up where Call of Duty: Black Ops ended and continue the single player experience in the Call of Duty: Black Ops II campaign. From the Campaign menu you can resume your most recent campaign or start a new one. You may also use the Mission Select option to replay an already completed mission at any difficulty.

Note: *Black Ops II uses an automatic checkpoint save system to save your game progress. You may also choose to use the Save and Quit option from the in-game Pause menu.*

STRIKE FORCE

Strike Force missions in Call of Duty: Black Ops II offer a new and innovative spin on traditional Call of Duty single-player combat by melding real-time strategy tactics with tried and true first-person shooter functionality. Take on special story-related missions and complete them as either front-line soldier, top-down battlefield commander, or a variety of unique wartime drones. Succeed and bring victory to your country; fail and watch the consequences play out alongside the main campaign storyline.

MULTIPLAYER

Compete with other Call of Duty: Black Ops II players online and locally in a variety of maps and game modes in Multiplayer (MP). Unlock new weapons, attachments, perks and rank up in MP!

ZOMBIES (1-8 PLAYERS)

Survive the Zombies hordes alone, cooperatively or competitively in the new and expanded Call of Duty: Black Ops II Zombies experience. Group up with friends to repel waves of increasingly deadly Zombies in the traditional Survival mode, compete against another team of Zombie apocalypse survivors in an epic battle to be the last group standing in the brand new Grief mode, or experience a whole new level of Zombies strategy in TranZit, the first ever Zombies campaign. But be warned: there are more than just Zombies lurking in the town of Green Run...

SETTINGS

Adjust the game's settings to suit individual preferences. Adjustable options include: controller settings, aim assist, look sensitivity, graphic content filter, and subtitles.

HEADS-UP DISPLAY

- Mini-Map – Shows map of local area plus locations of friendlies and known hostiles.
- Match Info – Displays current score, team icon and the time remaining in match. (MP Only)
- Grenade Indicator – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- Crosshair – Indicates where you are currently pointing your weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.*
- Use Icon – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.
- Scorestreak Inventory – Indicates how many points you need to acquire the next Scorestreak, and which Scorestreaks you have chosen to be able to earn during the match. Any acquired Scorestreak can be used in the Scorestreak Inventory by pressing PC keys 1-3. 1-Net score streak, 2-pervious score streak and 3-activate score streak.
- Weapon Indicator – Indicates which weapon you are currently using.
- Ammo Count – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
- Inventory – Displays equipment and/or weapon attachments that are currently available.
- Damage Indicator – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, on page PAGEHERE).
NOT PICTURED ABOVE

***Note:** When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.

HEALTH SYSTEM

When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. As more damage is sustained the screen will grow redder, you will hear you heart rate increase, and your breathing will grow heavy. If you can cover and avoid enemy fire you will slowly recover from the damage and be able to continue at full strength.

PAUSE/OBJECTIVE SCREEN

Press the ESC any time in Campaign or Zombies to pause the game and access this menu. From here you may access game Options, restart the current level or save and quit to the Main Menu.

MULTIPLAYER OBJECTIVES SCREEN

Call of Duty: Black Ops II cannot be paused while playing in MP mode. Pressing ESC in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still live in the background when you are in this screen.

CALLING CARDS (MP ONLY)

Access your Calling Card to create your own custom Emblem that will represent your persona online. View Recent Games you or your friends have played and save them to your File Share for safe keeping. You can view and rate other Films, Clips, Screenshots, and Custom Games created by members of the Call of Duty: Black Ops II community.

You can also view all your key game statistics in the Combat Record, check your progress against the in-game Challenges, view the game Leaderboards, and create a Clan Tag all from within the Calling Card.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed: For NVIDIA® video cards, visit www.nvidia.com to locate and download them. For ATI™ video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX® from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.

- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

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Jimmy Kimmel

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Strike Force Soldier
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Strike Force Soldier
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Strike Force Soldier
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Designer/Mixer

Editorial Team
Sean Fazende - Editor
Jerry Sukys - Executive
Producer
Mary Stasilli - Producer

Operations Team
Thatcher Peterson - Head of
Operations
Michael Boggs - Director of
Commercial DI

Company 3 Special Thanks
Naty Hoffman
Patrick Davenport
Cyril Dabrinsky
Mike Chiado
William Beaudin
Richard Alcalá

ACTIVISION

PRODUCTION MANAGEMENT GROUP

Executive Producer
Ben Brinkman

Producer
Yale Miller

Associate Producers
James Bonti
Jason Harris

Production Coordinators
John Banayan
Shannon Wahl
Chris Baggio

Production Coordinator
Intern
Lisa Ohanian

Administrative Assistant
Alyssa Delhotal

Vice President, Production
Daniel Suarez

EVP, Production &
Development WW Studios
Dave Stohl

GLOBAL BRAND MANAGEMENT

Senior Vice President,
Product Management
Rob Kostich

Director, Product
Management
Geoff Carroll

Director, Global Media
Rochelle Webb

Director, Global Experiential Marketing Jonathan Murnane Senior Product Manager Tyler Michaud Mike Schaefer	Brand Manager - Germany Oliver Beck	Sr. UK PR Manager Adam Paris
Associate Product Manager Ryan Scott	Brand Manager - Benelux Esteban Barten	UK PR Manager Henry Clay
Associate Product Marketing Manager Alex Gomez	Brand Manager - Nordics Christian Valeur	UK PR Manager Karen Ward
Senior Vice President, Product Management Rob Kostich Director, Product Management Geoff Carroll	Brand Manager - France Lucie Linant de Bellefonds Senior Manager of Digital Marketing Shane Bellamy	PR Manager, Nordics Daniel Gustafson
Director, Global Media Rochelle Webb	Commercial Manager - Asia Paul Butcher Marketing Director Jeff Wong Senior Brand Manager Nick Exikanas	Sr. PR Manager, Italy Francesca Carotti
Director, Global Experiential Marketing Jonathan Murnane	Latin America Marketing Jesus Rosales	PR Manager, Benelux Rick Sloof
Senior Product Manager Tyler Michaud Mike Schaefer	Latin America Marketing Max Morais	Sr. EU PR Manager Tim Ende-Styra Sr. UK PR Manager Lucy Donald
Associate Product Manager Ryan Scott	Latin America Marketing Rossana Torres	Head of PR, Germany Christian Blendl
Associate Product Marketing Manager Alex Gomez	PUBLIC RELATIONS	Associate PR Specialist, Germany Silja Meyer
Vice President and GM Michael Sportouch	PR Director Mike Mantarro	Sr. PR Manager, Spain Monica Garcia
Marketing Director - Europe Daniel Green	PR Manager Kyle Walker	Head of PR, France Diane De Domecy
Marketing Director - Europe Ruben Dehouck	Senior Publicists Robert Taylor Josh Selinger	PR Coordinator, France Kenjy Vanitou
Marketing Director of Digital Product - Europe Mark Cox	Publicist Monica Pontrelli Bianca Blair	Manager, Asset Delivery & Reporting Simon Dawes
Senior Brand Manager - UK Eric Folliot	Senior Global Asset Manager Karen Yi	Sr. Marketing Manager – Emerging Markets Stefania Vanerio
Senior Brand Manager - Italy Carlo Barone	PR Coordinator Ali Miller	PR Manager, Emerging Markets Francesca Squellerio
Senior Brand Manager - Emerging Markets Stefania Vanerio	PR Special Thanks Dan Amrich Step 3 PMK/BNC	Sr. PR Manager, APAC Natasha Brack
Senior Brand Manager - Spain Marian Holties	Director – EU Public Relations Craig O'Boyle	PR Manager, APAC Tegan Knight
	Sr. EU PR Manager Sophie Orlando	PRODUCTION SERVICES - EUROPE
		Senior Director of Production Services - Europe Barry Kehoe

Senior Localisation Manager Fiona Ebbs	Localisation Tools & Support Provided by Stephanie Deming & XLOC, inc	Miroslaw Baran Gustavo Baratto Patrick Barrington Rick Barzilli Annie Bennett Rashid Bhamjee Ryan Blazecka David "REspawn" Brennan Morgan Brickley Don Browne Jaime Buelta Luke Burden Graham Campbell Lee Cash Stephanie Cates Riley Chang Martin Clarke Nicola Colleran Michael Collins Owen Corrigan Colin Cox Alex Couture-Beil Lok Crystal Koo Marian Cullen Tim Czerniak Stephanie Dean Colin Deasy Richard Delaney Sinead Devereaux Brendan Dillon Tyler Dixon Malcolm Dowse Stephane Dudzinski Dmytro Dyachuk Matthew Edwards Michael Edwards David Falloon Brendan Fields Christian Flodiin Stuart Fox Jonathan Frawley Ellie Frost Azamat Galimzhov Siobhan Golden Arthur Green Padraic Hallinan John Hamill Geoff Haugan Conor Hennessy Sterling Hoeree Graeme Humphries Ryan Hunter Steffen Higel Travis Kay Eli Kazmirouk Tony Kelly Colleen Keyland John Kirk Gordon Klok Allan Kumka Lance Laursen Roman Lisagor Garrett Lynch Gerald Magnusson Patrick Mamaid
Localisation Project Manager Conor Harlow	ACTIVISION STUDIO CENTRAL	
Localisation Project Coordinator Paola Palermo	Vice President, Design Carl Schnurr	
Localisation QA Manager Mannix Kelly	Executive Producer Mike Ward	
Localisation QA Lead Franck Morisseau	Associate Producer Sasha Rebecca Gross Chris Coddling	
Localisation QA Floor Leads Thomas Lopez Ildefonso Ranchal	Production Coordinator Jennifer Velazquez	
Localisation QA Testers Akseli Asikainen Aleksejs Radcenko Alessandro Giongo Alexander Wiberg Anders Nielsen Anderson Cahet Ari Heiskanen Axel Anani Christopher Bugny Claudio Porcu Clement Raigneau Epifania Alarcon Eros Castaldi Esther Reimann Giovanni Basilio Giovanni Guglielmo Hiberto Rios Ivar Rocha Arias Jan Vester Javier Fernandez Cordoba Juha Salorinne Leandro Andrade Lidia Rodriguez Luis Hernández Dalmau Manuela Loritz Marc Masure Marcel Preiß Marcos Exequiel Ramirez Michael Schulz Neidson Pereira Patrick Friedrich Paula Del Valle Philip Hill Stefan Jönsson Sylvain Villedary William Haugland	STUDIO CENTRAL - ENGINEERING	
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	Director of Technology, Online Bill Petro	
	Online Technical Director Steve Wang	
	Online Technical Intern Tarun Sharma	
	Lead Software Engineer Gaurav Shellikeri	
	Principal Technical Director Wade Brainerd	
	Technical Director Michael Vance Paul Edelstein Etienne Danvoye	
	Release Engineer Ryan Ford Kimberly Carrasco	
	Technical Artist Michael Eheler	
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Burn Room Technician Todd Lambert Kamlesh Thurmadoo	DemonWare John Allen Nadia Alramli Ruy Asan Edward Baker Kathryn Baker David Ballano Fernandez	
IT Network Technician Fergus Lindsay		

Damien Marshall
 Tendayi Mawushe
 Michele Mazzucco
 Rob McAdoo
 Emma McBreen
 Ciarán McCann
 Catherine McCarthy
 Mark McGree
 Craig McInnes
 Liam MacInnes
 Duncan McNab
 Francisco Garcia Miranda
 Christopher Mueller
 Faham Negini
 Nic Nero
 Jonathan Neufeld
 Y Nguyen
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 Tim Patterson
 Craig Penner
 Andrey Polakov
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 Ruaidhrí Power
 Henry Precheur
 Dara Price
 Gary Quan
 Gary Rafter
 Yunduz Rakhmangulov
 Lisa Reilly
 Stefan Reimer
 Wendy Robillard
 Nic Roland
 Davide Romani
 David Ruane
 Vladimir Ryzhov
 Matthew Sawasy
 Parvinder Singh Grewal
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 Evan Smith
 Fei Song
 Kale Stedman
 Tao Su
 Adam Talsma
 Craig Thompson
 Stefan Tjarks
 Michael Tom Wing
 Vladislav Titov
 Max Vizard
 Jason "Hagao" Wei
 Christie Wilson
 Joyce Wu
 Steven Young

CENTRAL USER-TESTING

Central User-Testing, Senior
 Manager
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Central User-Testing,
 Manager
 Alexandre Debrousse

Central User-Testing,
 Supervisor
 Phil Keck

Central User-Testing, Lead
 Gareth Griffiths

Central User-Testing
 Moderator
 Vincent Edwards
 David A. Flores
 Henry Wang
 Jeremy Le
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TALENT & AUDIO MANAGEMENT GROUP

Talent Acquisitions Manager
 MarcheLe Hardin

Talent Associate
 Noah Sarid

Talent Coordinator
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Vice President, Music Affairs
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STUDIO CENTRAL - ART AND ANIMATION

Technical Director
 Javier von der Pahlen

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Associate Consumer
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Terry Kiel
Travis Stansbury
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Planning World Wide Studios
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Operations
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WW Partner Relations
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Sang Kim

Director, Studio Planning
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Carl Hughes

Finance Manager, Studio
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Senior Manager, Studio
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Senior Production Planner
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Chain Analysis
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Senior Creative Services
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 Davis Jung
 Rick Grubel
 Jason Norrid
 Federico Jimenez
 Marquis Cannon
 Team Todd
 Suzanne Todd
 Juliana Hayes
 Jerrold Green
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 Defense Enterprises
 Jared Chandler from Combat
 Films/Sacred Sword Inc.
 Larry Zano from
 Independent Studio Services
 Off Base Productions
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 Jason Posada
 Rodrigo Mora
 Victor Lopez
 Isaac Lee Weichert and the
 Weichert Family
 Jared Chandler from Combat
 Films/Sacred Sword Inc.
 Andre Sepulveda
 Glenn Oliver
 Sylvain Doreau
 Stephen Sanders
 Jeff Parker

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 Xpec Entertainment
 General Atomics
 Aeronautical Systems, Inc
 EOTech
 Remington Arms Company,
 Inc.
 Colt's Manufacturing
 Company
 Barrett Firearms
 Manufacturing
 Kryptek
 HyperStealth Biotechnology
 Corporation

Eon Interactive
 Firelight Technologies
 Riot Atlanta
 Method Studios
 Havok
 Ncompass
 NJLive

QUALITY ASSURANCE
 Senior Director, Quality
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 Christopher D. Wilson

QUALITY ASSURANCE,
 FUNCTIONALITY EL
 SEGUNDO
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 James Lara

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 Pedro Aguilar
 Ryan Trondsen
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 Antoine Leroux
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 Brandon Morrison
 Brian Boswell
 Brian Cutts
 Brian Kim
 Brian Urbina
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 Chris Haley
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 Colin Bennett
 Conor Fallen Bailey
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 David Solomon
 Diego Carrillo
 Dustin Loudon
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 Eric Kelly
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Frederick Guese
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 Henry Dykstra
 Isaac Escobar
 Isaias Llamas
 Jack Michael Rowe
 Jarad Buntain
 Jaron Bennet
 Jason Jackson Harrison
 Javier Panameno
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 Jeff Thomas Border
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 Joseph Utley
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 Robert Maldonado
 Ronald Bondal
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 Steven Luevano
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 Tony Q. Tran
 Tristan Camacho
 Tyler J. Kinkopf
 Wesley Thatcher
 Zeena Jointer

QUALITY ASSURANCE,

FUNCTIONALITY QUEBEC

QA Director
Matt McClure

QA Managers
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Guillaume Weber

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Patrick Pouliot
François Sylvain

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David Létourneau-Brochu
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Éric Tessier
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François Toupin
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Gabriel St-Laurent
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Guillaume Lemieux
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Jason De Ciccio
Jason Gagné
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Jonathan Rousseau
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Julie Guay
Kevin Vallée
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Luc Morency
Manuel Lamy
Marc-André Ducharme
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Mélodie Bonin
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Nicolas Morin
Nicolas Potvin
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Olivier Samson
Owen Nolan
Philip Coons
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Pierre-Luc Cormier
Pierre-Luc Viens
Rafaële Bolduc
Raphaël Corbin
Raphael Guay-Picard
Rémi Gosselin
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Roxane Theriault-Lapointe
Sébastien Bisson
Simon Boucher
Stéphane Larocque
Stéphany Leclerc
Sylvain Devost
Tommy Fortin
Vincent Lachance
William Daggett
William Emond-Paradis
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QA Lead Database
Administrator
Jean-François Le Houillier

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Sébastien Dusseault
Frédéric Garneau

Guillaume Gauthier
Jean-François Giguère
Dany Paquet
Pier-Luc Poulin
Guillaume Rochat
Émilie Saindon
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Karine Windy Boudreault

QA IT Lead
Etienne Dubé

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Nicolas M. Careau
Stéphane Elie
Hugo Roy

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Josée Laboissonnière

HR Manager
Antoine Lépine

TECHNICAL REQUIREMENTS GROUP

TRG Manager
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TRG Submissions Leads
Dustin Carter

TRG Submissions Adjutants
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TRG Senior Platform Leads
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Teak Holley

TRG Platform Leads
Brian Bensi

TRG Testers
Colin Kawakami
Daniel Angers
Elias Uribe
Jason Garza
Jonathan Butcher
Kirt Sanchez
Lucas Goodman
Matthew Haugen
Michael Laursen
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QA
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QA Network Lab Project
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QA Network Lab Senior
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QA-CL Lab Project Lead
Eric Stanzione

QA-CL Lab Testers
Carlos Monroy

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QA AV Lab Senior Tester
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Director, Quality Assurance
Jason Wong
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Indra Yee

QA Applications
Programmers
Brad Saavedra
Ari Epstein

QA Tester
Paul Taniguchi

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ADMINISTRATION GROUP
Senior Lead Database
Administrator
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Lead Database Administrator
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QA-MIS
QA-MIS Senior Technician
Teddy Hwang

QA-MIS Technicians
Gary Washington
Elliott Ehlig
Danny Feng

QA MASTERING LAB
QA Mastering Lab
Technicians
Kai Hsu

CUSTOMER CARE
Senior Director, Customer
Care
Tim Rondeau

Senior Manager, Service
Design and Supportability
Paul Boustany

Senior Manager, Web
Strategy & Support Solutions
Melanie Marcell
Senior Manager, Service
Delivery and Advocacy
Noel Feliciano

Senior Manager, Service
Delivery International
Christiane Brand

Senior Manager, Player
Engagement
Khalid Asher

Manager, Global Training
and Quality
Rozanne Gallegos

Trainer, Global Player
Support
Pedro Pulido

Customer Experience
Program Managers
Samantha Wood
Chuck McNamee
Kevin Crawford

Supportability Analyst
Kirk McNesby

Supervisor, Player Advocacy
Russell Johnson

Player Advocacy Group
Dov Carson
Guillermo Hernandez
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Louis Blackwell
Ruth Berenji

Supervisor, Social and
Community
Miguel Vega

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Maximiliano Murillo
Tang Roger

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Administrators
Jeff Walsh
Sjoerd van den Berg

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Logistics
Mike Dangerfield

Administrator, Systems
Sam Akiki

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Philip Chung

Content Coordinator
T'Challa Jackson

Associate Supportability
Engineer
Jonathan Albaugh

Associate Systems Analyst
Quang Tran

QA SPECIAL THANKS

Abby Alvarado
Maria Gonzalez
Rachel Levine
Rachel Overton
Marc Williams
Shara Jones
Louise Grace
Rose Clarke,
Jonathan Piché
Jérôme Bélisle

ORCHESTRA AND MUSICAL SCORE

Abbey Road
Recorded by: Joel Iwataki
Score Supervisor/
Supervising Copyist: Ross
deRoche
Session Supervisor/Budget
Supervisor: Audrey deRoche
Booth Supervisor: Neal
Desby
Score Recordist: Gordon
Davidson
Assistant Score Recordist :
Seb Truman
Assistant Score Recordist :
Jamie Ashton
Orchestra Contractor: Isobel
Griffiths
Assistant Orchestra
Contractor: Charlotte
Matthews
Librarian: Jill Streater
Orchestra Accountant:
Mandy Hadler

Trevor Morris Studios
Mixed by: Joel Iwataki
Mix Recordist: Phil
McGowan

Raul Menendez Theme
("Niño Precioso") arr. by:
Jack Wall & Neal Desby

Black Ops 2 Theme*
composed and produced by:
Trent Reznor
*Orchestral arrangement by:
Timothy Williams & Jonathan
deRoche
*Conducted by: Jack Wall

Additional Music: Jimmy (Big
Giant Circles) Hinson, Sergio
Jimenez Lacima

Select Tracks Mastered by:
John Rodd

Vocal Soloists:

Pakistan vocals: Azam Ali
Yemen vocals: Barak
Marshall
'Niño Precioso' vocal: Kamar
de los Reyes
'Niño Precioso' child vocal:
Gracie Wall
Raul Menendez Theme
('Niño Precioso') vocal: Rudy
Cardenas
Haitian vocals: Joel Virgel
Vocal Contractor: Nancy
Clayton

Instrumental Soloists:

Pakistan bowed Guitarviol:
Loga Ramin Torkian
Percussion: Jamie
Papish, MB Gordy, Henrik
Jakobsson, Daniel de los
Reyes
Duduk, Dizi (bamboo flutes),
Zourna: Chris Bleth
Lap Steel guitar: Jay Leach
Cello: John Galt
Electric Cello: Tina Guo
Flamenco Guitar on "Nino
Precioso": Gabriel Reyna
Flamenco Guitar in Panama:
Edward Trybek
Electric Sitar in Pakistan:
Edward Trybek
Chapman Stick in Yemen:
Larry Tuttle
Flamenco Guitar in
Nicaragua: Ramon Stagnaro

Orchestra Musicians:

Violins
Leader - Perry Montague-
Mason
Leader of 2nds - Roger
Garland
Alison Kelly
John Bradbury
Rolf Wilson

Mark Berrow
Dave Woodcock
Jonathan Rees
Tom Pigott-Smith
Cathy Thompson
Dai Emanuel
Robin Brightman
Dermot Crehan
Jim McLeod
Emil Chakalov
Paul Willey
Jonathan Evans-Jones
Dorina Markoff
Pauline Lowbury
Natalia Bonner
David Ogden
Debbie Preece
Harriet Davies
Gillian Findlay
Laura Melhuish
Dave Williams
Simon Baggs
Jonathan Strange
Debbie Widdup
Sonia Slany
Manon Derome
Katherine Mayes
Emlyn Singleton (10th) /
Debbie Widdup (11th)

Violas

1st - Peter Lale
Katie Wilkinson
Clare Finnimore
Rachel Bolt
Andy Parker
Paul Cassidy
George Robertson
Chris Pitsillides
Reiad Chibah
Don McVay
Jon Thorne
Morgan Goff
Gustav Clarkson
Steve Wright
Rusen Gunes

Celli

1st - Anthony Pleeth
Martin Loveday
Caroline Dale
John Heley
Frank Schaefer
Chris Worsey
Paul Kegg
Sophie Harris
Tony Woollard
James Potter
Tony Lewis (10th) / Jonathan
Tunnell (11th)

Basses
1st - Chris Laurence
Stacey Watton
Steve Mair
Richard Pryce
Steve McManus
Steve Williams
Roger Linley
Steve Rossell

Flute/Piccolo
Karen Jones (ex 11th 2-5 =
Eliza Marshall)

Flute
Helen Keen
Eliza Marshall (14th) / Helen
Keen (15th)

Oboe
David Theodore (10th) /
Daniel Bates (11th)

Oboe/Cor Anglais
Jane Marshall

Clarinet
Nicholas Bucknall

Clarinet/Bass Clarinet
Dave Fuest

Bassoon
Richard Skinner

Bassoon/Contra Bassoon
Gavin McNaughton

Horn
Nigel Black
Richard Berry
Laurence Davies
Phil Woods
Carsten Williams
John Thurgood (10th) /
Nicholas Korth (11th)
Nick Ireson
Kira Doherty (10th) / Simon
Rayner (11th)
Philip Eastop
Nicholas Korth
Katie Woolley

Trumpet
John Barclay
Derek Watkins
Kate Moore
Paul Mayes

Tenor Trombone
Richard Edwards
Andy Wood (10th) / Ed
Tarrant (11th)

Bass Trombone
Roger Argente
Andy Wood

Bass/Contrabass Tbone
Dave Stewart

Tuba
Owen Slade

Tuba/Cimbasso
Ross deRoche

Licensed Music

Theme"
Written, arranged, produced
and performed by Trent
Reznor
Mixed by Alan Moulder
Additional production by
Atticus Ross
Mastered by Tom Baker
at Precision Mastering,
Hollywood, CA

"The Night Will Always Win"
Performed by Elbow
Written by Guy Edward John
Garvey, Craig Lee Potter,
Mark Potter, Peter James
Turner and Richard Barry
Jupp
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"Niño Precioso"
Based on a Nicaraguan
lullaby
Arranged by Jack Wall
Vocal by Kamar de los
Reyes
Flamenco guitar by Gabriel
Reyna

"Raul Menendez Theme"
(‘Niño Precioso’)
Based on a Nicaraguan
lullaby
Composed by Jack Wall
Arranged by Jack Wall &
Neal Desby
Orchestrated by Neal Desby
& Edward Trybek
Vocal: Rudy Cardenas
Trumpet solo: John Barclay
Harp: Amy Black

Performed by London
musicians at Abbey Road
Orchestra contractor: Isobel
Griffiths
Vocal contractor: Nancy
Gassner-Clayton

"Ima Try It Out"
Performed by Skrillex
Written and produced by
Sonny Moore and Alvin Risk
Courtesy of Atlantic
Recording Corp.
By arrangement with Warner
Music Group Video Game
Licensing
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