⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

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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 reply 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, below).

***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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credits_movie_8
scroll_sequence_2

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Survivor 3
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AND

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COLOR, VFX & POST PRODUCTION PROVIDED BY

Company 3 Games

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Malte Wagener - Vice President of Games
Daniel Oberlerchner - Executive Producer & Operations
Alexander Stein - Art Director
Anton Borkel - Creative Lead

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Stefan Sonnenfeld - Colorist & Sheriff
Damien Pelphrey - DI Assist
Alexander Stein - Art Director
Rhubie Jovanova - Executive Producer

VFX Team
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Anastasia Von Rahl - Associate Producer
Steve Viola - Creative Director
Mike Sausa - Associate Creative Director
Alex Gitler - Compositing Supervisor
Jim Kuroda - Lead Compositor

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Brian Anderson - Audio Production Manager
Jeremy Moore - Producer
Maggie Price - Audio Assist
Chris Basta - Sound Designer/Mixer
Matt Melberg - Sound Designer/Mixer
Erich Netherton - Sound Designer/Mixer

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Mary Stasilli - Producer
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Michael Boggs - Director of Commercial DI

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ACTIVISION

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Producer
Yale Miller

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Geoff Carroll

Director, Global Media
Rochelle Webb

Director, Global Experiential Marketing
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Mike Schaefer

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Associate Product Marketing Manager
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Director, Global Media
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Director, Global Experiential Marketing
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Marketing Director - Europe
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Senior Brand Manager - Italy
Carlo Barone

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Marian Holties

Brand Manager - Germany
Oliver Beck

Brand Manager - Benelux
Esteban Barten

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Anderson Cahet
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Marcos Exequiel Ramirez
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Patrick Friedrich
Paula Del Valle
Philip Hill
Stefan Jönsson
Sylvain Villedary
William Haugland

Burn Room Technician
Todd Lambert
Kamlesh Thurmadoo

IT Network Technician
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Localisation Tools & Support Provided by Stephanie Deming & XLOC, inc

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Steve Wang

Online Technical Intern
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Gaurav Shellikeri

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Ruaidhrí Power
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Central User-Testing, Manager
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Central User-Testing, Supervisor
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Central User-Testing, Lead
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Central User-Testing Moderator
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Associate Technical Audio Designer
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Lim Hur

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Sang Kim

Director, Studio Planning
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Carl Hughes

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Federico Jimenez
Marquis Cannon
Team Todd
Suzanne Todd
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Jerrold Green
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Jared Chandler from Combat Films/Sacred Sword Inc.
Larry Zanoff from Independent Studio Services
Off Base Productions
Ricardo Romero
Jason Posada
Rodrigo Mora
Victor Lopez
Isaac Lee Weichert and the Weichert Family
Jared Chandler from Combat Films/Sacred Sword Inc.
Andre Sepulveda
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Havok
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QUALITY ASSURANCE, FUNCTIONALITY EL SEGUNDO
QA Manager
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James Lara

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Johnny Kim
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Ryan Trondsen
Sung Yoo

QA Testers
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Alicia Hopson
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Andrew Tagtmeyer
Andy Milenovic
Antoine Leroux
Antonio Whitfield
Armen Zeynalvand
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Rémi Gosselin
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Rachel Levine
Rachel Overton
Marc Williams
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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
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Performed by Nat King Cole
Written by Mel Torme and Robert Wells
Published by Edwin H. Morris & Company, A Division of MPL Music Publishing, Inc. (ASCAP) & Sony/ATV Tunes LLC (ASCAP)
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Written by Sanders/Haner/Baker/Seward
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Additional Music by
Shawn Jimmerson
Kevin Sherwood
Brian Tuey

Schecter Guitar Research

Kevin Sherwood uses Halo guitars and 8Dio instruments

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