

PRECAUTIONS

- This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3.
- Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING 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. For further information visit www.pegi.info.

Comprising three 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 part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-01717

FOR HOME USE ONLY: This software is licensed for play on authorised PlayStation®3 systems only. A PlayStation®3 system software update may be required. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2012 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. PlayStationNetwork, PlayStationStore and PlayStationHome subject to terms of use and not available in all countries and languages (eu.playstation.com/terms). Broadband internet service required. Users are responsible for broadband access fees. Charges apply for some content. Users must be 7 years or older and users under 18 require parental consent. Network features may be withdrawn at reasonable notice – see eu.playstation.com/gameservers for details. Licensed for sale only in Europe, the Middle East, Africa, India and Oceania.

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SETTING UP

PlayStation®3 System

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Please select your preferred language from the system settings menu before starting the game. Insert the *Call of Duty® Black Ops II* disc with the label facing up into the disc slot. Select the icon for the software title under  in the PlayStation®3 system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



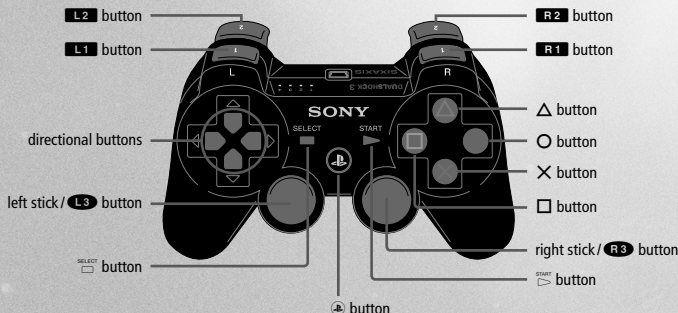
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments.



Saved data for PS3™ format software



Saved data for PS3™ format software is saved on the system's hard disk.

The data is displayed under "Saved Data Utility (PS3™)" in the Game menu.

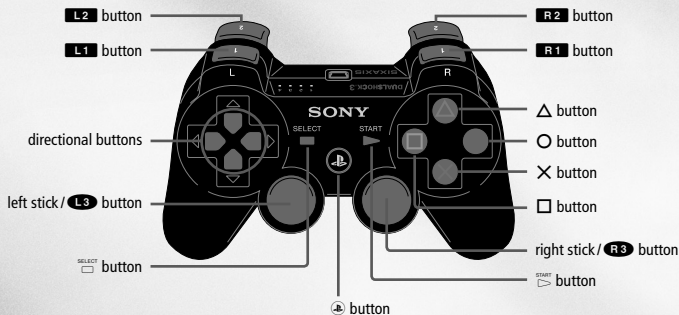
GAME CONTROLLER





- 1) **L2** – Throw Tactical
- 2) **L1** – Aim Down Sight
- 3) D-Pad – Inventory
- 4) Left Stick – Move, Press for Sprint
- 5) SELECT
 – Scoreboard (MP Only)
- 6) START
 – Pause
- 7) Right Stick – Aim/Look, Click for Melee Attack
- 8) **X** – Jump
- 9) **O** – Crouch/Prone
- 10) **□** – Interact/Use
- 11) **△** – Switch Weapon
- 12) **R2** – Throw Lethal
- 13) **R1** – Fire
- 14) **R3** – Melee
- 15) **L3** – Sprint

COMMAND	DEFAULT BUTTON	DESCRIPTION
Move	Left stick	Moves player forward/back and strafes
Aim/Look	Right stick	Aims crosshair
Fire Weapon	R1	Fires your current weapon
Throw Lethal	R2	Throws Lethal grenade
Melee	R3	Perform a melee attack
ADS	L1	Aims down the sight or scope of your weapon
Throw Tactical	L2	Throws currently selected Tactical grenade
Sprint	L3	Press to initiate sprinting
Crouch/Prone	O	Hold to go prone, sprint + hold to dive prone
Interact/Use	□	Reload your weapon, use object, pickup weapons
Jump	X	Jumps or goes to upright stance from prone
Switch Weapon	△	Switch between primary and secondary weapons
Inventory	D-Pad	Use inventory item
Pause	<small>START</small> 	Press to bring up pause menu
Scoreboard	<small>SELECT</small> 	Bring up Scoreboard (Multiplayer Only)

STRIKE FORCE CONTROLS



- 1) **L1** – Nearby Units Follow Player, Hold for All Units to Follow Player
- 2) D-Pad – Sets Waypoint for Unit Type, Hold to Control Unit
- 3) L Stick – [Tactical View Only] Move Across Tactical View Map
- 4) Right Stick – [Tactical View Only] Change Angle on Tactical View Map
- 5) **SELECT**  – Enter/Leave Tactical

COMMAND	DEFAULT BUTTON	DESCRIPTION
Move Tactical	Left stick	Moves Tactical view across the map
Angle Tactical	Right stick	Changes Tactical view angle on the Tactical map
Lead Units	L1	Click to lead nearby units, hold to lead all units
Control Unit	D-Pad	Click to set unit waypoint, hold to take control of unit
Enter/Leave Tactical	SELECT 	Enter or leave the Tactical view

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...

OPTIONS

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

STEREOSCOPIC 3D

Call of Duty: Black Ops II supports stereoscopic 3D gameplay, which can be toggled on/off from within the Options menu. Please note that a 3D capable television and accompanying active shutter 3D supported glasses are required to experience the game in 3D. Consult your 3D TV manufacturer's instructions for more information on enabling 3D viewing.

! CAUTION !

3D Safety Precautions: Some people may experience discomfort (including eye strain, eye fatigue, or nausea) while playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue viewing and gameplay until the discomfort subsides.

Generally we recommend that you avoid prolonged gameplay and take 15 minute breaks during each hour of play or viewing. However, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If you experience serious discomfort or pain or if symptoms persist, stop gameplay immediately and consult your doctor.

Always follow the safety precaution information and use instructions supplied with your 3D television and 3D glasses for proper usage.

HEADS-UP DISPLAY

1. Mini-Map – Shows map of local area plus locations of friendlies and known hostiles.

2. Match Info – Displays current score, team icon and the time remaining in match. (MP Only)

3. Grenade Indicator – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.

4. 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.*

5. 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.

6. 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 up or down on the D-Pad to cycle through them and pressing right on the D-Pad to equip them.

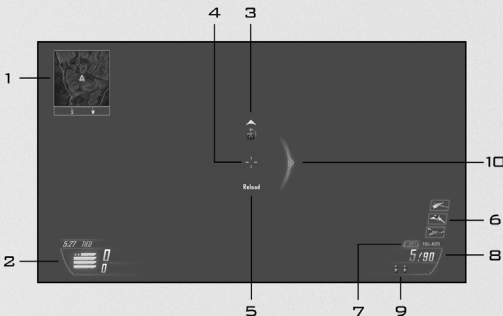
7. Weapon Indicator – Indicates which weapon you are currently using.

8. Ammo Count – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.

9. Inventory – Displays equipment and/or weapon attachments that are currently available.

10. Damage Indicator – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, on page 6).

***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 your 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 START button 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 START 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 CARD (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.

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Jim Meskimen

Premier Jiang
James Hong

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(POTUS)
Cira Larkin

Himself
Lt. Colonel Oliver L. North

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Young David Mason
Hayden Byerly

Jane McKnight/Josefina/
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Eden Riegel

Secretary of the Treasury/
Graveyard Attendant
Kirk Thornton

Mullah Rahmaan
Cas Anvar

Erik Brieghner
Robert Picardo

Jimmy Kimmel
Jimmy Kimmel

CIA Nerd
Desmond Askew

Newscaster Andrew Robbins
Mary Beth McDade

General/Government Agent
Michael Gregory

Mark McKnight
Andy Hawkes

Secret Service Agent Jones
Ken Lally

Strike Force Soldier/Navy
SEAL/Doorman
Brian Bloom

Strike Force Soldier
Al Rodrigo

Strike Force Soldier
Michelle Rodriguez

Strike Force Soldier
Clancy Brown

ADDITIONAL VOICES

Brianna Lynn Brown

Valerie Arem

Armando Valdez

Yuri Lowenthal

Crispin Freeman

Marc Worden

Richard Epcar

Travis Willingham

John Bentley

Chad Guerrero

Josh Gillman

Matt Mercer

Jordan Marder

Dave Paladino

Patrick Seitz

Jamieson Price

Troy Baker

Shaun Piccinini

Chad Guerrero

Michael Roderick

Jenn Wong

Jeremy Dunn

Steve Wilcox

Danny Pardo

Steven Bauer

Liane Schirmer

Cathy Lizzio

Yousef

Fahim Fazli

Boris Kievsky

Pasha Lynchikov

Dimitri Diatchenko

Bernardo De Paula

Maxwell De Paula

Coy Clark

Leo Azevedo
Navid Negaban
Ethan Rains
Pej Vohdat

MULTIPLAYER

Rick Wasserman
Travis Willingham

Brian Bloom

Troy Baker

Matt Mercer

Jason Beghe

Scott Whyte

Dave Forseth

Ian Anthony Dale

Brian Delaney

Glen Morshower

Liam O'Brien

Kirk Thornton

Dave Boat

Roger Cross

Ron Yuan

James Leung

Jen Sung Outerbridge

Ron Yuan

Ming Lo

Liam O'Brien

Avery Kidd Waddell

Jeff Fischer

Dave Fouquette

Steve Blum

Michael Benyaer

Said Faraj

Sam Sako

Zuhair Haddad

Michael Desante

ZOMBIES

Abigail "Misty" Briarton
Stephanie Lemelin

Marlton Johnson
Scott Menville

Russman/Survivor 4
Keith Szarabajka

Samuel Stuhlinger
David Boat

Richtofen, Bus Driver, Bus PA,
Survivors
Nolan North

Maxis/Survivors 1 & 2
Fred Tatasciore

Survivor 3
Jack Angel

FEATURING THE MUSIC OF
Trent Reznor
Elbow
Averged Sevenfold
Skrillex

AND

Composed, Conducted and
Produced by
Jack Wall

Orchestrated by:
Neal Desby & Edward Trybek

Assistant to Jack Wall:
Alex Hemlock

Additional Writing - Zombies
Micah Ian Wright

Military & Historical Consultants
Peter Singer
Lt. Colonel Oliver L.North
Matthew Raby Frost

VOICE OVER RECORDING

PCB Productions

Recording Facilities:
PCB Productions - Los
Angeles, CA

Talent Director:
Keith Arem

Dialog Editorial Supervisor:
Matt Lemberger

Dialog Editorial / Location
Sound:
Austin Krier
Matt Lemberger
Paden James
Trevor Greer
Aaron Gallant
David Kehs

Production Coordinator:
Valerie Arem
Casey Boyd
Jonathan Neely

Soundelux Design Music Group

Executive Creative Director
Scott Martin Gershin

Facility Manager
Janet Rankin

Manager, VO and Talent
Services
William "Chip" Beaman

VO Direction
Kris Zimmerman

Voice Over Coordinator
Melissa Grillo

Voice Over Recording
Engineer/VO Editorial
Justin Langley

Senior Asset Coordinator/VO
Editorial
Charles Gondak

VO Recording Engineer/Asset
Coordination/Editorial
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Voice Over Editorial
Bryan Celano
Bob Rankin
Anthony Sorise
Justin Langley
Eliot Connors

Production Assistant
Lindsay Fishman
Tyrone Forte

WEAPON RECORDING

Recordist
John Fasal

Armors
Gregg Edgar
Ron Licari
Larry Zanooff

ACTIVISION CAPTURE
STUDIO

Capture Studio Director
Matt Karnes

Capture Studio Producer
Evan Button

Motion Capture Supervisor
Michael Jantz

Face Capture Lead
Ben Watson

Sr. Scan Technician
Chris Ellis

Scan Technician
Nick Otto
David Bullat

Assistant Directors
Noel Vega
Liz Tom

Stunt Coordinator
Noel Vega

Motion Capture Performers
Jeremy Dunn
Shaun Piccinino
Chad Guerrero
Randall Archer
Anthony Nanakornpanom
Dave Paladino
America Young
Cazzie Golum
Aaron Brown
Alina Andrei
Mimi Newman
Andy Hawkes
Chris Torres
Dave Buglione
Solomon Brende
Craig Flaherty
Michael Barnes
Jon Payne
Karl Johnson
Donald Robison
Gabriel Suarez
Chad Guerrero, Jr.
Bryan Ludens
Tess Kielhamer
Michelle Lee

Ron Fazio
Brent Toda
Anson Beck
Aoni Ma
Chris Torres
Mallory Thompson
Erin Cummings
Matt del Negro
Terrence Evans
Carlee Holden (Wrangler)
Mystic (the horse)

Marker Cleanup
Animation Vertigo

PERFORMANCE MOTION CAPTURE SERVICES BY

House of Moves

MOTION GRAPHICS SEQUENCES

SPOV
Allen Leitch
Paul Hunt
Emma Clarke
Dan Higgott
Julio Dean
Miles Christensen
Yugen Blake
Chris Boyle
Kieran Gee-Finch
Andrea Braga
Ian Jones
James Brocklebank
Ryan Jefferson Hays
Matt Tsang
Mantas Grigaitis
Luis Ribeiro
Sam Kerridge
Rachel Chu
Agi Adamkiewicz
AnneMarie Walsh
Evan Boehm
Adam Roche
Ryan Phelan
Keko Ahmed
Jose Blay
Nick Wood
Vincent Kane
Jane Hargreaves

ADDITIONAL DEVELOPMENT

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Jonathan Peters
John Scrapper
Garrett Smith
Reed Shingledecker
Lindsay Ruiz
Chris Eng
Dan Bruington

Nerve Software
Brandon James
Nick Pappas
Bryan Cavett
Kristian Kane
James Gresko
Aaron Hausmann
Steve Maines

COLOR, VFX & POST PRODUCTION PROVIDED BY

Company 3 Games

CO3g Team
Malte Wagener - Vice President
of Games
Daniel Oberlerchner - Executive
Producer & Operations
Alexander Stein - Art Director
Anton Borkel - Creative Lead

Color Grading & Look Design
Team
Stefan Sonnenfeld - Colorist
& Sheriff
Damien Pelphrey - DI Assist
Alexander Stein - Art Director
Rhubie Jovanova - Executive
Producer

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

Sound Team
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

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 Alcala

ACTIVISION

PRODUCTION MANAGEMENT GROUP

Executive Producer
Ben Brinkman

Producer
Yale Miller

Associate Producers
James Bonti
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Production Coordinators
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Shannon Wahl
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Production Coordinator Intern
Lisa Ohanian

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Senior Product Manager Tyler Michaud Mike Schaefer	Senior Brand Manager Nick Exikanas	UK PR Manager Karen Ward
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Marketing Director - Europe Daniel Green	PUBLIC RELATIONS	Sr. EU PR Manager Tim Ende-Styra Sr. UK PR Manager Lucy Donald
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Marketing Director of Digital Product - Europe Mark Cox	PR Manager Kyle Walker	Associate PR Specialist, Germany Silja Meyer
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Head of PR, France
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PR Coordinator, France
Kenjy Vanitou

Manager, Asset Delivery &
Reporting
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Emerging Markets
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PR Manager, Emerging
Markets
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Natasha Brack

PR Manager, APAC
Tegan Knight

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Services - Europe
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Senior Localisation Manager
Fiona Ebbs

Localisation Project Manager
Conor Harlow

Localisation Project Coordinator
Paola Palermo

Localisation QA Manager
Mannix Kelly

Localisation QA Lead
Franck Morisseau

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Ildefonso Ranchal

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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 Basilico
Giovanni Guglielmo
Heberto Rios
Ivar Rocha Arias
Jan Vester
Javier Fernandez Cordoba
Juha Salorinne
Leandro Andrade
Lidia Rodríguez
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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

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Todd Lambert
Kamlesh Thurmadoo

IT Network Technician
Fergus Lindsay

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

Planning & Procurement
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Heath Jansson

Creative Services Project
Manager
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Commercial Manager, Asia
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Senior Production Planner
Joris De Haer

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Analysis
Frank Leusink

Senior Creative Services
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Creative Services Project
Manager
Alessandro Cilano

Creative Services Project
Manager
Steve Clark

Creative Services Project
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Mark Lugli

Creative Services Project
Coordinator
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Creative Services Project
Coordinator
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Vice President, Design
Carl Schnurr

Executive Producer
Mike Ward
Associate Producer
Sasha Rebecca Gross
Chris Codding

Production Coordinator
Jennifer Velazquez

STUDIO CENTRAL - ENGINEERING

VP, Technology
Pat Griffith

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

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Ryan Ford
Kimberly Carrasco

Technical Artist
Michael Eheler

CENTRAL TECHNOLOGY

DemonWare
John Allen
Nadia Alramli
Ruy Asan
Edward Baker
Kathryn Baker
David Ballano Fernandez
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 Flodihn
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
Damien Marshall

Tendayi Mawushe
Michele Mazzucco
Rob McAdoo
Emma McBreen
Ciarán McCann
Catherine McCarthy
Mark McGree
Craig McInnes
Liam MacInnes
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Francisco Garcia Miranda
Christopher Mueller
Faham Negini
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Jonathan Neufeld
Y Nguyen
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Hugh Nowlan
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Sean O'Sullivan
Adrian Oliver
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Craig Penner
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Ruaidhrí Power
Henry Precheur
Dara Price
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Lisa Reilly
Stefan Reimer
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Nic Roland
Davide Romani
David Ruane
Vladimir Ryzhov
Matthew Sawasy
Parvinder Singh Grewal
Amy Smith
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
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CENTRAL USER-TESTING

Central User-Testing, Senior Manager
Ray Kowalewski

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
Mandy Wong

TALENT & AUDIO MANAGEMENT GROUP

Talent Acquisitions Manager
Marchele Hardin

Talent Associate
Noah Sarid

Talent Coordinator
Marie Bagnell

Senior Audio Manager
Adam Boyd

Senior Audio Designer
Trevor Bresaw

Associate Technical Audio Designer
Victor Durling

MUSIC DEPARTMENT

Vice President, Music Affairs
Tim Riley

Director, Music Affairs
Brandon Young

Music & Licensing Coordinator
Katie Sippel

STUDIO CENTRAL - ART AND ANIMATION

Technical Director
Javier von der Pahlen

Art Director, Technical
Berndardo Antoniazzi

Character Artist
Nick Lombardo

Tools Programmer
Yanbing Chen

Concept Artists
Lim Hur

CONSUMER MARKETING

SVP, Consumer Marketing Call of Duty
Todd Harvey

Senior Director, Consumer Marketing Call of Duty
Susan Hallock

Consumer Marketing Managers, Call of Duty
Mike Pelletier
Karen Starr

Associate Consumer Marketing Managers, Call of Duty
David Cushman
Andrew Drake
Consumer Marketing Coordinator
Lynn Ballew

Consumer Marketing Specialist
Maile Robertson

DIGITAL MARKETING

VP, Digital Marketing
Jonathan Anastas

Sr. Director, Digital Marketing
Jeff Goodwin

Sr. Mgr, Digital Marketing
Danielle Wolfson

Manager, Digital Marketing
Michelle Fonseca

Web Content Specialist, Digital Marketing
Christy Buena

CONSUMER INSIGHTS

VP, Consumer Insights
Lisa Welch

Sr Manager, Consumer Insights
Mike Swiontkowski

BUSINESS & LEGAL AFFAIRS

Chris Walther
Kap Kang
Kate Ogosta
Keith Hammons
Kelly Schwarm
Lip Ho
Mary Tuck
Phil Terzian
Terri Durham
Terry Kiel
Travis Stansbury

OPERATIONS & STUDIO PLANNING

Vice President, Operations & Planning World Wide Studios
Marcus Sanford

Senior Director, Production Operations
Stuart Roch

Director, Production Ops & WW
Partner Relations
Samuel Peterson

Director, Studio Finance
Sang Kim

Director, Studio Planning
Evan Sroka

Senior Manager, Studio
Planning
Carl Hughes

Finance Manager, Studio
Planning
Jason Jordan

Senior Manager, Studio
Finance
Clinton Allen

Financial Analyst, Studio
Planning
Jerry Wu

Greenlight Coordinator
Jennifer Hare & Evalina Shin

Studio Operations Supervisor
Sheilah Brooks

1st Party Hardware / Asset
Manager
Todd Mueller

Studio Operations Assistant
Jennifer Hendrickson

Studio Operations Assistant
George Hom

Senior Vice President, Global
Supply Chain
Bob Wharton

Director, Supply Chain
Operations
Jennifer Sullivan

Manager, Supply Chain
Operations
Derek Brown

Project Manager, Supply Chain
Operations
Jon Lomibao
Melissa Wessely

BUSINESS DEVELOPMENT

Vice President, Global Dgital
and Mobile Sales
Rob Schonfeld

Director, Digital Distribution
Jon Estanislao

Manager, Digital Distribution
Suggie Oh

ART SERVICES

Art Services Manager
Todd Pruyin

Art Services Associate, Video
Specialist
Ben Szeto

Art Services Associate,
Screenshots & Design
Mike Hunau

Art Services Lead
Angel Garcia

Art Services Coordinators
Rob LeBeau
Daniel Perez
Matt Wahlquist

Art Services Video Lab
Technician
Brandon Schebler
Joi Tanner

SPECIAL THANKS

Bobby Kotick
Thomas Tipl
Eric Hirshberg
Dennis Durkin
Dave Oxford
Cody Johnson

Philip Earl
Maryanne Lataif
Brian Hodous
Steve Young
Tony Hsu
Michaël Sportouch
Eric Lynch
Carl Schnurr
Stefan Luludes
Mark Cox
Ruben Dehouck
Marcus Iremonger
Vince Fennel
James Lodato
Jason Ades
Graham Hagmaier
Andrew Hoffacker
Brian Abrams
Chris Chowdhury
Meghan Morgan
Eve Chang
Emory Irpan
Joel Taubel
Mike Mejia
Neven Dravinski
Chetan Desai
Scott Blair
Brent McDonald
Byron Beede
Noah Kircher-Allen
Jamie Parent
Ryan Feltrin
The Ant Farm
Rob Troy
Scott Carson
Ryan Vickers
Davis Jung
Rick Grubel
Jason Norrid
Federico Jimenez
Marquis Cannon
Team Todd
Suzanne Todd
Juliana Hayes
Jerrold Green
Bill Beasley from American
Defense Enterprises
Jared Chandler from Combat
Films/Sacred Sword Inc.
Larry Zanoft 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
Glenn Oliver
Sylvain Doreau
Stephen Sanders
Jeff Parker

Tenben, Inc.
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
Assurance
Christopher D. Wilson

QUALITY ASSURANCE,
FUNCTIONALITY EL
SEGUNDO

QA Manager
Glenn Vistante

QA Senior Project Leads
Jeff Roper
James Lara

QA Senior Testers
Giancarlo Contreras
Jay Menconi
Johnny Kim
Pedro Aguilar
Ryan Trondsen
Sung Yoo

QA Testers
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Alicia Hopson
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Antoine Leroux
Antonio Whitfield
Armen Zeynalvand
Brandon Morrison
Brian Boswell
Brian Cutts
Brian Kim
Brian Urbina
Cameron Razavi
Chase J. Hall
Chris Haley
Christian Baptiste
Ciarra Ingles
Colin Bennett
Conor Fallen Bailey
Corey A. Rogers
Cynthia Ibarra
Daniel Helwig
David O'Brien
David Solomon
Diego Carrillo
Dustin Loudon
EJ Alcantara
Eric Kelly
Eric Liffers
Eugene Cha
Evan Chiang
Frederick Guese
Gary Jones
Glen McKinney
Greg Sands
Hector Gonzalez
Henry Chi
Henry Dykstra
Isaac Escobar
Isaias Llamas
Jack Michael Rowe
Jarad Buntain
Jaron Bennet
Jason Jackson Harrison
Javier Panameno
Jeff Blean
Jeff Thomas Border
Jimmy Nguyen
Joseph Utley
John Garcia
John Mills
Joshua McCormick

Julio Cesar Cervantes
Justen C. Quirante
Justin Gomez
Justin Lundy
Kathryn Cwynar
Kelvin Young
Kenneth S. Amaya
Kenny Tiara
Kevin Dator
Kory Stennett
Lauren McMullen
Luis Gutierrez
Luke Quattrocchi
Mario Botero
Mark Hamlon
Mark Luzzi
Mark Murphy
Mark Simons
Markus Frolich
Matthew Lemieux
Max Palazzo
Max Sena
Nehemiah C.S. Westmoreland
Patrick Ory
Paul A. Gehringer
Paul E. Roper
Paul Virgin
Quenton Quarles
Robert Chaplan
Robert Maldonado
Ronald Bondal
Sebastian Liczner
Shawn Warren
Stephanie Gonzales
Steven Luevano
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Tristan Camacho
Tyler J. Kinkopf
Wesley Thatcher
Zeena Jointer

QUALITY ASSURANCE,
FUNCTIONALITY QUEBEC
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 Samuel Dubois
 Martin Beauvais

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 Marie-Claude Blais

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 Guillaume Morin
 Maxime Picard
 Patrick Pouliot
 François Sylvain

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 Alexandre Martel-Brunet
 Alexandre Massicotte
 Andréanne Fiola
 Benoit Allaire
 Christophe Béliveau
 Daniel Demers
 Daniel Girard
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 David Létourneau-Brochu
 Djamel Caufriez
 Dominic Labbé
 Dominic Poirier
 Éric Pouliot
 Éric Tessier
 Étienne Bilodeau
 Faruk Kastrati
 Félix Arcand-Delisle
 François Audette
 François Routhier
 François Toupin
 Frédérick Tailleux
 Frederik Paré
 Gabriel Moisan-Morin
 Gabriel St-Laurent
 Gabriel Taca-Aubé
 Guillaume Gagné-Gauthier
 Guillaume Lemieux
 Heidi Nadeau
 Jason De Ciccio
 Jason Gagné
 Jean-Félix Dubé
 Jean-François Boutin
 Jean-Michel Gagnon
 Jean-Philippe Bujold-Boutin
 Jean-Philippe Gignac
 Jean-Philippe Landry
 Jean-Philippe Ross

Jean-Philippe Saucier
 Jessica Desrosiers
 Jonathan Lajoie
 Jonathan Raymond
 Jonathan Rousseau
 Jordane Gagnon
 Julie Guay
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 Kim Valcourt
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 Louis Blanchet
 Louis-Julien Paquette
 Louis-Olivier St-Pierre
 Luc Morency
 Manuel Lamy
 Marc-André Ducharme
 Marc-André Thibeault
 Marco Castonguay
 Marie-Christine Barrette
 Mathieu Roy
 Mathieu Simard-Audet
 Matthieu Bélanger
 Maxime Desbiens
 Maxime Monarque-Tremblay
 Maxime Proulx
 Mélodie Bonin
 Michaël Villeneuve
 Michel Plourde
 Nancy Demers
 Nickolas Pozor
 Nicolas Morin
 Nicolas Potvin
 Normand Désilets
 Olivier Samson
 Owen Nolan
 Philip Coons
 Pierre Moreau
 Pierre-Luc Cormier
 Pierre-Luc Viens
 Rafaële Bolduc
 Raphaël Corbin
 Raphael Guay-Picard
 Rémi Gosselin
 Rocky Drolet-Croteau
 Roxane Theriault-Lapointe
 Sébastien Bisson
 Simon Boucher
 Stéphane Larocque
 Stéphany Leclerc
 Sylvain Devost
 Tommy Fortin
 Vincent Lachance
 William Daggett
 William Emond-Paradis
 Yannick Bolduc

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 Administrator
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 Jean-François Giguère
 Dany Paquet
 Pier-Luc Poulin
 Guillaume Rochat
 Émilie Saindon
 Mathieu Simard
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QA IT Lead
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 Stéphane Elie
 Hugo Roy

Admin Technician
 Josée Laboissonnière

HR Manager
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 GROUP

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 Dustin Carter
 TRG Submissions Adjutants
 Richard Tom

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 Teak Holley

TRG Platform Leads
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 Daniel Angers
 Elias Uribe
 Jason Garza
 Jonathan Boucher

Kirt Sanchez
Lucas Goodman
Matthew Haugen
Michael Laursen
Scott Smith

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QA AV Lab Senior Tester
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Indra Yee

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Brad Saavedra
Ari Epstein

QA Tester
Paul Taniguchi

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Lead Database Administrator
Kelly Huffine

QA-MIS
QA-MIS Senior Technician
Teddy Hwang

QA-MIS Technicians
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Abby Alvarado
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Rachel Levine
Rachel Overton
Marc Williams
Shara Jones
Louise Grace
Rose Clarke,
Jonathan Piché
Jérôme Béliste

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 Guitar/viol:

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

Tom 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

"I'ma Try It Out"
Performed by Skrillex
Written and produced by Sonny
Moore and Alvin Risk
Courtesy of Atlantic Recording
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"The Christmas Song
(Chestnuts Roasting On An
Open Fire)"
Performed by Nat King Cole
Written by Mel Torme and
Robert Wells
Published by Edwin H. Morris
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Music Publishing, Inc. (ASCAP)
& Sony/ATV Tunes LLC
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"Carry On"
Performed by Avenged
Sevenfold
Written by Sanders/Haner/
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Shawn Jimmerson
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Kevin Sherwood uses Halo
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