Wii
CALL OF DUTY
BLACK OPS
treyarch
ACTIVISION
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

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

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

MATURE 17+ CONTENT RATED BY ESRB

DOLBY PRO LOGIC II

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⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

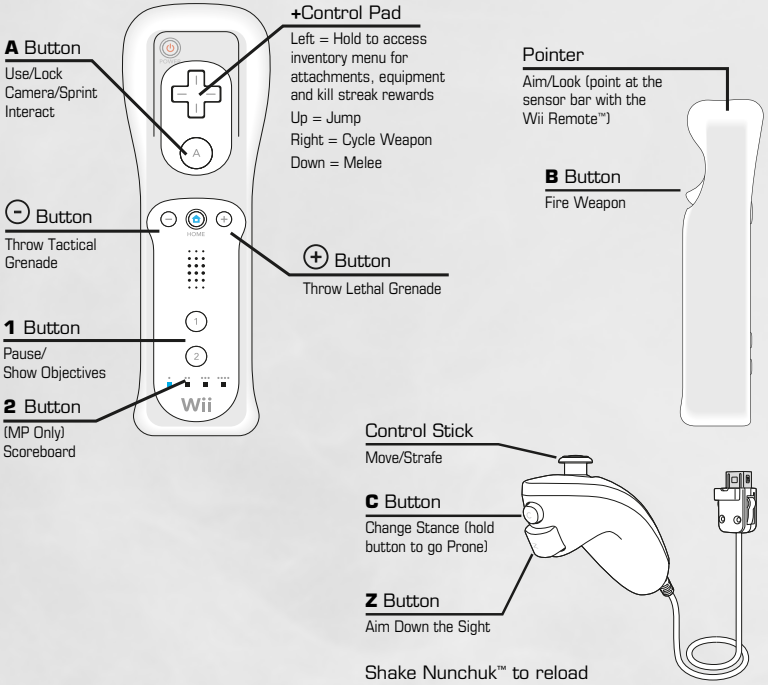
- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

CONTROLS



WII ZAPPER™ CONTROLS TABLE

COMMAND	DEFAULT BUTTON	DESCRIPTION
Fire Weapon	**B** Button	Fires your current weapon.
Sprint / Lock Camera	**C** Button	Hold the **C** Button to lock the camera. Move the Control Stick and Hold the **C** Button to sprint.
Aim Down Sight	**Z** Button	
Change Stance	Twist the Wii Zapper™ clockwise and press the **C** Button	Changes the players stance to a crouch or prone position.
Lethal Grenade	Twist the Wii Zapper™ counterclockwise and press the **B** Button	Throws a lethal grenade.
Tactical Grenade	Twist the Wii Zapper™ clockwise and press the **B** Button	Throws a tactical grenade.
Use / Interact	Hold the **C** Button	
Jump	Twist the Wii Zapper™ counterclockwise and press the **C** Button	
Melee Attack	Push the Wii Zapper™ forward	
Pause Objectives	**1** Button	
Reload	Twist the Wii Zapper™ counterclockwise and press the **Z** Button	Reloads your current weapon.
Cycle Weapon	Twist the Wii Zapper™ clockwise and press the **Z** Button	Cycles through weapons.

Use of the Wii Zapper™ for non-Wii Zapper™ play is prohibited if using the Wii Zapper™ under that control scheme could be dangerous.

CLASSIC CONTROLLER PRO™ TABLE

COMMAND	DEFAULT BUTTON	DESCRIPTION
Move	L Stick	
Aim	R Stick	
Aim Down Sight	ZL Button	
Throw Tacticle Grenade	L + ZR Buttons	Throws a tactical grenade.
Throw Lethal Grenade	L + R Buttons	Throws a lethal grenade.
Fire Weapon	ZR Button	Fires your current weapon.
Bring Up Scoreboard (MP Only)	Minus Button	
Inventory	+Control Pad Left, Up, Right	
Objectives / Pause	Plus Button	
Switch Weapons	+Control Pad Down	Cycles through weapons.
Crouch / Prone	**A** Button	
Use / Reload	**Y** Button	Reloads your current weapon.
Jump	**B** Button	
Melee Attack	**R** Button	
Run / Hold Breath	**X** Button	

MAIN MENU

Choose between Campaign, Multiplayer, and Zombies.

CAMPAIGN

Start a brand new *Call of Duty®: Black Ops* Single-Player Campaign or resume a previously saved game*. Use the **Mission Select** option to replay completed missions on any Difficulty. Use the **Intel** option to view informative documents acquired via collectibles hidden throughout the Campaign. Use the **Profile** option to create, change or delete player profiles. Use the **Controls** option to adjust controller settings. Adjust gameplay and interface settings in the **Options** menu.

***Note:** Call of Duty®: Black Ops uses an automatic checkpoint-based save system. Select the **Save and Quit** option from the in-game Pause Menu to save game progress and return to the Main Menu.*

MULTIPLAYER

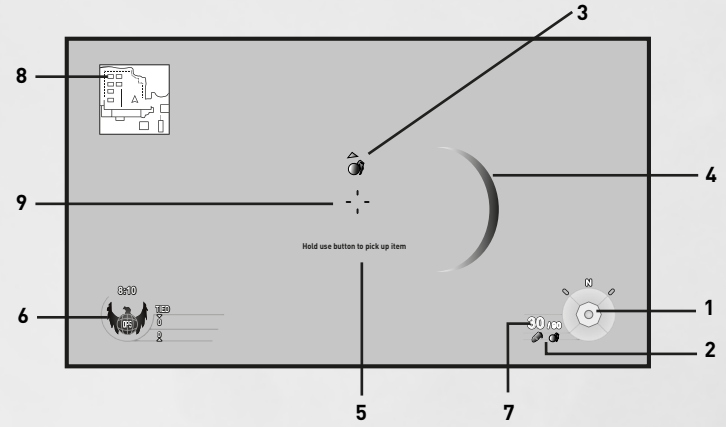
Compete against other *Call of Duty®: Black Ops* players to earn Experience Points (XP) and currency. Use XP and currency to unlock and purchase load-out items such as Weapons, Perks, and more for use in a variety of maps and game modes. Multiplayer game modes include:

- **Player Match:** Play online to earn currency to acquire new Weapons, Equipment, Perks, Killstreaks and more.
- **Private Match:** Create and host a private game with customizable game settings.
- **Wager Match:** Gamble earned currency against other players in a variety of game types.
- **Combat Training:** Play an assortment of game modes versus Practice Dummies alone or with friends.

ZOMBIES (1 - 4 PLAYERS)

Survive the Zombie hordes alone or cooperatively. Repel wave after wave of increasingly deadly Zombies in frightening locales. But be warned: there are more than just Zombies lurking these dark hallways…

HEADS-UP DISPLAY (HUD)



1. **Compass** – Shows the direction you are facing.
2. **Inventory** – Displays devices and/or weapon attachments that are currently available, such as the grenade launcher or motion sensor.
3. **Grenade Indicator** – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
4. **Damage Indicator** – Red marker shows that you are taking damage and the direction the damage is coming from.
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. **Match Info (MP Only)** – Displays current score, team icon and time remaining in match.
7. **Ammo Count** – Shows remaining bullets for currently equipped weapon, as well as remaining Lethal and Tactical grenade supply.
8. **Mini-map** – Shows the local area plus locations of friendlies and known hostiles.
9. **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.*

***Note about ADS (Aiming Down Sight)** - 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 an enemy, the screen will show blood splatter and the damage indicator will show you the direction the damage 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 find 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 **1** button any time in Campaign or Zombies to pause the game and access this menu. From here you may access game Options, Controls menu, restart the current level or save and quit to the Main Menu.

Call of Duty®: Black Ops cannot be paused while playing in online cooperative sessions.

MULTIPLAYER OBJECTIVES SCREEN

Call of Duty®: Black Ops cannot be paused while playing in MP mode. Pressing the **1** Button 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.

PLAYERCARD (MP ONLY)

Access your Playercard to view all your key game statistics in the **Combat Record**, see how you stack up compared to other players in the **Leaderboards**, or restart the online campaign in **Prestige Mode**.

WI-FI CONNECTION

- To play Wii™ games over the Internet, you must first set up the Internet Settings on your Wii. Please see the separate instruction booklet included with your Wii for directions on setting up your Wii.
- To complete the internet setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- The Terms of Use Agreement which governs online gameplay is available online at www.nintendo.com/games/wifi/wii.
- For additional information on setting your Internet Settings or setting up your Wii™, visit www.nintendo.com/games/wifi/wii (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).
- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail or home address, when communicating with others.

STORE

Expand your experience with downloadable content from the Call of Duty Store. All downloaded content includes new features and maps found in *Call of Duty®: Black Ops*.

**Additional fees may be required for Add-on content.

You must be able to connect to the Internet in order to enjoy "Nintendo Wi-Fi Connection Pay & Play." This game allows you to connect to the Internet to enjoy matches and rankings for free, as well as download Add-on content for Wii Points. Wii Points are required to use fee-based network services. For information on how to purchase Wii Points, refer to the Nintendo home page: http://www.nintendo.com/consumer/systems/wii/en_na/channelsShop.jsp#points. Be aware that network services may be discontinued without warning. For details, refer to http://www.callofduty.com.

Add-on content purchased within *Call of Duty®: Black Ops* and stored on a SD Card can only be accessed within *Call of Duty®: Black Ops*. Do not use the Wii Menu to manage this content. *Call of Duty®: Black Ops* is able to save individual content to a compatible SD Card. This individual content cannot be copied using the Wii Menu. Use the Archive to copy this content to the SD Card. Wii data saved to an SD Card using the Archive screen of the Wii Menu cannot be directly used by *Call of Duty®: Black Ops.*

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"Fortunate Son"
Performed by Creedence Clearwater Revival
Written by John Fogerty
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Performed by Celia Cruz y Johnny Pacheco
Written by Junior Cepeda
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"Won't Back Down"
Performed by Eminem and Featuring PINK
Written by M. Mathers, K. Rahman, E. Alcock, L. Rodrigues, C. Smith
Songs of Universal, Inc.
Shroom Shady Music (BMI)/ Jaleesa and Mahdi's Music (BMI)/SOCAN/ Matriz Music (SOCAN)/ Jaleesa and Mahdi's Music (BMI)
Produced by: DJ Khalill for DJ Khalil Productions, LLC.
Recorded by: Mike Strange @ Effigy Studios.
Keyboards & Additional programming by: Rahki.
Additional Keyboards & drum programming by Khalil Abdul Rahman. Guitars by: Erik Alcock
PINK appears courtesy of LaFace Records, a unit of Sony Music Entertainment

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Performed by The Rolling Stones
Written by Mick Jagger and Keith Richards
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