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 of 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 convolution, 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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</table>
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

<table>
<thead>
<tr>
<th>DEFAULT KEY</th>
<th>COMMAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>Forward</td>
</tr>
<tr>
<td>S</td>
<td>Back</td>
</tr>
<tr>
<td>A</td>
<td>Left</td>
</tr>
<tr>
<td>D</td>
<td>Right</td>
</tr>
<tr>
<td>Q</td>
<td>Lean Left</td>
</tr>
<tr>
<td>E</td>
<td>Lean Right</td>
</tr>
<tr>
<td>SHIFT</td>
<td>Sprint/Hold Breath</td>
</tr>
<tr>
<td>Left Mouse Button</td>
<td>Fire Weapon</td>
</tr>
<tr>
<td>Right Mouse Button</td>
<td>Toggle (ADS)</td>
</tr>
<tr>
<td>V</td>
<td>Melee Attack</td>
</tr>
<tr>
<td>5</td>
<td>Special Action 1</td>
</tr>
<tr>
<td>1, Mouse Wheel</td>
<td>Special Units</td>
</tr>
<tr>
<td>G, Middle Mouse Button</td>
<td>Throw Lethal Grenade</td>
</tr>
<tr>
<td>4</td>
<td>Throw Tactical Grenade</td>
</tr>
<tr>
<td>F</td>
<td>Use</td>
</tr>
<tr>
<td>R</td>
<td>Reload</td>
</tr>
<tr>
<td>Space Bar</td>
<td>Stand/Jump</td>
</tr>
<tr>
<td>CTRL</td>
<td>Prone</td>
</tr>
<tr>
<td>CTRL while Sprinting</td>
<td>Dive to Prone</td>
</tr>
<tr>
<td>C</td>
<td>Change Stance</td>
</tr>
<tr>
<td>X</td>
<td>Equipment</td>
</tr>
<tr>
<td>DEFAULT KEY</td>
<td>COMMAND</td>
</tr>
<tr>
<td>-------------</td>
<td>---------</td>
</tr>
<tr>
<td>Esc</td>
<td>Objectives/Pause Menu</td>
</tr>
<tr>
<td>T</td>
<td>Text Chat</td>
</tr>
<tr>
<td>Y</td>
<td>Team Chat</td>
</tr>
<tr>
<td>Z</td>
<td>Voice Chat</td>
</tr>
<tr>
<td>F3</td>
<td>Spectator View Mode</td>
</tr>
<tr>
<td>Tab</td>
<td>Show Score/Objectives</td>
</tr>
<tr>
<td>F12</td>
<td>Screenshot</td>
</tr>
</tbody>
</table>

**STRIKE FORCE CONTROLS**

<table>
<thead>
<tr>
<th>DEFAULT KEY</th>
<th>COMMAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>[Tactical View Only] – Move Tactical View north on map</td>
</tr>
<tr>
<td>S</td>
<td>[Tactical View Only] – Move Tactical View south on map</td>
</tr>
<tr>
<td>A</td>
<td>[Tactical View Only] – Move Tactical View west on map</td>
</tr>
<tr>
<td>D</td>
<td>[Tactical View Only] – Move Tactical View east on map</td>
</tr>
<tr>
<td>1</td>
<td>Select unit type 1</td>
</tr>
<tr>
<td>2</td>
<td>Select unit type 2</td>
</tr>
<tr>
<td>3</td>
<td>Select unit type 3</td>
</tr>
<tr>
<td>4/Left Click</td>
<td>Click to direct unit type to a position/objective/target, hold to direct position/objective/target for all units</td>
</tr>
<tr>
<td>5</td>
<td>Select unit type 4</td>
</tr>
<tr>
<td>TAB</td>
<td>Enter/Leave will only work when units are on screen.</td>
</tr>
</tbody>
</table>
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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Mike Harper  
Michael Rooker  
Frank Woods  
James Burns  
Raul Menendez  
Kamar De Los Reyes  
David “Section” Mason  
Rich McDonald  
Admiral Tony Briggs  
Tony Todd  
Javier Salazar  
Celestin Cornielle  
Chloe “Karma” Lynch  
Erin Cahill  
Farid Kizginkaya/Mujahideen Soldier  
Omid Abtahi  
Defalco  
Julian Sands  
Jonas Savimbi  
Robert Wisdom  
Tian Zhao  
Byron Mann  
Manuel Noriega  
Benito Martinez  
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Jim Meskimen  
Premier Jiang  
James Hong  
Col. Lev Kravchenko  
Andrew Divoff  
President of the United States (POTUS)  
Cira Larkin  
Himself  
Lt. Colonel Oliver L. North  
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Young David Mason  
Hayden Byerly  
Jane McKnight/Josefina/Dispatcher  
Eden Riegel  
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Kirk Thornton  
Mullah Rahmaan  
Cas Anvar  
Erik Brieghner  
Robert Picardo  
Jimmy Kimmel  
Jimmy Kimmel  
CIA Nerd  
Desmond Askew  
Newscaster/Andrew Robbins  
Mary Beth McDade  
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Mark McKnight  
Andy Hawkes  
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Ken Lally  
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Brian Bloom  
Strike Force Soldier  
Al Rodrigo  
Strike Force Soldier  
Michelle Rodriguez  
Strike Force Soldier  
Clancy Brown  
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Yuri Lowenthal  
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Richard Epcar  
Travis Willingham  
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Josh Gillman  
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Jordan Marder  
Dave Paladino  
Patrick Seitz  
Jamieson Price  
Troy Baker  
Shaun Piccinini  
Chad Guerrero  
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Jenn Wong  
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Steven Bauer  
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Ming Lo  
Liam O’Brien  
Avery Kidd Waddell  
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Sam Sako  
Zuhair Haddad  
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Stephanie Lemelin
Marlton Johnson
Scott Menville
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Keith Szarabajka
Samuel Stuhlinger
David Boat
Richtofen, Bus Driver, Bus PA, Survivors
Nolan North
Maxis/Survivors 1 & 2
Fred Tatasciore
Survivor 3
Jack Angel

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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
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Dorina Markoff
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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
Published by Copaface, administered by Kobalt Music Publishing America, Inc.
and Eclipse Media Enterprise, LLC
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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 & Company, A Division of MPL Music Publishing, Inc.
(ASCAP) & Sony/ATV Tunes LLC (ASCAP)
Courtesy of King Cole Partners, LP
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“Carry On”
Performed by Avenged Sevenfold
Written by Sanders/Haner/Baker/Seward
Courtesy of Warner Bros. Records Inc.
By arrangement with Warner Music Group Video Game Licensing
Published by EMI April Music Inc.
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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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