WARNING: PHOTOSensitivity/Epilepsy/seizures

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
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**NOTICES:**
Video output in HD requires cables and an HD-compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

**GETTING STARTED**

**PlayStation®3 system**

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ 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. Insert the FUSE™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ 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. Trophies access requires a PlayStation®Network account.

**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 Game Utility” in the Game menu.
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) **○** – Crouch/Prone  
10) **□** – Interact/Use  
11) **△** – Switch Weapon  
12) **R2** – Throw Lethal  
13) **R1** – Fire  
14) **R3** – Melee  
15) **L3** – Sprint
<table>
<thead>
<tr>
<th>COMMAND</th>
<th>DEFAULT BUTTON</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Left stick</td>
<td>Moves player forward/back and strafes</td>
</tr>
<tr>
<td>Aim/Look</td>
<td>Right stick</td>
<td>Aims crosshair</td>
</tr>
<tr>
<td>Fire Weapon</td>
<td>R1</td>
<td>Fires your current weapon</td>
</tr>
<tr>
<td>Throw Lethal</td>
<td>R2</td>
<td>Throws Lethal grenade</td>
</tr>
<tr>
<td>Melee</td>
<td>R3</td>
<td>Perform a melee attack</td>
</tr>
<tr>
<td>ADS</td>
<td>L1</td>
<td>Aims down the sight or scope of your weapon</td>
</tr>
<tr>
<td>Throw Tactical</td>
<td>L2</td>
<td>Throws currently selected Tactical grenade</td>
</tr>
<tr>
<td>Sprint</td>
<td>L3</td>
<td>Press to initiate sprinting</td>
</tr>
<tr>
<td>Crouch/Prone</td>
<td>○</td>
<td>Hold to go prone, sprint + hold to dive prone</td>
</tr>
<tr>
<td>Interact/Use</td>
<td>□</td>
<td>Reload your weapon, use object, pickup weapons</td>
</tr>
<tr>
<td>Jump</td>
<td>×</td>
<td>Jumps or goes to upright stance from prone</td>
</tr>
<tr>
<td>Switch Weapon</td>
<td>△</td>
<td>Switch between primary and secondary weapons</td>
</tr>
<tr>
<td>Inventory</td>
<td>D-Pad</td>
<td>Use inventory item</td>
</tr>
<tr>
<td>Pause</td>
<td>Start</td>
<td>Press to bring up pause menu</td>
</tr>
<tr>
<td>Scoreboard</td>
<td>Select</td>
<td>Bring up Scoreboard (Multiplayer Only)</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>COMMAND</th>
<th>DEFAULT BUTTON</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move Tactical</td>
<td>Left stick</td>
<td>Moves Tactical view across the map</td>
</tr>
<tr>
<td>Angle Tactical</td>
<td>Right stick</td>
<td>Changes Tactical view angle on the Tactical map</td>
</tr>
<tr>
<td>Lead Units</td>
<td><strong>L1</strong></td>
<td>Click to lead nearby units, hold to lead all units</td>
</tr>
<tr>
<td>Control Unit</td>
<td>D-Pad</td>
<td>Click to set unit waypoint, hold to take control of unit</td>
</tr>
<tr>
<td>Enter/Leave Tactical</td>
<td>Select</td>
<td>Enter or leave the Tactical view</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 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 friendly 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 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 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 symbol] 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 symbol] 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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Lucy Donald

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Christian Blendl

Associate PR Specialist,
Germany
Silja Meyer

Sr. PR Manager, Spain
Monica Garcia
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<td>Sr. PR Manager, APAC</td>
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<tr>
<td>PR Manager, APAC</td>
<td>Tegan Knight</td>
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<td>PRODUCTION SERVICES - EUROPE</td>
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<td>Senior Director of Production Services - Europe</td>
<td>Barry Kehoe</td>
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<td>Senior Localisation Manager</td>
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<td>Localisation Project Manager</td>
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<td>Localisation QA Manager</td>
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<td>Marc Masure</td>
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<td>Marcel Preiß</td>
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<td>Marcos Exequiel Ramirez</td>
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<td>Burn Room Technician</td>
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<td>Steve Wang</td>
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<td>Gaurav Shelligkeri</td>
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<td>Michael Vance</td>
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<td>Paul Edelstein</td>
<td>Etienne Danvoye</td>
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<td>Ryan Ford</td>
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<td>Michael Eheler</td>
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<td>CENTRAL TECHNOLOGY</td>
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<td>DemonWare</td>
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<td>John Allen</td>
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<td>Nadia Alramli</td>
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<td>Ruy Asan</td>
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<td>Edward Baker</td>
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<td>Kathryn Baker</td>
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<td>David Ballano Fernandez</td>
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<td>Miroslaw Baran</td>
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<td>Gustavo Baratto</td>
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Victor Durling

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Jared Chandler from Combat Films/Sacred Sword Inc.
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Off Base Productions
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Jason Posada
Rodrigo Mora
Victor Lopez
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Ncompass
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Brad Saavedra
Ari Epstein

QA Tester
Paul Taniguchi

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Lead Database Administrator
Kelly Huffine

QA DATABASE ADMINISTRATION GROUP
Senior Lead Database Administrator
Jeremy Richards
Lead Database Administrator
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QA-MIS Senior Technician
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QA-MIS Technicians
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Elliott Ehlig
Danny Feng

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Administrator, Systems
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Project Manager
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Content Coordinator
T’Challa Jackson

Associate Supportability Engineer
Jonathan Albaugh

Associate Systems Analyst
Quang Tran

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

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

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

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

Black Ops 2 Theme* composed and produced by: Trent Reznor
*Orchestral arrangement by: Timothy Williams & Jonathan deRoche
*Conducted by: Jack Wall
Additional Music: Jimmy (Big Giant Circles) Hinson, Sergio Jimenez Lacima

Select Tracks Mastered by:
John Rodd

Vocal Soloists:
Pakistani 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:
Pakistani 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
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