Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.**

Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Controls</td>
<td>3</td>
</tr>
<tr>
<td>Main Menu</td>
<td>4</td>
</tr>
<tr>
<td>Heads-Up Display (HUD)</td>
<td>5</td>
</tr>
<tr>
<td>Health System</td>
<td>6</td>
</tr>
<tr>
<td>Pause/Objective Screen</td>
<td>6</td>
</tr>
<tr>
<td>Multiplayer Objectives Screen</td>
<td>6</td>
</tr>
<tr>
<td>Calling Card (MP Only)</td>
<td>6</td>
</tr>
<tr>
<td>Credits</td>
<td>7</td>
</tr>
<tr>
<td>Customer Support</td>
<td>22</td>
</tr>
<tr>
<td>Product License Agreement</td>
<td>23</td>
</tr>
</tbody>
</table>
GAME CONTROLLER
Xbox 360 Controller

- LT: Aim Down Sight
- RT: Fire Weapon
- LB: Throw Special Grenade
- RB: Throw Frag Grenade
- Y: Switch Weapon
- X: Use/Reload
- B: Crouch/Prone
- A: Jump
- Back: Scoreboard (Multiplayer Only)
- Inventory
- Look, Click for Melee Attack
- Xbox Guide
- Objectives Menu

Strike Force Controls

- LB: Nearby Units Follow Player, Hold for All Units to Follow Player
- (Tactical View Only) Move Across Tactical View Map
- Enter/Leave Tactical
- Sets Waypoint for Unit Type, Hold to Control Unit
- (Tactical View Only) Change Angle on Tactical View Map
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 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 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.
Effects Artists
Asher Dudley
Mike Gevorkian
Gavin Lerner
David Seabanga

Associate Effects Artist
Tyler Robinson

Lead Weapon Artist
Murad Ainuddin

Senior Weapon Artists
Will Huang
Max Porter

Weapons Artists
Blaed Hutchinson
Mark Manto

Associate Weapons Artist
Geoffrey Ng
Caleb Turner

Lead Vehicle Artist
Chad Birosh

Senior Vehicle Artists
Tony Kwok
John McGinley
Daniel Mod

Lead Environment Artist
Gilbert Martinez

Senior Environment Artists
Chris Erdman
Andrew Krelle
Andrew Livingston
Brandon Martynowicz
Nelson Plumea

Environment Artists
Bryce Houska
Wilson Ip
Chris Ledesma
Austin Montgomery
Joe Simanello
Fidel Villa

Associate Environment Artists
Joaquin Espinoza
Juan Gil

Lead Technical Artist
Stev Kalinowski

Senior Technical Artist
Brendan Holloway

Lead UI Artist
Stewart Roud

UI Artist
Gil Doron

Additional UI Art
Byron Cunningham
Alex Stodolnik

Lead Lighting Artist
Timothy Bud McMahon

Senior Lighting Artists
Angus Bencke
Yonghee Choi
James Ford

Lighting Artists
Christin Hiser
Neil Masiclat

Senior Concept Artists
Kevin Balk
Eric Chiang
Daniel Cheng
Peter Lam
Chris Miller
Dan Padilla
Khang Pham

Additional Concept Art
Sam Gebhardt
Josh Kao
Eugene Negri

Animation Director
Dom Drozdz

Lead Animator
Adam Rosas

Animation Specialist
Yanick Lebel

Animation Project Manager
Guy Silliman

Senior Animators
Jason Barnidge
Jae Chung
David Kim
Phil Lozano
Timothy Smilovich

Animators
Jordan Abeles
Jeremy Agamata
Ben DeGuzman
Phillip Kourie
Kevin Kraeer
Cody Mitchell
Jae Park
Jon Stoll
Kristen Sych

Associate Animators
David Pumpta
Ernie Urzua
Eji Yared

Additional Animation
Amelie Le-Roche

Animation Interns
Aggie Christakis
Anthony DiGienzo

Design Director - Online
David Vonderhaar

Principal Designer - Online
Colm Nelson

Designer - Online
Anthony Flame

Associate Designer - Online
Mark Yetter

Campaign Design Directors
Dave Anthony
Jason Blundell
Corky Lehmkuhl

Campaign Game Designer
Joe Jiang

Lead Scripter
Gavin Locke

Senior Scripters
Brian Barnes
Kevin Drew
Mark Maestas
June Park
Chad Proctor

Scripters
Mike Anthony
Matt Bettelman
Brian Joyal
Mike Stone

Associate Scripters
Pokee Chan
Anthony Grafft
Travis Janssens
Joanna Leung
Damoun Shabestari
Jameson Silcox
Jacob True
Greg Zheng

Lead Level Builders
Phil Tasker
Kevin Worrel

Senior Level Builder
Susan Arnold

Level Builders
John Delgado
Jared Dickinson
Brian Douglas
Werner Eggers
Director - IT
Robert Sanchez
Systems Administrator
Nick Westfield
Senior IT Technician
Kris Magpantay
Senior Recruiter
Michelle Gallego
Reception
Joe Puralewski
QUALITY ASSURANCE
QA Senior Manager
Igor Krinitskiy
QA Project Lead
Kimberly Park
QA Senior Testers
Czyznyck Deco
Tristen Sakurada
QA Platform Specialists
Jonah Dok
Tom Duong
Cody Kennedy
Tan La
Craig D. Nelson
Garrett Oshiro
QA Database Specialist
Wayne Williams
QA Training Manager
Brian Carlson
QA Dev Testers
Melvin Allen
Tuan Bui
Eric Chan
Hubert Cheng
QA Testers
Moises Lopez
Paul A. Barfield
Frank J. Martinez III
Andrew L. Baxter
Graham S. McGuire
Earl M. Baylon
Joseph T. McMahon
Anthony Benavides
Josue D. Medina
Jose R. Bernabel
Alexander A. Mejia
Brandt C. Binkley
Yasheera Mendoza
John E. Blakely
Sam Mogharabi
Zachary B. Blough
Maria Morales
Charles Buckley
Nestor Murillo
Felicia Buckley
Eduardo Navarro
Adam Carrillo
Robert J. Newman
Cordera Carter
Dan Young T. Nguyen
Christopher Caswell
Neal E. Nikaido
Kevin R. Chester
Patrick J. O’Malley
Charlton Chu
Marvin Oraguzie
Rodney Clanor
Norman Ovando
Juan Cole
Edwin G. Payen
Michael Coleman II
Angel T. Perez
Kyle Collier
Jason Peyton
Francisco J. Delgadillo
Vien Vien V. Pham
Cody G. Deming
Benjamin A. Plunk
John Doherty
David C. Quevedo
Alex Elling
Jonathan Richardson
Joel Espana
Edward Robles
Elijah Figures
Oscar O. Rojas
Taylor T. Fontecchio
Alexis JS Ruegger
Anthony H. Franco
Anthony J. Ruiz
Andres A. Garcia
Mehrzad Sadeghi
Brandon C. Garrett
Roger J. Sawkins
Andrew Girard
Daniel B. Seamans
Jason S. Glenn
Kenneth Sit
James R. Gobert
John Steiman
Christian Gomez
Adam Smith
Jeremy C. Gonzagowski
Edward Smith
David Hambardzumyan
Frankie S. Smith
Daniel Haynes
Michael S. Stewart
Raymond B. Jackson
Kevin Sweeney
Jennifer M. Kalinowski
Tony Tang
Francis Kim
Evan Textor
Jefferson J. Kittell
Colin A. Tistaert
Quy G. Le
Jason Tong
Martin Limon
Enrique Valentín
Matthew Littel
David G. Weaver
Jesse Lloyd-Dominik
Stuart R. Zinke
Nicholas Long
Additional Contributions
Jeanne Anderson
Manuel Plank
Hess Barber
Jason Schoonover
James Dargie
Jordan Smith
John Dehart
Ryan Smith
John Enricco
Ashley Soriano
Leif Johrco
Tyler Sparks
Gary Spinrad
Dallas Middleton
Tricia Vitug
Geoffrey Moyer
Walter Williams
Alex Perelman
CAST
SINGLE PLAYER CAMPAIGN
FEATURING THE VOICES OF
Alex Mason
Sam Worthington
Jason Hudson
Michael Keaton
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
Keko Ahmed
Jose Blay
Nick Wood
Vincent Kane
Jane Hargreaves

**ADDITIONAL DEVELOPMENT**

FXVille
Joe Olson
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
Jason Harris

Production Coordinators
John Banayan
Shannon Wahl
Chris Baggio

Production Coordinator Intern
Lisa Ohanian

Administrative Assistant
Alyssa Delhotal

Vice President, Production
Daniel Suarez

EVP, Production & Development
WW Studios
Dave Stohl

**GLOBAL BRAND MANAGEMENT**

Senior Vice President, Product Management
Rob Kostich

Director, Product Management
Geoff Carroll

Director, Global Media
Rochelle Webb

Director, Global Experiential Marketing
Jonathan Murnane

Senior Product Manager
Tyler Michaud
Mike Schaefer

Associate Product Manager
Ryan Scott

Associate Product Marketing Manager
Alex Gomez

Vice President and GM
Michael Sportouch

Marketing Director - Europe
Daniel Green

Marketing Director - Europe
Ruben Dehouck

Marketing Director of Digital Product - Europe
Mark Cox

Senior Brand Manager - UK
Eric Folliot

Senior Brand Manager - Italy
Carlo Barone

Senior Brand Manager - Emerging Markets
Stefania Vanerio

Senior Brand Manager - Spain
Marian Holties

Brand Manager - Germany
Oliver Beck

Brand Manager - Benelux
Esteban Barten

Brand Manager - Nordics
Christian Valeur

Brand Manager - France
Lucie Linant de Belieffonds
Senior Manager of Digital Marketing
Shane Bellamy

Commercial Manager - Asia
Paul Butcher
Marketing Director
Jeff Wong
Senior Brand Manager
Nick Exikanas
Latin America Marketing
Jesus Rosales
Latin America Marketing
Max Morais
Latin America Marketing
Rossana Torres

PUBLIC RELATIONS
PR Director
Mike Mantarro
PR Manager
Kyle Walker
Senior Publicists
Robert Taylor
Josh Selinger
Publicist
Monica Pontrelli
Bianca Blair
Senior Global Asset Manager
Karen Yi

PR Coordinator
Ali Miller

PR Special Thanks
Dan Amrich
Step 3
PMK/BNC

Director – EU Public Relations
Craig O’Boyle

Sr. EU PR Manager
Sophie Orlando
Sr. UK PR Manager
Adam Paris
UK PR Manager
Henry Clay
UK PR Manager
Karen Ward

PR Manager, Nordics
Daniel Gustafson
Sr. PR Manager, Italy
Francesca Carotti
PR Manager, Benelux
Rick Sloof
Sr. EU PR Manager
Tim Ende-Styra

Sr. UK PR Manager
Lucy Donald
Head of PR, Germany
Christian Blendl
Associate PR Specialist, Germany
Silja Meyer
Sr. PR Manager, Spain
Monica Garcia
Head of PR, France
Diane De Domecy
PR Coordinator, France
Kenji Vanitou
Manager, Asset Delivery & Reporting
Simon Dawes
Sr. Marketing Manager – Emerging Markets
Stefania Vanerio
PR Manager, Emerging Markets
Francesca Squellerio
Sr. PR Manager, APAC
Natasha Brack
PR Manager, APAC
Tegan Knight

PRODUCTION SERVICES - EUROPE
Senior Director of Production Services - Europe
Barry Kehoe
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
Localisation QA Floor Leads
Thomas Lopez
Idelfonso Ranchal
Localisation QA Testers
Akseli Asikainen
Aleksjus Radcenko
Alessandro Giongo
Alexander Wiberg
Anders Nielsen

Anders 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
Marc Masure
Marcel Preiß
Marcos Exequiel Ramirez
Michael Schulz
Neidson Pereira
Patrick Friedrich
Paula Del Valle
Philip Hill
Stefan Jönsson
Sylvain Villedary
William Haugland

Burn Room Technician
Todd Lambert
Kamlesh Thurmadoo
IT Network Technician
Fergus Lindsay

Localisation Tools & Support Provided by Stephanie Deming & XLOC, inc
Planning & Procurement Manager
Heath Jansson

Creative Services Project Manager
Robyn Henderson
Commercial Manager, Asia
Michael Bache
Senior Production Planner
Lynne Moss
Senior Production Planner
Joris De Haer
Senior Manager, Supply Chain Analysis
Frank Leusink
Michael Tom Wing
Vladislav Titov
Max Vizard
Jason “Hagao” Wei
Christie Wilson
Joyce Wu
Steven Young

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
Bernardo 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 Anatas

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 Walthier
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
Clint 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
<table>
<thead>
<tr>
<th>Position</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Studio Operations Assistant</td>
<td>George Horn</td>
</tr>
<tr>
<td>Senior Vice President, Global Supply Chain</td>
<td>Bob Wharton</td>
</tr>
<tr>
<td>Director, Supply Chain Operations</td>
<td>Jennifer Sullivan</td>
</tr>
<tr>
<td>Manager, Supply Chain Operations</td>
<td>Derek Brown</td>
</tr>
<tr>
<td>Project Manager, Supply Chain Operations</td>
<td>Jon Lomibao, Melissa Wessely</td>
</tr>
<tr>
<td>Planning &amp; Procurement Manager</td>
<td>Heath Jansson</td>
</tr>
<tr>
<td>Creative Services Project Manager</td>
<td>Robyn Henderson</td>
</tr>
<tr>
<td>Commercial Manager, Asia</td>
<td>Michael Bache</td>
</tr>
<tr>
<td>Senior Production Planner</td>
<td>Lynne Moss</td>
</tr>
<tr>
<td>Senior Production Planner</td>
<td>Joris De Haer</td>
</tr>
<tr>
<td>Senior Manager, Supply Chain Analysis</td>
<td>Frank Leusink</td>
</tr>
<tr>
<td>Senior Creative Services Manager</td>
<td>Jackie Sutton</td>
</tr>
<tr>
<td>Creative Services Project Manager</td>
<td>Alessandro Cilano</td>
</tr>
<tr>
<td>Creative Services Project Manager</td>
<td>Steve Clark</td>
</tr>
<tr>
<td>Creative Services Project Coordinator</td>
<td>Mike Wand Tetley</td>
</tr>
<tr>
<td>Creative Services Project Coordinator</td>
<td>Mark Lugli</td>
</tr>
<tr>
<td>BUSINESS DEVELOPMENT</td>
<td></td>
</tr>
<tr>
<td>Vice President, Global Digital and Mobile</td>
<td></td>
</tr>
<tr>
<td>Sales</td>
<td>Rob Schonfeld</td>
</tr>
<tr>
<td>Director, Digital Distribution</td>
<td>Jon Estanislaø</td>
</tr>
<tr>
<td>Manager, Digital Distribution</td>
<td>Suggie Oh</td>
</tr>
<tr>
<td>ART SERVICES</td>
<td></td>
</tr>
<tr>
<td>Art Services Manager</td>
<td>Todd Pryun</td>
</tr>
<tr>
<td>Art Services Coordinator</td>
<td>Rob LeBeau</td>
</tr>
<tr>
<td>Art Services Video Lab Technician</td>
<td>Mike Hunau</td>
</tr>
<tr>
<td>Art Services Lead</td>
<td>Angel Garcia</td>
</tr>
<tr>
<td>Art Services Coordinator</td>
<td>Matt Wahlquist</td>
</tr>
<tr>
<td>Specialty THANKS</td>
<td></td>
</tr>
<tr>
<td>Bobby Kotick</td>
<td></td>
</tr>
<tr>
<td>Thomas Tippl</td>
<td></td>
</tr>
<tr>
<td>Eric Hirshberg</td>
<td></td>
</tr>
<tr>
<td>Dennis Durkin</td>
<td></td>
</tr>
<tr>
<td>Dave Oxford</td>
<td></td>
</tr>
<tr>
<td>Coddy Johnson</td>
<td></td>
</tr>
<tr>
<td>Philip Earl</td>
<td></td>
</tr>
<tr>
<td>Maryanne Lataif</td>
<td></td>
</tr>
<tr>
<td>Brian Hodous</td>
<td></td>
</tr>
<tr>
<td>Steve Young</td>
<td></td>
</tr>
<tr>
<td>Tony Hsu</td>
<td></td>
</tr>
<tr>
<td>Michel Sportouch</td>
<td></td>
</tr>
<tr>
<td>Eric Lynch</td>
<td></td>
</tr>
<tr>
<td>Carl Schnurr</td>
<td></td>
</tr>
<tr>
<td>Stefan Luludes</td>
<td></td>
</tr>
<tr>
<td>Mark Cox</td>
<td></td>
</tr>
<tr>
<td>Ruben Dehouch</td>
<td></td>
</tr>
<tr>
<td>Marcus Iremonger</td>
<td></td>
</tr>
<tr>
<td>Vince Fennel</td>
<td></td>
</tr>
<tr>
<td>James Lodato</td>
<td></td>
</tr>
<tr>
<td>Jason Ades</td>
<td></td>
</tr>
<tr>
<td>Graham Hagmaier</td>
<td></td>
</tr>
<tr>
<td>Andrew Hoffacker</td>
<td></td>
</tr>
<tr>
<td>Brian Abrams</td>
<td></td>
</tr>
<tr>
<td>Chris Chowdhury</td>
<td></td>
</tr>
<tr>
<td>Meghan Morgan</td>
<td></td>
</tr>
<tr>
<td>Eve Chang</td>
<td></td>
</tr>
<tr>
<td>Emory Irpan</td>
<td></td>
</tr>
<tr>
<td>Joel Taubel</td>
<td></td>
</tr>
<tr>
<td>Mike Mejia</td>
<td></td>
</tr>
<tr>
<td>Neven Dravinski</td>
<td></td>
</tr>
<tr>
<td>Chetan Desai</td>
<td></td>
</tr>
<tr>
<td>Scott Blair</td>
<td></td>
</tr>
<tr>
<td>Brent McDonald</td>
<td></td>
</tr>
<tr>
<td>Byron Beede</td>
<td></td>
</tr>
<tr>
<td>Noah Kircher-Allen</td>
<td></td>
</tr>
<tr>
<td>Jamie Parent</td>
<td></td>
</tr>
<tr>
<td>Ryan Feltrin</td>
<td></td>
</tr>
<tr>
<td>The Ant Farm</td>
<td></td>
</tr>
<tr>
<td>Rob Troy</td>
<td></td>
</tr>
<tr>
<td>Scott Carson</td>
<td></td>
</tr>
<tr>
<td>Ryan Vickers</td>
<td></td>
</tr>
<tr>
<td>Davis Jung</td>
<td></td>
</tr>
<tr>
<td>Rick Grubel</td>
<td></td>
</tr>
<tr>
<td>Jason Norrid</td>
<td></td>
</tr>
<tr>
<td>Federico Jimenez</td>
<td></td>
</tr>
<tr>
<td>Marquis Cannon</td>
<td></td>
</tr>
<tr>
<td>Team Todd</td>
<td></td>
</tr>
<tr>
<td>Suzanne Todd</td>
<td></td>
</tr>
<tr>
<td>Juliana Hayes</td>
<td></td>
</tr>
<tr>
<td>Jerrold Green</td>
<td></td>
</tr>
<tr>
<td>Bill Beasley from American Defense Enterprises</td>
<td></td>
</tr>
<tr>
<td>Jared Chandler from Combat Films/Sacred Sword Inc.</td>
<td></td>
</tr>
<tr>
<td>Larry Zanoff from Independent Studio Services</td>
<td></td>
</tr>
<tr>
<td>Off Base Productions</td>
<td></td>
</tr>
<tr>
<td>Ricardo Romero</td>
<td></td>
</tr>
<tr>
<td>Jason Posada</td>
<td></td>
</tr>
<tr>
<td>Rodrigo Mora</td>
<td></td>
</tr>
<tr>
<td>Victor Lopez</td>
<td></td>
</tr>
<tr>
<td>Israel Lee Weichert and the Weichert Family</td>
<td></td>
</tr>
<tr>
<td>Jared Chandler from Combat Films/Sacred Sword Inc.</td>
<td></td>
</tr>
<tr>
<td>Andre Sepulveda</td>
<td></td>
</tr>
<tr>
<td>Glenn Oliver</td>
<td></td>
</tr>
<tr>
<td>Sylvain Doreau</td>
<td></td>
</tr>
<tr>
<td>Stephen Sanders</td>
<td></td>
</tr>
<tr>
<td>Jeff Parker</td>
<td></td>
</tr>
<tr>
<td>Tenben, Inc.</td>
<td></td>
</tr>
<tr>
<td>Xpec Entertainment</td>
<td></td>
</tr>
<tr>
<td>General Atomics Aeronautical Systems, Inc.</td>
<td></td>
</tr>
<tr>
<td>EOTech</td>
<td></td>
</tr>
<tr>
<td>Remington Arms Company, Inc.</td>
<td></td>
</tr>
<tr>
<td>Colt’s Manufacturing Company</td>
<td></td>
</tr>
<tr>
<td>Barrett Firearms Manufacturing</td>
<td></td>
</tr>
<tr>
<td>Kryptek</td>
<td></td>
</tr>
<tr>
<td>HyperStealth Biotechnology Corporation</td>
<td></td>
</tr>
<tr>
<td>Eon Interactive</td>
<td></td>
</tr>
<tr>
<td>Firelight Technologies</td>
<td></td>
</tr>
<tr>
<td>Riot Atlanta</td>
<td></td>
</tr>
<tr>
<td>Method Studios</td>
<td></td>
</tr>
<tr>
<td>Havok</td>
<td></td>
</tr>
<tr>
<td>Ncompass</td>
<td></td>
</tr>
<tr>
<td>NJLive</td>
<td></td>
</tr>
<tr>
<td>QUALITY ASSURANCE</td>
<td></td>
</tr>
<tr>
<td>Senior Director, Quality Assurance</td>
<td></td>
</tr>
<tr>
<td>Christopher D. Wilson</td>
<td></td>
</tr>
</tbody>
</table>
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
Aaron J. Ravelo
Adan S. Carta
Alicia Hopson
Altheria Weaver
Andrew Tagtmeyer
Andy Milenovic
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
Ciara 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 Liiffers
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 Quattroccoli
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. Parker
Paul Virgín
Quenton Quares
Robert Chaplan
Robert Maldonado
Ronald Bondal
Sebastian Licznier
Shawn Warren
Stephanie Gonzales
Steven Luevano
Thomas Hermann
Tony Q. Tran
Tristan Camacho
Tyler J. Kinkopt
Wesley Thatcher
Zeena Jointer

QUALITY ASSURANCE, FUNCTIONALITY QUEBEC

QA Director
Matt McClure

QA Managers
Albert Yao
Guillaume Weber

QA Senior Project Lead
Simon Duquet-Galarneau

QA Project Leads
Marc Plamondon
Samuel Dubois
Martin Beauvais

QA Associate Project Leads
Eric Demers
Marie-Claude Blais

QA Floor Leads
Mathieu Bibeau-Morin
Guillaume Morin
Maxime Picard
Patrick Pouliot
François Sylvain

QA Testers
Alexandre Giroux
Alexandre Martel-Brunet
Alexandre Massicotte
Andréeane Fiola
Benoit Allaire
Christophe Béliveau
Daniel Demers
Daniel Girard
David Huot
David Létourneau-Brochu
Djamel Cafriz
Dominic Labbé
Dominic Poirier
Eric Pouliot
Eric Tessier
Étienne Bilodeau
Faruk Kastrati
Félix Arcand-Delisle
François Audette
François Routhier
François Toupin
Frédérick Tailleur
Frederik Paré
Gabriel Moisan-Morin
Gabriel St-Laurent
Gabriel Taca-Aubé
Guillaume Gagné-Gauthier
Guillaume Lemieux
Heidi Nadeau
Jason De Cicco
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
Jordan Gagnon
Julie Guay
Kevin Vallée
Kim Valcourt
Laurent Dumont-Saucier
Louis Blanchet
Louis-Julien Paquette
Louis-Olivier St-Pierre
Luc Morency
Manuel Lamy
Marc-André Ducharme
<table>
<thead>
<tr>
<th>Marc-André Thibeault</th>
<th>HR Manager</th>
<th>Antoine Lépine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marco Castonguay</td>
<td>TRG Manager</td>
<td>John Rosser</td>
</tr>
<tr>
<td>Marie-Christine Barrette</td>
<td>TRG Submissions Leads</td>
<td>Dustin Carter</td>
</tr>
<tr>
<td>Mathieu Roy</td>
<td>TRG Submissions Adjutants</td>
<td>Richard Tom</td>
</tr>
<tr>
<td>Mathieu Simard-Audet</td>
<td>TRG Senior Platform Leads</td>
<td>Sasan “Sauce” Helmi</td>
</tr>
<tr>
<td>Matthieu Bélanger</td>
<td>TRG Platform Leads</td>
<td>Brian Bensi</td>
</tr>
<tr>
<td>Maxime Desbiens</td>
<td>TRG Testers</td>
<td>Colin Kawakami</td>
</tr>
<tr>
<td>Maxime Monarque-Tremblay</td>
<td></td>
<td>Daniel Angers</td>
</tr>
<tr>
<td>Maxime Proulx</td>
<td></td>
<td>Elias Uribe</td>
</tr>
<tr>
<td>Mélodie Bonin</td>
<td></td>
<td>Jason Garza</td>
</tr>
<tr>
<td>Michaël Villeneuve</td>
<td></td>
<td>Jonathan Butcher</td>
</tr>
<tr>
<td>Michel Plourde</td>
<td></td>
<td>Kirt Sanchez</td>
</tr>
<tr>
<td>Nancy Demers</td>
<td></td>
<td>Lucas Goodman</td>
</tr>
<tr>
<td>Nickolas Pozer</td>
<td></td>
<td>Matthew Haugen</td>
</tr>
<tr>
<td>Nicolas Morin</td>
<td></td>
<td>Michael Laursen</td>
</tr>
<tr>
<td>Nicolas Potvin</td>
<td></td>
<td>Scott Smith</td>
</tr>
<tr>
<td>Normand Désilets</td>
<td>QA CERTIFICATION GROUP</td>
<td></td>
</tr>
<tr>
<td>Olivier Samson</td>
<td>QA Certification Group</td>
<td></td>
</tr>
<tr>
<td>Owen Nolan</td>
<td>Project Lead</td>
<td>Matt Ryan</td>
</tr>
<tr>
<td>Philip Coons</td>
<td>QA Certification Group Testers</td>
<td>Christian Vasco</td>
</tr>
<tr>
<td>Pierre Moreau</td>
<td>QA Network Lab Project Leads</td>
<td>Leonard Rodriguez</td>
</tr>
<tr>
<td>Pierre-Luc Cormier</td>
<td>QA Network Lab Senior Tester</td>
<td>Bryan Chice</td>
</tr>
<tr>
<td>Pierre-Luc Viens</td>
<td>QA COMPATIBILITY LAB</td>
<td></td>
</tr>
<tr>
<td>Rafaele Bolduc</td>
<td>QA-CL Lab Project Lead</td>
<td>Eric Stanzione</td>
</tr>
<tr>
<td>Raphaël Corbin</td>
<td>QA-CL Lab Testers</td>
<td>Carlos Monroy</td>
</tr>
<tr>
<td>Raphael Guay-Picard</td>
<td>QA AUDIO VISUAL LAB</td>
<td></td>
</tr>
<tr>
<td>Rémi Gosselin</td>
<td>QA AV Lab Senior Tester</td>
<td>Cliff Hooper</td>
</tr>
<tr>
<td>Rocky Drolet-Croteau</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Roxane Theriault-Lapointe</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sébastien Bisson</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Simon Boucher</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stéphane Larocque</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stéphany Leclerc</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sylvain Devost</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tommy Fortin</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vincent Lachance</td>
<td></td>
<td></td>
</tr>
<tr>
<td>William Daggett</td>
<td></td>
<td></td>
</tr>
<tr>
<td>William Emond-Paradis</td>
<td></td>
<td></td>
</tr>
<tr>
<td>William Bolduc</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA Lead Database Administrator</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jean-François Le Houillier</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA Database Specialists</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lukaël Bélanger</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sébastien Dusseauult</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Frédéric Garneau</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Guillaume Gauthier</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jean-François Giguère</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dany Paquet</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pierre-Luc Poulin</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Guillaume Rochat</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Émilie Saindon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mathieu Simard</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Karine Windy Boudreault</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA IT Lead</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Étienne Dubé</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA IT Technicians</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nicolas M. Careau</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stéphane Elie</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hugo Roy</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA TECHNOLOGY GROUP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Director, Quality Assurance</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jason Wong</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sr. Manager, QA Technologies</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Indra Yee</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA Applications Programmers</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Brad Saavedra</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ari Epstein</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA Tester</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paul Taniguchi</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA DATABASE ADMINISTRATION GROUP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Senior Lead Database Administrator</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jeremy Richards</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lead Database Administrator</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kelly Huffine</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA-MIS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA-MIS Senior Technician</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Teddy Hwang</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA-MIS Technicians</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gary Washington</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elliott Ehlig</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Danny Feng</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA MASTERING LAB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>QA Mastering Lab Technicians</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kai Hsu</td>
<td>CUSTOMER CARE</td>
<td></td>
</tr>
<tr>
<td>Senior Director, Customer Care</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tim Rondeau</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Senior Manager, Service Design and Supportability</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paul Boustany</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Senior Manager, Web Strategy &amp; Support Solutions</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Melanie Marcell</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Senior Manager, Service Delivery and Advocacy</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Noel Feliciano</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Senior Manager, Service Delivery International</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Christiane Brand</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Senior Manager, Player Engagement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Khalid Asher</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Manager, Global Training and Quality</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rozanne Gallegos</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trainer, Global Player Support</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pedro Pulido</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Customer Experience Program Managers</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
ORCHESTRA AND MUSICAL SCORE

Abby 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
Lap Steel guitar: Jay Leach
Cello: John Galt
Electric Cello: Tina Guo
Flamenco Guitar on "Niño 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
Duduk, Dizi (bamboo flutes), Zourna: Chris Bleth
Lap Steel guitar: Jay Leach
Cello: John Galt
Electric Cello: Tina Guo
Flamenco Guitar on "Niño 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
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

1st - Anthony Pleeth
Martin Loveday
Caroline Dale
John Heley
Frank Schaefer
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

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
Published by Salvation Music Ltd (NS)
All Rights administered by WB Music Corp
Courtesy of Polydor Ltd. (UK)
Under license from Universal Music Enterprises
All Rights Reserved.
Used by Permission.

“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 Griffi ths
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 (P) 2012 Big Beat Records Inc.

“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
All Rights Reserved.
Used by Permission.

“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.
CUSTOMER SUPPORT

Please visit our website http://support.activision.com for our extensive knowledge base and the latest information on how to get help.

Local rate, may vary per provider: +44 845 5280 269 (UK), 01 9036 586 (Rep. of Ireland)

MUK201207
PRODUCT LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. “PRODUCT” INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. (“ACTIVISION”).

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision’s licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:
• Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
• Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
• Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
• Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
• Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Product that the recording medium on which the product is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Product is still being
manufactured by Activision. In the event that the Product is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the Product as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning merchandise for warranty replacement, please follow the instructions at http://www.activision.com/support or contact us. You will also find the most up-to-date contact information and opening hours for your country and language on this website.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION’S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY Lasts AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.
MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

LACO.ENUK.2011.11

Uses Bink Video. Copyright ©1997-2010 by RAD Game Tools, Inc.

© 2012 Activision Publishing, Inc. ACTIVISION, CALL OF DUTY, CALL OF DUTY BLACK OPS and stylized roman numeral II are trademarks of Activision Publishing, Inc. Activision makes no guarantees regarding the availability of online play and may modify or discontinue online service in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time.