Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?
The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating: 3, 7, 12, 16, 18.

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu
# TABLE OF CONTENTS

- **Getting Started** .............................................2
- **Game Controls** ................................................2
- **Main Menu** ........................................................4
- **Heads-Up Display (HUD)** .....................................5
- **Health System** .......................................................5
- **Pause/Objective Screen** .......................................6
- **Multiplayer Objectives Screen** .............................6
- **Calling Card (MP Only)** .........................................6
- **Performance Tips** ................................................6
- **Credits** ...................................................................7
- **Customer Support** .................................................23
- **Product License Agreement** .................................24
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>
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<tbody>
<tr>
<td>W</td>
<td>Forward</td>
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<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>
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<tr>
<td>Right Mouse Button</td>
<td>Toggle (ADS)</td>
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<tr>
<td>V</td>
<td>Melee Attack</td>
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<tr>
<td>5</td>
<td>Special Action 1</td>
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<tr>
<td>1, Mouse Wheel</td>
<td>Special Units</td>
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<tr>
<td>G, Middle Mouse Button</td>
<td>Throw Lethal Grenade</td>
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<tr>
<td>4</td>
<td>Throw Tactical Grenade</td>
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<tr>
<td>F</td>
<td>Use</td>
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<td>R</td>
<td>Reload</td>
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<tr>
<td>Space Bar</td>
<td>Stand/Jump</td>
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<tr>
<td>CTRL</td>
<td>Prone</td>
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<tr>
<td>CTRL while Sprinting</td>
<td>Dive to Prone</td>
</tr>
<tr>
<td>C</td>
<td>Change Stance</td>
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<tr>
<td>X</td>
<td>Equipment</td>
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### STRIKE FORCE CONTROLS

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<th>COMMAND</th>
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<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>
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<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>
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<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>
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</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…

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, below).

*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 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.

CREDITS

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Corky Lehmkuhl

Chief Technology Officer
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Technical Director
David King

Art Director
Colin Whitney

Animation Director
Dom Drozdz

Audio Director
Brian Tuey

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&
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Sam Nouriani
Shane Sasaki

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Brent Toda

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Lead Engineer
James Snider

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Lead Engineer - Graphics
Dimitar Lazarov

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Brad Grace
<table>
<thead>
<tr>
<th>Senior Character Artists</th>
<th>Environment Artists</th>
<th>Animation Project Manager</th>
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<td>Yaw Chang</td>
<td>Bryce Houska</td>
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<td>Lead Effects Animation Artist</td>
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<td>Darwin Dumlao</td>
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<tr>
<td>Mike Anthony</td>
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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 Johansen
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
Farid Kizginkaya/Mujahideen Soldier
Omid Abtahi
Defalco
Julian Sands
Jonas Savimbi
Robert Wisdom
Tian Zhao
Byron Mann
Manuel Noriega
Benito Martinez
Secretary of Defense
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
SUPPORTING VOICES
Pilot “Anderson”/Dispatcher
Jennifer Hale
Young David Mason
Hayden Byerly
Jane McKnight/Josefina/
Dispatcher
Eden Riegel
Secretary of the Treasury/
Graveyard Attendent
Kirk Thornton
Mullah Rahmaan
Cas Anvar
Erik Brieghner
Robert Ricardo
Jimmy Kimmel
Jimmy Kimmel
CIA Nerd
Desmond Askew
Newscaster Andrew Robbins
Mary Beth McDade
General/Government Agent
Michael Gregory
Mark McKnight
Andy Hawkes
Secret Service Agent Jones
Ken Lally
Strike Force Soldier/Navy
SEAL/Doorman
Brian Bloom
Strike Force Soldier
Al Rodrigo
Strike Force Soldier
Michelle Rodriguez
Strike Force Soldier
Clancy Brown
ADDITIONAL VOICES
Brianna Lynn Brown
Valerie Arema
Armando Valdez
Yuri Lowenthal
Crispin Freeman
Marc Worden
Richard Epcar
Travis Willingham
John Bentley
Chad Guerrero
Josh Gillman
Matt Mercer
Jordan Marder
Dave Paladino
Patrick Seitz
Jamieson Price
Troy Baker
Shaun Piccinini
Chad Guerrero
Michael Roderick
Jenn Wong
Jeremy Dunn
Steve Wilcox
Danny Pardo
Steven Bauer
Liane Schirmer
Cathy Lizzio
Yousef
Fahim Fazli
Boris Kleivsky
Pasha Lychnikov
Dimitri Diatchenko
Bernardo De Paula
Maxwell De Paula
Coy Clark
Leo Azevedo
Navid Negabani
Ethan Rains
Pej Vehdat
MULTIPLAYER
Rick Wasserman
Travis Willingham
Brian Bloom
Troy Baker
Matt Mercer
Jason Beghe
Scott Whyte
Dave Forseth
Ian Anthony Dale
Brian Delaney
Glen Morshower
Liam O’Brien
Kirk Thornton
Dave Boat
Roger Cross
Ron Yuan
James Leung
Jen Sung Outerbridge
Ron Yuan
Ming Lo
Liam O’Brien
Avery Kidd Waddell
Jeff Fischer
Dave Fouquette
Steve Blum
Michael Benyaer
Said Faraj
Sam Sako
Zuhair Haddad
Michael Desante
ZOMBIES
Abigail “Misty” Briarton
Stephanie Lemelin

Marlton Johnson
Scott Menville

Russman/Survivor 4
Keith Szarabajka

Samuel Stuhlinger
David Boat

Richtofen, Bus Driver, Bus
PA, Survivors
Nolan North

Maxis/Survivors 1 & 2
Fred Tatasciore

Survivor 3
Jack Angel

FEATURING THE MUSIC
OF
Trent Rezno
Elbow
Avenged Sevenfold
Skrillex

AND
Composed, Conducted and
Produced by
Jack Wall

Orchestrated by:
Neal Desby & Edward
Trybek

Assistant to Jack Wall:
Alex Hemlock

Additional Writing - Zombies
Micah Ian Wright

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

VOICE OVER RECORDING
PCB Productions

Recording Facilities:
PCB Productions - Los
Angeles, CA

Talent Director:
Keith Arem

Dialog Editorial Supervisor:
Matt Lemberger

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

Production Coordinator:
Valerie Arem
Casey Boyd
Jonathan Neely

Soundelux Design Music Group
Executive Creative Director
Scott Martin Gershin

Facility Manager
Janet Rankin

Manager, VO and Talent
Services
William “Chip” Beaman

VO Direction
Kris Zimmerman

Voice Over Coordinator
Melissa Grillo

Voice Over Recording Engineer/VO Editorial
Justin Langley

Senior Asset Coordinator/VO Editorial
Charles Gondak

VO Recording Engineer/ Asset Coordination/Editorial
Dave Natale

Voice Over Editorial
Bryan Celano
Bob Rankin
Anthony Sorise
Justin Langley
Eliot Connors

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Lindsay Fishman
Tyrone Forte

WEAPON RECORDING
Recordist
John Fasal

Armorers
Gregg Edgar
Ron Licari
Larry Zanoff

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STUDIO
Capture Studio Director
Matt Karnes

Capture Studio Producer
Evan Button

Motion Capture Supervisor
Michael Jantz

Face Capture Lead
Ben Watson

Sr. Scan Technician
Chris Ellis

Scan Technician
Nick Otto
David Bullat

Assistant Directors
Noel Vega
Liz Tom

Stunt Coordinator
Noel Vega

Motion Capture Performers
Jeremy Dunn
Shaun Piccinino
Chad Guerrero
Randall Archer
Anthony Nanakornpanom
Dave Paladino
America Young
Cazzie Golum
Aaron Brown
Alina Andrei
Mimi Newman
Andy Hawkes
Chris Torres
Dave Buglione
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Jon Payne
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Gabriel Suarez
Chad Guerrero, Jr.
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Tess Kielhamer
Michelle Lee
Ron Fazio
Brent Toda
Anson Beck
Aoni Ma
Chris Torres
Mallory Thompson
Erin Cummings
Matt del Negro
Terrence Evans
Carlee Holden (Wrangler)
Mystic (the horse)

Marker Cleanup
Animation Vertigo

PERFORMANCE MOTION CAPTURE SERVICES BY

House of Moves

MOTION GRAPHICS SEQUENCES

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

ADDITIONAL DEVELOPMENT

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

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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

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Executive Producer
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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

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Director, Product Management
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Director, Global Media
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Joyce Wu
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Central User-Testing,
Manager
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Central User-Testing,
Supervisor
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Central User-Testing, Lead
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Central User-Testing Moderator
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Jeremy Le
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Talent Associate
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Talent Coordinator
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Senior Audio Designer
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Victor Durling

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Director, Music Affairs
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Katie Sippel

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Art Director, Technical
Berndardo Antoniazzi

Character Artist
Nick Lombardo
Tools Programmer
Yanbing Chen
Concept Artists
Lim Hur

CONSUMER MARKETING
SVP, Consumer Marketing
Call of Duty
Todd Harvey
Senior Director, Consumer Marketing
Call of Duty
Susan Hallock
Consumer Marketing
Managers, Call of Duty
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David Cushman
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Consumer Marketing Specialist
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Sr. Mgr, Digital Marketing
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Keith Hammons
Kelly Schwarm
Lip Ho
Mary Tuck
Phil Terzian
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Terry Kiel
Travis Stansbury

OPERATIONS & STUDIO PLANNING

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Sang Kim

Director, Studio Planning
Evan Sroka

Senior Manager, Studio Planning
Carl Hughes

Finance Manager, Studio Planning
Jason Jordan

Senior Manager, Studio Finance
Clinton Allen

Financial Analyst, Studio Planning
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Greenlight Coordinator
Jennifer Hare & Evalina Shin

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Studio Operations Assistant
Jennifer Hendrickson

Studio Operations Assistant
George Hom

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Bob Wharton

Director, Supply Chain Operations
Jennifer Sullivan

Manager, Supply Chain Operations
Derek Brown

Project Manager, Supply Chain Operations
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Planning & Procurement Manager
Heath Jansson

Creative Services Project Manager
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Michael Bache

Senior Production Planner
Lynne Moss

Senior Production Planner
Joris De Haer

Senior Manager, Supply Chain Analysis
Frank Leusink

Senior Creative Services Manager
Jackie Sutton

Creative Services Project Manager
Alessandro Cilano

Creative Services Project Manager
Steve Clark

Creative Services Project Coordinator
Mike Wand-Tetley

Creative Services Project Coordinator
Mark Lugli

Creative Services Project Coordinator
Kevin Jamieson

BUSINESS DEVELOPMENT

Vice President, Global Digital and Mobile Sales
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Director, Digital Distribution
Jon Estonislaø

Manager, Digital Distribution
Suggie Oh

ART SERVICES

Art Services Manager
Todd Pruyn

Art Services Associate, Video Specialist
Ben Szeto

Art Services Associate, Screenshots & Design
Mike Hunau

Art Services Lead
Angel Garcia

Art Services Coordinators
Rob LeBeau
Daniel Perez
Matt Wahliquist

Art Services Video Lab Technician
Brandon Schebeler
Joi Tanner

SPECIAL THANKS

Bobby Kotick
Thomas Tippl
Eric Hirshberg
Dennis Durkin
Dave Oxford
Coddy Johnson
Philip Earl
Maryanne Lataif
Brian Hodous
Steve Young
Tony Hsu
Michaël Sportouch
Eric Lynch
Carl Schnurr
Stefan Luludes
Mark Cox
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
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

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

“Ima Try It Out”
Performed by Skrillex
Written and produced by Sonny Moore and Alvin Risk
Courtesy of Atlantic

“Raul Menendez Theme”
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

“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

“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
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Additional Music by
Shawn Jimmerson
Kevin Sherwood
Brian Tuey

Schecter Guitar Research
Kevin Sherwood uses Halo guitars and 8Dio instruments

Packaging Design by
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