**PRECAUTIONS**

- This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. 
- This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3.
- Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

**HEALTH WARNING**

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing stereoscopic 3D games. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

**3D HEALTH WARNING**

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, 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 symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child’s doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

**PIRACY**

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

**SYSTEM SOFTWARE UPDATES**

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system’s instruction manual.

---

See back page of this manual for Customer Service Numbers.
PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING 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. For further information visit [www.pegi.info](http://www.pegi.info).

Comprising three 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:

![Age Rating](image)

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

![Descriptors](image)

The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit [www.pegionline.eu](http://www.pegionline.eu)

---

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

<table>
<thead>
<tr>
<th>PARENTAL CONTROL LEVEL</th>
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<th>5</th>
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<td>16</td>
<td>12</td>
<td>7</td>
<td>3</td>
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In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

---

BLES-01717

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SETTING UP

PlayStation®3 System

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®3 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. Please select your preferred language from the system settings menu before starting the game. Insert the Call of Duty® Black Ops II disc with the label facing up into the disc slot. Select the icon for the software title under 🗺 in the PlayStation®3 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.

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 Data Utility (PS3™)” in the Game menu.

GAME CONTROLLER
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) ▼ – Jump
9) ○ – Crouch/Prone
10) □ – Interact/Use
11) △ – Switch Weapon
12) R2 – Throw Lethal
13) R1 – Fire
14) R3 – Melee
15) L3 – Sprint

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<tr>
<th>COMMAND</th>
<th>DEFAULT BUTTON</th>
<th>DESCRIPTION</th>
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<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>
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

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<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><strong>SELECT</strong></td>
<td>Enter or leave the Tactical view</td>
</tr>
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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…
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 you heart rate increase, and your breathing will grow heavy. If you can cover and avoid enemy fire you will slowly recover from the damage and be able to continue at full strength.

PAUSE/OBJECTIVE SCREEN

Press the \( \text{START} \) 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 \( \text{START} \) 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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Directed By
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Design Director - Online
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<th>Animators</th>
<th>Senior Scripters</th>
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<td>Senior Engineers</td>
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<td>Jesse Moody</td>
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<td>Design Director</td>
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<td>Jimmy Zielinski</td>
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<tr>
<td>Senior Game Designer</td>
<td>Megan Goldbeck</td>
<td>David S. Goyer</td>
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<td>Adrienne Arrasmith</td>
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<td>Jacob Porter</td>
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<td>Production Coordinator</td>
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<td>André Lawton</td>
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<td>Steven Rivera</td>
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<td>Director - Brand Development</td>
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<td>Jay Puryear</td>
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<td>Robert Sanchez</td>
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<td>QA Database Specialist</td>
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<tr>
<td>Wayne Williams</td>
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</table>

**STORY**

- **Story By**
  - Dave Anthony
  - David S. Goyer

- **Written By**
  - Dave Anthony
  - Craig Houston

- **Additional Dialog**
  - James C. Burns
  - Kamar de los Reyes

- **credits_movie_8**
- **scroll_sequence_2**

**TREYARCH STUDIO MANAGEMENT**

- **Studio Head**
  - Mark Lamia

- **Vice President**
  - Dave Anthony

- **Chief Technology Officer**
  - Mark Gordon

- **Studio Creative Director**
  - Corky Lehmkuhl

- **Director Of Technology**
  - Cesar Stastny

**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 Clátor
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 Saleh
Brandon C. Garrett
Roger J. Sawkins
Andrew Girard
Daniel B. Seamans
Jason S. Glenn
Kenneth Sit
James R. Gobert
John Sleiman
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 Teodor
Jefferson J. Kittell
Colin A. Tiptaat
Quy G. Le
Jason Tong
Martin Limon
Enrique Valentín
Matthew Litte
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 Sorentino
Leif Johansen
Tyler Sparks
Gary Spinrad
Dallas Middleton
Tricia Vitg
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 Attendant
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 McKnight
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 Arem
Armando Valdez
Yuri Lowenthal
Crispin Freeman
Marc Worden
Richard Epca
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 Lizzie
Yousef
Fahim Fazli
Boris Kievsky
Pasha Lynchikov
Dimitri Diatchenko
Bernardo De Paula
Maxwell De Paula
Coy Clark
Leo Azevedo
Navid Negabean
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 Reznor
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

Production Assistant
Lindsay Fishman
Tyrone Forte

WEAPON RECORDING

Recordist
John Fasal

Armorers
Gregg Edgar
Ron Licari
Larry Zanoff

ACTIVISION CAPTURE STUDIO

Capture Studio Director
Matt Karnes

Capture Studio Producer
Evan Button

Motion Capture Supervisor
Michael Jantz

Face Capture Lead
Ben Watson

Sr. 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
Solomon Brende
Craig Flaherty
Michael Barnes
Jon Payne
Karl Johnson
Donald Robison
Gabriel Suarez
Chad Guerrero, Jr.
Bryan Ludens
Tess Kielhamer
Michelle Lee
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 Bellefonds

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
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
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
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 Anstas
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 Walther
Kap Kang
Kate Ogosta
Keith Hammonds
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
Clinton 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

Studio Operations Assistant
George Hom

Senior Vice President, Global Supply Chain
Bob Wharton

Director, Supply Chain Operations
Jennifer Sullivan

Manager, Supply Chain Operations
Derek Brown

Project Manager, Supply Chain Operations
Jon Lomibao
Melissa Wessely

BUSINESS DEVELOPMENT
Vice President, Global Digital and Mobile Sales
Rob Schonfeld

Director, Digital Distribution
Jon Estanislao

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 Wahlquist

Art Services Video Lab Technician
Brandon Schebler
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
Ruben Dehouck
Marcus Iremonger
Vince Fennel
James Lodato
Jason Ades
Graham Hagmaier
Andrew Hoffacker
Brian Abrams
Chris Chowdhury
Meghan Morgan
Eve Chang
Emory Irpan
Joel Taubel
Mike Mejia
Neven Dravinski
Chetan Desai
Scott Blair
Brent McDonald
Byron Beede
Noah Kircher-Allen
Jamie Parent
Ryan Feltrin
The Ant Farm
Rob Troy
Scott Carson
Ryan Vickers
Davis Jung
Rick Grubel
Jason Norrid
Federico Jimenez
Marquis Cannon
Team Todd
Suzanne Todd
Juliana Hayes
Jerrold Green
Bill Beasley from American Defense Enterprises
Jared Chandler from Combat Films/Sacred Sword Inc.
Larry Zanoff from Independent Studio Services
Off Base Productions
Ricardo Romero
Jason Posada
Rodrigo Mora
Victor Lopez  
Isaac Lee Weichert and the Weichert Family  
Jared Chandler from Combat Films/Sacred Sword Inc.  
Andre Sepulveda  
Glenn Oliver  
Sylvain Doreau  
Stephen Sanders  
Jeff Parker

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Xpec Entertainment  
General Atomics Aeronautical Systems, Inc  
EOTech  
Remington Arms Company, Inc.  
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Kryptek  
HyperStealth Biotechnology Corporation  
Eon Interactive  
Firelight Technologies  
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Method Studios  
Havok  
Ncompass  
NJLive

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Christopher D. Wilson

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Glenn Vistante

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James Lara

QA Senior Testers  
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Jay Menconi  
Johnny Kim  
Pedro Aguilar  
Ryan Trondsen  
Sung Yoo  
Aaron J. Ravelo  
Adan S. Carta  
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Altheria Weaver  
Andrew Tagtmeyer  
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Antoine Leroux  
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Armen Zeynalvand  
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Brian Cutts  
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Zeena Jointer

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Guillaume Weber

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QA Project Leads
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Samuel Dubois
Martin Beauvais

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Eric Demers
Marie-Claude Blais

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

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Alexandre Martel-Brunet
Alexandre Massicotte
Andréeane Fiola
Benoit Allaire
Christophe Béliveau
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Dominic Poirier
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Jean-Philippe Bujold-Boutin
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Jean-Philippe Ross

Jean-Philippe Saucier
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Stéphane Larocque
Stéphany Leclerc
Sylvain Devost
Tommy Fortin
Vincent Lachance
William Daggett
William Emond-Paradis
Yannick Bolduc

QA Lead Database Administrator
Jean-François Le Houillier

QA Database Specialists
Lukaël Bélanger
Sébastien Dusseault
Frédéric Garneau
Guillaume Gauthier
Jean-François Giguère
Dany Paquet
Pier-Luc Poulet
Guillaume Poulin
Émilie Saindon
Mathieu Simard
Karine Windy Boudreau

QA IT Lead
Étienne Dubé

QA IT Technicians
Nicolas M. Careau
Stéphane Elie
Hugo Roy

Admin Technician
Josée Laboissonnier

HR Manager
Antoine Lépine

TECHNICAL REQUIREMENTS GROUP

TRG Manager
John Rosser

TRG Submissions Leads
Dustin Carter
TRG Submissions Adjutants
Richard Tom

TRG Senior Platform Leads
Sasan “Sauce” Helmi
Teak Holley

TRG Platform Leads
Brian Bensi

TRG Testers
Colin Kawakami
Daniel Angers
Elias Uribe
Jason Garza
Jonathan Butcher
<table>
<thead>
<tr>
<th>QA CERTIFICATION GROUP</th>
<th>Lead Database Administrator</th>
<th>Supervisor, Player Advocacy</th>
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<tr>
<td>QA Certification Group Project</td>
<td>Kelly Huffine</td>
<td>Russell Johnson</td>
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<td>Matt Ryan</td>
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<td>Dov Carson</td>
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<td>QA NETWORK LAB</td>
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<td>Leonard Rodriguez</td>
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<td>Bryan Chice</td>
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<td>Eric Stanzione</td>
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<td>Carlos Monroy</td>
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<td>Cliff Hooper</td>
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<td>Jason Wong</td>
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<td>Indra Yee</td>
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<td>Jeremy Richards</td>
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<td>QA SPECIAL THANKS</td>
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<td>Abby Alvarado</td>
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<td>Jérôme Bélisle</td>
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**ORCHESTRA AND MUSICAL SCORE**

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

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

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

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

Select Tracks Mastered by: John Rodd

Vocal Soloists:
Pakistan vocals: Azam Ali
Yemen vocals: Barak Marshall
‘Niño Precioso’ vocal: Kamar de los Reyes
‘Niño Precioso’ child vocal: Gracie Wall
Raul Menendez Theme (‘Niño Precioso’) vocal: Rudy Cardenas

Haitian vocals: Joel Virgel
Vocal Contractor: Nancy Clayton

Instrumental Soloists:
Pakistan bowed Guitarviol:
Loga Ramin Torkian
Percussion: Jamie Papish, MB Gordy, Henrik Jakobsson, Daniel de los Reyes
Duduk, Dizi (bamboo flutes), Zourna: Chris Bleth
Lap Steel guitar: Jay Leach
Cello: John Galt
Electric Cello: Tina Guo
Flamenco Guitar on “Nino Precioso”: Gabriel Reyna
Flamenco Guitar in Panama:
Edward Trybek
Electric Sitar in Pakistan:
Edward Trybek
Chapman Stick in Yemen: Larry Tuttle
Flamenco Guitar in Nicaragua:
Ramon Stagnaro

Orchestra Musicians:
Violins
Leader - Perry Montague-Mason
Leader of 2nds - Roger Garland
Alison Kelly
John Bradbury
Rolf Wilson
Mark Berrow
Dave Woodcock
Jonathan Rees
Tom Pigott-Smith
Cathy Thompson
Dai Emanuel
Robin Brightman
Dermot Crehan
Jim McLeod
Emil Chakalov
Paul Willey
Jonathan Evans-Jones
Dorina Markoff
Pauline Lowbury
Natalia Bonner
David Ogden
Debbie Preece
Harriet Davies
Gillian Findlay

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 Trombone
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)
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Courtesy of Polydor Ltd. (UK)
Under license from Universal Music Enterprises
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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

“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
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“Carry On”
Performed by Avenged Sevenfold
Written by Sanders/Haner/Baker/Seward
Courtesy of Warner Bros. Records Inc.
By arrangement with Warner Music Group Video Game Licensing
Published by EMI April Music Inc.
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