



**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **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.**

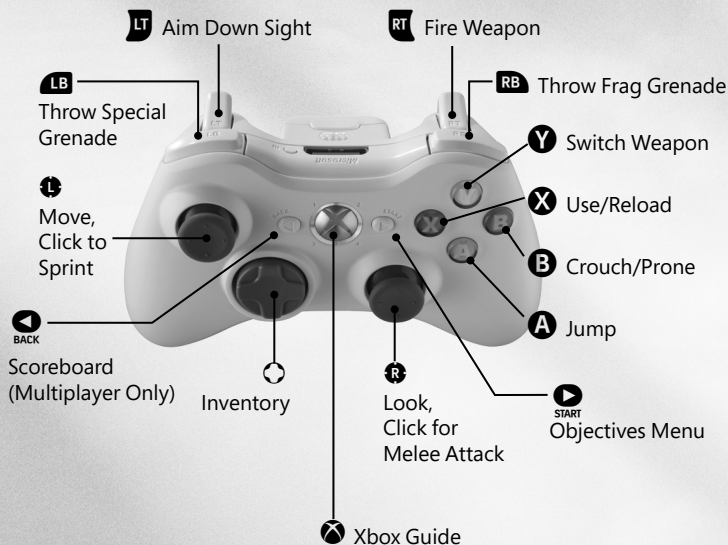
Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives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

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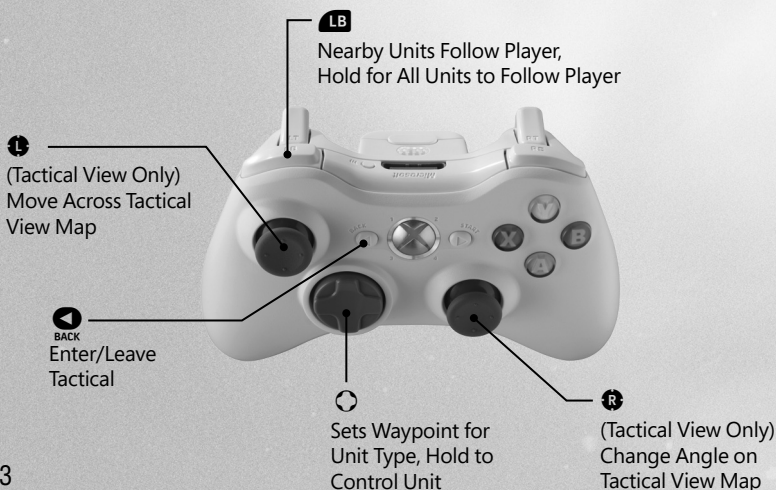
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# GAME CONTROLLER

## XBOX 360 CONTROLLER



## STRIKE FORCE CONTROLS



# 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

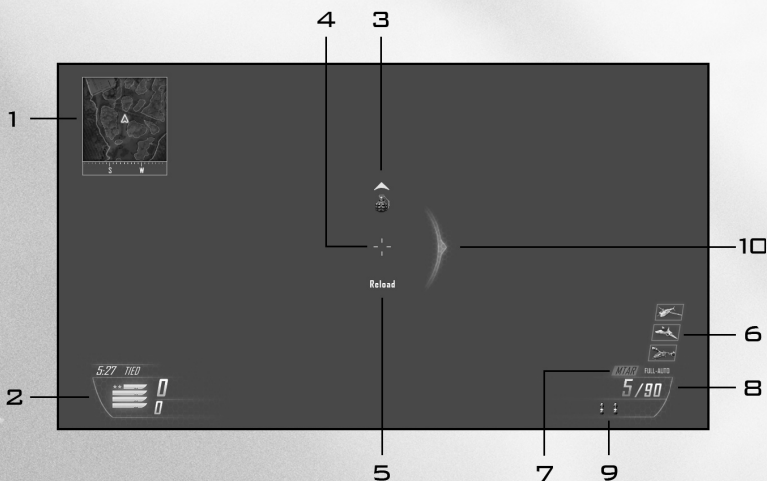
Call of Duty: Black Ops II supports stereoscopic 3D gameplay, which can be toggled on/off from within the Options menu. Please note that a 3D capable television and accompanying active shutter 3D supported glasses are required to experience the game in 3D. Consult your 3D TV manufacturer's instructions 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.



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credits\_movie\_8  
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## COLOR, VFX & POST PRODUCTION PROVIDED BY

Company 3 Games

CO3g Team  
 Malte Wagener - Vice President  
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 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 -  
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 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

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 Jerry Sukys -  
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 Mary Stasilli - Producer

Operations Team  
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 Michael Boggs -  
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Marketing Director - Europe  
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Senior Brand Manager - Italy  
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Brand Manager - Benelux  
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Jamie Parent  
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The Ant Farm  
Rob Troy  
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Jason Norrid  
Federico Jimenez  
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Juliana Hayes  
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Defense Enterprises  
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Films/Sacred Sword Inc.  
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Systems, Inc  
EOtech  
Remington Arms Company, Inc.  
Colt's Manufacturing Company  
Barrett Firearms Manufacturing  
Kryptek  
HyperStealth Biotechnology  
Corporation  
Eon Interactive  
Firelight Technologies  
Riot Atlanta  
Method Studios  
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FUNCTIONALITY EL SEGUNDO

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Brandon Morrison  
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Jean-Michel Gagnon  
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Louis Blanchet  
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#### ORCHESTRA AND MUSICAL SCORE

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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 Guitariol:  
Loga Ramin Torkian  
Percussion: Jamie Papish,  
MB Gordy, Henrik Jakobsson,  
Daniel de los Reyes

Duduk, Dizi (bamboo flutes),  
Zurna: 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 Pittsillides  
Reiad Chibah  
Don McVay



Jon Thorne  
Morgan Goff  
Gustav Clarkson  
Steve Wright  
Rusen Gunes

Celli  
1st - Anthony Pleeth  
Martin Loveday  
Caroline Dale  
John Heley  
Frank Schaefer  
Chris Worsey  
Paul Kegg  
Sophie Harris  
Tony Woollard  
James Potter  
Tony Lewis (10th) /  
Jonathan Tunnell (11th)

Basses  
1st - Chris Laurence  
Stacey Watton  
Steve Mair  
Richard Pryce  
Steve McManus  
Steve Williams  
Roger Linley  
Steve Rossell

Flute/Piccolo  
Karen Jones (ex 11th 2-5 =  
Eliza Marshall)

Flute  
Helen Keen  
Eliza Marshall (14th) / Helen  
Keen (15th)

Oboe  
David Theodore (10th) / Daniel  
Bates (11th)

Oboe/Cor Anglais  
Jane Marshall

Clarinet  
Nicholas Bucknall

Clarinet/Bass Clarinet  
Dave Fuest

Bassoon  
Richard Skinner

Bassoon/Contra Bassoon  
Gavin McNaughton

Horn  
Nigel Black  
Richard Berry  
Laurence Davies  
Phil Woods

Carsten Williams  
John Thurgood (10th) /  
Nicholas Korth (11th)  
Nick Ireson  
Kira Doherty (10th) /  
Simon Rayner (11th)  
Philip Eastop  
Nicholas Korth  
Katie Woolley

Trumpet  
John Barclay  
Derek Watkins  
Kate Moore  
Paul Mayes

Tenor Trombone  
Richard Edwards  
Andy Wood (10th) / Ed Tarrant  
(11th)

Bass Trombone  
Roger Argente  
Andy Wood

Bass/Contrabass Tbone  
Dave Stewart

Tuba  
Owen Slade

Tuba/Cimbasso  
Ross deRoche

Licensed Music

"Theme"  
Written, arranged, produced and  
performed by Trent Reznor  
Mixed by Alan Moulder  
Additional production by  
Atticus Ross  
Mastered by Tom Baker at  
Precision Mastering,  
Hollywood, CA

"The Night Will Always Win"  
Performed by Elbow  
Written by Guy Edward John  
Garvey, Craig Lee Potter, Mark  
Potter, Peter James Turner and  
Richard Barry Jupp  
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"Niño Precioso"

Based on a Nicaraguan lullaby  
Arranged by Jack Wall  
Vocal by Kamar de los Reyes  
Flamenco guitar by  
Gabriel Reyna

"Raul Menendez Theme"  
(‘Niño Precioso’)  
Based on a Nicaraguan lullaby  
Composed by Jack Wall  
Arranged by Jack Wall &  
Neal Desby  
Orchestrated by Neal Desby  
& Edward Trybek  
Vocal: Rudy Cardenas  
Trumpet solo: John Barclay  
Harp: Amy Black  
Performed by London musicians  
at Abbey Road  
Orchestra contractor:  
Isobel Griffiths  
Vocal contractor:  
Nancy Gassner-Clayton  
"Ima Try It Out"  
Performed by Skrillex  
Written and produced by  
Sonny Moore and Alvin Risk  
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"The Christmas Song (Chestnuts  
Roasting On An Open Fire)"  
Performed by Nat King Cole  
Written by Mel Torme and  
Robert Wells  
Published by Edwin H. Morris  
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"Carry On"  
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Avenged Sevenfold  
Written by Sanders/Haner/  
Baker/Seward  
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Additional Music by  
Shawn Jimmerson  
Kevin Sherwood  
Brian Tuey

Schechter Guitar Research

Kevin Sherwood uses Halo  
guitars and 8Dio instruments

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