

NINTENDO **DS**™

The background of the cover features a soldier in a dark, tactical uniform holding a handgun. The lighting is dramatic, with a strong blue and green tint on the left side and a warmer, orange-red glow on the right. The soldier's face is partially visible in the upper right corner. The overall aesthetic is gritty and action-oriented.

CALL OF DUTY

BLACK OPS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD IS COMPATIBLE WITH THE NINTENDO DS™ AND NINTENDO DSi VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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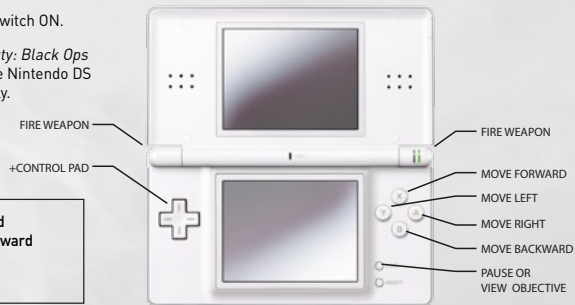
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GETTING STARTED

1. Insert the *Call of Duty®: Black Ops* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.

2. Slide the Power Switch ON.

Note: The *Call of Duty: Black Ops* Game Card is for the Nintendo DS and DSi systems only.



+Control Pad

[up] = Move Forward
 [down] = Move Backward
 [left] = Move Left
 [right] = Move Right

Double-tap B Button or Double tap +Control Pad [down] = Change Stance
 Double-tap X Button or Double-tap +Control Pad [up] = Sprint

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

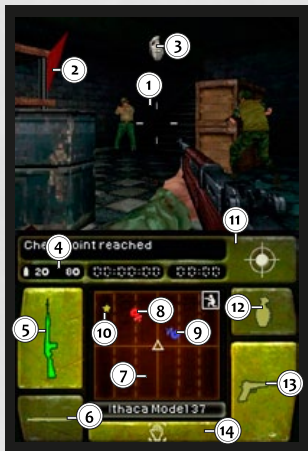


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IN-GAME DISPLAY



- 1. Crosshair** – This is your aiming reticle. When a grenade is equipped, the crosshair will pulse. On the 4th pulse, the grenade will explode.
- 2. Damage Indicator** – Red marker appearing near the edge of the screen, indicating which direction damage came from.
- 3. Grenade Indicator** – Shows the direction of the grenade in your proximity.
- 4. Ammo Counter** – Indicates how much ammo you have remaining.
- 5. Primary Weapon** – Shows your currently equipped weapon. To switch weapons in your inventory, touch the secondary weapon icon.
- 6. Knife** – Touch with your stylus to equip the knife. Press Fire (L Button or R Button) to use the knife. Touch the ADS Ribbon to change knife stance to Throwing Knife, press Fire (L Button or R Button) to throw it.
- 7. Radar** – Displays a radar of the environment.
- 8. Enemy Marker** – Indicates the enemy's position on the radar (marked as red).
- 9. Friendly Marker** – Indicates friendly soldiers on the radar (marked as blue).
- 10. Objective Marker** – Indicates the location of the current objective (marked as gold star).
- 11. ADS Ribbon** – Touch anywhere on the ribbon area to ADS.
- 12. Grenades** – Touch with your stylus to equip grenades. The number of grenades is displayed in the ammo counter when grenades are equipped.
- 13. Secondary Weapon** – Shows your secondary weapon. To switch weapons in your inventory, touch the secondary weapon icon.
- 14. Action Area / Quick Turn** – This area highlights when something is usable or available for pick up. Quick Turn quickly turns you around in the opposite direction. Touch with your stylus to activate.

ADDITIONAL CONTROLS

- **Using the Stylus** – Use the stylus on the Touch Screen to move the reticle to the desired position and to look around you.
- **Changing Weapons** – To switch weapons, touch the Secondary Weapon icon on the Touch Screen.
- **ADS Mode (Aiming Down the Sight)** – To change between ADS Mode and shooting from the hip, touch the ADS ribbon. To exit ADS Mode, touch the ADS ribbon again.
- **Using Grenades** – Touch the grenade icon on the right side of the Touch Screen to equip a grenade. Press and hold Fire (L Button or R Button) to cook a grenade and release the button to throw it.
- **Sprinting** – To sprint, double-tap +Control Pad [up] rapidly, or press the X Button twice.
- **Stance Up/Down** – While standing, double-tap [down] on the +Control Pad to Crouch. Repeat to stand back up. If you sprint while crouched, your stance will be automatically brought up and return you to a crouched position when you stop. Pressing the B Button twice will also change your stance.
- **Reload** – You can manually reload your weapon by touching the primary weapon icon on the Touch Screen once. This does not apply when the knife or grenade is equipped.
- **Action Area** – The Action Area highlights on the Touch Screen when you can pick up something, buy weapons and ammo in Zombie Mode, throw back grenades or use something. Touch the action area to perform the indicated action when the area highlights on the Touch Screen.
- **Picking Up Weapons** – Touch the action area to pick up a weapon and replace it with your primary weapon or touch and drag the action area to your desired weapon slot.
- **Left-Handed Controls** – Left-handed players can choose to toggle left-handed controls via the option menu discussed later. The icons will switch to the right side of the Touch Screen when left-handed controls are selected. Left-Handed Controls do not apply to air-based missions.

BUTTON CONTROLS

Button Controls allow you to control the game using the buttons on the Nintendo DS for most game functions. Weapon swaps, weapon selection, and actions are still done by touching the Touch Screen.

L Button – Press and hold to go into ADS mode.

R Button – Tap or hold to fire/throw equipped weapon.

+Control Pad [up] – Move forward.

+Control Pad [down] – Move backward.

+Control Pad [left] – Move left.

+Control Pad [right] – Move right.

+Control Pad [double down] – Change stance.

+Control Pad [double up] – Sprint.

X Button – Move camera up.

B Button – Move camera down.

Y Button – Move camera left.

A Button – Move camera right.

SAVE SYSTEM

Call of Duty: Black Ops utilizes an automatic checkpoint save system to save Single Player games.

Main Menu

To start the game from the Main Menu, choose Single Player or Multiplayer. From Single Player, you can select Campaign or Quickplay.

Statistics

Here, players can view Leaderboards that display their current Multiplayer ranking information and the Awards earned in Multiplayer, Single Player, and Zombie Mode. They can also view statistics for all of these modes.

SINGLE PLAYER

CAMPAIGN

Battle across the world's most dangerous hotspots to defeat the enemy forces hell-bent on throwing the world into chaos.

QUICKPLAY

Choose this option to quickly jump into action. Quickplay allows you to select any Single Player level that has been unlocked in Campaign Mode.

Training

Choose this option to play the training mission.

Challenge Mode

Choose this mode to challenge your skills in every

Options

You may select this to choose a control scheme, tweak look and ADS sensitivity, to invert your Y axis, choose left-/right-handed controls, change your sight mode, or toggle ADS auto lock and MP hit marker on/off.

Data Management Erase save data.

Credits View the game credits.

ground-based mission of the game. Challenge levels unlock by completing previous challenges.

Zombie Mode

Survive against an onslaught of Zombie enemies in 4 different maps.

Arcade Mode

In this mode, you can replay Single Player missions through Quickplay and Campaign in a classic arcade style.

Killhouse

Test your skills in this time trial training course.

MULTIPLAYER

Local MP

Call of Duty: Black Ops includes support for up to six players in DS Wireless Play and two players in Co-Op Zombie Mode. The players must be in close proximity to play Multiplayer games. Use these instructions to begin a Multiplayer game:

From the Main Menu, select **Multiplayer**. Then select **Local MP**.

One player acts as the host, and the other player(s) may join. The host can set the match type, choose the map, set the score limit, set match time duration, respawn time, toggle the radar on or off, choose weapon options and toggle perks on or off before the game starts. Once the host has set up the game, other players can join.

Nintendo Wi-Fi Connection

Call of Duty: Black Ops also supports for up to six players in Multiplayer and two players in Co-Op Zombie Mode over Nintendo Wi-Fi Connection. You can connect with your friends through the Friend Roster, or search for matches through worldwide matchmaking.

As your number of kills increase in Multiplayer, so does your rank and available weapon and perk options.

- ▶ To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.
- ▶ The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available online at www.nintendowifi.com/terms.

Setup

Opens the Nintendo Wi-Fi Connection setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS(TM), or a list of available Internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Voice Chat

Call of Duty: Black Ops features a voice chat system, available to Friends in the game's lobby. Use the stylus on the Touch Screen to select your friend and begin voice chat.

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Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: all support is handled in English only.

Note: The on-line multiplayer component of Activision games are handled only through web support.

Phone: (800) 225-6588

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To view a full length manual, including credits, visit
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