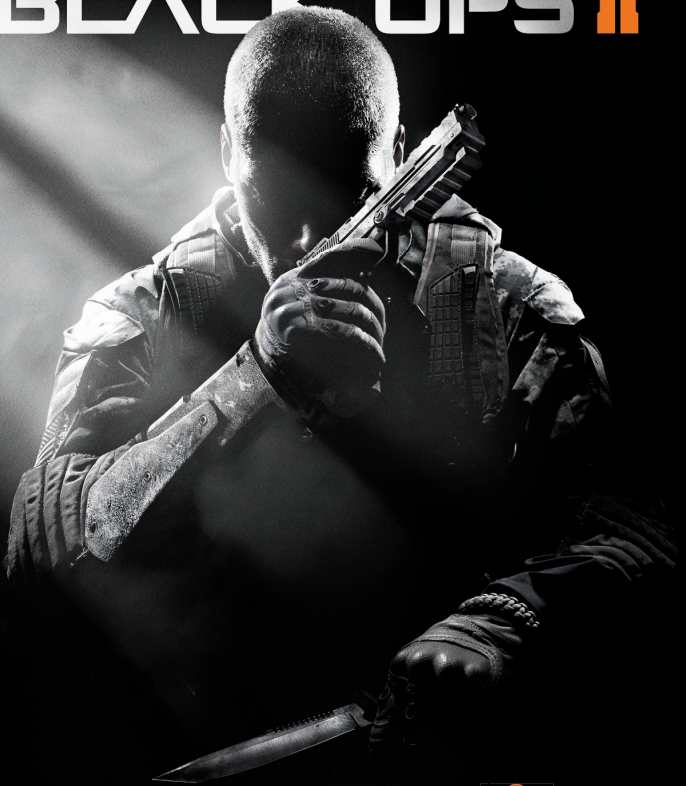


 XBOX 360.

CALL OF DUTY BLACK OPS II



 treyarch

ACTIVISION®



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.

Important Health Warning: Photosensitive Seizures

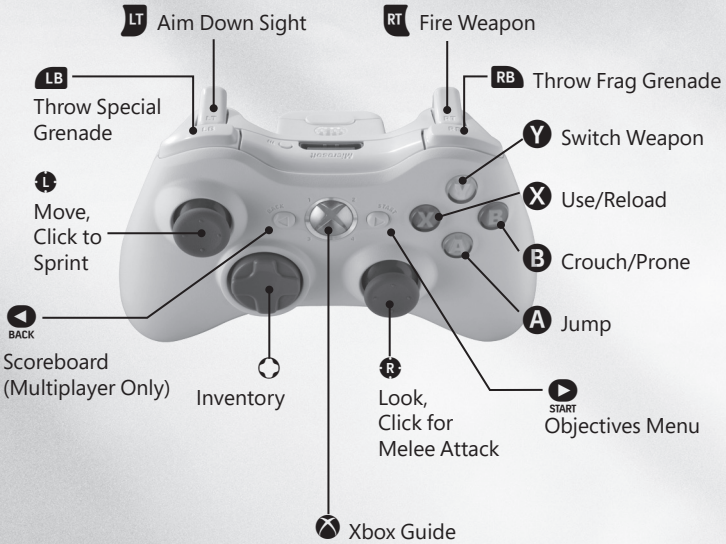
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” 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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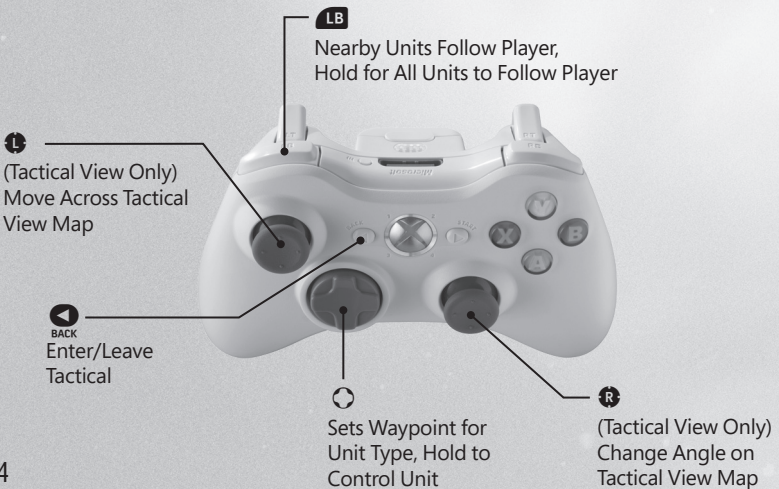
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GAME CONTROLLER

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

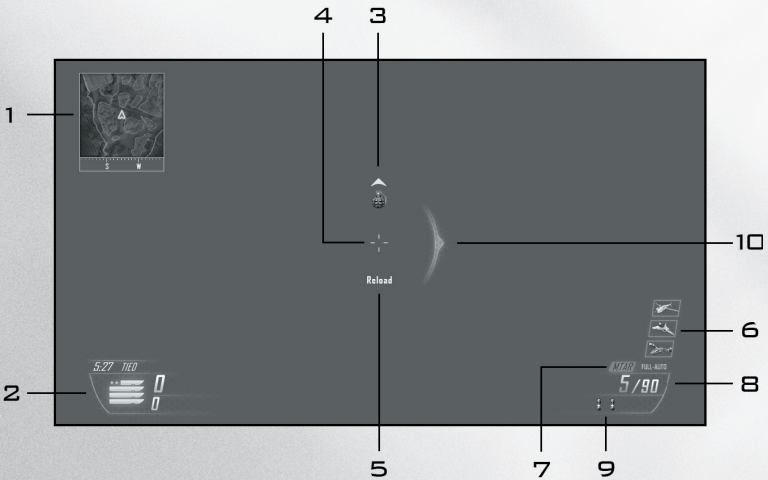
Call of Duty: Black Ops II supports stereoscopic 3D gameplay, which can be toggled on/off from within the Options menu. Please note that a 3D capable television and accompanying active shutter 3D supported glasses are required to experience the game in 3D. Consult your 3D TV manufacturer's instructions 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
scroll_sequence_2

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Associate Product
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Marketing Director - Europe
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Creative Services Project
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Creative Services Project
Manager
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Creative Services Project
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Creative Services Project
Coordinator
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Creative Services Project
Coordinator
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Online Technical Director
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Online Technical Intern
Tarun Sharma

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Gaurav Shellikeri

Principal Technical Director
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Technical Director
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Paul Edelstein
Etienne Danvoye

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Ryan Ford
Kimberly Carrasco

Technical Artist
Michael Ehler

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Nadia Alramli
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Creative Services Project
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Creative Services Project
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Larry Zanoff from Independent
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Senior Director,
Quality Assurance
Christopher D. Wilson

QUALITY ASSURANCE,
FUNCTIONALITY EL SEGUNDO

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Armen Zeynalvand
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Guillaume Weber

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Samuel Dubois
Martin Beauvais

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Alexandre Martel-Brunet
Alexandre Massicotte
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Nicolas Morin		ADMINISTRATION GROUP
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Olivier Samson		Jeremy Richards
Owen Nolan	TRG Senior Platform Leads	Lead Database Administrator
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Pierre Moreau	Teak Holley	
Pierre-Luc Cormier		QA-MIS
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Raphael Guay-Picard	TRG Testers	QA-MIS Technicians
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Guillaume Rochat	QA Network Lab Senior Tester	
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Etienne Dubé		Quality
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Stéphane Elie	QA AUDIO VISUAL LAB	Trainer, Global Player Support
Hugo Roy		Pedro Pulido
	QA AV Lab Senior Tester	Customer Experience Program
	Cliff Hooper	Managers

Samantha Wood Chuck McNamee Kevin Crawford	ORCHESTRA AND MUSICAL SCORE	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
Supportability Analyst Kirk McNesby	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	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)
Supervisor, Player Advocacy Russell Johnson	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	
Player Advocacy Group Dov Carson Guillermo Hernandez Jack Balduf Louis Blackwell Ruth Berenji	Trevor Morris Studios Mixed by: Joel Iwataki Mix Recordist: Phil McGowan	
Supervisor, Social and Community Miguel Vega	Raul Menendez Theme ("Niño Precioso") arr. by: Jack Wall & Neal Desby	
Social and Community Team Salvador Magana Maximiliano Murillo Tang Roger	Black Ops 2 Theme* composed and produced by: Trent Reznor *Orchestral arrangement by: Timothy Williams & Jonathan deRoche *Conducted by: Jack Wall	
Vendor Relationship Administrators Jeff Walsh Sjoerd van den Berg Administrator, Warranty & Logistics Mike Dangerfield	Additional Music: Jimmy (Big Giant Circles) Hinson, Sergio Jimenez Lacima	
Administrator, Systems Sam Akiki	Select Tracks Mastered by: John Rodd	
Project Manager Philip Chung	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	
Content Coordinator T'Challa Jackson	Instrumental Soloists: Pakistan bowed Guitariol: Loga Ramin Torkian Percussion: Jamie Papish, MB Gordy, Henrik Jakobsson, Daniel de los Reyes	
Associate Supportability Engineer Jonathan Albaugh		
Associate Systems Analyst Quang Tran		
QA SPECIAL THANKS		
Abby Alvarado Maria Gonzalez Rachel Levine Rachel Overton Marc Williams Shara Jones Louise Grace Rose Clarke, Jonathan Piché Jérôme Béisle		

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
Courtesy of Atlantic
Recording Corp.
By arrangement with Warner
Music Group Video Game
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administered by Kobalt Music
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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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& Sony/ATV Tunes LLC (ASCAP)
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“Carry On”
Performed by
Aveneg Sevenfold
Written by Sanders/Haner/
Baker/Seward
Courtesy of Warner Bros.
Records Inc.
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Game Licensing
Published by EMI
April Music Inc.

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Additional Music by
Shawn Jimmerson
Kevin Sherwood
Brian Tuey

Schecter Guitar Research

Kevin Sherwood uses Halo
guitars and 8Dio instruments

Manual and
Packaging Design by

Petrol

Uses Bink Video.
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