



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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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

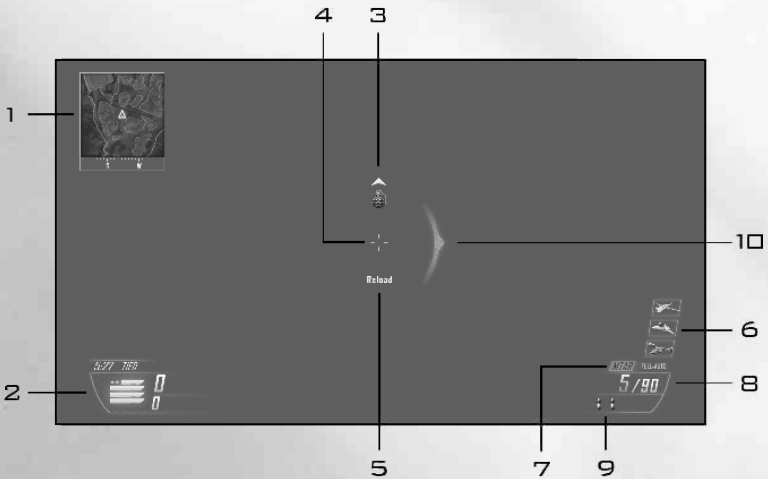
Call of Duty: Black Ops II supports stereoscopic 3D gameplay, which can be toggled on/off from within the Options menu. Please note that a 3D capable television and accompanying active shutter 3D supported glasses are required to experience the game in 3D. Consult your 3D TV manufacturer's instructions 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 PAGEHERE). NOT PICTURED ABOVE

**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.

CREDITS

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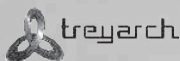
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Walter Williams
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Jason Hudson
Michael Keaton

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

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Mullah Rahmaan Cas Anvar		
Erik Brieghner Robert Picardo		
Jimmy Kimmel Jimmy Kimmel		
CIA Nerd Desmond Askew		
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Strike Force Soldier Al Rodrigo		

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Kathryn Baker
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Rachel Levine
Rachel Overton
Marc Williams
Shara Jones
Louise Grace
Rose Clarke,
Jonathan Piché
Jérôme Bélisle

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 Guitar/viol:
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 "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
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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 Worsley
Paul Keggs
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
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.
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Warner Music Group Video
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Additional Music by
Shawn Jimmerson
Kevin Sherwood
Brian Tuey

Schecter Guitar Research

Kevin Sherwood uses Halo
guitars and 8Dio instruments

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Packaging Design by

Petrol

Uses Bink Video.
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