

PRESS THE HOME BUTTON WHILE THE GAME IS RUNNING, THEN SELECT  TO VIEW THE ELECTRONIC MANUAL.

PLEASE CAREFULLY READ THE Wii U™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii U HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL 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	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	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 - 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.
- 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.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited. Download from www.SoftManuals.com. All Manuals Search And Download.

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GAME CONTROLLER

Wii REMOTE AND NUNCHUK

- Z Button – ADS
- C Button – Crouch/Prone
- Control Stick – Move
- Up on the +Control Pad – Jump
- Right on the +Control Pad – Switch Weapon
- Left on the +Control Pad – Inventory
- Down on the +Control Pad – Melee Attack
- A Button – Use/Sprint/Lock Camera
- - Button – Throw Tacticals
- + Button – Throw Lethals
- 1 Button – Objectives/Menu
- 2 Button – Scoreboard
- B Button (underneath controller) – Fire Weapon
- Shake Nunchuk – Reload

Wii REMOTE AND NUNCHUK – STRIKE FORCE

- Left on the +Control Pad and Control Stick – Sets Waypoint for Unit Type, Hold to Control Unit
- - Button – Nearby Units Follow Player, Hold for All Units to Follow Player
- 2 Button – Enter/Leave Tactical
- Control Stick – [Tactical View Only] Move Across Tactical View Map

Wii U GAMEPAD

- L Button – Throw Tactical
- Left Stick – Sprint/Hold Breath
- + Control Pad – Inventory/Attachments
- + Button – Objectives/Menu
- B Button – Use/Reload
- A Button – Switch Weapon
- Y Button – Crouch/Prone

- X Button – Jump
- Right Stick – Melee Attack
- R Button – Throw Lethal
- ZL Button (underneath L) – ADS
- ZR Button (underneath R) – Fire Weapon

Wii U GAMEPAD – STRIKE FORCE

- L Button – Nearby Units Follow Player, Hold for All Units to Follow Player
- Left Stick – [Tactical View Only] Move Across Tactical View Map
- + Control Pad – Sets Waypoint for Unit Type, Hold to Control Unit
- - Button – Enter/Leave Tactical
- Right Stick – [Tactical View Only] Change Angle on Tactical View Map

CLASSIC CONTROLLER PRO

- ZL Button – ADS
- L Button – Throw Tactical
- Left on the +Control Pad – Inventory
- Down on the +Control Pad – Switch Weapon
- L Stick – Move
- - Button – Switch Weapon
- + Button – Objectives/Menu
- R Stick – Aim
- b Button – Sprint
- a Button – Crouch/Prone
- y Button – Use/Reload
- x Button – Melee Attack
- R Button – Throw Lethal
- ZR Button – Fire Weapon

CLASSIC CONTROLLER PRO – STRIKE FORCE

- L Button – Nearby Units Follow Player, Hold for All Units to Follow Player
- Left on the +Control Pad – Sets Waypoint for Unit Type, Hold to Control Unit
- L Stick – [Tactical View Only] Move Across Tactical View Map
- - Button – Enter/Leave Tactical
- R Stick – [Tactical View Only] Change Angle on Tactical View Map

Wii U PRO CONTROLLER

- LB Button – Aim Down Sight
- L Button – Throw Special Grenade
- L Stick – Move, Click to Sprint
- +Control Pad – Inventory
- Select – Scoreboard (Multiplayer Only)
- + Button – Objectives Menu
- B Button – Jump
- A Button – Crouch/Prone
- Y Button – Use/Reload
- X Button – Switch Weapon
- R Stick – Look, Click for Melee Attack
- R Button – Throw Frag Grenade
- RB Button – Fire Weapon

Wii U PRO CONTROLLER – STRIKE FORCE

- L Button – Nearby Units Follow Player, Hold for All Units to Follow Player
- L Stick – [Tactical View Only] Move Across Tactical View Map
- +Control Pad – Sets Waypoint for Unit Type, Hold to Control Unit
- - Button – Enter/Leave Tactical
- R Stick – [Tactical View Only] Change Angle on Tactical View Map

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 replay 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.

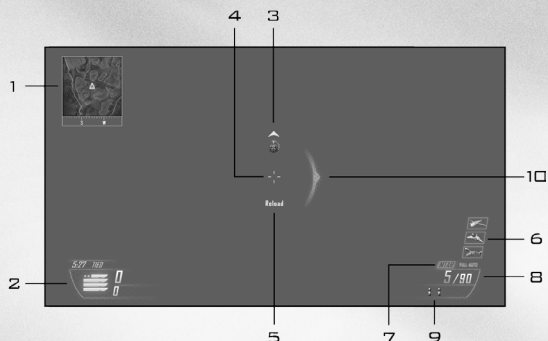
MULTIPLAYER

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...

HEADS-UP DISPLAY



- Mini-Map – Shows map of local area plus locations of friendlies and known hostiles.
- Match Info – Displays current score, team icon and the time remaining in match. (MP Only)
- Grenade Indicator – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- 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.*
- 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.
- 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.
- Weapon Indicator – Indicates which weapon you are currently using.
- Ammo Count – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
- Inventory – Displays equipment and/or weapon attachments that are currently available.
- Damage Indicator – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, on page7).
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 ESC 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.

BLACK OPS II ONLINE

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.

STORE

Expand your experience with downloadable content from the Call of Duty Store. All downloaded content includes new features and maps found in Call of Duty®: Black Ops.

CREDIT

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		Kamar de los Reyes
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		scroll_sequence_2
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ZOMBIES	Senior Artists	Director Of Technology
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Omar Gonzalez		

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CAST

SINGLE PLAYER CAMPAIGN

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Michael Keaton

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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
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Benito Martinez

Secretary of Defense
Jim Meskimen

Premier Jiang
James Hong

Col. Lev Kravchenko
Andrew Divoff

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(POTUS)
Cira Larkin

Himself
Lt. Colonel Oliver L. North

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Hayden Byerly

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Dispatcher
Eden Riegel

Secretary of the Treasury/
Graveyard Attendant
Kirk Thornton

Mullah Rahman
Cas Anvar

Erik Brieghner
Robert Picardo

Jimmy Kimmel
Jimmy Kimmel

CIA Nerd
Desmond Askew

Newscaster Andrew Robbins
Mary Beth McDade

General/Government Agent
Michael Gregory

Mark McKnight
Andy Hawkes

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

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Yuri Lowenthal
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Navid Negaban
Ethan Rains
Pej Vehdat

MULTIPLAYER

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Brian Bloom
Troy Baker

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Jason Beghe
Scott Whyte
Dave Forseth

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Kirk Thornton
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ZOMBIES

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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
Avenge Sevenfold
Skrillex

AND

Composed, Conducted and
Produced by
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Orchestrated by:
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Assistant to Jack Wall:
Alex Hemlock

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Micah Ian Wright

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VOICE OVER RECORDING

PCB Productions

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CO3g Team

Malte Wagener - Vice
President of Games
Daniel Oberlerchner -
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 - Compositing
Supervisor
Jim Kuroda - Lead Composer

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

Editorial Team

Sean Fazende - Editor
Jerry Sukys - Executive
Producer
Mary Stasilli - Producer

Operations Team

Thatcher Peterson - Head of
Operations
Michael Boggs - Director of
Commercial DI

Company 3 Special Thanks

Naty Hoffman
Patrick Davenport
Cyril Dabirinsky
Mike Chiado
William Beaudin
Richard Alcalá

ACTIVISION

**PRODUCTION
MANAGEMENT GROUP**

Executive Producer
Ben Brinkman

Producer
Yale Miller

Associate Producers
James Bonti
Jason Harris

Production Coordinators
John Banayan
Shannon Wahl
Chris Baggio

Production Coordinator Intern
Lisa Ohanian

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, Events
Jonathan Murnane

Senior Product Manager
Tyler Michaud
Mike Schaefer

Associate Product Manager
Ryan Scott

Associate Product Marketing
Manager
Alex Gomez

**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

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	Sr. UK PR Manager Adam Paris	Localisation Project Manager Conor Harlow
Brand Manager - Germany Oliver Beck	UK PR Manager Henry Clay	Localisation Project Coordinator Paola Palermo
Brand Manager - Benelux Esteban Barten	UK PR Manager Karen Ward	Localisation QA Manager Mannix Kelly
Brand Manager - Nordics Christian Valeur	PR Manager, Nordics Daniel Gustafson	Localisation QA Lead Franck Morisseau
Brand Manager - France Lucie Linant de Bellefonds	Sr. PR Manager, Italy Francesca Carotti	Localisation QA Floor Leads Thomas Lopez
Senior Manager of Digital Marketing Shane Bellamy	PR Manager, Benelux Rick Sloof	Ildefonso Ranchal
Commercial Manager - Asia Paul Butcher	Sr. EU PR Manager Tim Ende-Styra	Localisation QA Testers Akseli Asikainen
Marketing Director Jeff Wong	Sr. UK PR Manager Lucy Donald	Aleksejs Radcenko
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Latin America Marketing Jesus Rosales	Associate PR Specialist, Germany Silja Meyer	Anders Nielsen
Latin America Marketing Max Morais	Sr. PR Manager, Spain Monica Garcia	Anderson Cahet
Latin America Marketing Rossana Torres	Head of PR, France Diane De Domecy	Ari Heiskanen
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PR Manager Kyle Walker	Sr. Marketing Manager – Emerging Markets Stefania Vanerio	Claudio Porcu
Senior Publicists Robert Taylor	PR Manager, Emerging Markets Francesca Squellerio	Clement Raigneau
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Bianca Blair	PRODUCTION SERVICES - EUROPE	Esther Reimann
Senior Global Asset Manager Karen Yi	Senior Director of Production Services - Europe Barry Kehoe	Giovanni Basilio
PR Coordinator Ali Miller	Senior Localisation Manager Fiona Ebbs	Giovanni Guglielmo
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		Manuela Loritz
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		Neidson Pereira
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		Philip Hill
		Stefan Jönsson
		Sylvain Villedary
		William Haugland
		Burn Room Technician Todd Lambert
		Kamlesh Thurmadoo
		IT Network Technician Fergus Lindsay
		Localisation Tools & Support Provided by Stephanie Deming & XLOC, inc

**ACTIVISION STUDIO
CENTRAL**

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Executive Producer
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Associate Producer
Sasha Rebecca Gross
Chris Coddling

Production Coordinator
Jennifer Velazquez

**STUDIO CENTRAL -
ENGINEERING**

VP, Technology
Pat Griffith

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Bill Petro

Online Technical Director
Steve Wang

Online Technical Intern
Tarun Sharma

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Gaurav Shellikeri

Principal Technical Director
Wade Brainerd

Technical Director
Michael Vance
Paul Edelstein
Etienne Danvoye

Release Engineer
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Kimberly Carrasco

Technical Artist
Michael Eheler

CENTRAL TECHNOLOGY

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Edward Baker
Kathryn Baker
David Ballano Fernandez
Miroslaw Baran
Gustavo Baratto
Patrick Barrington
Rick Barzilli
Annie Bennett
Rashid Bhamjee
Ryan Blazecka
David "REspawn" Brennan
Morgan Brickley

Don Browne
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Graham Campbell
Lee Cash
Stephanie Cates
Riley Chang
Martin Clarke
Nicola Colleran
Michael Collins
Owen Corrigan
Colin Cox
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Lok Crystal Koo
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Sinead Devereaux
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Tyler Dixon
Malcolm Dowse
Stephane Dudzinski
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David Falloon
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Catherine McCarthy
Mark McGree
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Christopher Mueller
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Nic Nero
Jonathan Neufeld
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Adrian Oliver
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Joseph Power
Ruaidhrí Power
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Dara Price
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Yunduz Rakhmangulov
Lisa Reilly
Stefan Reimer
Wendy Robillard
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Davide Romani
David Ruane
Vladimir Ryzhov
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Evan Smith
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Kale Stedman
Tao Su
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Central User-Testing,
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Central User-Testing,
Supervisor
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Central User-Testing, Lead
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Central User-Testing
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Henry Wang
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Talent Coordinator
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Senior Audio Designer
Trevor Bresaw

Associate Technical Audio
Designer
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MUSIC DEPARTMENT

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Director, Music Affairs
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Music & Licensing Coordinator
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STUDIO CENTRAL - ART AND ANIMATION

Technical Director
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Art Director, Technical
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Character Artist
Nick Lombardo

Tools Programmer
Yanbing Chen

Concept Artists
Lim Hur

CONSUMER MARKETING

SVP, Consumer Marketing
Call of Duty
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Senior Director, Consumer
Marketing Call of Duty
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Managers, Call of Duty
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Karen Starr

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Marketing Managers, Call of
Duty
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Coordinator
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Specialist
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Terry Kiel
Travis Stansbury

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Director, Production Ops &
WW Partner Relations
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Director, Studio Finance
Sang Kim

Director, Studio Planning
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Senior Manager, Studio
Planning
Carl Hughes

Finance Manager, Studio
Planning
Jason Jordan

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Financial Analyst, Studio
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1st Party Hardware / Asset
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Studio Operations Assistant
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Operations
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Manager, Supply Chain
Operations
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Lynne Moss

Senior Production Planner
Joris De Haer

Senior Manager, Supply Chain Analysis
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Alessandro Cilano

Creative Services Project Manager
Steve Clark

Creative Services Project Coordinator
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Creative Services Project Coordinator
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BUSINESS DEVELOPMENT

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Steve Young
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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 Zano 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

Tenben, Inc.
Xpec Entertainment
General Atomics Aeronautical 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
Havok
Ncompass
NJLive

QUALITY ASSURANCE
Senior Director, Quality Assurance
Christopher D. Wilson

QUALITY ASSURANCE,
FUNCTIONALITY EL
SEGUNDO
QA Manager
Glenn Vistante

QA Senior Project Leads
Jeff Roper
James Lara

QA Senior Testers
Giancarlo Contreras
Jay Menconi
Johnny Kim
Pedro Aguilar
Ryan Trondsen
Sung Yoo

QA Testers
Aaron J. Ravelo
Adan S. Carta
Alicia Hopson
Altheria Weaver
Andrew Tagtmeyer
Andy Milenovic
Antoine Leroux
Antonio Whitfield
Armen Zeynalvand
Brandon Morrison
Brian Boswell
Brian Cutts
Brian Kim
Brian Urbina
Cameron Razavi
Chase J. Hall
Chris Haley
Christian Baptiste
Ciarra Ingles
Colin Bennett
Conor Fallen Bailey
Corey A. Rogers
Cynthia Ibarra
Daniel Helwig
David O'Brien
David Solomon
Diego Carrillo
Dustin Loudon
EJ Alcantara
Eric Kelly
Eric Liffers
Eugene Cha
Evan Chiang
Frederick Guese
Gary Jones
Glen McKinney
Greg Sands
Hector Gonzalez
Henry Chi
Henry Dykstra
Isaac Escobar
Isaias Llamas
Jack Michael Rowe
Jarad Buntain
Jaron Bennet
Jason Jackson Harrison
Javier Panameno
Jeff Blean
Jeff Thomas Border
Jimmy Nguyen
Joseph Utley
John Garcia
John Mills
Joshua McCormick
Julio Cesar Cervantes
Justen C. Quirante
Justin Gomez
Justin Lundy
Kathryn Cwynar

Kelvin Young
Kenneth S. Amaya
Kenny Tiara
Kevin Dator
Kory Stennett
Lauren McMullen
Luis Gutierrez
Luke Quattrocchi
Mario Botero
Mark Hamlon
Mark Luzzi
Mark Murphy
Mark Simons
Markus Frolich
Matthew Lemieux
Max Palazzo
Max Sena
Nehemiah C.S. Westmoreland
Patrick Ory
Paul A. Gehringer
Paul E. Parker
Paul Virgin
Quenton Quarles
Robert Chaplan
Robert Maldonado
Ronald Bondal
Sebastian Liczner
Shawn Warren
Stephanie Gonzales
Steven Luevano
Thomas Hermann
Tony Q. Tran
Tristan Camacho
Tyler J. Kinkopf
Wesley Thatcher
Zeena Jointer

QUALITY ASSURANCE,
FUNCTIONALITY QUEBEC
QA Director
Matt McClure

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Albert Yao
Guillaume Weber

QA Senior Project Lead
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Samuel Dubois
Martin Beauvais

QA Associate Project Leads
Eric Demers
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QA Floor Leads
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Guillaume Morin
Maxime Picard
Patrick Pouliot
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Alexandre Massicotte
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Christophe Béliveau
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Daniel Girard
David Huot
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Dominic Poirier
Éric Pouliot
Éric Tessier
Étienne Bilodeau
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Félix Arcand-Delisle
François Audette
François Routhier
François Toupin
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Gabriel Moisan-Morin
Gabriel St-Laurent
Gabriel Taca-Aubé
Guillaume Gagné-Gauthier
Guillaume Lemieux
Heidi Nadeau
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Jean-François Boutin
Jean-Michel Gagnon
Jean-Philippe Bujold-Boutin
Jean-Philippe Gignac
Jean-Philippe Landry
Jean-Philippe Ross
Jean-Philippe Saucier
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Jonathan Lajoie
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Jonathan Rousseau
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Laurent Dumont-Saucier
Louis Blanchet
Louis-Julien Paquette
Louis-Olivier St-Pierre
Luc Morency
Manuel Lamy
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Marc-André Thibeault
Marco Castonguay
Marie-Christine Barrette
Mathieu Roy
Mathieu Simard-Audet
Mathieu Bélanger
Maxime Desbiens
Maxime Monarque-Tremblay
Maxime Proulx
Mélodie Bonin
Michaël Villeneuve
Michel Plourde
Nancy Demers
Nickolas Pozer
Nicolas Morin
Nicolas Potvin

Normand Désilets	Sasan "Sauce" Helmi	Lead Database Administrator
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Owen Nolan		
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Pierre-Luc Cormier		Teddy Hwang
Pierre-Luc Viens	TRG Testers	
Rafaële Bolduc	Colin Kawakami	QA-MIS Technicians
Raphaël Corbin	Daniel Angers	Gary Washington
Raphael Guay-Picard	Elias Uribe	Elliott Ehlig
Rémi Gosselin	Jason Garza	Danny Feng
Rocky Drolet-Croteau	Jonathan Butcher	
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Stéphane Larocque	Michael Laursen	
Stéphany Leclerc	Scott Smith	
Sylvain Devost		CUSTOMER CARE
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Vincent Lachance	QA Certification Group Project	Care
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William Emond-Paradis	Matt Ryan	
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		Design and Supportability
		Paul Boustany
QA Lead Database	QA Certification Group Testers	Senior Manager, Web
Administrator	Christian Vasco	Strategy & Support Solutions
Jean-François Le Houillier	Steve Stoker	Melanie Marcell
	Matthew Stockwell	
		Senior Manager, Service
QA Database Specialists	QA NETWORK LAB	Delivery and Advocacy
Lukaël Bélanger		Noel Feliciano
Sébastien Dusseault		
Frédéric Garneau	QA Network Lab Project	
Guillaume Gauthier	Leads	Senior Manager, Service
Jean-François Giguère	Leonard Rodriguez	Delivery International
Dany Paquet		Christiane Brand
Pier-Luc Poulin	QA Network Lab Senior Tester	
Guillaume Rochat	Bryan Chice	Senior Manager, Player
Émilie Saindon		Engagement
Mathieu Simard	QA COMPATIBILITY LAB	Khalid Asher
Karine Windy Boudreault	QA-CL Lab Project Lead	
	Eric Stanzione	Manager, Global Training and
		Quality
QA IT Lead	QA-CL Lab Testers	Rozanne Gallegos
Etienne Dubé	Carlos Monroy	
		Trainer, Global Player Support
QA IT Technicians	QA AUDIO VISUAL LAB	Pedro Pulido
Nicolas M. Careau		
Stéphane Elie	QA AV Lab Senior Tester	Customer Experience
Hugo Roy	Cliff Hooper	Program Managers
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	Jason Wong	
HR Manager	Sr. Manager, QA Technologies	Supportability Analyst
Antoine Lépine	Indra Yee	Kirk McNesby
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REQUIREMENTS GROUP	Brad Saavedra	Russell Johnson
	Ari Epstein	
TRG Manager		Player Advocacy Group
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	Paul Taniguchi	Guillermo Hernandez
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TRG Submissions Adjutants	Senior Lead Database	
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	Jeremy Richards	
TRG Senior Platform Leads		

Supervisor, Social and
Community
Miguel Vega

Social and Community Team
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Logistics
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Associate Supportability
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Associate Systems Analyst
Quang Tran

QA SPECIAL THANKS

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Maria Gonzalez
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 "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
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 Fimmimore
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 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	Bass/Contrabass Tbone Dave Stewart	"I'ma 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.
Flute/Piccolo Karen Jones (ex 11th 2-5 = Eliza Marshall)	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 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 All Rights Reserved. Used by Permission.
Flute Helen Keen Eliza Marshall (14th) / Helen Keen (15th)	"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) All Rights administered by WB Music Corp Courtesy of Polydor Ltd. (UK) Under license from Universal Music Enterprises All Rights Reserved. Used by Permission.	"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. All rights reserved. Used by Permission. © 2012
Oboe David Theodore (10th) / Daniel Bates (11th)	"Niño Precioso" Based on a Nicaraguan lullaby Arranged by Jack Wall Vocal by Kamar de los Reyes Flamenco guitar by Gabriel Reyna	Additional Music by Shawn Jimmerson Kevin Sherwood Brian Tuey
Oboe/Cor Anglais Jane Marshall	"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	Schecter Guitar Research Kevin Sherwood uses Halo guitars and 8Dio instruments
Clarinet Nicholas Bucknall Clarinet/Bass Clarinet Dave Fuest		Packaging Design by Petrol
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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		

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