

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 by intellectual property laws.

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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.

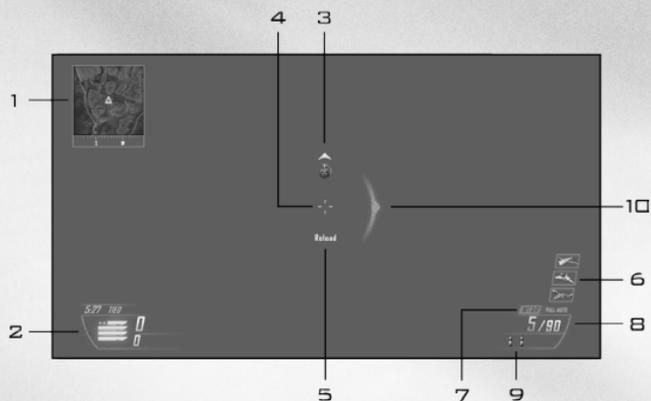
MULTIPLAYER

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

Story by
David S. Goyer

Directed By
Dave Anthony

Executive Producer
Jason Blundell

Director - Online
Daniel Bunting

Design Director - Online
David Vonderhaar

Studio Creative Director
Corky Lehmkuhl

Chief Technology Officer
Mark Gordon

Technical Director
David King

Art Director
Colin Whitney

Animation Director
Dom Drozd

Audio Director
Brian Tuey

Story By
Dave Anthony
&
David S. Goyer



Directed By
Dave Anthony

Executive Producer
Jason Blundell

Director Online
Dan Bunting

Project Senior Producer
Pat Dwyer

Senior Producer
Anna Donlon

Producers
Charles Conroy
Daniel Donaho
Miles Leslie
Sam Nouriani
Shane Sasaki

Associate Producers
Steven Eldredge
Ronnie Fazio
Zach Gonzalez
Don Oades
Jacob Porter
John Shubert
Brent Toda

Production Coordinators
Richard Garcia
André Lawton
Matt Scronce
Kornelia Takacs

Build Engineer
Dan Baker

Associate Build Managers
Daniel Germann
Dustin Rowe

Chief Technology Officer
Mark Gordon

Project Technical Director
David King

Technical Director
Matthew Kimberling

Project Lead Engineer
Trevor Walker

Lead Engineers - Online
Alexander Conserva
Martin Donlon

Lead Engineer
James Snider

Lead Engineer - Graphics
Dimitar Lazarov

Senior Engineers
Omar Aziz
Scott Bean
Blair Bitonti
Stephen Crowe
Micah Dedmon
Jose Doran
Marcus Goodey
Lei Hu
Sumeet Jakatdar
Johan Kohler
Austin Krauss
Dan Laufer
Dan Leslie
Jay Mattis
Tom McDevitt
Dan Olson
Ewan Oughton
Eran Rich
Joe Scheinberg
Dimitar "malkia" Stanev
Chris Strickland
Krassimir Touevsky
Mike Uhlik

Jivko Velev
Leo Zide
Engineers
Pravin Babar
Amit Bhura
Penny Chock
Adam Demers
Ryan Feltrin
Mark Hu
Tommy Keegan
Bryce Mercado
Juan Morelli
Bharathwaj Nandakumar
Jamie Parent
Timothy Rapp
Diarmaid Roche
Caleb Schneider
Lucas Seibert
Varun Sharma
David Young

Associate Engineer
Mark Soriano

Additional Engineering
Bryan Blumenkopf
Naty Hoffman
Josh Menke

Engineering Interns
Jeffrey Colvin
Tarun Sharma

Art Director
Colin Whitney

Technical Art Director
Brian Anderson

Associate Art Directors
Shaun Bell
Ken Harsha

Lead Character Artists
Loudvik Akopyan
Brad Grace

Senior Character Artists
Yaw Chang
Mike Curran
Dennis Eusebio
Thomas Inesi
Michael McMahan
Anh Nguyen
Scott Wells
Peter Zoppi

Lead Effects Artist
Barry Whitney

Lead Effects Animation Artist
Jess Feidt

Senior Effects Artists Michael Chubb Darwin Dumlao Robert Moffat Dale Mulcahy My Wu Effects Artists Asher Dudley Mike Gevorkian Gavin Lerner David Seabaugh	UI Artist Gil Doron	Additional Animation Amelie Le-Roche
Associate Effects Artist Tyler Robinson	Additional UI Art Byron Cunningham Alex Stodolnik	Animation Interns Aggie Christakis Anthony DiCenzo
Lead Weapon Artist Murad Ainuddin	Lead Lighting Artist Timothy Bud McMahon	Design Director - Online David Vonderhaar
Senior Weapon Artists Will Huang Max Porter	Senior Lighting Artists Angus Bencke Yonghee Choi James Ford	Principal Designer - Online Colm Nelson
Weapons Artists Blaed Hutchinson Mark Manto	Lighting Artists Christin Hiser Neil Masiclat	Designer - Online Anthony Flame
Associate Weapons Artist Geoffrey Ng Caleb Turner	Senior Concept Artists Kevin Baik Eric Chiang Daniel Cheng Peter Lam Chris Miller Dan Padilla Khang Pham	Associate Designer - Online Mark Yetter
Lead Vehicle Artist Chad Birosh	Additional Concept Art Sam Gebhardt Josh Kao Eugene Negri	Campaign Design Directors Dave Anthony Jason Blundell Corky Lehmkuhl
Senior Vehicle Artists Tony Kwok John McGinley Daniel Mod	Animation Director Dom Drozd	Campaign Game Designer Joe Chiang
Lead Environment Artist Gilbert Martinez	Lead Animator Adam Rosas	Lead Scriptor Gavin Locke
Senior Environment Artists Chris Erdman Andrew Krelle Andrew Livingston Brandon Martynowicz Nelson Plumey	Animation Specialist Yanick Lebel	Senior Scripters Brian Barnes Kevin Drew Mark Maestas June Park Chad Proctor
Environment Artists Bryce Houska Wilson Ip Chris Ledesma Austin Montgomery Joe Simanello Fidel Villa	Animation Project Manager Guy Silliman	Scripters Mike Anthony Matt Bettelman Brian Joyal Mike Slone
Associate Environment Artists Joaquin Espinoza Juan Gil	Senior Animators Jason Barnidge Jae Chung David Kim Phil Lozano Timothy Smilovitch	Associate Scripters Pokee Chan Anthony Grafft Travis Janssen Joanna Leung Damoun Shabestari Jameson Silcox Jacob True Greg Zheng
Lead Technical Artist Stev Kalinowski	Animators Jordan Abeles Jeremy Agamata Ben DeGuzman Phillip Kourie Kevin Kraeer Cody Mitchell Jae Park Jon Stoll Kristen Sych	Lead Level Builders Phil Tasker Kevin Worrel
Senior Technical Artist Brendan Holloway	Associate Animators David Pumpa Ernie Urzua Eji Yared	Senior Level Builder Susan Arnold
Lead UI Artist Stewart Roud		Level Builders John Delgado Jared Dickinson Brian Douglas Werner Eggars Gavin Goslin

Doug Guanlao	Artist	Cinematics Designer
Dave Harper	Jesse Moody	Michael Barnes
Adam Hoggatt	Design Director	Cinematics Scriptor
Matthew Hutchinson	Jimmy Zielinski	G. Henry Schmitt
Ross Kaylor		
Paul Mason-Firth	Senior Game Designer	Additional Editing
Thomas Schneider	Donald Sielce	Joi Tanner
Lia Tjong		
	Scripter	STORY
Associate Level Builders	Chris Pierro	
Muhammad Ayub		Story By
Ian Bowie	Associate Scripter	Dave Anthony
James Cusano	Alex Romo	David S. Goyer
Ian Kowalski		
Mike Madden	Level Builders	Written By
Anthony Saunders	Brian Glines	Dave Anthony
Allen Wu	Erika Narimatsu	Craig Houston
Audio Director	Additional Dialog	Additional Dialog
Brian Tuey	Micah Ian Wright	James C. Burns
		Kamar de los Reyes
Lead Audio Designer	Additional Design	
Chris Cowell	Dallas Middleton	credits_movie_8
		scroll_sequence_2
Audio Designers	PRE-RENDERED	
Collin Ayers	CINEMATICS	TREYARCH STUDIO
Scott Eckert		MANAGEMENT
Shawn Jimmerson	Senior Producer	
James McCawley	Anna Donlon	Studio Head
Kevin Sherwood		Mark Lamia
Lee Staples	Associate Producers	
	Adrienne Arrasmith	Vice President
Senior Audio Engineer	Jacob Porter	Dave Anthony
Stephen McCaul		
	Production Coordinator	Chief Technology Officer
Audio Intern	André Lawton	Mark Gordon
Elliott Ward-Bowen		
Additional Production Support	Art Director	Studio Creative Director
Nakia Harris	David Dalzell	Corky Lehmkuhl
ZOMBIES	Senior Artists	Director Of Technology
	Mayan Escalante	Cesar Stastny
Producer	Edward Helmers	
Reza Elghazi	Omar McClendon	Director - Brand Development
		Jay Puryear
Associate Producer	Artists	
Aaron Roseman	Juan Mendiola	Director - Communications
	Lee Souder	John Rafacz
Lead Engineer	Mayumi Suzuki	
Peter Livingstone		HR Manager
		Monica Temperly
Senior Engineers	Lead Animator	
Dan Laufer	Jamie Egerton	Senior Director - Technology
Evan Olson		Rose Villaseñor
Bryan Pearson	Senior Animator	
	Steven Rivera	Senior Manager - Operations
		Amy Hurdelbrink
Engineers	Animators	
Ryan Higa	Ian Adams	Operation Coordinator
Feng Zhang	Fred Carrico	Tristan Curran
	Megan Goldbeck	
	Steven Tom	Director - IT
Additional Art Direction	Alexandra Zedalis	Robert Sanchez
Dan Padilla		
	Associate Animator	Systems Administrator
Senior Artists	James Fiorella	Nick Westfield
Gary Bergeron		
Omar Gonzalez		

Senior IT Technician
Kris Magpantay

Senior Recruiter
Michelle Gallego

Reception
Joe Puralewski

QUALITY ASSURANCE

QA Senior Manager
Igor Krinitskiy

QA Project Lead
Kimberly Park

QA Senior Testers
Czyznych Deco
Tristen Sakurada

QA Platform Specialists
Jonah Dok
Tom Duong
Cody Kennedy
Tan La
Craig D. Nelson
Garrett Oshiro

QA Database Specialist
Wayne Williams

QA Training Manager
Brian Carlson

QA Dev Testers
Melvin Allen
Tuan Bui
Eric Chan
Hubert Cheng

QA Testers

Moises Lopez
Paul A. Barfield
Frank J. Martinez III
Andrew L. Baxter
Graham S. McGuire
Earl M. Baylon
Joseph T. McMahon
Anthony Benavides
Josue D. Medina
Jose R. Bernabel
Alexander A. Mejia
Brandt C. Binkley
Yasheera Mendoza
John E. Blakely
Sam Mogharabi
Zachary B. Blough
Maria Morales
Charles Buckley
Nestor Murillo
Felicia Buckley
Eduardo Navarro
Adam Carrillo
Robert J. Newman
Cordera Carter
Dan Young T. Nguyen

Christopher Caswell
Neal E. Nikaido
Kevin R. Chester
Patrick J. O'Malley
Charlton Chu
Marvin Oraguzie
Rodney Clanor
Norman Ovando
Juan Cole
Edwin G. Payen
Michael Coleman II
Angel T. Perez
Kyle Collier
Jason Peyton
Francisco J. Delgadillo
Vien Vien V. Pham
Cody G. Deming
Benjamin A. Plunk
John Doherty
David C. Quevedo
Alex Elling
Jonathan Richardson
Joel Espana
Edward Robles
Elijah Figures
Oscar O. Rojas
Taylor T. Fontecchio
Alexis JS Ruegger
Anthony H. Franco
Anthony J. Ruiz
Andres A. Garcia
Mehrzad Sadeghi
Brandon C. Garrett
Roger J. Sawkins
Andrew Girard
Daniel B. Seamans
Jason S. Glenn
Kenneth Sit
James R. Gobert
John Sleiman
Christian Gomez
Adam Smith
Jeremy C. Gonzagowski
Edward Smith
David Hambardezumyan
Frankie S. Smith
Daniel Haynes
Michael S. Stewart
Raymond B. Jackson
Kevin Sweeney
Jennifer M. Kalinowski
Tony Tang
Francis Kim
Evan Textor
Jefferson J. Kittell
Colin A. Tistaert
Quy G. Le
Jason Tong
Martin Limon
Enrique Valentin
Matthew Littell
David G. Weaver
Jesse Lloyd-Dominik
Stuart R. Zinke
Nicholas Long

Additional Contributions
Jeanne Anderson
Manuel Plank
Hess Barber
Jason Schoonover
James Dargie
Jordan Smith
John Dehart
Ryan Smith
John Enricco
Ashley Soriano
Leif Johansen
Tyler Sparks
Gary Spinrad
Dallas Middleton
Tricia Vitug
Geoffrey Moyer
Walter Williams
Alex Perelman

CAST

SINGLE PLAYER CAMPAIGN

FEATURING THE VOICES OF

Alex Mason
Sam Worthington

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

Manuel Noriega
Benito Martinez

Secretary of Defense
Jim Meskimen

Premier Jiang
James Hong

Col. Lev Kravchenko
Andrew Divoff

President of the United States
(POTUS)
Cira Larkin

Himself
Lt. Colonel Oliver L. North

SUPPORTING VOICES

Pilot "Anderson"/Dispatcher
Jennifer Hale

Young David Mason
Hayden Byerly

Jane McKnight/Josefina/
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

ADDITIONAL VOICES

Brianna Lynn Brown
Valerie Arem
Armando Valdez
Yuri Lowenthal
Crispin Freeman

Marc Worden
Richard Epcar
Travis Willingham

John Bentley
Chad Guerrero
Josh Gillman
Matt Mercer

Jordan Marder
Dave Paladino
Patrick Seitz

Jamieson Price
Troy Baker

Shaun Piccinini
Chad Guerrero
Michael Roderick

Jenn Wong
Jeremy Dunn
Steve Wilcox

Danny Pardo
Steven Bauer
Liane Schirmer

Cathy Lizzio
Yousef

Fahim Fazli
Boris Kievsky
Pasha Lynchikov

Dimitri Diatchenko
Bernardo De Paula
Maxwell De Paula

Coy Clark
Leo Azevedo
Navid Negaban

Ethan Rains
Pej Vehdat

Ethan Rains
Pej Vehdat

MULTIPLAYER

Rick Wasserman
Travis Willingham

Brian Bloom
Troy Baker

Matt Mercer
Jason Beghe
Scott Whyte

Dave Forseth
Ian Anthony Dale
Brian Delaney

Glen Morshower
Liam O'Brien
Kirk Thornton

Dave Boat
Roger Cross
Ron Yuan

James Leung
Jen Sung Outerbridge
Ron Yuan

Ming Lo
Liam O'Brien
Avery Kidd Waddell

Jeff Fischer
Dave Fouquette
Steve Blum

Michael Benyaer
Said Faraj
Sam Sako

Zuhair Haddad
Michael Desante

ZOMBIES

Abigail "Misty" Briarton
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
Avedged Sevenfold
Skrillex

AND

Composed, Conducted and
Produced by
Jack Wall

Orchestrated by:
Neal Desby & Edward Trybek

Assistant to Jack Wall:
Alex Hemlock

Additional Writing - Zombies
Micah Ian Wright

Military & Historical
Consultants
Peter Singer
Lt. Colonel Oliver L. North
Matthew Raby Frost

VOICE OVER RECORDING

PCB Productions

Recording Facilities:
PCB Productions - Los
Angeles, CA

Talent Director: Keith Arem	Armors Gregg Edgar Ron Licari Larry Zanoff	Terrence Evans Carlee Holden (Wrangler) Mystic (the horse)
Dialog Editorial Supervisor: Matt Lemberger	ACTIVISION CAPTURE STUDIO	Marker Cleanup Animation Vertigo
Dialog Editorial / Location Sound: Austin Krier Matt Lemberger Paden James Trevor Greer Aaron Gallant David Kehs	Capture Studio Director Matt Karnes	PERFORMANCE MOTION CAPTURE SERVICES BY
Production Coordinator: Valerie Arem Casey Boyd Jonathan Neely	Capture Studio Producer Evan Button	House of Moves
Soundelux Design Music Group	Motion Capture Supervisor Michael Jantz	MOTION GRAPHICS SEQUENCES
Executive Creative Director Scott Martin Gershin	Face Capture Lead Ben Watson	SPOV Allen Leitch Paul Hunt Emma Clarke Dan Higgott Julio Dean Miles Christensen Yugen Blake Chris Boyle Kieran Gee-Finch Andrea Braga Ian Jones James Brocklebank Ryan Jefferson Hays Matt Tsang Mantas Grigaitis Luis Ribeiro Sam Kerridge Rachel Chu Agi Adamkiewicz AnneMarie Walsh Evan Boehm Adam Roche Ryan Phelan Keko Ahmed Jose Blay Nick Wood Vincent Kane Jane Hargreaves
Facility Manager Janet Rankin	Sr. Scan Technician Chris Ellis	ADDITIONAL DEVELOPMENT
Manager, VO and Talent Services William "Chip" Beaman	Scan Technician Nick Otto David Bullat	FXVille Joe Olson Jonathan Peters John Scrapper Garrett Smith Reed Shingledecker Lindsay Ruiz Chris Eng Dan Bruington
VO Direction Kris Zimmerman	Assistant Directors Noel Vega Liz Tom	Nerve Software Brandon James Nick Pappas Bryan Cavett Kristian Kane James Gresko Aaron Hausmann Steve Maines
Voice Over Coordinator Melissa Grillo	Stunt Coordinator Noel Vega	
Voice Over Recording Engineer/VO Editorial Justin Langley	Motion Capture Performers Jeremy Dunn Shaun Piccinino Chad Guerrero Randall Archer Anthony Nanakornpanom Dave Paladino America Young Cazzie Golum Aaron Brown Alina Andrei Mimi Newman Andy Hawkes Chris Torres Dave Buglione Solomon Brende Craig Flaherty Michael Barnes Jon Payne Karl Johnson Donald Robison Gabriel Suarez Chad Guerrero, Jr. Bryan Ludens Tess Kielhamer Michelle Lee Ron Fazio Brent Toda Anson Beck Aoni Ma Chris Torres Mallory Thompson Erin Cummings Matt del Negro	
Senior Asset Coordinator/VO Editorial Charles Gondak		
VO Recording Engineer/Asset Coordination/Editorial Dave Natale		
Voice Over Editorial Bryan Celano Bob Rankin Anthony Sorise Justin Langley Eliot Connors		
Production Assistant Lindsay Fishman Tyrone Forte		
WEAPON RECORDING		
Recordist John Falal		

**COLOR, VFX & POST
PRODUCTION PROVIDED
BY**

Company 3 Games

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
Senior Brand Manager Nick Exikanas	Head of PR, Germany Christian Blendl	Alexander Wiberg
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
PUBLIC RELATIONS	PR Coordinator, France Kenjy Vanitou	Axel Anani
PR Director Mike Mantarro	Manager, Asset Delivery & Reporting Simon Dawes	Christopher Bugny
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
Josh Selinger	Sr. PR Manager, APAC Natasha Brack	Epifania Alarcon
Publicist Monica Pontrelli	PR Manager, APAC Tegan Knight	Eros Castaldi
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
PR Special Thanks Dan Amrich		Hiberto Rios
Step 3 PMK/BNC		Ivar Rocha Arias
Director – EU Public Relations Craig O'Boyle		Jan Vester
Sr. EU PR Manager Sophie Orlando		Javier Fernandez Cordoba
		Juha Salorinne
		Leandro Andrade
		Lidia Rodríguez
		Luis Hernández Dalmau
		Manuela Loritz
		Marc Masure
		Marcel Preiß
		Marcos Exequiel Ramirez
		Michael Schulz
		Neidson Pereira
		Patrick Friedrich
		Paula Del Valle
		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

Vice President, Design
Carl Schnurr

Executive Producer
Mike Ward

Associate Producer
Sasha Rebecca Gross
Chris Coddling

Production Coordinator
Jennifer Velazquez

STUDIO CENTRAL -
ENGINEERING

VP, Technology
Pat Griffith

Director of Technology, Online
Bill Petro

Online Technical Director
Steve Wang

Online Technical Intern
Tarun Sharma

Lead Software Engineer
Gaurav Shellikeri

Principal Technical Director
Wade Brainerd

Technical Director
Michael Vance
Paul Edelstein
Etienne Danvoye

Release Engineer
Ryan Ford
Kimberly Carrasco

Technical Artist
Michael Eheler

CENTRAL TECHNOLOGY

DemonWare
John Allen
Nadia Alramli
Ruy Asan
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
Jaime Buelta
Luke Burden
Graham Campbell
Lee Cash
Stephanie Cates
Riley Chang
Martin Clarke
Nicola Colleran
Michael Collins
Owen Corrigan
Colin Cox
Alex Couture-Beil
Lok Crystal Koo
Marian Cullen
Tim Czerniak
Stephanie Dean
Colin Deasy
Richard Delaney
Sinead Devereaux
Brendan Dillon
Tyler Dixon
Malcolm Dowse
Stephane Dudzinski
Dmytro Dyachuk
Matthew Edwards
Michael Edwards
David Falloon
Brendan Fields
Christian Flodihrn
Stuart Fox
Jonathan Frawley
Ellie Frost
Azamat Galimzhov
Siobhan Golden
Arthur Green
Padraic Hallinan
John Hamill
Geoff Haugan
Conor Hennessy
Sterling Hoeree
Graeme Humphries
Ryan Hunter
Steffen Higel
Travis Kay
Eli Kazmirouk
Tony Kelly
Colleen Keyland
John Kirk
Gordon Klok
Allan Kumka
Lance Laursen
Roman Lisagor
Garrett Lynch
Gerald Magnusson
Patrick Mamaid
Damien Marshall
Tendayi Mawushe
Michele Mazzucco
Rob McAdoo
Emma McBreen
Ciarán McCann
Catherine McCarthy
Mark McGree
Craig McInnes
Liam MacInnes
Duncan McNab
Francisco Garcia Miranda

Christopher Mueller
Faham Negini
Nic Nero
Jonathan Neufeld
Y Nguyen
Erik Niklas
Hugh Nowlan
Sean O'Donnell
Sean O'Sullivan
Adrian Oliver
Tim Patterson
Craig Penner
Andrey Polakov
Joseph Power
Ruaidhrí Power
Henry Precheur
Dara Price
Gary Quan
Gary Rafter
Yunduz Rakhmangulov
Lisa Reilly
Stefan Reimer
Wendy Robillard
Nic Roland
Davide Romani
David Ruane
Vladimir Ryzhov
Matthew Sawasy
Parvinder Singh Grewal
Amy Smith
Evan Smith
Fei Song
Kale Stedman
Tao Su
Adam Talsma
Craig Thompson
Stefan Tjarks
Michael Tom Wing
Vladislav Titov
Max Vizard
Jason "Hagao" Wei
Christie Wilson
Joyce Wu
Steven Young

CENTRAL USER-TESTING

Central User-Testing, Senior
Manager
Ray Kowalewski

Central User-Testing,
Manager
Alexandre Debrousse

Central User-Testing,
Supervisor
Phil Keck

Central User-Testing, Lead
Gareth Griffiths

Central User-Testing
Moderator
Vincent Edwards
David A. Flores
Henry Wang
Jeremy Le
Mandy Wong

TALENT & AUDIO MANAGEMENT GROUP

Talent Acquisitions Manager
Marchele Hardin

Talent Associate
Noah Sarid

Talent Coordinator
Marie Bagnell

Senior Audio Manager
Adam Boyd

Senior Audio Designer
Trevor Bresaw

Associate Technical Audio
Designer
Victor Durling

MUSIC DEPARTMENT

Vice President, Music Affairs
Tim Riley

Director, Music Affairs
Brandon Young

Music & Licensing Coordinator
Katie Sippel

STUDIO CENTRAL - ART AND ANIMATION

Technical Director
Javier von der Pahlen

Art Director, Technical
Bernardo Antoniazzi

Character Artist
Nick Lombardo

Tools Programmer
Yanbing Chen

Concept Artists
Lim Hur

CONSUMER MARKETING

SVP, Consumer Marketing
Call of Duty
Todd Harvey

Senior Director, Consumer
Marketing Call of Duty
Susan Hallock

Consumer Marketing
Managers, Call of Duty
Mike Pelletier
Karen Starr

Associate Consumer
Marketing Managers, Call of
Duty
David Cushman
Andrew Drake

Consumer Marketing
Coordinator
Lynn Ballew

Consumer Marketing
Specialist
Maile Robertson

DIGITAL MARKETING

VP, Digital Marketing
Jonathan Anastas

Sr. Director, Digital Marketing
Jeff Goodwin

Sr. Mgr, Digital Marketing
Danielle Wolfson

Manager, Digital Marketing
Michelle Fonseca

Web Content Specialist,
Digital Marketing
Christy Buena

CONSUMER INSIGHTS

VP, Consumer Insights
Lisa Welch

Sr Manager, Consumer
Insights
Mike Swiontkowski

BUSINESS & LEGAL AFFAIRS

Chris Walther
Kap Kang
Kate Ogosta
Keith Hammons
Kelly Schwarm
Lip Ho
Mary Tuck
Phil Terzian
Terri Durham
Terry Kiel
Travis Stansbury

OPERATIONS & STUDIO PLANNING

Vice President, Operations &
Planning World Wide Studios
Marcus Sanford

Senior Director, Production
Operations
Stuart Roch

Director, Production Ops &
WW Partner Relations
Samuel Peterson

Director, Studio Finance
Sang Kim

Director, Studio Planning
Evan Sroka

Senior Manager, Studio
Planning
Carl Hughes

Finance Manager, Studio
Planning
Jason Jordan

Senior Manager, Studio
Finance
Clinton Allen

Financial Analyst, Studio
Planning
Jerry Wu

Greenlight Coordinator
Jennifer Hare & Evalina Shin

Studio Operations Supervisor
Sheilah Brooks

1st Party Hardware / Asset
Manager
Todd Mueller

Studio Operations Assistant
Jennifer Hendrickson

Studio Operations Assistant
George Hom

Senior Vice President, Global
Supply Chain
Bob Wharton

Director, Supply Chain
Operations
Jennifer Sullivan

Manager, Supply Chain
Operations
Derek Brown

Project Manager, Supply Chain Operations
Jon Lomibao
Melissa Wessely

Planning & Procurement Manager
Heath Jansson

Creative Services Project Manager
Robyn Henderson

Commercial Manager, Asia
Michael Bache

Senior Production Planner
Lynne Moss

Senior Production Planner
Joris De Haer

Senior Manager, Supply Chain Analysis
Frank Leusink

Senior Creative Services Manager
Jackie Sutton

Creative Services Project Manager
Alessandro Cilano

Creative Services Project Manager
Steve Clark

Creative Services Project Coordinator
Mike Wand Tetley

Creative Services Project Coordinator
Mark Lugli

BUSINESS DEVELOPMENT

Vice President, Global Digital and Mobile Sales
Rob Schonfeld

Director, Digital Distribution
Jon Estanislao

Manager, Digital Distribution
Suggie Oh

ART SERVICES

Art Services Manager
Todd Pruyn

Art Services Associate, Video Specialist
Ben Szeto

Art Services Associate, Screenshots & Design
Mike Hunau

Art Services Lead
Angel Garcia

Art Services Coordinators
Rob LeBeau
Daniel Perez
Matt Wahlquist

Art Services Video Lab Technician
Brandon Schebler
Joi Tanner

SPECIAL THANKS

Bobby Kotick
Thomas Tippl
Eric Hirshberg
Dennis Durkin
Dave Oxford
Coddy Johnson
Philip Earl
Maryanne Lataif
Brian Hodous
Steve Young
Tony Hsu
Michael Sportouch
Eric Lynch
Carl Schnurr
Stefan Luludes
Mark Cox
Ruben Dehouck
Marcus Remonger
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

QA Managers
Albert Yao
Guillaume Weber

QA Senior Project Lead
Simon Duquet-Galarneau

QA Project Leads
Marc Plamondon
Samuel Dubois
Martin Beauvais

QA Associate Project Leads
Eric Demers
Marie-Claude Blais

QA Floor Leads
Mathieu Bibeau-Morin
Guillaume Morin
Maxime Picard
Patrick Pouliot
François Sylvain

QA Testers
Alexandre Giroux
Alexandre Martel-Brunet

Alexandre Massicotte
Andréanne Fiola
Benoit Allaire
Christophe Béliveau
Daniel Demers
Daniel Girard
David Huot
David Létourneau-Brochu
Djamel Caufriez
Dominic Labbé
Dominic Poirier
Éric Pouliot
Éric Tessier
Étienne Bilodeau
Faruk Kastrati
Félix Arcand-Delisle
François Audette
François Routhier
François Toupin
Frédéric Tailleux
Frederik Paré
Gabriel Moisan-Morin
Gabriel St-Laurent
Gabriel Taca-Aubé
Guillaume Gagné-Gauthier
Guillaume Lemieux
Heidi Nadeau
Jason De Ciccio
Jason Gagné
Jean-Félix Dubé
Jean-François Boutin
Jean-Michel Gagnon
Jean-Philippe Bujold-Boutin
Jean-Philippe Gignac
Jean-Philippe Landry
Jean-Philippe Ross
Jean-Philippe Saucier
Jessica Desrosiers
Jonathan Lajoie
Jonathan Raymond
Jonathan Rousseau
Jordane Gagnon
Julie Guay
Kevin Vallée
Kim Valcourt
Laurent Dumont-Saucier
Louis Blanchet
Louis-Julien Paquette
Louis-Olivier St-Pierre
Luc Morency
Manuel Lamy
Marc-André Ducharme
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
Olivier Samson	Teak Holley	Kelly Huffine
Owen Nolan		
Philip Coons	TRG Platform Leads	QA-MIS
Pierre Moreau	Brian Bensi	QA-MIS Senior Technician
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	
Roxane Theriault-Lapointe	Kirt Sanchez	QA MASTERING LAB
Sébastien Bisson	Lucas Goodman	QA Mastering Lab Technicians
Simon Boucher	Matthew Haugen	Kai Hsu
Stéphane Larocque	Michael Laursen	
Stéphany Leclerc	Scott Smith	
Sylvain Devost		CUSTOMER CARE
Tommy Fortin	QA CERTIFICATION GROUP	Senior Director, Customer
Vincent Lachance	QA Certification Group Project	Care
William Daggett	Lead	Tim Rondeau
William Emond-Paradis	Matt Ryan	
Yannick Bolduc		Senior Manager, Service
		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
		Samantha Wood
Admin Technician	QA TECHNOLOGY GROUP	Chuck McNamee
Josée Laboissonnière	Director, Quality Assurance	Kevin Crawford
	Jason Wong	
HR Manager	Sr. Manager, QA Technologies	Supportability Analyst
Antoine Lépine	Indra Yee	Kirk McNesby
TECHNICAL	QA Applications Programmers	Supervisor, Player Advocacy
REQUIREMENTS GROUP	Brad Saavedra	Russell Johnson
	Ari Epstein	
TRG Manager		
John Rosser	QA Tester	Player Advocacy Group
	Paul Taniguchi	Dov Carson
TRG Submissions Leads		Guillermo Hernandez
Dustin Carter		Jack Balduf
	QA DATABASE	Louis Blackwell
TRG Submissions Adjutants	ADMINISTRATION GROUP	Ruth Berenji
Richard Tom	Senior Lead Database	
	Administrator	
TRG Senior Platform Leads	Jeremy Richards	

Supervisor, Social and
Community
Miguel Vega

Social and Community Team
Salvador Magana
Maximiliano Murillo
Tang Roger

Vendor Relationship
Administrators
Jeff Walsh
Sjoerd van den Berg

Administrator, Warranty &
Logistics
Mike Dangerfield

Administrator, Systems
Sam Akiki

Project Manager
Philip Chung

Content Coordinator
T'Challa Jackson
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 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
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 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 Russell

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
Published by Salvation Music
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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

"I'ma Try It Out"
Performed by Skrillex
Written and produced by
Sonny Moore and Alvin Risk
Courtesy of Atlantic Recording
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By arrangement with Warner
Music Group Video Game
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Published by Copaface,
administered by Kobalt Music
Publishing America, Inc.
and Eclipse Media Enterprise,
LLC
(P) 2012 Big Beat Records
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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
& Company, A Division of
MPL Music Publishing, Inc.
(ASCAP) & Sony/ATV Tunes
LLC (ASCAP)
Courtesy of King Cole
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"Carry On"
Performed by Avenged
Sevenfold
Written by Sanders/Haner/
Baker/Seward
Courtesy of Warner Bros.
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Shawn Jimmerson
Kevin Sherwood
Brian Tuey

Schecter Guitar Research
Kevin Sherwood uses Halo
guitars and 8Dio instruments

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