

The cover art for Call of Duty: Black Ops features a soldier in a dark, tactical uniform. He is holding a semi-automatic handgun in his right hand, which is heavily stained with blood. The soldier's face is partially visible in the upper right, looking forward with a serious expression. The background is a blurred, high-contrast scene with blue and red lighting, suggesting an urban or industrial environment. The title 'CALL OF DUTY' is written in large, bold, white letters with a distressed texture, and 'BLACK OPS' is written below it in a similar style. The word 'OF' is smaller and positioned between 'CALL' and 'DUTY'.

# CALL OF DUTY

## BLACK OPS

MATURE 17+

**M**

CONTENT RATED BY  
ESRB

ACTIVISION



treyarch

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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## NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately.

Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

## GETTING STARTED

### PlayStation®3 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Call of Duty®: Black Ops* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.

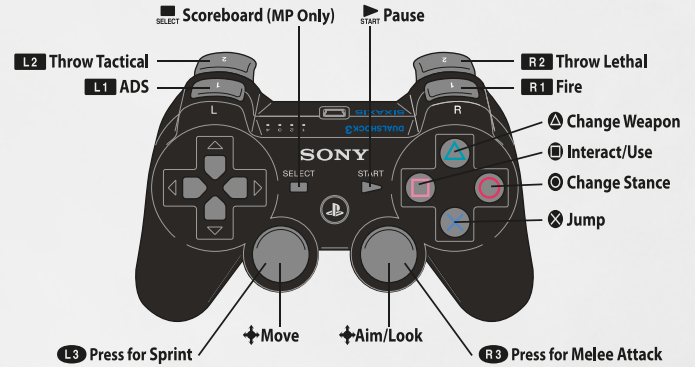


**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation® Network account.

### SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

## GAME CONTROLS



COMMAND	DEFAULT BUTTON	DESCRIPTION
Move	left stick	Moves player forward/back and strafes
Aim/Look	right stick	Aims crosshair
Fire	<b>R1</b>	Fires your current weapon
Throw Lethal	<b>R2</b>	Throws Lethal grenade
Melee	<b>R3</b>	Perform a melee attack
ADS	<b>L1</b>	Aim down the sight or scope of your weapon
Throw Tactical	<b>L2</b>	Throws currently selected Tactical grenade
Sprint	<b>L3</b>	Press to initiate sprinting
Change Stance	<b>○</b>	Change stance, hold to go prone, sprint + hold to dive prone
Interact/Use	<b>□</b>	Reload your weapon, use object, pickup weapons
Jump	<b>X</b>	Jumps or goes to upright stance from prone
Change Weapon	<b>△</b>	Switch between primary and secondary weapons
Pause	<b>START</b>	Press to bring up pause menu
Scoreboard	<b>SELECT</b>	Bring up Scoreboard (Multiplayer Only)

## MAIN MENU

Choose between Campaign, Multiplayer, and Zombies.

### CAMPAIGN

Start a brand new *Call of Duty®: Black Ops* Single-Player Campaign or resume a previously saved game\*. Use the **Mission Select** option to replay completed missions on any Difficulty. Use the **Intel** option to view informative documents acquired via collectibles hidden throughout the Campaign.

**\*Note:** *Call of Duty®: Black Ops* uses an automatic checkpoint-based save system. Select the **Save and Quit** option from the in-game Pause Menu to save game progress and return to the Main Menu.

### MULTIPLAYER

Compete with and against other *Call of Duty®: Black Ops* players online in a variety of maps. Multiplayer modes include:

- **Player Match:** Play online to earn currency to acquire new Weapons, Equipment, Perks, Killstreaks and more.
- **Private Match:** Create and host a Private Game with customizable game modes.
- **Wager Match:** Gamble earned currency against other players in a variety of Free-for-All game modes.
- **Combat Training:** Play versus Practice Dummies alone or with friends. Practice up before going online.
- **Theater:** View and edit recently played games to share with the community.

### ZOMBIES (1 - 4 PLAYERS)

Survive the Zombie hordes alone or cooperatively. Repel wave after wave of increasingly deadly Zombies in a number of frightening locales. But be warned: there are more than just Zombies lurking these dark hallways...

### 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* 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 instruction manual for more information on enabling 3D viewing.

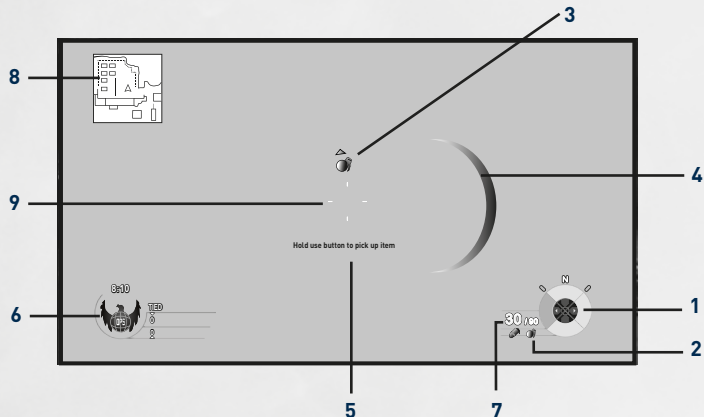
### ! CAUTION !

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 (HUD)



- 1. Compass** – Shows the direction you are facing.
- 2. Inventory** – Displays devices and/or weapon attachments that are currently available, such as the grenade launcher or motion sensor.
- 3. Grenade Indicator** – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- 4. Damage Indicator** – Red marker shows that you are taking damage and the direction the damage is coming from.
- 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. Match Info (MP Only)** – Displays current score, team icon and time remaining in match.
- 7. Ammo Count** – Shows remaining bullets for currently equipped weapon, as well as remaining Lethal and Tactical grenade supply.
- 8. Mini-map** – Shows the local area plus locations of friendlies and known hostiles.
- 9. 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.\*

**\*Note about ADS (Aiming Down Sight)** – 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 an enemy, the screen will show blood splatter and the damage indicator will show you the direction the damage 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 find 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 **START** 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.

*Call of Duty®: Black Ops* cannot be paused while playing in online cooperative sessions.

## MULTIPLAYER OBJECTIVES SCREEN

*Call of Duty®: Black Ops* cannot be paused while playing in MP mode. Pressing **START** 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.

## PLAYERCARD (MP ONLY)

Access your Playcard 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* 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 Playcard.

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Jamie Olvera**Orchestral Score Supervisor**  
Adam Levenson**Musicians**Armen Anassian  
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Jackie Brand  
Robert Brophy  
Andrew Duckles  
Terry Glenn  
Jerome Gordon  
Clayton Haslop  
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Amy HershbergerMaia Jasper  
Songa Lee  
Jinny Leem  
Phillip Levy  
Lorand Lokusztza  
Shawn Mann  
Luke Maurer  
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Susan RishikMark Robertson  
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Tereza Stanislav  
Sarah Thornblade  
David Walther  
Rebecca Ward  
Miwako Watanabe  
Alex Wurmland  
Yelena Yegoryan  
Ken Yerke**Additional Original Music  
Composition**  
Kevin Sherwood**Additional Music by**  
Scott Rockenfield  
Courtesy of Roadrunner  
Records**Kevin Sherwood's Guitars  
Supplied by**  
Nevborn Guitars**Original Music Compositions  
for D.O.A.**James McCawley  
Kevin Sherwood  
Brian Tuey**Special Thanks**Radical Entertainment  
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Joe Anderson  
Shane Brewer  
Pablo Espinosa  
Jody Hart  
Cameron Kinsey  
Stephen Ramos  
Thom Tran  
Mark Anthony Vasquez**Weapon Recordist**  
John Fasal**Armorer**Dre Sepulveda  
Larry Zannoff**Additional Writing**  
Howard Chaykin**Military & Historical  
Consultants**  
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Hank Keirseay  
John L. Plaster  
Saulius 'Sonny' Puzikas  
Gabriel Suarez**Sacred Inc. –  
Dagger Media Group**  
Jared Chandler  
Hugh Daly  
Owen Thornton**NUMBERS LIVE ACTION  
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Sean Bartemes  
Sarah Choi  
Peter Chrimmes  
Vince Contarino  
Brian Crane  
Kate Fitzpatrick  
Julianna HaysHiro Kakuhari  
Nate Kalushner  
Ryo Kinno  
Laura Maffeo  
Igor Meglic  
Timothy Owen  
Lori Rozzi  
Suzana Rupe  
Jason Tomlins  
Chris Yazgoulain  
Chase Yeremian**ACTIVISION CAPTURE  
STUDIO****Motion Capture Director**  
Matt Karnes**Producer**  
Nick Falzon**Motion Capture Supervisor**  
Michael Jantz**Motion Capture Lead**  
Ben Watson**Technical Character Lead**  
Stephen Olsen**Associate Producer**  
Evan Button**Scan Technicians**  
Christopher H. Ellis  
Nick Otto  
David Bullat**Motion Capture Talent**Lou Klein  
Michelle Lee  
Sarah Brown  
Ray Park  
Johnny Yang  
Randy Archer  
Chris Lacentra  
Jeremy Dunn  
Chris Torres  
Sonny Puzikas  
Adam Jenkins  
Dave Matthey  
Alex Moon  
Solomon Brende  
Anthony Manakompanom  
Dave Buglione  
David Paladino**Assistant Directors**  
Noel Vega  
Liz Tom

Shaun Piccinino

**Performance Motion  
Capture Services by**  
House of Moves**Marker Cleanup**  
Anderson Vertigo**Motion Graphics  
Sequences SPOV**  
Miles Christensen  
Paul Hunt  
Julio Dean  
Gemma Thompson  
Yugen Blake  
Andrea Braga  
Allen Leitch**SPOV Special Thanks**Hazel Baird  
Chris Boyle  
Ryan Jefferson Hays  
Adrian Lawrence  
Rhi Leadbeater  
Margherita Premuroso  
Rebecca Hall  
Gillian O'Connor  
Vincent Kane**Additional Cinematic**  
Studio G Productions**Segment Director**

Rick Glenn

**Tracking**  
Doug Moore**Additional Tracking**  
Andres Martinez**Lighting & Compositing**  
Matt Wallin**ADDITIONAL  
DEVELOPMENT  
SUPPORT****FXVILLE**Joe Olson  
Jonathan Peters  
John Scrapper  
Garrett Smith  
Reed Shingledecker  
Chris Eng  
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Aubrey Pullman  
David Faulconer  
Gualtiero Forte  
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Drew Jensen  
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Jomaro Kindred  
Roger Kort  
Lisa Loewekie  
Mason Lucas  
Ethan McCaughey  
Darin McNeil  
Steve Maines  
Joel Martin  
Russell Meakim  
Nick Pappas  
Todd Rose  
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Bryan Cavett  
Sean Mitchell**PI STUDIOS**Joey Alfeche  
Rhett Baldwin  
Brandon Biggs  
John Broadway  
Calvin Bryson  
Joel Burke  
Todd Daniel  
Chris Deeb  
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Gavin Goslin  
David King  
Jason Lederer  
David Mertz  
Gavin Goslin  
Dan Kramer  
Mike Pankratz  
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Jeremy Statz  
Chris Steiger  
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Eric Biessman  
Sean Binder  
Darren Blondin  
Jeremy Blumel



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James Bradford  
Mike Breault  
Ryan Burnett  
Jeff Butler  
Mike Button  
Ryan Butts  
Cory Carani  
Mark Champigny  
Chi Chao  
Rae Chen  
Tai Chen  
Nick Choles  
Jim Christopher  
Michael Clausen  
Ste Cork  
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Ryan Danz  
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Tom Fuchs  
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Derrick Hammond  
Chris Hartmann  
David Hauptman  
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Amos Hodge  
Jason Holt  
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Adam Crist  
David Ancira  
Seok Ki Kwon  
Josh Powers  
Dean Mccall  
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Wimolrat 'Nikki'  
Tangtiphongkul  
Craig Bernardo  
Mike Clopper  
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Steve Massey  
Colm Nelson  
Abe Robertson  
John Zagorski  
Jason Eubank  
Thomas Mauer  
Bill Mauer  
Howard Smith  
Jennifer Bullard  
David Jones  
Erin Reed  
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## **ACTIVISION**

### **PRODUCTION MANAGEMENT GROUP**

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Daniel Suarez

#### **Senior Producer**

Noah Heller

#### **Producer**

Derek Racca

#### **Associate Producers**

Joel Taubel  
Vince Fennel  
Rhett Chassereau  
Matthew Beal

#### **Production Coordinators**

Brian Abrams  
Adrienne Arrasmith  
John Banayan  
Jason Harris

#### **Additional Production Support**

Shannon Wahl  
Dennis Bernardo

#### **Vice President, Production**

Thaine Lyman

#### **Head of Production**

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#### **SVP, Production & Development WW Studios**

Dave Stohl

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#### **Head of Marketing**

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#### **EVP & General Manager, COD BU**

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Fiona Ebbs

#### **Senior Localisation Project Manager**

Annette Lee

#### **Localisation Project Manager**

Jack O'Hara

#### **Localisation Support Analyst**

Chris Osberg

#### **Localisation QA Manager**

David Hickey

#### **Localisation Assistant QA Manager**

Yvonne Costello

#### **Localisation QA Lead**

Mannix Kelly

#### **Localisation QA Floor Leads**

Franck Morisseau

Daniele Celeghin

Loic Moisan

#### **Localisation QA Testers**

Alberto Valgimigli

Antoine de Fourcroy

Arturo Garcia

Benjamin Koppenwallner

Benjamin Le Fur

Claudio Perazzo

Conor Murphy

Dario DiSpirito

Daniele Nania

David Arias

Diana Xifre de la Prada

Dirim Oji

Esther Reimann

Facundo Rodriguez

Florent Parage

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Gregory Messmer

Idefonso Ranchal

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Naiara Mitxelena

Paula Del Valle

Paola Palermo

Patrick Friedrich

Sarah Bezos

Sebastian Le Port

Sergio Fernandez Redondo  
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Stefano Meneto  
Till Dzierzon  
Tom O'Carroll  
Torsten Weigelt  
Gregory Messmer

#### **IT Network Technician**

Fergus Lindsay

#### **Localisation Tools & Support Provided by**

Stephanie Deming & XLOC, inc

#### **Localized Dialogue Processing by**

Technicolor Interactive Services

#### **ACTIVISION STUDIO CENTRAL**

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#### **Executive Producer**

Mike Ward

#### **Associate Producer**

Sasha Rebecca Gross

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#### **Principal Technical Director**

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#### **Associate Software Engineer**

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#### **Sr. Software Engineers**

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Miroslaw Baran  
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Morgan Brickley  
Luke Burden  
David Cahill  
Jordan Chin  
Giuseppe Ciotta  
Marlin Clarke  
Michael Collins  
Alex Couture-Bell  
Tim Czerniak  
Brendan Dillon  
Malcolm Dowse  
Matthew Edwards  
David Fallon  
Brendan Fields  
Paul Froese  
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Arthur Green  
Padraic Hallinan  
Steffen Higel  
Graeme Humphries  
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John Kirk  
Lance Laursen  
Roman Lisagor  
Damien Marshall  
Catherine McCarthy  
Craig McInnes  
Christopher Mueller  
Ruaidhri Power  
Tilman Schaefer  
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Stefan Tjarks  
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Jason "Hagao" Wei

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Carl Schnurr  
**Sr. Data Mining Specialist**  
Eric Gottschalk  
**Sr. Manager, Scripts**  
Adam Foshko  
**Lead Game Designer**  
Tom Wells

**Game Design Analyst**  
Jeffrey Chen

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Central User-Testing**  
Ray Kowalewski  
**User-Testing Supervisor**  
Phil Keck  
**User-Testing Lead**  
Gareth Griffiths  
**User-Testing Interns**  
Chris Grose  
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MANAGEMENT GROUP**  
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Marchele Hardin

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Jerry Berlongieri

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Scott McDaniel

**Senior Audio Assets  
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Katie Sippel

**International Music &  
Licensing Manager**  
Sergio Pimentel

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**Sr. Character Modeler**  
Kylie Heffley

**Character Modeler**  
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**Concept Artists**  
Naomi Baker  
Lim Hur  
Walter Kim

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**Technical Art Director**  
Mitch Bowler

**Production Manager**  
Michael Restivo

**Associate Producer**  
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**FACTOR  
(Facial Animation System)**

**Animation Director**  
Paul Lee

**Sr. Animator**  
Jamie Egerton

**Lead Animator**  
Alex Smith

**Technical Character Artist**  
Eric Black

**Technical Director, Characters**  
Javier von der Pahlen

**Software Engineer**  
Yanbing Chen

#### STUDIO - ACTIVISION SHANGHAI

**Producer**  
Kyle Cheng (Hao)

**Project Manager**  
Sabrina Xia (JinLei)

**Project Associates**  
Luna Xia (Yun)  
Edwin Xi (JunLing)

**Art Leads**  
Zivix Zhang (Ye)  
Charles Cao (Sheng)  
Scottie Lv (WeiBo)

**Artists**  
Aimy Weng (YanLin)  
Alex Ni (ChuanLong)  
Annie Xu (ZhiNING)  
Bairn Yu (YongBo)  
Bob Bao (WangBo)  
Calvin Chen (Zhan)  
Cat Deng (XiaoQin)  
Denny Liu (WeiQi)  
Franke Yang (Fan)  
Fred Ding (Feng)  
Grace Shu (Yu)  
Halian Hao (Liang)  
Hauk Zhang (Hao)  
Hugo Yu (Yang)

James Bian (ShengFeng)  
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Ming Luo (XiaoMing)

Nana Fei (Na)  
Qin Shen (Qin)

Ray Li (YuanYuan)  
Rickie Ren (Xin)

Sun Sun (Yi)  
Tao Jiang (YunTao)

Todd Xiang (Tao)  
Tom Liu (ShengGang)

Vicky Sun (WeiYi)  
Victor Ji (QianHao)

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**Animators**  
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Jerry Sun (WenRui)  
Stephen Shi (LiWen)

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**VP, Studio  
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Vince Contarino  
Brian Crane  
Kate Fitzpatrick  
Julianna Hays  
Hiro Kakuhari  
Nate Kalushner

Ryo Kinno  
Laura Maffeo  
Igor Meglic  
Timothy Owen  
Lori Rozzi  
Suzana Rupe

Jason Tomlins  
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Chase Yeremian  
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George Rose  
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Noah Kircher-Allen  
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Suzanne Todd  
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Bada Kim and Jaya  
Tengco from Drifter  
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Defense Enterprises

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Films/Sacred Sword Inc.  
Larry Zanoff from Independent  
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Davy Chang

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Victor Lopez  
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Jamie Berger  
Byron Beede  
Mark Eveleigh  
Hal Paris

James Cabel-Neil  
Razorfish  
Puno Dostres  
Jui Dai  
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Christopher Follett

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Vincent Pun  
Merlin Stonecypher  
Brian Lin  
Jessica Daniel

Sidharth Kachru  
Melanie Pratt  
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Sean Berry

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Ron Doormink  
Joby Otero  
Susan Genco  
Glen Schofield

Michael Condrey  
Joel Jewett  
Scott Pease

## QUALITY ASSURANCE

### Directors, Quality Assurance

Christopher D. Wilson  
Jason Wong

### QUALITY ASSURANCE, FUNCTIONALITY – EL SEGUNDO

#### QA Project Leads

Erik Melen  
Jeff Roper  
Vince Sinatra  
Michael Clarke - Nightshift  
Tom Chua - Nightshift

## QA Database Specialist

Wayne Williams

### QA Senior Testers

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Chris Staples  
Craig Jack  
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Matt Wellman  
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Paul Goldilla  
Pedro Aguilar  
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Christian Murillo - Nightshift  
Israel Barco - Nightshift  
Jovany Zuniga - Nightshift  
Julius Hippolito - Nightshift  
Roberto Benites - Nightshift  
Tiffany Beh-John Ashgary - Nightshift  
Trevor Page - Nightshift  
Wei Zhao - Nightshift

### QA Testers

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Michael Austin  
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Scott Bergin  
Sergio Mata  
Shawn Belew  
Shawn Greenson  
Stefan Goodreau  
Stephen Ebrej  
Steve Tippett  
Sung Yoo

Tarik Abdul-Wahid  
Tarikh Brown  
Trent Minx  
Tristan Leyesa  
Aaron Edberg - Nightshift  
Andre Haftevani - Nightshift  
Anthony Bosco - Nightshift  
Anthony Ruiz - Nightshift  
Charles Hui - Nightshift  
Chris Sosnowski - Nightshift  
Daniel Gray - Nightshift  
Elmer De Leon - Nightshift  
Eric Rhoades - Nightshift  
Farren Ronquillo - Nightshift  
Guy Selga Jr. - Nightshift  
Hugo Felix - Nightshift  
Jeff Mires - Nightshift  
Jennifer Kalinowski - Nightshift  
Jerome Li - Nightshift  
Joe O'Malley - Nightshift  
Maria Gigliotti - Nightshift  
Matthew Bordenave - Nightshift  
Michael Atkins - Nightshift  
Michelle Williams - Nightshift  
Oscar Leal - Nightshift  
Ronald Cannon - Nightshift  
Sean Belloso - Nightshift  
Taylor Fontecchio - Nightshift  
Yuta Kanagawa - Nightshift

Sung Yoo  
Tarik Abdul-Wahid  
Tarikh Brown  
Trent Minx  
Tristan Leyesa  
Aaron Edberg - Nightshift  
Andre Haftevani - Nightshift  
Anthony Bosco - Nightshift  
Anthony Ruiz - Nightshift  
Charles Hui - Nightshift  
Chris Sosnowski - Nightshift  
Daniel Gray - Nightshift  
Elmer De Leon - Nightshift  
Eric Rhoades - Nightshift  
Farren Ronquillo - Nightshift  
Guy Selga Jr. - Nightshift  
Hugo Felix - Nightshift  
Jeff Mires - Nightshift  
Jennifer Kalinowski - Nightshift  
Jerome Li - Nightshift  
Joe O'Malley - Nightshift  
Maria Gigliotti - Nightshift  
Matthew Bordenave - Nightshift  
Michael Atkins - Nightshift  
Michelle Williams - Nightshift  
Oscar Leal - Nightshift  
Ronald Cannon - Nightshift  
Sean Belloso - Nightshift  
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**Supervisor, Service  
Planning and Readiness**  
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Rachel Overton  
Katie Purcell  
Michael Ryan  
Marc Williams  
Paul Williams  
Nadine Theuzillot  
Calvin Wong

## LICENSED MUSIC

**"Fortunate Son"**  
Performed by Creedence  
Clearwater Revival  
Written by John Fogerty  
Published by Jondora Music  
(BMI)  
Courtesy of Concord Music  
Group, Inc.  
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**"Quimbara"**  
Performed by Celia Cruz y  
Johnny Pacheco

Written by Junior Cepeda  
Published by FAF Publishing  
Courtesy of Fania/Código  
Publishing

**"Great Wall Sunrise"**  
Courtesy of MasterSource  
Music Catalog  
Published by Revision West  
(BMI)

**"End of a Dynasty"**  
Courtesy of Killer Tracks  
Published by Killer Tracks (BMI)  
and Soundcast Music (ASCAP)

**"Poolsiders"**  
Courtesy of FirstCom Music,  
published by First Digital Music  
(BMI)

**"Won't Back Down"**  
Performed by Eminem and  
Featuring PINK  
Written by M. Mathers,  
K. Rahman, E. Alcock, L.  
Rodrigues, C. Smith  
Songs of Universal, Inc.  
Shroom Shady Music (BMI)/  
Jaleesa and Mahdi's Music  
(BMI)/SOCAN/ Matriz Music  
(SOCAN)/ Jaleesa and Mahdi's  
Music (BMI)

Produced by: DJ Khalil for DJ  
Khalil Productions, LLC.  
Recorded by: Mike Strange  
@ Effigy Studios. Keyboards  
& Additional programming by:  
Rahki. Additional Keyboards  
& drum programming by Khalil  
Abdul Rahman. Guitars by:  
Erik Alcock  
PINK appears courtesy of  
LaFace Records, a unit of Sony  
Music Entertainment

**"Sympathy for the Devil"**  
Performed by The Rolling  
Stones

Written by Mick Jagger  
and Keith Richards  
Published by ABKCO Music,  
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