

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 or convulsion.
- altered vision
- loss of awareness
- seizures

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 and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion 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.

TABLE OF CONTENTS

GETTING STARTED	2
GAME CONTROLS	3
MAIN MENU.....	6
HEADS-UP DISPLAY (HUD).....	8
HEALTH SYSTEM	9
PAUSE/OBJECTIVE SCREEN.....	9
MULTIPLAYER OBJECTIVES SCREEN	9
CALLING CARD (MP ONLY)	9
CREDITS.....	10
CUSTOMER SUPPORT.....	29
SOFTWARE LICENSE AGREEMENT	30

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 FUSE™ 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  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.



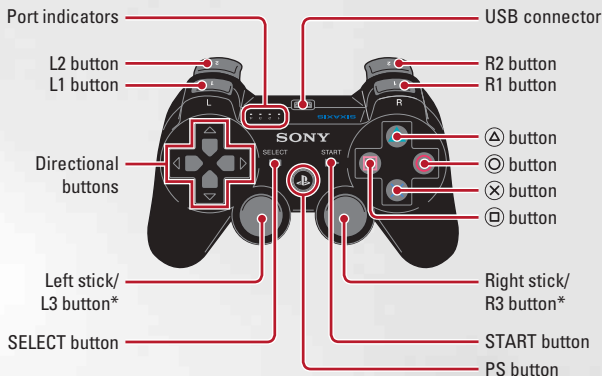
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

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.

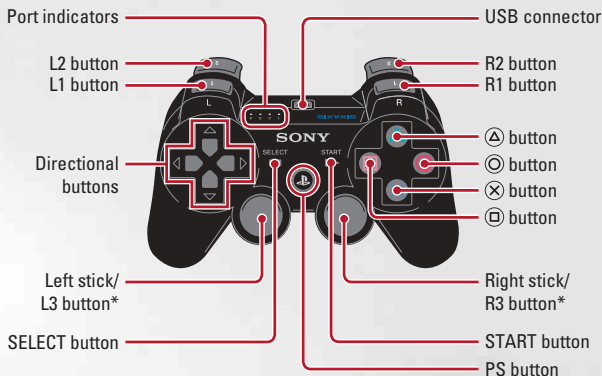
GAME CONTROLLER



- 1) **L2** – Throw Tactical
- 2) **L1** – Aim Down Sight
- 3) D-Pad – Inventory
- 4) Left Stick – Move, Press for Sprint
- 5) Select – Scoreboard (MP Only)
- 6) Start – Pause
- 7) Right Stick – Aim/Look, Click for Melee Attack
- 8) **×** – Jump
- 9) **○** – Crouch/Prone
- 10) **□** – Interact/Use
- 11) **△** – Switch Weapon
- 12) **R2** – Throw Lethal
- 13) **R1** – Fire
- 14) **R3** – Melee
- 15) **L3** – Sprint

COMMAND	DEFAULT BUTTON	DESCRIPTION
Move	Left stick	Moves player forward/back and strafes
Aim/Look	Right stick	Aims crosshair
Fire Weapon	R1	Fires your current weapon
Throw Lethal	R2	Throws Lethal grenade
Melee	R3	Perform a melee attack
ADS	L1	Aims down the sight or scope of your weapon
Throw Tactical	L2	Throws currently selected Tactical grenade
Sprint	L3	Press to initiate sprinting
Crouch/Prone	○	Hold to go prone, sprint + hold to dive prone
Interact/Use	□	Reload your weapon, use object, pickup weapons
Jump	⊗	Jumps or goes to upright stance from prone
Switch Weapon	△	Switch between primary and secondary weapons
Inventory	D-Pad	Use inventory item
Pause	Start	Press to bring up pause menu
Scoreboard	Select	Bring up Scoreboard (Multiplayer Only)

STRIKE FORCE CONTROLS



- 1) **L1** – Nearby Units Follow Player, Hold for All Units to Follow Player
- 2) D-Pad – Sets Waypoint for Unit Type, Hold to Control Unit
- 3) L Stick – [Tactical View Only] Move Across Tactical View Map
- 4) Right Stick – [Tactical View Only] Change Angle on Tactical View Map
- 5) Select – Enter/Leave Tactical

COMMAND	DEFAULT BUTTON	DESCRIPTION
Move Tactical	Left stick	Moves Tactical view across the map
Angle Tactical	Right stick	Changes Tactical view angle on the Tactical map
Lead Units	L1	Click to lead nearby units, hold to lead all units
Control Unit	D-Pad	Click to set unit waypoint, hold to take control of unit
Enter/Leave Tactical	Select	Enter or leave the Tactical view

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...

OPTIONS

Adjust the game's settings to suit individual preferences. Adjustable options include: controller settings, aim assist, look sensitivity, graphic content filter, and subtitles.

STEREOSCOPIC 3D

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

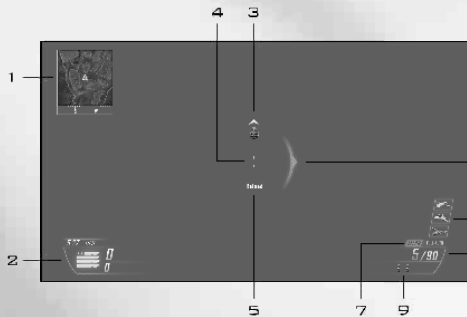
! CAUTION !

3D Safety Precautions: Some people may experience discomfort (including eye strain, eye fatigue, or nausea) while playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue viewing and gameplay until the discomfort subsides.

Generally we recommend that you avoid prolonged gameplay and take 15 minute breaks during each hour of play or viewing. However, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If you experience serious discomfort or pain or if symptoms persist, stop gameplay immediately and consult your doctor.

Always follow the safety precaution information and use instructions supplied with your 3D television and 3D glasses for proper usage.

HEADS-UP DISPLAY



1. Mini-Map – Shows map of local area plus locations of friendlies and known hostiles.
2. Match Info – Displays current score, team icon and the time remaining in match. (MP Only)
3. Grenade Indicator – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
4. Crosshair – Indicates where you are currently pointing your

weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.*

5. Use Icon – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.
6. Scorestreak Inventory – Indicates how many points you need to acquire the next Scorestreak, and which Scorestreaks you have chosen to be able to earn during the match. Any acquired Scorestreak can be used in the Scorestreak Inventory by pressing up or down on the D-Pad to cycle through them and pressing right on the D-Pad to equip them.
7. Weapon Indicator – Indicates which weapon you are currently using.
8. Ammo Count – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
9. Inventory – Displays equipment and/or weapon attachments that are currently available.
10. Damage Indicator – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, on page PAGEHERE). NOT PICTURED ABOVE

***Note:** When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.

HEALTH SYSTEM

When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. As more damage is sustained the screen will grow redder, you will hear your heart rate increase, and your breathing will grow heavy. If you can cover and avoid enemy fire you will slowly recover from the damage and be able to continue at full strength.

PAUSE/OBJECTIVE SCREEN

Press the [start symbol] 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 [start symbol] in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still live in the background when you are in this screen.

CALLING CARD (MP ONLY)

Access your Calling Card to create your own custom Emblem that will represent your persona online. View Recent Games you or your friends have played and save them to your File Share for safe keeping. You can view and rate other Films, Clips, Screenshots, and Custom Games created by members of the Call of Duty: Black Ops II community.

You can also view all your key game statistics in the Combat Record, check your progress against the in-game Challenges, view the game Leaderboards, and create a Clan Tag all from within the Calling Card.

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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

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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

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Valerie Arem

Armando Valdez

Yuri Lowenthal

Crispin Freeman

Marc Worden

Richard Epcar

Travis Willingham

John Bentley

Chad Guerrero

Josh Gillman

Matt Mercer

Jordan Marder

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Patrick Seitz

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Troy Baker

Shaun Piccinini

Chad Guerrero

Michael Roderick

Jenn Wong

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Brian Bloom

Troy Baker

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Glen Morshower

Liam O'Brien

Kirk Thornton

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Liam O'Brien

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Dave Fouquette

Steve Blum

Michael Benyaer

Said Faraj

Sam Sako

Zuhair Haddad

Michael Desante

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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
Averged Sevenfold
Skrillex

AND

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Executive Creative Director
Scott Martin Gershin

Facility Manager
Janet Rankin

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Services
William "Chip" Beaman

VO Direction
Kris Zimmerman

Voice Over Coordinator
Melissa Grillo

Voice Over Recording
Engineer/VO Editorial
Justin Langley

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 Fasal

Armors
Gregg Edgar
Ron Licari
Larry Zanoff

ACTIVISION CAPTURE
STUDIO

Capture Studio Director
Matt Karnes

Capture Studio Producer
Evan Button

Motion Capture Supervisor
Michael Jantz

Face Capture Lead
Ben Watson

Sr. Scan Technician
Chris Ellis

Scan Technician
Nick Otto
David Bullat

Assistant Directors
Noel Vega
Liz Tom

Stunt Coordinator
Noel Vega

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
Terrence Evans
Carlee Holden (Wrangler)
Mystic (the horse)

Marker Cleanup
Animation Vertigo

PERFORMANCE MOTION
CAPTURE SERVICES BY

House of Moves

MOTION GRAPHICS
SEQUENCES

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

ADDITIONAL DEVELOPMENT

FXVille
Joe Olson
Jonathan Peters
John Scrapper
Garrett Smith
Reed Shingledecker
Lindsay Ruiz
Chris Eng
Dan Bruington

Nerve Software
Brandon James
Nick Pappas
Bryan Cavett
Kristian Kane
James Gresko
Aaron Hausmann
Steve Maines

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 Compositor

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 Dabrinsky
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	Senior Brand Manager - Italy Carlo Barone	PUBLICIST Monica Pontrelli Bianca Blair
Vice President, Production Daniel Suarez	Senior Brand Manager - Emerging Markets Stefania Vanerio	Senior Global Asset Manager Karen Yi
EVP, Production & Development WW Studios Dave Stohl	Senior Brand Manager - Spain Marian Holties	PR Coordinator Ali Miller
GLOBAL BRAND MANAGEMENT	Brand Manager - Germany Oliver Beck	PR Special Thanks Dan Amrich Step 3 PMK/BNC
Senior Vice President, Product Management Rob Kostich	Brand Manager - Benelux Esteban Barten	Director – EU Public Relations Craig O'Boyle
Director, Product Management Geoff Carroll	Brand Manager - Nordics Christian Valeur	Sr. EU PR Manager Sophie Orlando
Director, Global Media Rochelle Webb	Brand Manager - France Lucie Linant de Bellefonds Senior Manager of Digital Marketing Shane Bellamy	Sr. UK PR Manager Adam Paris
Director, Global Experiential Marketing Jonathan Murnane	Commercial Manager - Asia Paul Butcher Marketing Director Jeff Wong	UK PR Manager Henry Clay
Senior Product Manager Tyler Michaud Mike Schaefer	Senior Brand Manager Nick Exikanas	UK PR Manager Karen Ward
Associate Product Manager Ryan Scott	Latin America Marketing Jesus Rosales	PR Manager, Nordics Daniel Gustafson
Associate Product Marketing Manager Alex Gomez	Latin America Marketing Max Morais	Sr. PR Manager, Italy Francesca Carotti
Vice President and GM Michael Sportouch	Latin America Marketing Rossana Torres	PR Manager, Benelux Rick Sloof
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Manager, Asset Delivery & Reporting Simon Dawes		
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PR Manager, APAC Tegan Knight		Online Technical Director Steve Wang
		Online Technical Intern Tarun Sharma
		Lead Software Engineer Gaurav Shellikeri
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Senior Director of Production Services - Europe Barry Kehoe		Technical Director Michael Vance Paul Edelstein Etienne Danvoye
Senior Localisation Manager Fiona Ebbs	Burn Room Technician Todd Lambert Kamlesh Thurmadoo	Release Engineer Ryan Ford Kimberly Carrasco
Localisation Project Manager Conor Harlow	IT Network Technician Fergus Lindsay	Technical Artist Michael Eheler
Localisation Project Coordinator Paola Palermo	Localisation Tools & Support Provided by Stephanie Deming & XLOC, inc	CENTRAL TECHNOLOGY
Localisation QA Manager Mannix Kelly	ACTIVISION STUDIO CENTRAL	DemonWare John Allen Nadia Alramli Ruy Asan Edward Baker Kathryn Baker David Ballano Fernandez Miroslaw Baran Gustavo Baratto
Localisation QA Lead Franck Morisseau	Vice President, Design Carl Schnurr	
Localisation QA Floor Leads Thomas Lopez Ildefonso Ranchal	Executive Producer Mike Ward	
Localisation QA Testers Akseli Asikainen Aleksejs Radcenko		

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Rashid Bhamjee
Ryan Blazicka
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
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Lok Crystal Koo
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Sinead Devereaux
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Malcolm Dowse
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Dmytro Dyachuk
Matthew Edwards
Michael Edwards
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Brendan Fields
Christian Flodihn
Stuart Fox
Jonathan Frawley
Ellie Frost
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Siobhan Golden
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Padraic Hallinan
John Hamill
Geoff Haugan
Conor Hennessy
Sterling Hoeree
Graeme Humphries
Ryan Hunter
Steffen Higel
Travis Kay
Eli Kazmirouk
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Colleen Keyland

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Michele Mazzucco
Rob McAdoo
Emma McBreen
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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

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Stefan Tjarks
Michael Tom Wing
Vladislav Titov
Max Vizard
Jason "Hagao" Wei
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Central User-Testing, Manager
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Central User-Testing,
Supervisor
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Central User-Testing, Lead
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Central User-Testing Moderator
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Designer
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Coordinator
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Planning World Wide Studios
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Nick Lombardo

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Marketing
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Concept Artists
Lim Hur

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Terri Durham
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1st Party Hardware / Asset
Manager
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Operations
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Manager, Digital Distribution
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Specialist
Ben Szeto

Art Services Associate,
Screenshots & Design
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Art Services Lead
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Daniel Perez
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Graham Hagmaier
Andrew Hoffacker
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Chris Chowdhury
Meghan Morgan
Eve Chang
Emory Irpan
Joel Taubel
Mike Mejia
Neven Dravinski
Chetan Desai
Scott Blair
Brent McDonald
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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 Zanoff 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
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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
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Gary Jones
Glen McKinney
Greg Sands
Hector Gonzalez
Henry Chi

Henry Dykstra
Isaac Escobar
Isaias Llamas
Jack Michael Rowe
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Jaron Bennet
Jason Jackson Harrison
Javier Panameno
Jeff Blean
Jeff Thomas Border
Jimmy Nguyen
Joseph Utley
John Garcia
John Mills
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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
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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

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Martin Beauvais

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Marie-Claude Blais

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Guillaume Morin
Maxime Picard
Patrick Pouliot
François Sylvain

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Alexandre Martel-Brunet
Alexandre Massicotte
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Benoit Allaire
Christophe Béliveau
Daniel Demers
Daniel Girard
David Huot
David Létourneau-Brochu
Djamel Caufriez
Dominic Labbé
Dominic Poirier
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Éric Tessier
Étienne Bilodeau
Faruq Kastrati
Félix Arcand-Delisle
François Audette
François Routhier
François Toupin
Frédéric Tailleux
Frederik Paré

Gabriel Moisan-Morin	Raphaël Corbin	TRG Submissions Adjutants
Gabriel St-Laurent	Raphael Guay-Picard	Richard Tom
Gabriel Taca-Aubé	Rémi Gosselin	
Guillaume Gagné-Gauthier	Rocky Drolet-Croteau	TRG Senior Platform Leads
Guillaume Lemieux	Roxane Theriault-Lapointe	Sasan "Sauce" Helmi
Heidi Nadeau	Sébastien Bisson	Teak Holley
Jason De Ciccio	Simon Boucher	
Jason Gagné	Stéphane Larocque	TRG Platform Leads
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Jean-François Boutin	Sylvain Devost	
Jean-Michel Gagnon	Tommy Fortin	TRG Testers
Jean-Philippe Bujold-Boutin	Vincent Lachance	Colin Kawakami
Jean-Philippe Gignac	William Daggett	Daniel Angers
Jean-Philippe Landry	William Emond-Paradis	Elias Uribe
Jean-Philippe Ross	Yannick Bolduc	Jason Garza
Jean-Philippe Saucier		Jonathan Butcher
Jessica Desrosiers	QA Lead Database	Kirt Sanchez
Jonathan Lajoie	Administrator	Lucas Goodman
Jonathan Raymond	Jean-François Le Houillier	Matthew Haugen
Jonathan Rousseau		Michael Laursen
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Julie Guay	Lukaël Bélanger	
Kevin Vallée	Sébastien Dusseault	QA CERTIFICATION GROUP
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Laurent Dumont-Saucier	Guillaume Gauthier	Lead
Louis Blanchet	Jean-François Giguère	Matt Ryan
Louis-Julien Paquette	Dany Paquet	
Louis-Olivier St-Pierre	Pier-Luc Poulin	QA Certification Group Testers
Luc Morency	Guillaume Rochat	Christian Vasco
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Marc-André Ducharme	Mathieu Simard	Matthew Stockwell
Marc-André Thibeault	Karine Windy Boudreault	
Marco Castonguay		QA NETWORK LAB
Marie-Christine Barrette	QA IT Lead	
Mathieu Roy	Etienne Dubé	QA Network Lab Project Leads
Mathieu Simard-Audet		Leonard Rodriguez
Mathieu Bélanger	QA IT Technicians	
Maxime Desbiens	Nicolas M. Careau	QA Network Lab Senior Tester
Maxime Monarque-Tremblay	Stéphane Elie	Bryan Chice
Maxime Proulx	Hugo Roy	
Mélodie Bonin		QA COMPATIBILITY LAB
Michaël Villeneuve	Admin Technician	QA-CL Lab Project Lead
Michel Plourde	Josée Laboissonnière	Eric Stanzione
Nancy Demers		
Nickolas Pozer	HR Manager	QA-CL Lab Testers
Nicolas Morin	Antoine Lépine	Carlos Monroy
Nicolas Potvin		
Normand Désilets	TECHNICAL REQUIREMENTS	QA AUDIO VISUAL LAB
Olivier Samson	GROUP	
Owen Nolan	TRG Manager	QA AV Lab Senior Tester
Philip Coons	John Rosser	Cliff Hooper
Pierre Moreau		
Pierre-Luc Cormier	TRG Submissions Leads	QA TECHNOLOGY GROUP
Pierre-Luc Viens	Dustin Carter	Director, Quality Assurance
Rafaële Bolduc		Jason Wong

Sr. Manager, QA Technologies
Indra Yee

QA Applications Programmers
Brad Saavedra
Ari Epstein

QA Tester
Paul Taniguchi

QA DATABASE
ADMINISTRATION GROUP
Senior Lead Database
Administrator
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Lead Database Administrator
Kelly Huffine

QA-MIS
QA-MIS Senior Technician
Teddy Hwang

QA-MIS Technicians
Gary Washington
Elliott Ehlig
Danny Feng

QA MASTERING LAB
QA Mastering Lab Technicians
Kai Hsu

CUSTOMER CARE
Senior Director, Customer Care
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Senior Manager, Service
Design and Supportability
Paul Boustany

Senior Manager, Web Strategy
& Support Solutions
Melanie Marcell

Senior Manager, Service
Delivery and Advocacy
Noel Feliciano

Senior Manager, Service
Delivery International
Christiane Brand

Senior Manager, Player
Engagement
Khalid Asher

Manager, Global Training and
Quality
Rozanne Gallegos

Trainer, Global Player Support
Pedro Pulido

Customer Experience Program
Managers
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Supportability Analyst
Kirk McNesby

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Player Advocacy Group
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Louis Blackwell
Ruth Berenji

Supervisor, Social and
Community
Miguel Vega

Social and Community Team
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Maximiliano Murillo
Tang Roger

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Administrators
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Sjoerd van den Berg

Administrator, Warranty &
Logistics
Mike Dangerfield

Administrator, Systems
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Content Coordinator
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Associate Supportability
Engineer
Jonathan Albaugh

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 Turkian

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 Lane

Katie Wilkinson

Clare Finimore

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 Worsey

Paul Kegg

Sophie Harris

Tony Woollard

James Potter
Tony Lewis (10th) / Jonathan
Tunnell (11th)

Basses

1st - Chris Laurence

Stacey Watton

Steve Mair

Richard Pryce

Steve McManus

Steve Williams

Roger Linley

Steve 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 Mays

Tenor Trombone
Richard Edwards
Andy Wood (10th) / Ed Tarrant
(11th)

Bass Trombone
Roger Argente
Andy Wood

Bass/Contrabass Tbone
Dave Stewart

Tuba
Owen Slade

Tuba/Cimbasso
Ross deRoche

Licensed Music

Theme"
Written, arranged, produced
and performed by Trent Reznor
Mixed by Alan Moulder
Additional production by Atticus
Ross
Mastered by Tom Baker
at Precision Mastering,
Hollywood, CA

"The Night Will Always Win"
Performed by Elbow
Written by Guy Edward John
Garvey, Craig Lee Potter, Mark
Potter, Peter James Turner and
Richard Barry Jupp
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"Niño Precioso"
Based on a Nicaraguan lullaby
Arranged by Jack Wall
Vocal by Kamar de los Reyes
Flamenco guitar by Gabriel
Reyna

"Raul Menendez Theme" ("Niño
Precioso")
Based on a Nicaraguan lullaby
Composed by Jack Wall
Arranged by Jack Wall & Neal
Desby
Orchestrated by Neal Desby &
Edward Trybek
Vocal: Rudy Cardenas
Trumpet solo: John Barclay
Harp: Amy Black
Performed by London
musicians at Abbey Road
Orchestra contractor: Isobel
Griffiths
Vocal contractor: Nancy
Gassner-Clayton

"Ima Try It Out"
Performed by Skrillex
Written and produced by Sonny
Moore and Alvin Risk
Courtesy of Atlantic Recording
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"The Christmas Song
(Chestnuts Roasting On An
Open Fire)"
Performed by Nat King Cole
Written by Mel Torme and
Robert Wells
Published by Edwin H. Morris
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"Carry On"
Performed by Avenged
Sevenfold
Written by Sanders/Haner/
Baker/Seward
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Kevin Sherwood
Brian Tuey

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Kevin Sherwood uses Halo
guitars and 8Dio instruments

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