

BLACK OPS









WARNING Before playing this game, read the Xbox 360[®] Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors indicate elements in a game that may have triggered a
 particular rating and/or may be of interest or concern. The descriptors appear
 on the back of the box next to the rating symbol.

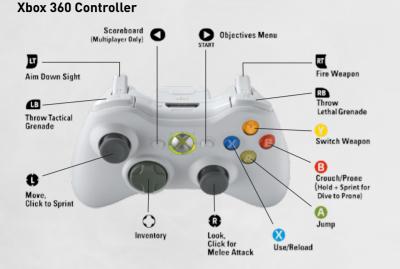


For more information, visit www.ESRB.org

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GAME CONTROLS



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.

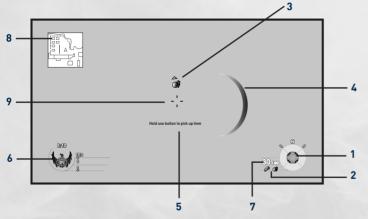
! CAUTION !

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.
- Inventory Displays devices and/or weapon attachments that are currently available, such as the grenade launcher or motion sensor.
- Grenade Indicator Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- Damage Indicator Red marker shows that you are taking damage and the direction the damage is coming from.

- 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.
- 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 **O** 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 guit 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 \bigcirc 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 Playercard.

Xbox LIVE

Xbox LIVE $^{\circ}$ is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE®, connect your Xbox 360[®] console to a high-speed Internet connection and sign up to become an Xbox LIVE® member.

For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE® service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Directed By Dave Anthony

Executive Producer Jason Blundell

Director, Online Dan Bunting

Project Senior Producer Pat Dwyer

Producers

Charles Connoy John DeHart Daniel Donaho Reza Elghazi Sam Nouriani

Associate Producers

Miles Leslie Shane Sasaki Adam Saslow John Shubert Guy Silliman Tyler Sparks Brent Toda

Production Coordinator Ronnie Fazio Andre Lawton

> Build Managers Geoffrey Ng Mark Soriano

Associate Build Managers Paul Mattson

Additional Production Robert Sanchez

Chief Technology Officer Mark Gordon

Vice President, Technology John Bojorquez

Project Technical Director David King

Proejct Lead Engineer Trevor Walker

Lead Engineers, Online Alex Conserva Martin Donlon Lead Engineer James Snider

Senior Engineers John Allensworth

Scott Bean Jose Doran Marcus Goodey Lei Hu Matthew Kimberling Johan Kohler Dan Laufer **Dimitar Lazarov** Dan Leslie Pete Livingstone Thomas McDevitt **Richard Mitton** Dan Olson Eran Rich Dimiter "Malkia" Staney Chris Strickland

8

CREDITS

Krassimir Touevsky Mike Uhlik Jivko Velev Leo Zide

Engineers Pravin Babar Amit Bhura Bryan Blumenkopf Yanbing Chen Penny Chock Stephen Crowe Adam Demers Rvan Feltrin Rvan Higa Sumeet Jakatdar Tommy Keegan Austin Krauss Jav Mattis Bryce Mercado Juan Morelli Bharathwaj Nandakumar Ewan Oughton Jamie Parent Bryan Pearson Alex Perelman **Diarmaid Roche** Caleb Schneider Lucas Seibert Varun Sharma

Feng Zheng Associate Engineer

Mark Soriano

Additional Engineering

Blair Bitonti Eli Bosworth Wade Brainerd Subodh Chawla Paul Edelstein Mark McGree Jon Menzies Evan Olson Joe Scheinberg Gaurav Shellikeri Michael Vance

Art Director Colin Whitney

Technical Art Director Brian Anderson

Associate Art Directors James Dargie Manuel Salazar

> Lead Character / Weapons Artist Murad Ainuddin

Lead Character Artists Loudvik Akopyan Brad Grace

Character Artists Yaw Chang Dennis Eusibio Michael McMahan Anh Nguyen Scott Wells Peter Zoppi

Lead Effects Artist Barry Whitney

> Effects Artists Darwin Dumlao Jess Feidt Robert Moffat

Dale Mulcahy Quinn Nguyen My Wu

Associate Effects Artist Tyler Robinson

Vehicle / Weapon Artists Chad Birosh Kent Draeger Will Huang Blaed Hutchinson Mark Manto John McGinley Max Porter Caleb Turner

Associate Weapons Artist Geoff Ng

Environment Artists

Mike Curran Chris Erdman Omar Gonzalez Wilson Ip Masaaki Kawakubo Chris Ledesma Andrew Livingston Craig Marschke Garrett Nguyen Joe Simanello Tricia Vitug My Wu

Additional Environment Artist Doug Hines

Lead Technical Artist Stev Kalinowski

> Technical Artist Terry Hess

Lead UI Artist Stewart Roud

UI Artist Gil Doron

Lead Lighting Artist Jeanne Anderson

Lighting Artists A. Gabriel Betancourt Yonghee Choi John Enricco Neil Masiclat

Additional Lighting Ili Chiang Ifedayo O. Ojomo

Concept Artists Kevin Baik Peter Lam Dan Padilla

Additional Concept Art Daniel Cheng Manuel Plank Michael Zimmerman Additional Art Lia Tjiong

Animation Director Dom Drozdz

> Lead Animator Jimmy Zielinski

Animators

Ben DeGuzman Kevin Kraeer Phil Lozano

Steven Rivera Marvin Rojas Lead Cinematics Animator

Adam Rosas

Cinematics Animators Jeremy Agamata David Kim

Yanick Lebel Cody Mitchell Tim Smilovitch Jon Stoll Kristen Sych

Additional Animation

Jamie Egerton Ian Farley Steven Lo Alex Moon Eii Yared

Creative Director Corky Lehmkuhl

Design Director, Online David Vonderhaar

> Lead Designer Joe Chiang

Lead Script Engineer Dan Laufer

Senior Scripter Gavin Locke

Scripters Mike Anthony Omar Aziz Adrian Balanon Brian Barnes Kevin Drew Anthony Flamer Steven Holmes Sumeet Jakatdar Brian Joval Alex Liu Pete Livingstone Mark Maestas June Park Chad Proctor Walter Williams

Associate Scripters Travis Janssen Joanna Leung Damoun Shabestari Greg Zheng

Lead Level Builder Kevin Worrel

Senior Level Builder Phil Tasker

Level Builders Susan Arnold

John Delgado Jared Dickinson Brian Douglas Brian Glines Doug Guanlao Dave Harper Adam Hoggatt Matthew Hutchinson Ross Kaylor Paul Mason-Firth Jason Schoonover Lia Tjiong David Vargo Associate Level Builders lan Kowalski

Mike Madden Thomas Schneider Allen Wu Systems Designer

Aaron Eady Associate Designer

Leif Johansen

Additional Design Support Matt Scronce

> Story By Craig Houston Dave Anthony Corky Lehmkuhl

Story Consultant David S. Goyer

Written By Craig Houston Dave Anthony

Additional Writing Chris Cowell Jason Harris Brian Tuey

Dialog Consultant Eric L. Hanev

Cinematics Designer Michael Barnes

Production Support Suzanne Todd

Design Directors, Zombies Mike Anthony Jimmy Zielinski

Senior Game Designer Donald Sielke

Audio Director Brian Tuey Lead Audio Designer

Chris Cowell Audio Designers Colin Ayers

Scott Eckert Shawn Jimmerson James McCawley Kevin Sherwood Gary Spinrad

Senior Audio Engineer Stephen McCaul

Audio Intern Elliott Ward-Bowen

CONVERSIONS

Senior Producer Anna Donlon

Associate Producer Aaron Roseman

Production Coordinator Jacob Porter

Production Coordinator Kornelia Takacs

Associate Build Manager Richard Garcia

> Art Director David Dalzell

Artists Tony Kwok Erika Narimatsu Garrett Nguyen Carl Pinder Daksh Sahni Chris Shelton

Art Interns Joaquin Espinoza Linnea Harrison

Associate Scripters Pokee Chan Alex Romo STUDIO MANAGEMENT

Studio Head

Mark Lamia

Vice President

Dave Anthony

Chief Technology Officer

Mark Gordon

Studio Creative Director

Corky Lehmkuhl

Vice President, Technology

John Bojorquez

Director Of Technology

Cesar Stastny

Community Manager

Josh Olin

Senior Manager.

Online Services

Jay Puryear

HR Manager

Monica Temperly

Senior Director, Operations

Rose Villasenor

Senior Manager, Operations

Amy Hurdelbrink

Operations Coordinator

Steven Eldredge

Senior IT Manager

Robert Sanchez

IT Technician

Nick Westfield

IT Technician

Kristofer Magpantay

Senior Recruiter

Robin Thompkins

9

Reception Tristan Curran

Production Test Manager laor Krinitskiv

> Project Test Leads Jemuel Garnett Jason Guvan Kimberly Park

Floor Test Leads

Jonas Anderson Hubert Chena Daniel Germann Harold Gim Geoffrey Mover Craig Nelson Tristen Sakurada Michael Stewart Max Vo David Watters

Development Support

Testers **Richard Garcia** Rene Lara Paul Mattson

PRODUCTION TESTERS

Melvin Allen Mark Batalla Daniel Beach Randall Becerra Didier Benitez Jose Bernabel Jawann Bowie Lewis Brace Tarikh Brown Tuan Bui **Reilly Campbell** Todd Carrigan Eric Chan Robert Chaplan Tristan Curran Czyznyck Deco David Delanty Alex Dunlevie Jamison Dyke Steven Eldridge Anthony Franco Giovanni Funes Mario Garcia Jr. James Gobert James Heaney Kyle Hertz Brian Hughes Marvin Bryant Jackson Kong Jaw Warren Kave Robert Keating Cody Kennedy Thaewhoon Kim Tan La Rene Lara Andrew Linstrom Shane Mandich Frank Martinez Graham McGuire Alex Mejia Jake Muir Matt Mullen Michael Penrod Michael Perelman

Eric Peterson Juan Ramirez Lindsay Ruppert Stephanie Russell-Potter Hector Sanchez Cary James Seto Lee G. Staples Lance Swegart Kami Talebi Christopher Tepper-Weise Kevin Tucker Leonel Valtierra Robert Wai David Weaver Matthew Wellman Taylor West Ian Whalev Brandon Williams Brandon Willis Moises Zet Stuart Zinke

ADDITIONAL CONTRIBUTIONS

Marwan Abderazzad Don Barnes **Boris Batkin** Alice Bernier Dan Bickell Melissa Buffaloe Narry Cinelli Cassia Dominguez Adam Gascoine Steve Goldberg Gavin James Mark Jihanian Kaori Kato Jason Keenev Mike Lomibao Jeremy Luvties Jeremy McAdams Jason McKesson Daniel Moditch Kavron Moore Aval Moreno Gavin Niebel Joseph Nugent David Oliver Norman Ovando Payan Palaksha Valera Pelova Cameron Petty Eduardo Povart Matthew Seligman John Yuil

CAST

FEATURING THE VOICES OF (ALPHABETICAL ORDER)

> Frank Woods James Burns

Numbers Emmanuelle Chriqui

Joseph Bowman Ice Cube

Jason Hudson Ed Harris

Viktor Reznov Garv Oldman Dr. Clarke

Gary Oldman Alex Mason

Sam Worthington

ADDITIONAL CAST (ALPHABETICAL ORDER)

John F. Kennedy Chriss Analin

Terrance Brooks Trov Baker

Tank Dempsey (Zombies) Steve Blum

> Friedrich Steiner Mark Bramhall

Fidel Castro Marlon Correa

Lev Kravchenko Andrew Divoff Grigori Weaver Gene Farber

Nevski Daniel Gamburg Nikita Dragovich

Eamon Hunt Takeo (Zombies)

Tom Kane

Dimitri Petrenko Boris Kievsky **Richard Nixon**

Dave Mallow John F. Kennedy Jim Meskimen

Richtofan (Zombies) Nolan North

Robert McNamara Robert Picardo

> Fidel Castro Gustavo Rex

Carlos Gustavo Rex Nikolai (Zombies)

Fred Tatasciore

Sergei Travis Willingham Body & Face Full Performance Actor

Andrew Hawkes

ADDITIONAL VOICES

Valerie Arem Troy Baker Brian Bloom Steve Blum **Emerson Brooks** James Burns Joseph Cappelletti Marlon Correa Ice Cube

Mike Curran Demitri Diatchenko Gil Doron Jeremy Dunn Gideon Emerv Richard Epcar Yergeny Farber Ron Fazio Alex Fernandez Carlos Ferro **Emerson Franklin** Daniel Gamburg Josh Gilman Carlos Gonzalez Ferro Zach Hanks Andrew Hawkes Sven Holmberg James Hong Endre Hules Kevin Hunt Blaed Hutchinson Alex Hyunh Boris Kievsky Lou Klein Kristof Konrad Havden Lee Jim Leuna Matt Lindquist Alex Lorre Yuri Lowenthal Ramond Ma Graham McTavish John Nauven Long Nguyen Oanh Nguyen Liam O'Brien David Paladino Juergen Peretzki Roger Pham Dominic Power Jamieson Price Jerry Pulles Samuel Riegel Thomas Roberts Phillip Anothony Rodriguez Marilyn Sanabria Caleb Schneider John Schwartz Damoun Shabestari Elena Siegman David Snell Luis Solis Nickolai Stoilov Patrick Stuart Keith Szarabaika Arlene Tai Nikolai Stoilov Kirk Thornton Fred Toma Quoc Trang Armando Valdes-Kennedy Roman Varshavsky Alex Veadov Travis Willingham Krzysztof Wojslaw Kai Wulff Johnny Wynn

VOICE OVER RECORDING PCB

Talent Direction Keith Arem **Dialog Editorial**

Matt Lemberger Aaron Gallant Engineering / ADR

Keith Arem Talent Coordinator Valerie Arem

Recording Facilities PCB Productions -Los Angeles, CA

Casting Isenberg Casting Ivy Isenberg

Additional Casting Keith Arem Valerie Arem

MUSIC SCORE

Original Music and Composition by Sean Murray

Orchestration by Emilie Bernstein

Score Conducted by Tim Simonec

Score Recording and Mixing by Dennis Sands

Score Concert Master & **Featured Violinist** Terry Glenny

Solo Cellist Michelle Beauchesne

Vocalist Jane Runnalls Score Preparation by Tom Marks

Music Editorial by Jeannie Lee Marks

Digital Recordist Adam Olmsted

Orchestra Contractor David Low

Music Preparation Booker White

Orchestra Recorded at the Eastwood Scoring Stage. Warner Bros.

> Score Recordist Tom Hardisty

Score Technical Engineer Ryan Robinson

> Stage Crew Richard Wheeler Jr.

Stage Manager Jamie Olvera

Orchestral Score Supervisor Adam Levenson

MUSICIANS

Armen Anassian Charlie Bisharat Jackie Brand Robert Brophy Andrew Duckles Terry Glenny Jerome Gordon Clavton Haslop Paul Henning Amy Hershberger Maia Jasper Songa Lee Jinny Leem Phillip Levy Lorand Lokuszta Shawn Mann Luke Maurer Darrin McCann Vicky Miskolczy Helen Nightengale Neli Nikolaeva Grace Oh Laura Pearson Radu Pieptea Wes Precourt Lynne Richburg Rafael Rishik Susan Rishik Mark Robertson Anatoly Rosinksy Tereza Stanislav Sarah Thornblade David Walther Rebecca Ward Miwako Watanabe Alex Wurmbrand 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 Clarence Chu 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 Josh Henniger Hank Keirsev John L. Plaster Saulius 'Sonny' Puzikas Gabriel Suarez

Sacred Inc. -**Dagger Media Group** Jared Chandler Hugh Daly Owen Thornton

NUMBERS LIVE ACTION SEQUENCE

Filmed at Smashbox Studios

CREW Dean Andre Sean Bartemes Sarah Choi Peter Chrimes Vince Contarino Brian Crane Kate Fitzpatrick Julianna Havs Hiro Kakuhari Nate Kalushner Rvo Kinno Laura Maffeo laor Mealic Timothy Owen Lori Rozzi Suzana Rupe Jason Tomlins Chris Yazqoulian 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 Mattey Alex Moon Solomon Brende Anthony Manakornpanom Dave Buglione David Paladino

> Assistant Directors Noel Vega Liz Tom Shaun Piccinino

Performance Motion Capture Services by House of Moves

Marker Cleanup Animation 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 Seament 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 Lindsav Ruiz Aubrey Pullman David Faulconer Gualtiero Forte Will Richer John Shirkey Laura Kope Lawrence Brown Gabrielle Adams Ali Pollard Yael Maritz

NERVE SOFTWARE

Ian Childs Aaron Cole Jim Dosé James Gresko **Bonn Harbin** Aaron Hausmann **Richard Heath** Brandon James Drew Jensen Kristian Kane Jomaro Kindred Roger Kort Lisa Loewecke Mason Lucas Ethan McCaughey Darin McNeil Steve Maines Joel Martin **Russell Meakim** Nick Pappas Todd Rose Michael Stone

NERVE SPECIAL THANKS

Jay Brushwood Bryan Cavett Sean Mitchell

PI STUDIOS

Joey Alfeche Rhett Baldwin Brandon Biggs John Broadway Calvin Bryson Joel Burke Todd Daniel Chris Deeb Robert Erwin Christian Easterly Gavin Goslin David King Jason Lederer David Mertz Gavin Goslin Dan Kramer

Mike Pankratz Brad Robnett Jeremy Statz Chris Steiger Joev Vento

RAVEN SOFTWARE

Colin Alteveer Andv Bayless Eric Biessman Sean Binder Darren Blondin Jeremy Blumel Chad Bordwell James Bradford Mike Breault Rvan Burnett Jeff Butler Mike Button Rvan Butts Corv Carani Mark Champigny Chi Chao Rae Chen Tai Chen Nick Choles Jim Christopher Michael Clausen Ste Cork Dave Curd Shane Dalev Rvan Danz Anupam Das Jeff Degenhardt Justin Dinges Jeff Dischler Andrew Dohr Les Dorscheid Andre Dusette Dan Edwards Mike Eanew Mike Ekberg Daniel Fetter Chris Foster Tom Fuchs Keith Fuller Robert Gee Michael Gilardi Mario Giombi David Gulisano Mike Gummelt Brian Hackbarth Derrick Hammond Chris Hartmann David Hauptman Geoff Hill Amos Hodae Jason Holt Rvan Hummer Nathaniel Jorgenson Mark Kilborn Joe Koberstein Scott Kohl Mark Kornkven Bernd Kreimeier Michelle Laumann **Bumiin Lee** Jon Lindquist Gina Lohman Kevin Lona Bob Love **Dwight Luetscher** Mike Maiernik Kathleen Marty

Graden McCool Eric McDaniel Joel McDonald Dallas Middleton Jason Moiica Alvan Monie James Monroe Charles Morrow Keith Morton Jeff Mov Corey Navage Justin Nearete Jeff Newquist Spencer Nial Tom Odell Chris Olsen Andrew Olson Dan Orzulak Isaac Owens Simon Parkinson Markus Peekna Brian Pelletier Nick Penwarden Jeff Peterson Matt Pinkston Mike Pleva Jeff Poffenbarger Brian Raffel Steve Raffel Gustavo Rasche Nathan Rausch Chris Reed Kevin Reed Mike Renner Eric Riel William Rvan Allison Salmon Aaron San Filippo Kevin Schilder Eric Schlautman Eric Schmidt Mike Schulenberg Dean Serio Phillip Sheets Danny Shin Greg Shives Jarrod Showers Revmundo Sierra John Sinclair James Singer Jeff Skubal Doug Smith Hanjin Song Eric Sprav Shen Spurgeon Kyle Stephens Nicholas Stevenson Arnie Swekel Jeremiah Sypult Jeff Touchstone Tim Uttech Dan Vondrak James Wagner James Wahlquist Ryan Watson Brian White Eric Widner Shawn Wiederhoeft Stu Wiegert Kurt Williams Patrick Williams Caleb Zart Jon Zuk

Brenton Mathews

CERTAIN AFFINITY

Max Hoberman Phil Wattenbarger Stefan Sinclair Tia Hood Tim Fields Adam Crist David Ancira Seok Ki Kwon Josh Powers Dean McCall Jason Borne Will Harris Wimolrat 'Nikki' Tangtiphongkul Craig Bernardo Mike Clopper Lucas Davis Steve Massev Colm Nelson Abe Robertson John Zagorski Jason Eubank Thomas Mauer Bill Mauer Howard Smith Jennifer Bullard David Jones Erin Reed Wayne Richardson

ACTIVISION

PRODUCTION MANAGEMENT GROUP

Executive Producer **Daniel Suarez**

Senior Producer Noah Heller

Producer Derek Bacca

Associate Producers Joel Taubel Vince Fennel **Bhett Chassereau** Matthew Beal

Production Coordinators Brian Abrams Adrienne Arrasmith John Banavan

Jason Harris Additional Production Support Shannon Wahl

Dennis Bernardo Vice President, Production Thaine Lyman

> **Head of Production** Steve Ackrich

SVP, Production & **Development WW Studios** Dave Stohl

GLOBAL BRAND MANAGEMENT

Sr. Global Brand Manager Geoff Carroll

Associate Brand Managers

Gerry Chu Kahn Jekarl Dan Shaffer David Wang

Sr. Director of Marketing Jeff Kaltreider

> Head of Marketing Rob Kostich

EVP, CMO Brad Jakeman

EVP & General Manager, COD BU Philip Earl

PUBLIC RELATIONS

PR Director Mike Mantarro

PR Manager John Rafacz

Publicists Monica Pontrelli Joshua Selinger

Associate Publicist Bianca Harzbecker

PR Special Thanks Step 3 Nick Grange, EU PR Director

PRODUCTION SERVICES -EUROPE

Senior Director of Production Services - Europe Barry Kehoe

Localisation Manager 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

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Dario DiSpirito Daniele Nania David Arias Diana Xifre de la Prada Dirim Oii Esther Reimann Facundo Rodriguez Florent Parage Gabriel Morisseau Gianfranco Mellone Gregory Messmer Ildefonso Ranchal Jeremie Morla Jeremy Jannel Juan Diego Cano Sanchez Julian Brophy Martin Jungkunz Naiara Mitxelena Paula Del Valle Paola Palermo Patrick Friedrich Sarah Bezos Sebastien Le Port Sergio Fernandez Redondo Sergio Hernan Petenar Stefano Meneto Till Dzierzon Tom O'Carroll Torsten Weigelt **IT Network Technician** Fergus Lindsay Localisation Tools & Support

Provided by Stephanie Deming & XLOC, inc

Localized Dialogue Processing by Technicolor Interactive Services

ACTIVISION STUDIO CENTRAL

CTO Steve Pearce

Executive Producer Mike Ward

Associate Producer Sasha Rebecca Gross

> Director, Online Joel Fashingbauer

Studio Central Admin Jennifer Velazquez

STUDIO CENTRAL -ENGINEERING

VP, Technology Pat Griffith

Principal Technical Director Wade Brainerd

Engineering Interns Eli Bosworth Subodh Chawla

Associate Software Engineer Ryan Ford Kimberly Carrasco

Sr. Software Engineers Johan Kohler Gaurav Shellikeri Technical Directors Michael Vance Scott Bean Krassimir Touevsky Jonathan Menzies Eran Rich Dan Leslie Marcus Goodey Naty Hoffman

Network Engineer Mark McGree Thomas Keegan Bharathwaj Nandakumar

CENTRAL TECHNOLOGY

DemonWare

Nadia Alramli Ruy Asan Edward Baker Miroslaw Baran David "Respawn" Brennan Morgan Brickley Luke Burden David Cahill Jordan Chin Giuseppe Ciotta Martin Clarke Michael Collins Alex Couture-Bell Tim Czerniak Brendan Dillon Malcolm Dowse Matthew Edwards David Falloon Brendan Fields Paul Froese Eoghan Gaffney Arthur Green Padraic Hallinan Steffen Higel Graeme Humphries Tony Kelly John Kirk Lance Laursen Roman Lisagor Damien Marshall Catherine McCarthy Craig McInnes Christopher Mueller Ruaidhrí Power Tilman Schaefer Gordon Schneider Amy Smith Emmanuel Stone Stefan Tjarks Charlie Von Metzradt Jason "Hagao" Wei

CENTRAL DESIGN

VP, Design Carl Schnurr

Sr. Data Mining Specialist Eric Gottschalk

> Sr. Manager, Scripts Adam Foshko

Lead Game Designer Tom Wells

Game Design Analyst Jeffrey Chen

CENTRAL USER-TESTING

Sr. Manager, Central User-Testing Ray Kowalewski

User-Testing Supervisor Phil Keck

User-Testing Lead Gareth Griffiths

User-Testing Interns Chris Grose

Howard Ming TALENT & AUDIO MANAGEMENT GROUP

Director of Central Talent

Adam Levenson Talent Acquisitions Manager Marchele Hardin

> Talent Associate Noah Sarid

Talent Coordinator Stefani Jones

Senior Audio Programmer Blair Bitonti

Senior Sound Designer

MUSIC DEPARTMENT

Vice President, Music Affairs Tim Riley

Director of Music Affairs Brandon Young

Senior Music Supervisor Scott McDaniel

Senior Audio Assets Specialist David Iscove

Music Supervisors Jeremy Volk Mike Phealev

Music & Licensing Coordinator Katie Sippel

International Music & Licensing Manager

Sergio Pimentel STUDIO CENTRAL - ART

VP, Art Production Alessandro Tento

Technical Art Director Berndardo Antoniazzi Sr. Character Modeler

Kyle Hefley

Character Modeler Nick Lombardo

Concept Artists Naomi Baker Lim Hur Walter Kim

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Lead Animator Alex Smith

Technical Character Artist Eric Black

Technical Director, Characters Javier von der Pahlen

Software Engineer Yanbing Chen

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

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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) Jason Li (JunYi) Jensen Huang (JianFei) Joey Sun (Ning) MG Luo (JiaQing) 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)

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QA Managers Glenn Vistante Adam Hartsfield - Nightshift

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Thierry Vaillancourt

QA Floor Leads David Fortin Dominic Parent Jonathan Quan Luc Bouchard Patrick Lacharité Samuel Dubois

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Charles-Érick Bélanger-Gagnon Charles Grenier Christian Giroux Dany Paquet Dominic Poirier Donavan Lapointe Étienne Bilodeau François Audette Frédéric Tailleur Gabriel Morin Moisan Guillaume Lemieux **Guillaume Rochat** Jason Gagné Jason Guav Jean-David Proulx-Marcoux Jean-Francois Bélanger-Gagnon Jean-François Giguère Jean-Philippe Saucier Jimmy Légaré Jonathan Charest Jonathan Laioie Josianne Pelletier Julie Humbert Karelle Areseneault Karine Windy Boudreault Katherine Teasdale Laurent Dumont-Saucier Louis-Thomas Béland Marco Castonguay Marie-Christine Barrette Marie-Pierre Tremblay Mathieu Bibeau-Morin Matthieu Patoine Maxime Drouin Maxime Picard Mélanie Ducharme Michaël Gagnon-Poulin Nickolas Pozer Nicolas Gagnon Nicolas Morin Pier-Luc Milhomme Pierre-Olivier Paré Raphaël Richard Simon Pierre Lepage Stéphany Leclerc Vincent Genois **QA Focus Test Group** Alex Boisjoly-Martin Geneviève Côté Joël Denis Sheehy Julian Pons Marc Plamondon Maxime Pouliot Sébastien Bisson

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Senior QA Mastering Lab Technician Danny Feng

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"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 Khalill 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

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"Sympathy for the Devil"

Performed by

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Written by Mick Jagger and

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