

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.

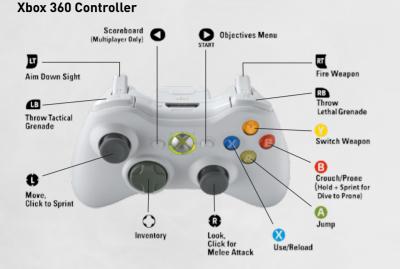


For more information, visit www.ESRB.org

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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.

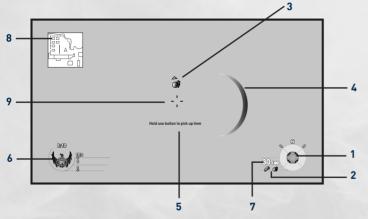
! CAUTION !

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.

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Numbers Emmanuelle Chriqui

Joseph Bowman Ice Cube

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Viktor Reznov Garv Oldman Dr. Clarke

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Fidel Castro Marlon Correa

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Robert McNamara Robert Picardo

> Fidel Castro Gustavo Rex

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Production Manager Michael Restifo Associate Producer

Chris Codding

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Lead Animator Alex Smith

Technical Character Artist Eric Black

Technical Director, Characters Javier von der Pahlen

Software Engineer Yanbing Chen

STUDIO - ACTIVISION SHANGHAI

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

Art Leads Zivix Zhang (Ye) Charles Cao (Sheng) Scottie Ly (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) 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)

Vicky Sun (WeiYi) Victor Ji (QianHao) Vivian Yao (Lu) Wendy Xia (Yun Ya)

Animators Erin Li (HongYan) Jerry Sun (WenRui) Stephen Shi (LiWen)

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Art Services Associate, Screenshots & 3D Mike Hunau

Art Services Lead Christopher Reinhart

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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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