PRESS THE HOME BUTTON WHILE THE GAME IS RUNNING, THEN SELECT TO VIEW THE ELECTRONIC MANUAL.

PLEASE CAREFULLY READ THE Wii U™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii U HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - SEIZURES

• Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
• Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
• Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Altered vision
  - Loss of awareness
  - Involuntary movements
  - Disorientation
• To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

• Avoid excessive play. Parents should monitor their children for appropriate play.
• Take a 10 to 15 minute break every hour, even if you don’t think you need it.
• If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
• If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.
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GAME CONTROLLER
Wii REMOTE AND NUNCHUK

• Z Button – ADS
• C Button – Crouch/Prone
• Control Stick – Move
• Up on the +Control Pad – Jump
• Right on the +Control Pad – Switch Weapon
• Left on the +Control Pad – Inventory
• Down on the +Control Pad – Melee Attack
• A Button – Use/Sprint/Lock Camera
• - Button – Throw Tacticals
• + Button – Throw Lethals
• 1 Button – Objectives/Menu
• 2 Button – Scoreboard
• B Button (underneath controller) – Fire Weapon
• Shake Nunchuk – Reload

Wii REMOTE AND NUNCHUK – STRIKE FORCE

• Left on the +Control Pad and Control Stick – Sets Waypoint for Unit Type, Hold to Control Unit
• - Button – Nearby Units Follow Player, Hold for All Units to Follow Player
• 2 Button – Enter/Leave Tactical
• Control Stick – [Tactical View Only] Move Across Tactical View Map

Wii U GAMEPAD

• L Button – Throw Tactical
• Left Stick – Sprint/Hold Breath
• + Control Pad – Inventory/Attachments
• + Button – Objectives/Menu
• B Button – Use/Reload
• A Button – Switch Weapon
• Y Button – Crouch/Prone
• X Button – Jump
• Right Stick – Melee Attack
• R Button – Throw Lethal
• ZL Button (underneath L) – ADS
• ZR Button (underneath R) – Fire Weapon

Wii U GAMEPAD – STRIKE FORCE

• L Button – Nearby Units Follow Player, Hold for All Units to Follow Player
• Left Stick – [Tactical View Only] Move Across Tactical View Map
• + Control Pad – Sets Waypoint for Unit Type, Hold to Control Unit
• - Button – Enter/Leave Tactical
• Right Stick – [Tactical View Only] Change Angle on Tactical View Map

CLASSIC CONTROLLER PRO

• ZL Button – ADS
• L Button – Throw Tactical
• Left on the +Control Pad – Inventory
• Down on the +Control Pad – Switch Weapon
• L Stick – Move
• - Button – Switch Weapon
• + Button – Objectives/Menu
• R Stick – Aim
• b Button – Sprint
• a Button – Crouch/Prone
• y Button – Use/Reload
• x Button – Melee Attack
• R Button – Throw Lethal
• ZR Button – Fire Weapon
CLASSIC CONTROLLER PRO – STRIKE FORCE

• L Button – Nearby Units Follow Player, Hold for All Units to Follow Player
• Left on the +Control Pad – Sets Waypoint for Unit Type, Hold to Control Unit
• L Stick – [Tactical View Only] Move Across Tactical View Map
• - Button – Enter/Leave Tactical
• R Stick – [Tactical View Only] Change Angle on Tactical View Map

Wii U PRO CONTROLLER

• LB Button – Aim Down Sight
• L Button – Throw Special Grenade
• L Stick – Move, Click to Sprint
• +Control Pad – Inventory
• Select – Scoreboard (Multiplayer Only)
• + Button – Objectives Menu
• B Button – Jump
• A Button – Crouch/Prone
• Y Button – Use/Reload
• X Button – Switch Weapon
• R Stick – Look, Click for Melee Attack
• R Button – Throw Frag Grenade
• RB Button – Fire Weapon

Wii U PRO CONTROLLER – STRIKE FORCE

• L Button – Nearby Units Follow Player, Hold for All Units to Follow Player
• L Stick – [Tactical View Only] Move Across Tactical View Map
• +Control Pad – Sets Waypoint for Unit Type, Hold to Control Unit
• - Button – Enter/Leave Tactical
• R Stick – [Tactical View Only] Change Angle on Tactical View Map
MAIN MENU

Choose between the Campaign, Multiplayer and Zombies.

CAMPAIGN

Pick up where Call of Duty: Black Ops ended and continue the single player experience in the Call of Duty: Black Ops II campaign. From the Campaign menu you can resume your most recent campaign or start a new one. You may also use the Mission Select option to reply 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…
- **Mini-Map** – Shows map of local area plus locations of friendlies and known hostiles.
- **Match Info** – Displays current score, team icon and the time remaining in match. (MP Only)
- **Grenade Indicator** – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.
- **Crosshair** – Indicates where you are currently pointing your weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.*
- **Use Icon** – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.
- **Scorestreak Inventory** – Indicates how many points you need to acquire the next Scorestreak, and which Scorestreaks you have chosen to be able to earn during the match. Any acquired Scorestreak can be used in the Scorestreak Inventory by pressing up or down on the D-Pad to cycle through them and pressing right on the D-Pad to equip them.
- **Weapon Indicator** – Indicates which weapon you are currently using.
- **Ammo Count** – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.
- **Inventory** – Displays equipment and/or weapon attachments that are currently available.
- **Damage Indicator** – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, on page7). **NOT PICTURED ABOVE**

*Note: When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.
**HEALTH SYSTEM**
When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. As more damage is sustained the screen will grow redder, you will hear your heart rate increase, and your breathing will grow heavy. If you can cover and avoid enemy fire you will slowly recover from the damage and be able to continue at full strength.

**PAUSE/OBJECTIVE SCREEN**
Press the + Button any time in Campaign or Zombies to pause the game and access this menu. From here you may access game Options, restart the current level or save and quit to the Main Menu.

**MULTIPLAYER OBJECTIVES SCREEN**
Call of Duty: Black Ops II cannot be paused while playing in MP mode. Pressing ESC in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still live in the background when you are in this screen.

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

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

**BLACK OPS II ONLINE**
To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail or home address, when communicating with others.

**STORE**
Expand your experience with downloadable content from the Call of Duty Store. All downloaded content includes new features and maps found in Call of Duty®: Black Ops.
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<th>Position</th>
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Charles Gondak

VO Recording Engineer/Asset Coordination/Editorial
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Scan Technician
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Liz Tom
Stunt Coordinator
Noel Vega

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

Marker Cleanup
Animation Vertigo

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House of Moves

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Alexander Stein - Art Director
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Anastasia Von Rahl - Associate Producer
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Mike Sausa - Associate Creative Director
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Jim Kuroda - Lead Compositor

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Matt Melberg - Sound Designer/Mixer
Erich Netherton - Sound Designer/Mixer

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EVP, Production & Development WW Studios
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Latin America Marketing
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UK PR Manager
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Head of PR, France
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Manager, Asset Delivery & Reporting
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PR Manager, Emerging Markets
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Localisation QA Lead
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Kamlesh Thurmadoo

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Localisation Tools & Support Provided by Stephanie Deming & XLOC, inc
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Sung Yoo

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Maxime Proulx
Mélodie Bonin
Michaël Villeneuve
Michel Plourde
Nancy Demers
Nickolas Pozer
Nicolas Morin
Nicolas Potvin
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*
*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 Guitarviol:
Zourna: Chris Bleth
Lap Steel guitar: Jay Leach
Cello: John Galt
Electric Cello: Tina Guo
Quasimodo Guitar on "Nino Precioso": Gabriel Reyna
Spanish Guitar in Panama: Edward Trybek
Electric Sitar in Pakistan: Edward Trybek
Chapman Stick in Yemen: Larry Tuttle
Orchestrated Guitar in Nicaragua: Ramon Stagno
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
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Pauline Lowbury
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Debbie Preece
Harriet Davies
Gillian Findlay
Laura Melhuish
David Williams
Simon Baggs
Jonathan Strange
Debbie Widdup
Sonia Slany
Manon Derome
Katherine Mayes
Emlyn Singleton (10th) / Debbie Widdup (11th)

Violas
1st - Peter Lale
Katie Wilkinson
Clare Finnimore
Rachel Bolt
Andy Parker
Paul Cassidy
George Robertson
Chris Pitsillides
Reiad Chibah
Don McVay
Jon Thorne
Morgan Goff
Gustav Clarkson
Steve Wright
Rusen Gunes

Celli
1st - Anthony Pleeth
Martin Loveday
Caroline Dale
John Heley
Frank Schaefner
Chris Worsey
Paul Kegg
Sophie Harris
Tony Woollard
James Potter
Tony Lewis (10th) / Jonathan Tunnell (11th)

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: Deb Truman
Assistant Score Recordist: Jamie Ashton
Orchestra Contractor: Isobel Griffiths
Assistant Orchestra Contractor: Charlotte Matthews
Librarian: Jill Streater
Basses
1st - Chris Laurence
Stacey Watton
Steve Mair
Richard Pryce
Steve McManus
Steve Williams
Roger Linley
Steve Rossell

Flute/Piccolo
Karen Jones (ex 11th 2-5 = Eliza Marshall)

Clarinet
Nicholas Bucknall
Clarinet/Bass Clarinet
Dave Fuest

Bassoon
Richard Skinner

Bassoon/Contra Bassoon
Gavin McNaughton

Horn
Nigel Black
Richard Berry
Laurence Davies
Phil Woods
Carsten Williams
John Thurgood (10th) / Nicholas Korth (11th)
Nick Ireson
Kira Doherty (10th) / Simon Rayner (11th)
Philip Eastop
Nicholas Korth
Katie Woolley

Trumpet
John Barclay
Derek Watkins
Kate Moore
Paul Mayes

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

Bass Trombone
Roger Argente
Andy Wood

Bass/Contrabass Tbone
Dave Stewart

Tuba
Owen Slade

Tuba/Cimbasso
Ross deRoche

Licensed Music

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

"The Night Will Always Win"
Performed by Elbow
Written by Guy Edward John Garvey, Craig Lee Potter, Mark Potter, Peter James Turner and Richard Barry Jupp
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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 Corp.
By arrangement with Warner Music Group Video Game Licensing
Published by Copaface, administered by Kobalt Music Publishing America, Inc.
and Eclipse Media Enterprise, LLC
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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
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Additional Music by
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Kevin Sherwood
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Schechter Guitar Research
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