**Call of Duty®: Black Ops II**

**Game Overview**

The most anticipated game of the year and the most ambitious *Call of Duty®* game ever, ***Call of Duty****®****: Black Ops II*** will hit shelves worldwide on November 13th.

**SINGLE PLAYER CAMPAIGN**

Set in the year 2025, the campaign is a time-spanning narrative that takes players around the globe in series of deniable operations to hunt down Raul Menendez, the world’s most dangerous villain.

**STRIKE FORCE LEVELS**

Adding non-linearity to the campaign structure, players will have the option to accept Strike Force Levels as they become available. New to the Call of Duty franchise, Strike Force Levels provide sandbox-style gameplay experiences, allowing players to take command of any element of their squad at any time, including the drones and robotics that are deployed in the field with them. Players may also zoom out into “Overwatch Mode” and set waypoints and issue squad commands to take strategic control of the battlefield.

Also new to the franchise is the idea of failure: if a player fails a Strike Force mission, they will *not* be sent back to a check point; rather, they will fail the mission and continue on with the storyline, unless they have the option to replay it. Depending upon the success or failure of these missions, the geo-political fiction that wraps the ending of their game will be different.

**BRANCHING STORYLINES**

When success/failure outcomes are combined with key critical-decision-making points throughout the campaign, choices the player makes could mean the difference between life and death for some characters, and there exists an even greater opportunity for multiple endings – another first for the franchise.

**SINGLE PLAYER** **CHARACTER CUSTOMIZATION**

For the first time in the Call of Duty franchise, you can choose from a variety of weapons and loadouts providing multiple choices for how you approach single player missions. Customize player loadouts to take on unique challenges in each level that will unlock new capabilities. Complete with stat-tracking, players can track their score versus their friends, adding a healthy sense of competition and another layer of re-playability.

**MULTIPLAYER**

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| **ALL-NEW CREATE-A-CLASS:** Create-a-class has been re-booted, introducing players to a new “pick-10” allocation system, allowing an unprecedented number of combinations of create-a-class content. Players no longer have to take content from each category; instead, trade items from one category for extra items in another – any combination of 10 items makes almost anything possible. | | |
| **Pick 10 System** |  | **Wildcards** |
| Ten points and nearly endless combinations: every piece of content is worth one point, and you can spend your 10 points in any way you like, encouraging a greater level of customization for individual play styles. |  | Also a point each, Wildcards allow players to “extend the system” and configure classes in more unique ways – players can take multiple perks from one category, equip their primary with three attachments, carry two lethals grenades or extra equipment, and more. |

**ALL-NEW SCORE STREAKS:** Scorestreaks reward players for helping their team win the game: capturing flags, securing objectives, defending your teammate with an Assault Shield, and getting kills and assists are all examples of actions that help your team win and thus give you score. Each action has a different value and can influence the theater of operations:

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| **Examples of 2025 Weaponry/Tech:** | * **Guardian** – A high-powered microwave turret used for crowd control that emits an intense directed energy wave, used to block navigation routes. * **Swarm** – Kamikaze Hunter Killer drones attack enemies and enemy equipment in a morale destroying swarm. |
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| **A range of new features:** | * **Interactivity:** Commandeer a **Hellstorm Missile** and guide it to its path, or disperse a cluster of bombs and try to take out multiple enemies – the ultimate risk/reward scenario. * **Player or AI-Controlled:** Take control or let it do the work for you – engage the **A.G.R.** (Autonomous Ground Robot), a sentry drone which will fight autonomously on the player’s behalf, or can be user-controlled. **Sentry Guns** work the same way. * **Player-Controlled:** Harness the power of the **Dragonfire**, a remote-controlled quad rotor with a light machine gun that can surgically eliminate targets on the ground. Use the **Lodestar** to find, hunt and kill anything on the map. * **AI-Controlled:** A range of weapons at your disposal here: call in a strafing run using the **Warthog** and listen as the AI pilot maintains constant radio contact, informing you of its progress; the **Lightning Strike** allows players to pinpoint three target areas and launch an aerial assault. * **Uber-weapons:** Once you’ve held the **War Machine**, you’ll never want to hold another grenade launcher again. The **Death Machine** makes its updated return in 2025, giving players their own, hand-held Gatling Gun that can shred anything in sight. |

**WEAPONS, ATTACHMENTS AND EQUIPMENT:** Near-future warfare means upgrades in technology that soldiers will use in the field. Additionally, weapon capabilities are now built into attachments and not separate perks:

* **Laser Sight** – Both visualized on the gun and seen by the weapon’s owner and other players – you immediately understand the capabilities of this attachment and the player that’s got it.
* **Target Finder** – Easy identification of friend or foe
* **Millimeter Wave Scanner** – New optic that shows stationary (non-moving) targets at close range and through surfaces
* **Dual Band Scope** – Shows any object that generates heat, allowing for more precision in long-range shooting
* **Shock Charge** – Non-lethal thrown device that electrocutes and stuns enemies that come near it
* **Assault Shield** – Create and move portable cover

**eSPORTS –**

**LEAGUE PLAY** – Competition is fun at any level, which is why Treyarch has introduced Leagues, offering skill-based matchmaking and seasonal ladders. Play a small number of matches to get your skill rating, and from there, you’ll be placed into a division with players of similar skill. Keep winning and you’ll move up in rank – steady progress will move you up the ladder and into upper divisions. Skill-based matchmaking ensures that you are challenged but not out-gunned.

**CODCASTING** – The caster is a specialized spectator who takes on the role of color commentator for any recorded game video, providing play-by-play coverage of the action. There are a variety of shoutcaster-specific features built into the game:

* **Picture-in-Picture** - This view shows a list of every player in the game, how many kills they have had in a row without dying, and if they are currently capturing objectives.
* **Map View** – This view shows both sides of the battle from a top-down perspective in an easy-to-read 2d graphic.
* **Score Panel** – Similar to what currently exists in professional sports, this view shows the big picture: time remaining in the match, scores, and key intel such as which team own which objectives.
* **Name Plate –** Similar to the name on a player’s jersey, easily identify the player being spectated.
* **Listen In** – Drop in/out of player conversations and listen to the action as it happens.

**LIVE STREAMING** – *Call of Duty: Black Ops II* delivers a new live game streaming feature that will help make competitive gaming not only fun to play, but also fun to watch. Call of Duty: Black Ops II’s live streaming feature allows players to stream their gameplay (and themselves) from the console, directly to the web or  a mobile device.

**Game Modes** – *Call of Duty: Black Ops II* brings back fan-favorite modes, while introducing a number of enhancements that provide players with the opportunity to define the gameplay experience. All objective-based modes are now round-based. (For example, in Domination, players will switch sides so that you equal opportunity to attack and defend the objectives.)

*Call of Duty: Black Ops II* introduces a franchise first way to play called Multi-team. With support for any combination of 18 players and 6 teams, small squad skirmishes require teams to work together to be successful. Three game modes are available as Multi-team: Team DeathMatch, Hardpoint and Kill Confirmed.

Hardpoint is a new game mode. Inspired by traditional King of the Hill style modes, teams battling for map control. The action is fast and furious as players descend on a single, ever changing location on the map.

**Custom Games** – All game modes, and all variants of game modes, including Hardcore, Multi-team, and Party games are available for players to be able to customize. While League Play fulfills the promise of making gameplay fun at any level, custom games ensure that it’s fun in a different way – because you get to define the parameters. Players can:

* Decide if they want participants to be able to use their Custom Classes, or just the defaults classes they designed to go with the custom game they created.
* Add bots to almost all game modes.
* Restrict the content that is available. For example, you can banish certain attachments or Perks from being available.
* Re-design the Pick 10 as a pick 3 up to pick 17.

**Party Games** – Formerly known as Wager Matches in Call of Duty®: Black Ops, Sharpshooter, Gun Game, One in the Chamber and Sticks & Stones all make their return. These “just for fun” modes don’t use Create-a-Class or Scorestreak systems. However – unlike the previous title’s Wager Matches – players will earn XP and can even rank up the normal progression as you would with traditional game modes.

**Combat Training** – Evolved further, Combat Training is now integrated into the main game, offering three playlists for players:

* **Bootcamp**: Players rank up from 1-10 and give full XP for doing so. Bootcamp is Team Deathmatch only with a combination of 3 human players and 3 bots on their team, versus another team of 3 humans and 3 bots. It’s an excellent way to try and get the hang of MP with a lot less pressure.
* **Objective**: A combination of humans-and-bots versus another team of humans-and-bots, in a mix of objective-based modes where you can play beyond level 10 and earn ½ XP.

**Challenges** – Encourages and rewards players for branching out and experiencing game content, always providing a new goal around every turn, as well as bragging rights for those that achieve them. With thousands of Challenges to complete, it is *the* way for players to unlock cosmetic content and a way to define the player persona in the world of online play.

* **Weapon Camos:** Every weapon in the game (including launchers, knives and Assault Shields) can be camouflaged.
* **Reticles:** All of the major scopes in the game have their own set of Challenges. Completing those Challenges allow players to customize the reticle used on the attachment, showing people how far you’ve progressed and enhancing the player’s online persona.
* **Playercard:** It’s like your own Call of Duty: Black Ops II business card. The Playercard combines a players’s clan tag and name, a unique emblem (made by the player in the Emblem Editor), and a background image known as the Calling Card (that the player must unlock). The Playercard represents the unique identify, persona of a player, and his or her accomplishments in the game.

**Theater** – Provides players with a set of features, serving as both a production tool, but also a research and training tool.

* **Social:** Utilizing a robust system of bookmarks and content tagged with meta-data (game mode, time/date stamps, score, captures and defends,) Theater makes finding content easier by providing visibility into the “Recently Shared” listing of films and screens from among the entire community, or the “Activity Feed” of just your friends. There is also an Up/Down voting system for films and screenshots that lets fan favorites rise to the top.
* **Highlight Reel:** Not everyone has time to spend in the Theater to make movies, so it has been simplified to a one-touch button experience: at the press of a button, the game will do all the work, creating a highlight reel on the fly. Players can customize settings to expand/simplify the contents of a film. Once created, players can edit further, or simply save it and be done.
* **CODcast:** A special type of Theater mode, players can CODcast previously-recorded games providing the opportunity to practice casting games, or even create a video-on-demand series, or even a training tool to study up on strategies/tactics.
* **New Features:** Theater brings with it:
  + **Clip Count:** Players can store up to 20 clips.
  + **“Merge Clips:**” If players make a film with all 20 clips and then merge them together, it becomes one big clip
  + **“Attach to Object:”** Players can attach the camera to objects in the world including many Scorestreaks like the Dragonfire or RCDX

**COD TV** – A one-stop shop for user-generated content made in *Call of Duty: Black Ops 2*, COD TV allows you to:

* View and playback official videos right inside the game.
* Browse and rate (like and dislike) community created Theater films, screenshots, emblems and Custom Games
* See the recent activity from your Friends in one place
* Easily access your own content and manage your online storage with the File Manager

**Prestige –** Returning with 55 levels with 10 levels of Prestige, Call of Duty: Black Ops II does not “wipe the slate clean” and require players to start over at each Prestige – instead, it continues a player’s level progression. Weapon XP and/or earned attachments are not reset, nor are Challenges – anything earned stays unlocked for continued use.

* **Prestige – Tokens:** Upon achieving Prestige status, players receive a “Prestige Token,” which is a special type of Unlock token allowing players to unlock whatever they want – forever. That includes things for which players haven’t reached the level requirement.
* **Prestige – Rewards:** Every time a player Prestige’s, he has a choice between 1 of 3 rewards:
  + Get an additional Create a Class slot for Public Matches (up to 5 in total)
  + “Refund” – returns all of the unlock tokens spend so far and relocks all of the content allowing a player to choose a different set of items than the ones previously selected
  + “Fresh Start” – resets all of the players players stats so he can begin fresh at level one.

Once a player has gotten the maximum experience points in the game (Prestige 10, Level 55), he becomes the “Prestige Master.” All locked Create a Class weapons, attachments, Perks, and Wildcards is then unlocked for him.

Zombies Overview

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| THE BIGGEST ZOMBIES EXPERIENCE TO DATE: *Call of Duty: Black Ops II* Zombies features three different ways to survive the zombie apocalypse. Unravel the mysteries of a dying Earth in Tranzit, fight endless waves of zombies in Survival mode, or compete in the new 4z4 last-human-standing mode Grief. | | |
| **Tranzit** |  | **Survival** |
| 1-4 player co-op in a large open world with a variety of locations and brand new characters. The bus and new buildables gameplay elements help players move through and gain access to each area and find clues that reveal why they are there and what they must do to survive. All the while, public transportation is still operational, as a bus will regularly stop at each location. Zombies ride for free. |  | Survival mode recreates the classic Zombies co-op gameplay, where up to 4 players are challenged to survive never-ending hordes of the undead in select locations sliced from the larger world of Tranzit and redesigned as standalone experiences. |

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| **Grief** |  | **Custom Games** |
| Team up with your friends to challenge another group of up to 4 people in a Humans vs. Humans vs. Zombies scenario.  Play on the various griefing mechanics to sidetrack the zombies or slowdown the opposing side.  The team with last humans standing wins. |  | Fine-tune your Zombies experience and test your skills with Custom Games settings, ranging from selecting the difficulty level and starting round (1, 5, 10, 15 or 20) to headshots-only and no magic items modes. |

**MP TECHNOLOGY WITH ZOMBIES:** Call of Duty: Black Ops II features new and extensive stat tracking as well as leaderboards for bragging rights. New skill-based matchmaking system will allow players of the same ability to take on the horrors of the night in public game modes.

**DEVELOPER:** Treyarch

**PUBLISHER:** Activision Publishing, Inc.

**RELEASE DATE:** November 13, 2012 (global)

**PLATFORMS:** Xbox 360™ video game and entertainment system from Microsoft, PLAYSTATION® 3 computer entertainment system, Windows® PC, Wii U from Nintendo

**ESRB Rating**: Rated “M” (Mature – Blood and Gore, Intense Violence, Strong Language, Suggestive Themes and Use of Drugs)

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