



THE OFFICIAL GAME



EmuMovies

MARVEL

ACTIVISION®

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console 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.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

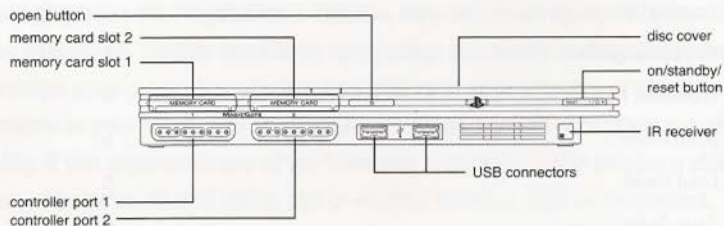
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

## **Contents**

Getting Started .....	2
Starting Up .....	3
Basic Navigation .....	3
Welcome, Professor....	4
Main Menu .....	5
Load Game .....	5
Save Game .....	5
Selecting a Mission .....	6
Pause Menu .....	6
Options .....	7
The Cerebro Files (Unlockables) .....	8
Controls .....	8
On-Screen Display Icons .....	11
Mini-Map .....	12
Mutant Evolution .....	12
Gameplay Tips .....	13
Credits .....	14
Customer Support .....	18
Software License Agreement .....	21



## Getting Started



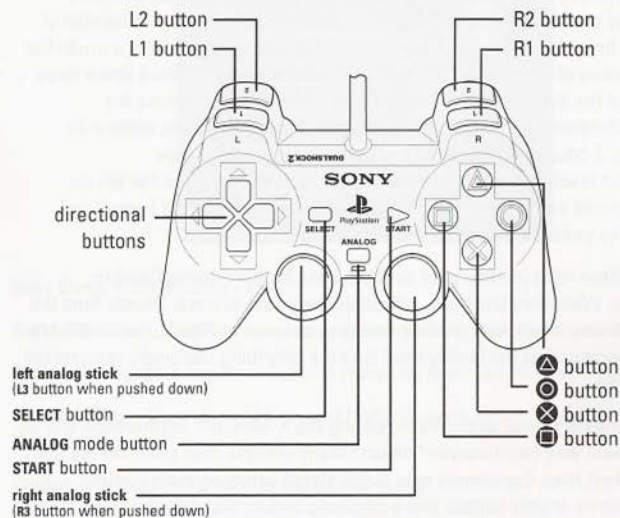
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *X-Men: The Official Game* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

### Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

## Starting Up

### DUALSHOCK®2 ANALOG CONTROLLER



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **ⓧ** button to accept. To select a menu option, follow the on-screen button prompts and press the **ⓧ** button to accept and the **△** button to go back. *X-Men: The Official Game* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

### Basic Navigation

- directional buttons** (**↑** **↓** **←** **→**) – Highlight menu options.
- ⓧ** button – Select menu options.
- Ⓚ** button – Back/Previous Menu

### Basic Combat

- left analog stick** – Movement
- START** – Pause Menu
- ⓧ** button – Jump/Boost
- Ⓚ** button – Attack 1
- △** button – Attack 2
- button – Special
- right analog stick** – Camera

## Welcome, Professor...

Colonel William Stryker,™ in a daring raid on the Xavier School for Gifted Youngsters, acquired two core components of Cerebro, the X-Men's Mutant Tracking and their Identification System, as well as taking hostage a handful of the student body. With these components Stryker was able to create a crude but working version of Cerebro, for his own dark purposes. A combined strike force consisting of the X-Men and the Brotherhood™ were able to retrieve the kidnapped children, and halt Stryker's plans. This victory was not without its price, as the X-Men were forced to pay in the most precious coin of all. Friend, teacher, colleague and more, Jean Grey sacrificed her life so the X-Men could escape and carry on Charles Xavier's dream for human and mutantkind to peacefully coexist.

Now the X-Men must journey back to Alkali Lake for the missing Cerebro components. What they find there will shock them to their core. Ghosts from the past are still very much alive, and it's business as usual at Alkali Lake. The X-Men will soon discover that the facility itself isn't the only thing seemingly resurrected from the dead...

The battle lines are once again drawn among the X-Men, the Brotherhood and all mankind. Learn why Nightcrawler™ doesn't stand with his new allies, on the eve of their darkest hour. Experience epic Super Hero™ action, interconnecting storylines, fierce enemy battles, and a climactic ending that sets the stage for the earth-shattering events in *X-Men: The Last Stand*.



The hunt begins by creating a user profile to save your game progress. Enter a name using the directional buttons and the **X** button to select letters. Highlight and select **Create** when you've entered your desired profile name.

## Main Menu



**New Game** – Start a new game.

**Select Mission** – Continue an existing saved game or replay old missions.

**Options** – Change a variety of options, including sound and video.

**Cerebro Files** – View unlocked special features, such as the Danger Room missions.

**Credits** – Access the credits of the game.

## Load Game

To load a game, select a pre-existing profile from the Profile Select screen. Multiple profiles can be saved, so feel free to return to this screen at any time using the **A** button from the Main Menu.

## Save Game

If you wish to save, you will be prompted to do so after the completion of every level or after any of the game's options are changed.

*Note: If you Quit during a level, you will lose all gameplay data on your current level.*

## Selecting a Mission



Once you've created a profile, you can select your plan of attack. The strategy you select should be equal to your skill as a combatant and should reflect your mastery of your mutant ability. Novice, Hero and Super Hero difficulty levels are available at your discretion. In order to view a character's traits, hold the **○** button while on this screen.

## Pause Menu



Press **START** to access the Pause menu. In addition to taking a break from the action, the Pause menu allows you to access additional options, such as:

**Continue** – Return to current level and resume gameplay.

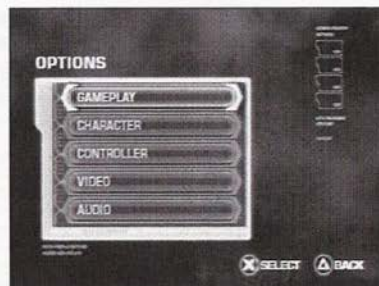
**Restart** – Restart the current level.

**Options** – View your current controller setup or change the game setup.

**Quit** – Quit the current level and return to Mission Selection.

Press **↑↓←→** on the direction buttons and the **⊗** button to highlight and select options, or just use the Pause menu to view your current objectives.

## Options



Change many of the game settings and customize your gameplay experience in the following ways:

**Gameplay**–Toggle vibration, X-Axis, Y-Axis and controller functions on/off or invert.

**Character** – Change to different costumes for each character (unlocked during gameplay).

**Controller** – View controller configurations.

**Video**–Alter video settings, like Brightness.

**Audio**–Raise or lower the music, sound F/X (SFX) and voice.



## The Cerebro Files (Unlockables)

For the most ferocious, stealthiest or coolest of X-Men, rewards await you in the Cerebro Files. Here you'll obtain new and old costumes for the X-Men, as well as Danger Room missions where they spend their weekends training. Unlock each of Cerebro's files through exceptional gameplay or by finding hidden Weapon X tokens and Sentinel Tech pieces while on your mission.

## Controls

### Wolverine

Button	Action
X button	Jump
□ button	Quick Attack
○ button	Knock Back Attack
△ button	Heavy Attack
R2 button	Fury
L1 or R1 buttons	Block
L2 button	Tap: Claws In/Out Hold: Heal
L3 button	Teammate Action
right analog stick	Moves Camera
left analog stick	Movement Control
START / Pause	Starts Game/Pause Menu

### Nightcrawler

Button	Action
X button	Jump
□ button	Punch
○ button	Teleport to Enemy
△ button	Kick
L1 button (Hold)	Target Lock
R1 button	Quick Teleport
L2 button (Hold)	Shadow Aura (Heal)
right analog stick	Moves Camera
left analog stick	Movement Control
START / Pause	Starts Game/Pause Menu
L3 button	Teammate Action

### Iceman

Button	Action
X button	Boost
□ button	Ice Beam
○ button	Hailstorm
△ button	Frost Shield
R2 button	180° Reverse
R1 button	Brake
left analog stick	Movement Control
START / Pause	Starts Game/Pause Menu
L1 button	Target Lock
L2 button	Camera Lock
R3 button	Look Back

## Combo Moves

The X-Men have a variety of combat moves at their disposal. Be sure to use each of their talents to the fullest!

### Wolverine

Button	Action
⊗ + ◻ buttons	Jumping Light Attack
⊗ + ▲ buttons	Jumping Heavy Attack
⊗ + ○ buttons	Jumping Area Attack
◻ + ▲ buttons	2 Hit Combo
◻ + ◻ + ▲ buttons	3 Hit Combo
◻ + ◻ + ◻ + ▲ buttons	4 Hit Combo
L1 button + the left analog stick	Roll

### Nightcrawler

Button	Action
L1 + ◻ buttons	Teleport Punch
L1 + ▲ buttons	Teleport Kick
L1 + ◻ + ▲ buttons	Heavy Teleport Kick
L1 + ⊗ + ▲ buttons	Different Heavy Teleport Kick
L1 + ⊗ + ◻ buttons	Different Teleport Punch
L1 + ○ buttons	Teleporting Behind Enemy
⊗ + ⊗ button (Near enemy)	Pounce

## On-Screen Display Icons



1. **Icon Prompt** – This area will display icons when appropriate. For example, when Nightcrawler approaches a console, a ◻ button icon will appear to show that the console can be used.
2. **Health Meter** – The Health Meter shows your health status. The meter drains as you take damage and fills up as your health regenerates. The meter functions differently, however, depending on your character.
3. **Fury Meter (Wolverine)** – As Wolverine, the more you attack successfully, the faster the meter fills up. Once the meter is full, press the R2 button to activate Fury mode and unleash devastating attack combos against your enemies.

**Aura Cooldown Meter (Nightcrawler)** – When this meter is full, press the L2 button to activate the Shadow Aura, which allows Nightcrawler to heal himself.

**Boost Meter (Iceman)** – Unlike with the other two characters, this meter decreases as Iceman slows down. If Iceman is not moving fast enough, he'll become unable to attack.

**Lower Left-Hand Corner** – You'll often be aided by one of your fellow X-Men. When this happens, their Health and Energy Meters will be displayed in the lower left-hand corner of the screen. Be aware of your teammate's stats, not only are they a fellow mutant, but they're critical to the success of your mission!

**Tech and Tokens** – As you progress through the game, you'll encounter a number of collectible icons throughout the various levels. The Weapon X tokens unlock the character's street costume, while the Sentinel Tech unlocks the comic costume. For hidden items, check any breakable objects, look behind objects and in out of the way locations.



## Mini-Map



The mini-map will help keep you on track and out of trouble, pointing out the locations of both enemies and objectives in the immediate area.

**Blue Arrow** – Shows player character position and facing.

**Green Arrow** – Shows friendly character position and facing.

**Red Arrow** – Shows enemy character position and facing.

**White Arrow** – Shows direction of current objective.

**White Dot** – Shows position of current objective.

## Mutant Evolution

Based on the level of difficulty each mission is played at, different amounts of mutations are rewarded at the end of the missions. If any mutations are acquired, then you're given access to the Mutant Evolution screen. Here, press **←** **→** on the directional buttons to highlight the mutation and the **⊗** button to select it and continue to the next mission. If you make a mistake, you can use the **⊙** button to de-select the mutation.

### Wolverine

**Health** – Increases size of Health Meter.

**Strength** – Increases attack damage.

**Blocking** – Increases the amount of damage Wolverine can block before being hit.

**Healing Factor** – Increases the regeneration speed of the Health Meter.

**Fury** – Increases the duration of Wolverine's Fury.

### Nightcrawler

**Health** – Increases size of Health Meter.

**Brawling** – Increases ground attack damage.

**Precision** – Increases jump attack damage.

**Relocation** – Decreases the amount of time between Teleport Behind Enemy attacks.

**Shadow Aura** – Decreases the duration between Shadow Aura uses.

### Iceman

**Health** – Increases size of Health Meter.

**Ice Beam** – Increases Ice Beam attack damage.

**Hailstorm** – Increases Hailstorm attack damage.

**Ice Healing** – Increases the regeneration speed of the Health Meter.

**Balance** – Decreases Iceman's chances of falling.

## Gameplay Tips

- Wolverine can be very effective at knocking back large numbers of enemies by using the **⊙** button. This attack doesn't inflict a great deal of damage, but it's invaluable when fighting large groups of enemies at one time.
- If Wolverine is being attacked by long-range shooters, he can activate his Fury mode (the **R2** button) and perform a lunge move by pressing the **△** button. This allows Wolverine to essentially jump across the room and eliminate enemies who are attacking him from a distance.
- Wolverine can be very efficient at evading enemies by performing a roll. Pressing the **LT** button and a direction on the left analog stick allows Wolverine to roll in whichever direction the directional buttons are pressed, providing a useful tool when being attacked by large groups of enemies.
- Nightcrawler's best ability is teleportation. Don't be afraid to back off from an enemy just to use another teleportation attack!
- Be sure to vary Iceman's attacks. He is more effective when using his Hailstorm attacks in conjunction with his Ice Beam attacks.



# Credits

## Z-Axis Games

### Executive Producer

Scott Bandy

### Producer

Trevor Jalowitz

### Associate Producer

Josh Hendren

### Assistant Producer

Shinichiro Ohyama

### Creative Director

Jens Andersen

### Lead Game Designer

Jason Vandenbergh

### Character Designers

Brian Kaiser

Ian Slutz

Travis George

### Level Designers

Casey Holtz

Drew Mobley

June Park

Mark Girouard

Mat Kraemer

Ray Yeomans

Rob Garrett

Steve Ross

Victor S. Mercieca

### Additional Design Support

Tin Guerrero

### Development Directors

Randy Condon

Nana Wallace

### Associate

### Development Directors

Dave Wehr

Sarah Fuchs

### Technical Director

Bill Chinn

### Lead Software Engineers

Brian Morgan

Chris March

Jon Edwards

Ken Allen

Todd Growney

### Senior Software Engineers

Cédric Bermond

David Grace

Kim Power

Meilin Wong

Nicholas Fullagar

Sami Tabikh

### Software Engineers

Amir Ebrahimi

Brian "Beej" Hall

Chandra Yalangi

Dave Nelson

Elijah Taylor

Erik Purins

George Loo

Gino Mirabelli

Jenny Huang

Kang Hyun Han

Kim Farrell

Nachi (King-Wah) Lau

Romerik Rousseau

Sam Kolb

### Engine Technical Director

Paul Murray

### Engine Engineers

Diyu Liu

Edwin Hui

Flavio Bortot

Tyson Jacobs

### Tools & Technology Director

Nick Torkos

### Tools Engineers

Chalana Bezawada

Ife Olowe

Jenny Spurlock

### Art Director

Mike Kawas

### Lead Character Artist

Matt Carter

### Character Artist

Lara Stowers

### Visual FX

Adam Murguia

Ken Brose

Shawn Kawa

### Lead Environment Artists

Brian Keffer

Duncan Knarr

Greg Holt

### Environment Artists

Anthony Hon

Edmund Leo

Gi Ung Kim

Jimmy Gutierrez

Mark Girouard

Mirena Rhee

Rachel Nador

Richard Green

Scott Juliano

Sherwin Viray

### Texture Artists

Andres "Yaky" Arellano

Carlos Fuentes

Chin-Han Hsu

Juan Ortiz

Kelley Lamsens

Kevin Evans

Luis Castro

Rui Tong

Z-KO Chuang

### Lead Lighter

Musa Sayyed

### Character Technical Director

Peter Carisi de Lappe

### Technical Artist

Thomas VanVelkinburgh

### Lead Concept Artist

Harrison Fong

### Concept Artists

Ben Shafer

Dave Reyes

Gia Manh Luc

Paul Sullivan

Simón Varela

Todd Pound

### Animation Director

Andrew Guevara

### Animators

Bob Jeffery

Dave Latour

Gavin Dell

Hector Fajardo

Russ Cahalan

Shane Ushijima

Stephen Weston

### Audio & Cinematic Executive Producer

Rade Stojsavljevic

### Audio Director/Lead Sound Designer

Nick Peck

### Audio Programmer

Stewart Miles

### Sound Designers

Aren Downie

David Hughes

### Associate Audio Producer/ Sound Integration

Ira Fay

### Assistant Audio Producer/ Sound Integration

Morgan Roberts

### Composers

John Ottman

Chance Thomas

Nick Peck

Stewart Miles

### Sound Interns

Jordan Stock

Seth Chapla

### Cinematic Director

Brice G. Cox, Jr.

### Lead Cinematic Artist

Warren J. Fu

### Cinematic Artists

Chris Stillman

Larry Chandler

Phillip Metschan

Christian Alzmann

Benton Jew

Brian O'Connell

### Localization Producer

Glen Egan

Ira Fay

### Build QA

Alan Grey

Yobo Shen

### Original Story

Chris Claremont

### Screenplay

Zak Penn

### Story & Dialogue

Brice G. Cox, Jr.

Jens Andersen

### Additional Dialogue

Aldric Saucier

### VP & General Manager

Craig Alexander

### IT Manager/Facilities

Justin Bennett

### IT Administrators

Jimil Borillo

Matt Stipicevich

### Senior Recruiter

Lisa Martin

### Special Thanks

Adrian Longland

Kate Bankson, Jim Boone

Rowena Napeek, Lacey Salet

Andrew Cove, Aldric Saucier

Stephen Frost, Lynn Burke

Mark Tanner, Kevin Chesnos

Gal Roth, Ray Cosico

Peep Chaintreuil, Will Kerr

Tom Hsu, Maria Lee

Ben Poblit, Matthew Aranda

Todd Scott, Ben Sunshine-Hill

Jiayi Chong, Jon Horsley

Greg Callahan

Chiung Lung Chiang

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Jeff Poffenbarger

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### Associate Producers

Vince Kudirka

Chris Williams

### Production Coordinators

Chris Palmisano

Scott Berri

Doug Grutzmacher

### Production Testers

Alex Hirsch

Lynn Harrold

Nathan McCoy

Danny "Judge" Waps

David Powers

### Additional Production Support

TQ Jefferson

### Vice President

Laird Malamed

### Head of World Wide Studios

Chuck Huebner

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### Project Leads

Nicholas E. Weaver

Graham Hagmaier

Randolph L. S. d'Amore

### Senior Project Leads

Evan Button

Frank So

Henry Villanueva

Paul Colbert

### Managers

John Rosser, Day Shift

Adam Hartsfield, Night Shift

Jason Levine, Third Shift

### TEST TEAM

### Floor Coordinator

Dan Ludwig

### Floor Leads

Rob Alvarez

Hugh Bach

Kris Kauthen

Byron Brazil

Kevin Dandridge

Brian Keppler

Sean Peotter

Tim Scholefield

Guy Selga

### Database Managers

Josh Chandler

Evan Wingate

Chris Dolan

Jimmy Nguyen

Tim Shanks

Brian Marvin

### Testers

James Cha

Christo Assefi

Martin Quinn

Jader Chaves

Jared Bailey

Mike Niederquell

Anthony Gordon

Musa Datti

Todd Gershon

Cody Clark

Kellin Fitzpatrick

Armand Trajano

John Kelly

Mathew Solie

Joseph Hall

Daniel Madigan

Issei Nakamura

Ronald Bonanon

Dinari Lee

Geoffery Williams

Eric Kelly

Quixari Ruffin

Charlie Barkhorn

Brian Jackson

Jeffrey Plaza

Osborne Yu

Brandon Priecido

Jay Menconi

Menas Kapitsas

Dennis Duchscher

Daniel Simoneit

Jason Corica

Jeff Mitchell

Paul Carrion

Dennis Bernardo

Viet Pham

Dave Nguyen

Royal Roshto

Francisco Diaz

Alden Paguia

Sean McGoldrick

Ronald Ruhl

Wes Stratton

Joel McWilliams

James Bogert

Nic Dilucchio

Gerardo U. De Jesus

Nathan Jordan

Ramon Ramirez

Jennifer Reed

Michael Genardry

T'Challa Dion Jackson

Jamaal R. Thomas

Tony P. Henderson

Mike Winte

Matt Ryan

D.K. Ace Gibson

Mike Mejia

Jeff Arroyo

Adam Azami

Patrick Booth

William Camacho

Nic Dilucchio

Elliot Ehlig  
Jose Gamboa  
David Gamez  
James Gobert  
Andrew Jones  
Jeff Koyama  
Charles Love  
Alex Mejia  
Nelson Ngo  
Juan Noyola  
Trevor Page  
Bryan Papa  
Adamah Taylor

**Sr. Manager, Technical Requirements Group**  
Marilena Rixford

**Sr. Lead, Technical Requirements Group**  
Sión Rodriguez y Gibson

**Project Lead, Technical Requirements Group**  
Aaron Camacho

**Senior Testers, Technical Requirements Group**  
Robert Lara  
Marc Villanueva  
Kyle Carey  
Sasan Helmi

**Testers, Technical Requirements Group**  
Brent Toda  
Christopher Keithley

Dan Nichols  
David Wilkinson  
Jason Harris  
Keith Kodama  
Teak Holley  
Tomohiro Shikami  
Kenny Treantafilos  
Dustin Carter

## LOCALIZATIONS

**Senior Localization Project Manager**  
Carlos Garcia-Shelton

**Localization Consultant**  
Stephanie O'Malley Deming

**Localization Tools & Support**  
Xloc Inc.

## CENTRAL TECHNOLOGY

**Vice President of Technology**  
Steve Pearce

**Senior Art Director**  
Alessandro Tento

**Art Director**  
Kevin Chu  
**Producer**  
Nick Falzon

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**Associate Brand Manager**  
Geoff Carroll

**Director, Global Brand Management**  
Robert Kostich

**Vice President, Global Brand Management**  
Will Kassoy

**Senior Director, Activation Games**  
Michelle Schroder

**Senior PR Manager, Activation Games**  
Ryh-Ming Poon

**Publicists, Activation Games**  
Aaron Grant  
Tamara Sandersen

**Junior Publicist, Activation Games**  
Lindsay Morio

## PACKAGING & MANUAL DESIGN

**SPECIAL THANKS**  
Mike Griffith, Ron Doornink  
Robin Kaminsky  
Kathy Vrabec  
Omari Valentine, Matthew Paul  
Jeff Chen, Graham Fuchs  
Joby-Rome Otero, Carl Schnurr

## Marvel Entertainment, Inc.

**Vice President & Executive Producer, Interactive**  
Ames Kirshen

**President, Worldwide Consumer Products**  
Tim Rothwell

**Legal Affairs**  
Seth Lehman  
Joshua M. Silverman  
Carl Suecoff

**Special Thanks**  
Avi Arad  
Kevin Feige  
Amy Sowers-Wyckoff

## Womb Music

**Music Composition**  
Rik Schaffer  
Jeff Dodson

**Casting & Voice Direction**  
Margaret Tang

**VO TALENT**  
**Professor Xavier**  
Patrick Stewart

**Wolverine**  
Hugh Jackman  
**Nightcrawler**  
Alan Cumming

**Iceman**  
Shawn Ashmore

**Sabretooth**  
Tyler Mane

**Multiple Man**  
Eric Dane

**Magneto, Additional VO**  
Dwight Schultz

**Beast, Additional VO**  
Gregg Berger

**Storm**  
Debra Wilson

**Lady Deathstrike**  
Vyan Pham

**Pyro, Additional VO**  
Steve Van Womer

**Silver Samurai**  
Keone Young

**Colossus, Additional VO**  
Brad Abrell

**Cyclops, Additional VO**  
James Arnold Taylor

**Jason Stryker, Additional VO**  
Steven Jay Blum

**Young Jason Stryker, Additional VO**  
Grey Delisle

**Janet Grey**  
Katherine Morgan

**Kitty Pryde**  
Kim Mai Guest

**Additional VO**  
Stephen Stanton  
Dee Baker

Robin Atkin Downes

## CRI Middleware, Ltd.

**VIDEO COMPRESSION & PLAYBACK**



Softdec

## Secret Level, Inc.

**VIDEO COMPRESSION & PLAYBACK**

**UI Designer**  
George Rodgers

**President/Sidecar Architect**  
Jeremy Gordon

**Sidecar Tool Development**  
Paul Edmondson

**Artist**  
Ben Golus

**Artist**  
Casto Vocal

**VP of Development**  
Reeve S. Thompson



## Orange Design, Inc.

**SIDECAR USER INTERFACE PROGRAMMING**

**Lead Programmer**  
Susan Surapruik

**Technical Director**  
Fearghal O'Dea

**Executive Producer**  
Fred Sharples

## Bitstream, Inc.

**IN-GAME TEXT**



BITSTREAM

## Havok, Inc.

**PHYSICS GAME ENGINE**



## Brain Zoo Studios

**CINEMATIC WORK**

**Executive Producer**  
Mohammed Davoudian

**Producer**  
Karen Dixon

**Art Director/CG Lead**  
Hyon Kim

## Tiger Hare Studios

**CINEMATIC WORK**

**Project Supervisor**  
Aaron Weldon

**Compositing Supervisor**  
Brad Gayo

**2D Animation Supervisor**  
Norris Houk III

**3D Animation Supervisor**  
Dean Fowler

**3D Environment Lead**  
Lersak Bunupuradah

**Producer**  
Kathy Abbott-Mayer

**Creative Director**  
Michael Tigar

**Creative Director**  
Dave Hare

**Executive Producer**  
Michael Crapser

## MK Productions

**CINEMATIC WORK**

**Executive Producer & Chief Executive Officer**  
Melissa Kangeter

**Director**  
Peter Hermann

## XPEC Entertainment, Inc.

**ARTWORK**

**Supervisors**

Kevin Yang  
Binge Wang  
Warren J. Fu

## Additional Music

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*NOTE: Internet support is handled in English only.*

*NOTE: The multiplayer components of Activision games are handled only through Internet support.*

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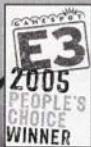
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