Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA
MADE IN THE USA.

Part # 24927M

XBOX

LIVE   ONLINE ENABLED

SHADOW OPS
RED MERCURY

THE THREAT IS REAL

TEEN
T
CONTENT RATED BY
ESRB

THX
CERTIFIED GAME

ATARI

SAFETY INFORMATION

About 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 lightheaded-ness, 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a per-manent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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XBOX *LIVE*

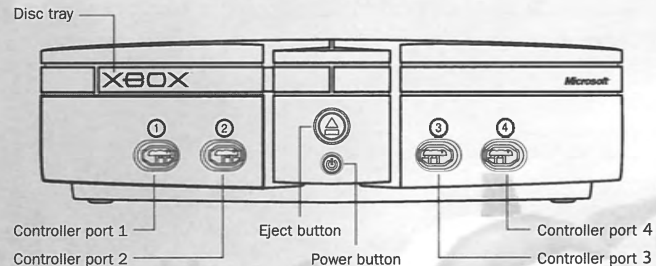## Take *Shadow Ops™: Red Mercury* Beyond the Box

Xbox *Live™* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect**.

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Shadow Ops™: Red Mercury* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Shadow Ops™: Red Mercury*.

Disc tray

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

Avoiding Damage to Discs or the Disc Drive

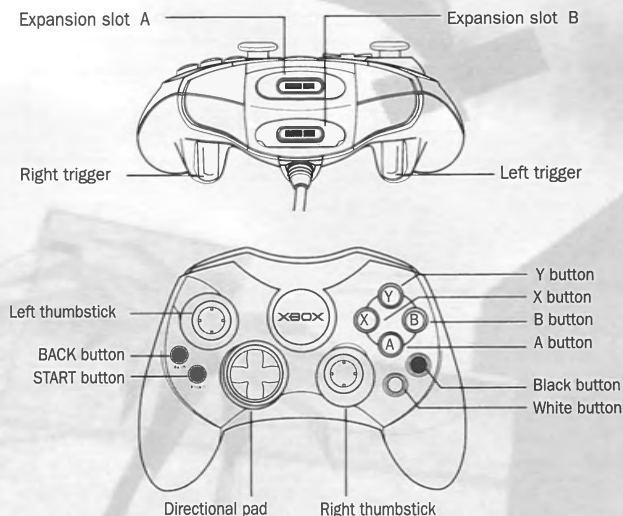To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Shadow Ops™: Red Mercury.

Expansion slot A — — Expansion slot B

Right trigger — — Left trigger

Left thumbstick — — Y button
— X button
— B button
BACK button — — A button
START button —
— Black button
— White button

Directional pad   Right thumbstick

MENU CONTROLS	
Control	Action
Left thumbstick or directional pad	Highlight menu items / Toggle choices
A button	Select / Confirm
B button	Exit / Cancel

GAME CONTROLS	
Control	Action
Directional pad left / right	Change weapon
Left thumbstick up / down	Move forward / back
Left thumbstick left / right	Strafe left / right
Left thumbstick button	Center view
Right thumbstick up / down	Look up / down
Right thumbstick left / right	Turn left / right
Right thumbstick button	Melee attack
Right trigger	Fire
Left trigger (pull and hold)	Aim / Lean mode
Left trigger + left thumbstick left / right	Lean left / right
Left trigger + left thumbstick up / down	Stand / crouch
Left trigger + directional pad up / down	Sniper zoom
A button	Action
B button	Toggle crouch
X button	Reload
Y button	Jump
White button	Throw grenade
Black button	Roll grenade
START button	Pause game
BACK button	Objectives
BACK button then A button	Hints

This is the default controller configuration. You can switch controller configurations in the Options Menu under Controller. See "Options" on Page 7 for details.

WELCOME TO *SHADOW OPS™: RED MERCURY*

Imagine a nuclear weapon that fits in a backpack, with the power to annihilate millions. Imagine such power falling into the wrong hands.

You are Frank Hayden, an elite Delta Force operative recruited by the CIA. Your mission: track down and defuse a weapon of unspeakable destruction known only as Red Mercury. The terrorist faction that possesses this devastating device will stop at nothing to realize their twisted goals of chaos and fear. Your pursuit of these madmen will lead you through some of the deadliest, war-torn locations on earth.

Your obsessive quest to track down this potential nightmare is far from a solo mission. The Russians claim they are after Red Mercury to prevent a nuclear war. Can they be trusted? What about the CIA and its intel?

Figure it out fast. The fate of millions is in your hands.

START MENU

Create Profile (Start a New Game)

1. From the Start Menu, select "Create Profile" and press the A button. Enter a name for your profile and press the A button over the default name provided. Use the directional pad or left thumbstick to select a letter, and then press the A button to choose that letter. Select "Create Profile" when finished and press the A button.

2. Select a difficulty level from the following options: Infantry (easy difficulty), Ranger (normal), Green Beret (hard) or Delta Force (hardest).

3. After creating the profile, you are taken to the Options Menu. Once you have changed the settings, select "Continue" and press the A button to save them to your profile. You will be taken to the Main Menu.

4. From the Main Menu, select "Campaign" and press the A button.

Load Profile (Load a Saved Game)

1. From the Start Menu, select "Load Profile." Change the profile name displayed by moving up or down with the directional pad or the left thumbstick. Press the A button to load the selected profile, the X button to delete it or the B button to go back.

2. Select "Campaign" from the Main Menu and press the A button.

3. In the Campaign menu, select the name of the level you want to load and press the A button to start the game.

Multiplayer

See "Multiplayer" on page 11.

SAVING GAMES

After you successfully complete a level, the game automatically saves your progress. You will be able to load the next level and start playing it from the "Load Profile" menu after turning off your Xbox video game system.

If you die before reaching the end of a level, you can restart the level as many times as you want.

Warning

Delta Force: You have only one life in the Delta Force difficulty setting for the entire game. If you die while playing in the Delta Force difficulty setting, you will have to start over from the beginning. You must complete the entire game using only one life. However, it is possible to exit the game at any point and resume playing later from the beginning of the level at which you quit. But if you die after resuming the game, all saved progress will be lost and you must restart from the beginning.

MAIN MENU

Campaign

To resume a game in progress, select "Campaign" and press the A button. To play through previously completed levels, cycle through the names of the levels to load one. When done, press the A button.

Co-Op

See "Co-Op" on page 11.

Multiplayer

See "Multiplayer" on page 11.

OPTIONS

Select "Options" from the Main Menu to adjust profile, audio and controller settings. Press the B button to return to the previous menu.

Modify Profile / Controls

Modify the options and controller setup for the profile currently in use.

Controller: Modify the actions that each button performs.

Audio: Adjust the volume level for sound effects, music and dialog. Select the item you want to change and press the directional pad or the left thumbstick to adjust the setting. Press the B button to return to the previous menu.

Note: You cannot change the type of sound (mono, stereo, Dolby® Surround) within the game. To change the sound mode, go to the Xbox Dashboard. For more information, see your Xbox documentation.

Settings: Turn the following options ON / OFF.

Auto Contrast: Adjusts the screen contrast automatically for the best picture quality.

Invert pitch: Reverses the up/down axis on the right thumbstick.

Vibration: When this option is ON, the controller will vibrate in response to some game events.

HUD: The Heads-Up Display (HUD) shows information about your health and available ammo. (See "Heads-Up Display" on page 8.)

> **Height:** Changes the width of the HUD from the side of the screen.
>
> **Width:** Changes the height of the HUD from the bottom of the screen.
>
> **Opacity:** Changes the opacity of the HUD.
>
> **Subtitles:** When ON, displays subtitles for the game's dialog.

Cheats: Enter cheat codes here.

Special Features

Select an available special feature and press the **A button** to view it. You can unlock some special features as you progress through the game in the various modes.

PLAYING THE GAME

Heads-Up Display

Distance to the Next Objective

Weapon Reticle

Damage Indicator

Health Meter

Weapon and Ammo Information

Aiming Reticle
When the reticle turns red, an enemy is within range and targeted.

Damage Indicator
When you're taking enemy fire, a red flash indicates the direction from which the damage is coming.

Health Meter
If your health is reduced to zero, you die. To restore your health, look for the health packs spread throughout the levels.

Weapon and Ammo Information
The number to the left of the weapon icon indicates the ammo left in the current clip. The number to the right indicates the ammo reserve. The number of available grenades is indicated by the dots below the weapon icon.

Distance to the Next Objective
Distance to the Next Objective does not appear in Green Beret or Delta Force difficulty levels.

Teammates and Friends

Depending on the mission, you may find yourself fighting alongside others. In most cases, you are the mission leader and will receive important information from your teammates.

When aiming at friendly forces, the person's name and a sign indicating "Hold your fire" will replace the reticle of your weapon. Although you cannot kill teammates, they will not appreciate being shot. You must do what you can to protect them so they can complete their mission assignments.

Note: You can adjust the amount of damage that friendly fire causes in multiplayer games. See "Multiplayer Game Options" on page 12.

Ammo

Each weapon class has a specific type of ammunition. You will find ammo during missions. To pick it up, walk over it. To reload your gun, press the **X button.** Press right or left on the **directional pad** to toggle through your weapons.

Note: If you run out of ammo, you can use your gun as a melee weapon. (See "Melee Attack" on page 10.)

Mission Objectives

Before each mission, you can review the next objective by pressing the **BACK button.** Select an objective and press the **A button** to get more information. You must complete all of the objectives and reach the end of a level in order to access the next level.

WEAPON MODES

Aim / Lean Mode

Use aiming mode to get a clear shot of an enemy target. Aiming mode lets you use the sight or scope of your current weapon to steady your aim and hit the target.

- Pull and hold the **left trigger** to enter aim/lean mode.
- Press the **directional pad** up or down to zoom in and out with the sniper rifles.
- Move the **right thumbstick** left or right to move your aim left or right.
- Move the **left thumbstick** left, right, up or down to lean left, right, up or down. If you are crouched, you won't be able to lean down. If you stand up, you won't be able to lean up.
- Pull the **right trigger** to fire.
- Press the **White button** to throw a grenade.
- Press the **Black button** to roll a grenade.
- Press the **B button** to crouch.

Melee Attack

A melee attack involves using your weapon as a blunt instrument to knock out an attacker. This is handy when an enemy is close by or charging, and you're out of ammo or reloading. To use melee attack, click the **right thumbstick button**.

Gun Emplacements

Gun emplacements are found behind enemy lines. These heavy-caliber guns can quickly clear an area. To man a gun emplacement, move into position behind the weapon and press the **A button**.

Planting Explosives

Certain missions require placement of explosive charges in specific locations, including doors and tanks. You won't see the charges in your weapon inventory. Here is how to plant a charge:

1. Get close to the charge placement marker on the object you must destroy.

2. Aim at the object. Press and hold the **A button** to plant the charge. A series of lights will then turn green. When all of the lights on the charge turn green, take cover. You can be injured or killed by the explosion.

3. If you release the **A button** before all of the charge lights turn green, you must start over.

MULTIPLAYER

In addition to the single-player story, you can play *Shadow Ops™: Red Mercury* against friends via Split-Screen, System Link or Xbox *Live*. In addition, a two-player Co-Op mode is also available for you and a friend.

Co-Op

Two players connect to a single Xbox video game system to play through specific campaigns side-by-side. This option is available for two players only. Both players must help and protect each other to successfully reach the end of each level. If one player dies, both players must restart the campaign.

Connect two controllers to the Xbox video game system to access Co-Op mode. From the Main Menu, select "Co-Op," and then select the map you want to play. Select "Start Level" and press the **A button** to begin.

Once the split-screen appears, select your weapon loadout from three different types (Close Combat, Sniper or Heavy Weapons). Then, select "Ready" and press the **A button**.

Split-Screen

From the Multiplayer menu, select Split-Screen to play with another player on the same Xbox video game system. Each player must press the **A button** on their controller to join the game. Select a game type (Deathmatch, Team Deathmatch, Capture the Flag, V.I.P. Escort) and press the **A button**.

Set the game options (see "Multiplayer Game Options" on page 12), select "Done," and press the **A button** to start the game. *Note:* Not all options are available for all multiplayer game types.

After the map is loaded, proceed to the Lobby screen. Select the team on which you want to play. This will affect your weapon loadout. After selecting a team, select a character class (Rifleman, Sniper, Heavy Weapons or Close Combat). If you die, you may change your character class. When you're done, select "Ready" and press the **A button**.

System Link

Join Xbox systems connected via a Local Area Network (LAN) for one game. Each Xbox can add three or more players up to a total of four (depending on the map) for split-screen.

Once you select System Link, you can either join a match in progress on another Xbox connected to the LAN, or host a match for other Xbox consoles to join.

Xbox *Live*

Xbox *Live* connects you to Microsoft's online matchmaking system and allows you to find and play games with other Xbox users within Xbox *Live*. Select the account you want to use on the "Sign In" screen and press the A button. Once signed in, you have the following options:

Quick Match:	Search for any available matches in which to play.
OptiMatch:	Set specific match options to search for, such as specific game types, number of players, etc.
Create Match:	Set up a match for others to join within Xbox *Live*.
Friends List:	Look for friends online.

Multiplayer Game Options

Map	Map on which you want to play.
Max Players	Maximum number of players allowed in the game.
Captures	Number of flags a team must capture to win a Capture the Flag game.
Kills	Maximum number of kills required to win the match. If a player kills the maximum number set on a selected map, the game ends even if the time limit has not expired.
Min. Per Round	Time at which the game ends. If the time limit expires and no player has reached the maximum number of kills set on the map, the game ends.
Friendly Fire	Percentage of damage a player takes when shot by a teammate.
Respawns	Number of times each player can respawn.
Private Game	Create a password-protected game.

Multiplayer Rules

Deathmatch

- The rule is every man for himself, whether Special Forces or Terrorist.
- The character class you choose determines your available weapon loadout.
- Changing classes can give you an edge in certain situations. Figure out which class works best for you.
- The host defines the maximum number of players, duration of the game, the kill limit and the initial map selection.

- The first player to reach the kill limit wins. If no one reaches the limit before time expires, the player with the most kills is the winner.
- Respawns are infinite.
- At the end of the game, a table appears with the scores.
- If a player commits suicide (with a grenade for instance), that player has one kill subtracted from his total kills.

Team Deathmatch

- Two teams fight against each other: Special Forces vs. Terrorists. Team scores are totaled to determine the winning team.
- The character class you choose determines your available weapon loadout.
- The host defines the maximum number of players, duration of the game, kill limit, initial map selection and turns Friendly Fire ON / OFF.
- With one respawn, once you are dead, you can only watch your team until the game is over.
- The first team to reach the kill limit wins. If neither team reaches the limit before time expires, the team with the most kills is the winner.
- Provide cover for teammates. Heavy Weapons characters can provide cover fire for Rifleman characters.

Capture the Flag

- Two teams fight against each other: Special Forces vs. Terrorists. Each team must capture the opponent's flag and return it to their team's base.
- The character class you choose determines your available weapon loadout.
- The host defines the maximum number of players, duration of the game, kill limit, initial map selection and turns Friendly Fire ON / OFF.
- You get a point only if you have your team's flag present when you return with the enemy flag.
- If you kill the opposite team's flag carrier, the flag will return instantly to your base when you touch it. If you pick up the opponent's flag after your teammate dies, you can still carry it.
- The first team to reach the capture limit wins. If neither team reaches the limit before time expires, the team with the most captures is the winner.
- Teamwork is critical to victory. Snipers can provide cover fire for players making an assault on the flag.

V.I.P. Escort

- Two teams fight against each other: Special Forces vs. Terrorists. The Terrorists must kill the V.I.P. The Special Forces must escort the V.I.P. to a given location.
- The character class you choose determines your available weapon loadout.

- The game randomly selects which player on the Special Forces is the V.I.P.
- The host defines the maximum number of players, duration of the game, initial map selection and turns Friendly Fire ON / OFF.
- The Special Forces win if the V.I.P. safely arrives at the location.
- The Terrorists win if the V.I.P. dies. If all of the Terrorists are killed, the Special Forces win.
- Players cannot respawn. If a player dies, he must wait for the next round.

SHADOW OPS TACTICS

The following tips might help you survive:

- When beginning a mission, always look around for cover spots. Clear immediate threats and move to cover to better assess the situation.
- When behind cover, use the lean function to peek at enemies without completely exposing yourself.
- In addition to leaning left/right, you can also lean up (when crouched) and down (when standing up).
- Conserve ammo whenever possible. If you run out, you may have to rely on an inferior weapon, such as a pistol, or resort to melee attacks. Some enemies drop ammo and health packs — after you've neutralized an enemy, be sure to check the area surrounding him.
- Game difficulty levels affect how much damage you can take, how much damage your shots cause, and how often your teammates help. If you find the game too easy, switch to a higher difficulty level.

THX Certification is your assurance of consistent and optimal sound and picture performance. This game title was developed in a studio that meets THX's stringent reference standards for acoustical and visual performance, letting you enjoy the best in sound and picture playback.

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CREDITS

Atari

Yves Blehaut
General Manager, Santa Monica Studio

Jean-Philippe Agati
Executive Producer

Rafael Curulla
Producer

Mark Soderwall
Art Director

Shawn Monroe
Senior Artist

Chris Mollo
Director of Brand Marketing

Andrew Shiozaki
Brand Manager

Brian Hsieh
Focus Group Coordinator

Kristine Keever
Director of Marketing Communications

Steve Martin
Director of Creative Services

Elizabeth Mackney
*Director of Editorial &
Documentation Services*

David Gaines
Art Director

Rod Tilley
Graphic Designer

Kurt Carlson
Chris Dawley
Documentation Specialists

Norm Schrager
Copywriter

Michael "Gilly" Gilmartin
Director of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Ezequiel "Chuck" Nunez
Project Manager/Q.A. Supervisor

Dave "Colonel" Strang
Arthur Long
Jason Cordero
Q.A. Supervisors

Juan "TaskMaster" Sanchez
Test Commander

Jason "JBORG" Pope
Field Commander

Brad "Dose" Johnson
1st Lieutenant

Emily "MegaDoomer" D'Aurora
2nd Lieutenant

Mark "DaGunShow" Alibayan
Eduardo "Big Guns" Baraf
Ray "Krieg" Cicero
Marshall "Lone Gunman" Clevesy
Raul "Darkman X" Cruz
Neil "Shoot Me" Digiacomo
Cesar "DVS Clevvy" Estrada
Sam "hi2u" Mansour
Ken "Collateral Damage" Moodie
Mike "Wheelman" O'Shea
Piers "Demo-lition" Sutton
Alex "T-bug" Trinidad
Ed "Striker" Toribio
Henry "Rally" Yei
Privates

Daniyel "Disconnect" Garcia
Cher "Bunnie" Rocha
Carl "NinjaJeebus" Vogel
Reserves

Jimmy Chiu
Al Flores
Shawn Wyatt
KIA

Ken Edwards
Engineering Services Specialist

Eugene Lai
Engineering Services Technician

Cecelia Hernandez
Sr. Manager Strategic Relations

Joy Schneer
Sr. Manager Strategic Relations

Shaila Patel
Strategic Relations Specialist

Matt Frary
Senior PR Manager

James Gaines
Creative Services

Jon Nelson
Director, Global Web Services

Scott Lynch
Producer, Online

Richard Leighton
Senior Web Designer, Online

Special Thanks
David Abrams
J.J. Abrams
Steve Ackrich
Jean-Christophe Bornaghi
David T. Brown
Tim Campbell
Laddie Ervin
Severine Ghys
Todd Hartwig
Tim Hess
Kristene Lowell
Clairane Lacroix
Sueli Lacroix
Greg Marquez
Mark T. Morrison
Simon Miller
Kyle Peschel
Matt Powers
Eric Pouzet
Dorian Richard
Paula Richardson
Brandon Smith
N'aimeric Villafruela
Sgt Gilmartin, Michael H USMC
Fortune Cookies, Corporate Coffee,
and extremely patient loved ones

ZOMBIE STUDIOS

John E. Williamson
Lead Designer

Mark Long
Producer

Daniel Sipes
Associate Producer

Shawn Mulanix
Art Director

Bill Wright
Technical Director

Joe Zajonc
Audio Director

Bill Black
Doug Stone
Casting Directors

Ron Haskins
Ron Chang
Military Advisors

Richard Starr
Lead Level Designer

Russell Nelson
Lead Programmer

Eric Eye
Lead Texture Artist

Matt Rapelje
Lead 3D Artist

Neil Alphonso
Lead Gameplay Scripter

John Young
Sound Designer

Jay Parker
Rob Faison
Wes Cumberland
Mark Teo
Kristofel Munson
Marcin Wieczorek
Mike Bell
John Lykins
Paul Furio
Programming

Derek Chatwood
Mike Rice
Erik Bretz
Nate Hall
Trent Martinez
Eric Rueter
Level Design

Michael Gehri
Cinematics Artist

Paul Steed
Daniel Sipes
Julian DePuma
Shane Moura
Kevin Dalziel
Steve Klett
Levi Hopkins
Character Art & Animation

DKE
Motion Capture

Laureen Lafave
Texture Artist

Anthony Lampa
Matt Newman
Bryan Koszoru
Eli Hanselmann
Ben Shively
Seung Hyun Lim
Ken Taya
Nick Kondo
John "Hojo" Gayness
David Cleeton
3D Artists

Camisha Jackson
Chris Ewers
Storyboard Artists

Adin Clark
John Epp
Patrick Sebring
Josie Nutter
Brett Holton
Masaru Hirose
Gameplay Scripting

Dak Babone
Katalina Gatonova
Riff Hutton
Endre Hules
Alex Veadov
Hawthorne James
Dean Elliot
MAF
S.A.F.
Charles Fathy
Rafael Curulla
Rudy
Elo
Dido
Vahe Bejan
Armen Khanyan
Bill Black Helo
Mark Long
Joe Zajonc
Shawn Mulanix
Voice Actors

Special Thanks
USS Constellation
Matson Navigation
Rich Kinney
Kake Kazdal
Janice Butler
Aramis VanSandt
Tim Sweeny
Steven Olge
Erik de Neve
Joe Graf
Albert Reed
Steve Sinclair
Josh Adams
Andrews Schiedeker
Warren Marshall
Daniel Vogel
James Golding
Jack Porter
Sean Cavanaugh
Maya Rish

ATTITUDE STUDIO

Antoine Charreyron
Director

Rémi Brun
Motion Capture Director

Pierre Avon
Setup & Animation Supervisor

Pascal Lemaire
Layout Supervisor

Stéphane Marty
Visual Effects Supervisor

Laurent Martin
Research and Development Director

Laurent Guilleminot
I.T. Director

Noémie Bercot
Production Coordinator

François Lourdin
V.P. Production

Alexis Delahaye
David Encinas
Yvan Gomez
Emmanuel Gorinstein
Farid Kermici
Storyboarders

Sabrina Curkgian
Casting

Patrice Guillain-Paoli
Yves Le Caignec
Anne Le Chartier
Sofiane Meyraud
Anthony Royer
Actors

Nessim Debbiche
First Assistant Director

Aurélien Agathon
First Shooting Supervisor Assistant

Arnaud Debels
Second Shooting Supervisor Assistant

Anne-Laure Battail
Shooting Supervisor

Sylvie Mouchenik
Costume Designer

Karim Hamache
Christian Dupeux
Set Constructors

Nicolas Vitte
Floor Plan Operator

Patrick Guyot
Floor Manager

Jérôme Brack
Emmanuelle De Amezaga
Assets Checking

Anne-Laure Battail
Christophe Cerruti
Christophe Cheul
Christophe Corréani
Abdenour Daoudi
Olivier Forgeot
Julien Hassenforder
Xavier Jacolot
Julien Robert
Frank Vayssettes
Motion Capture

Eric Bacquet
Patrick Giusiani
Alexandre Henri
Vincent Lemaire
Sy-Pheng Lim
Patrick Porcher
Matthieu Razungles
Neïla Terrien
Emmanuel Vergne
Setup & Keyframe Animation

Julien Mazon
Yacine Taoufik
David Vandergucht
Henri Zaitoun
Framing and Editing

Christian Lemercier
Chahn Ly
Christophe Sauveur
Alex Vitet
Lighting and SFX

Guillaume Aliquot
Laurent Helmlinger
Eric Krebs
Iranji Pirouzi
Philippe Raoux
Conformation

Marie-Cécile Auzeill
Adrien Crochet
Philippe Delorme
Hervé Faynel
Julien Frantz
Benjamin Godon
Sébastien Masino
Alexandre Verlhac
Research and Development

Special Thanks

Sylvia Abenzoar
Elisabeh Baur
Jérôme Brack
Annika Boman
Franck Clément La Rosière
Gil Cornut
Jean-Paul Da Silva
Céline Devie
Jérôme Desvignes
Carole Djaouti
Agnès Duval
Giselda Figueroa
Jérôme Grillon
Samantha Guanine
Boris Hertzog
Marie Hudelot
André Leyronnas
William Le Henanff
Mun Lo
Marc Miance
Sandrine Nguyen
Olivier Renouard
Pascal Raimbault
Frédéric Simonot
Frédéric Vandenberghe

SOUND DESIGN AND MIXING BY SOUNDELUX DESIGN MUSIC GROUP AND SIGNET SOUND STUDIOS

Peter Zinda
Sound Designer

Becky Allen
Executive Producer

Amanda Wyatt
Producer

Scott Martin Gershin
Creative Director

SCREENPLAY BY

Ric Roman Waugh and Tag Mendillo

STORY BY

Mark Long
Ric Roman Waugh
Tag Mendillo
Antoine Charreyron
Rafael Curulla
John E. Williamson

ORIGINAL MUSIC COMPOSED AND PRODUCED BY

Inon Zur
www.inonzur.com

MUSIC RECORDED BY

The Northwest Symphonia

VERY SPECIAL THANKS TO

Keith Boskey at ICM
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