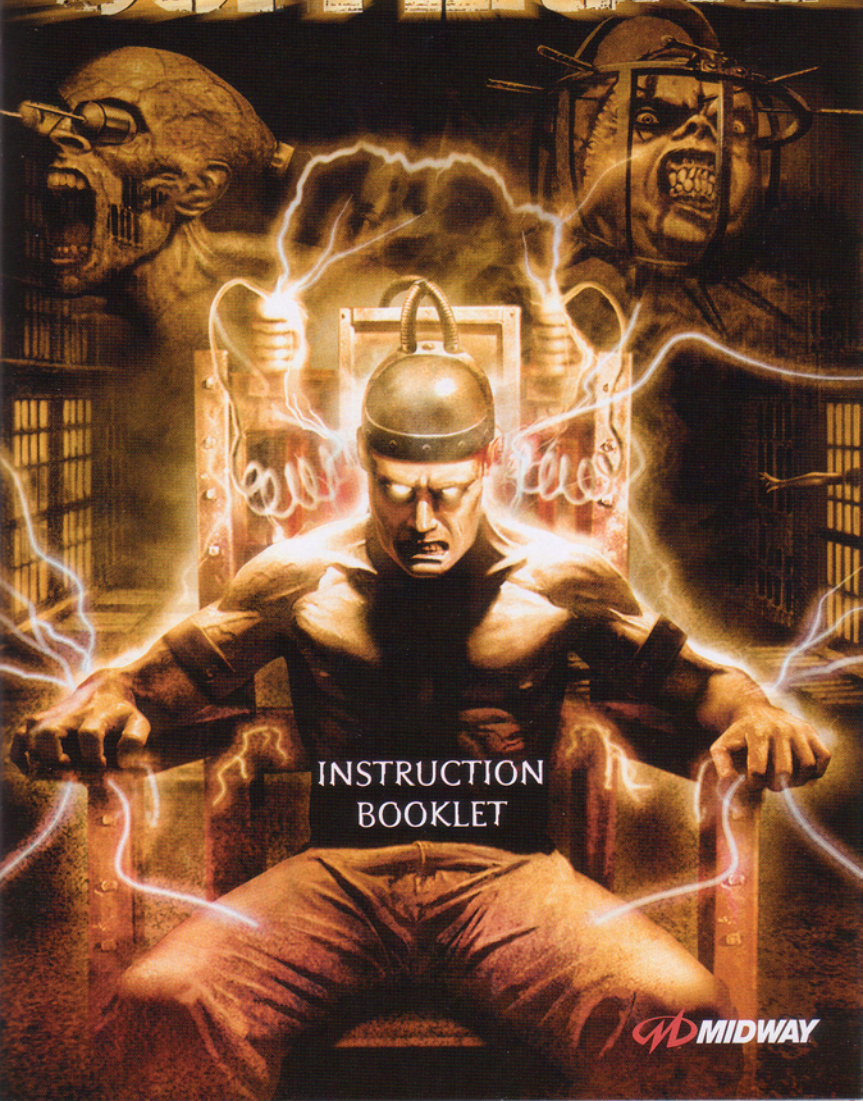
XBOX

THE SUFFERING™



INSTRUCTION BOOKLET

MIDWAY

Warning

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: 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 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 safety and health 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 permanent 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 safely 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.

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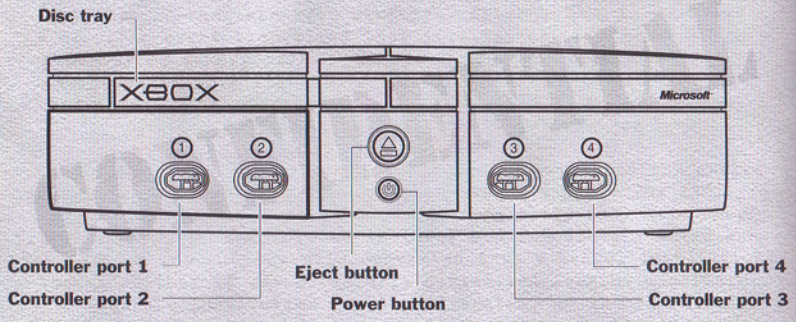
Getting Started

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 The Suffering™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing The Suffering.



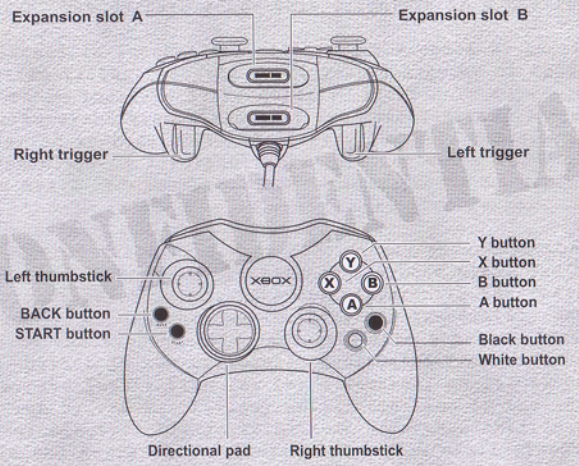
Avoiding Damage to Discs or the Disc Drive

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 heartshaped 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.

Starting Up

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 into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play The Suffering.



Menu/Sub-Menu Navigation

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (⬆, ⬇, ⬅ or ➡ depending on the menu) to highlight a selection.

Quitting a Game in Progress

During the game, press the ⓑ button to display the Pause Menu. Press the D-pad ⬆ or ⬇ to select Quit Game, then press the Ⓐ button. To confirm exiting the game, press the Ⓐ button again to go to the Main Menu.

Carnate Island

STATE OF MARYLAND DEPARTMENT OF CORRECTIONS
CONFIDENTIAL INTERNAL MEMO: NOT FOR PUBLIC RELEASE
FACILITY LOCATION STATUS REPORT: CARNATE ISLAND

Carnate Island is certainly among the most bizarre and unique of the properties owned and maintained by the Department of Corrections, and the decision to locate Abbott State Penitentiary there was dubious at best.

The D.O.C. has received innumerable complaints from facility staff, who resent living in such a remote location with such a storied history, not to mention unseasonably poor weather. Penitentiaries are not meant to be pleasant, of course, but Carnate takes this principle to a new level.

The island is located ten miles off the coast of Maryland. A Puritan village was the first recorded group of Caucasian settlers in the late 17th century. After only a few decades a horrifying event transpired that involved the tragic deaths of a number of townspeople. This resulted in the disbanding of the community.

A lighthouse was built on the island in 1834, and is still in operation to this day. It is now automated, though it is plagued by frequent breakdowns.

In the late 19th century, a wealthy family purchased the entire island and built a sizable estate on its west side. The family's stay was short lived. Apparently they were deeply traumatized by an undisclosed incident and immediately moved away.

The mansion was subsequently converted into a mental institution, though whether it was officially accredited remains uncertain. The Carnate Institution for the Alienated, as it was called, was run by one Dr. Killjoy until some time in the 1920s.

Files indicate that Killjoy's methods were unscientific at best, barbaric and depraved at worst. The asylum still stands today, and anyone who has paid it a visit will have a ghost story to tell you.

The federal government acquired the island in the 1930s for use by the US Army during World War II. Following the war, ownership was transferred to the State of Maryland, and the facilities were converted into Abbott State Penitentiary. Operation of the facility continues to this day.

The D.O.C. also provides barracks for corrections officers and their families, necessary since there is no regular ferry service to the mainland. Employee retention rate at Abbott is low; unsurprising, given the bizarre living arrangements that are required of employees, not to mention the generally unsettling and unpleasant nature of the island itself.

FACILITY STATUS REPORT: ABBOTT STATE PENITENTIARY

STATE MARYLAND DEPARTMENT OF CORRECTIONS
CONFIDENTIAL INTERNAL MEMO: NOT FOR PUBLIC RELEASE

Unfortunately for the Maryland Department of Corrections, Abbott State Penitentiary is a facility whose reputation is hopelessly tarnished. The facility has been consistently represented negatively in the media, but the facts do not paint a pretty picture.

Among Abbott's failings: one of the highest homicide rates of any penitentiary in the country; an extremely volatile population, with six full-scale riots in the last twenty years; an extremely low retention rate among wardens (there have been eight in the last fifteen years), not to mention continually disgruntled corrections officers (officers have been known to quit rather than accept a transfer to Abbott); an aging facility that has not been properly maintained, with the sea air having corroded and worn the facility; and finally the ominous history of Carnate Island itself.

As difficult as it may be for us within the D.O.C. to admit, few who have visited it would deny that Abbott's reputation is deserved.

Originally, Abbott's central structures were used by the United States Army as a prisoner of war camp during World War II. Maryland acquired the property shortly after the war, and the D.O.C. established Abbott there in 1948.

A rock quarry was used to provide the raw materials for construction, while the inmates provided the labor. Maryland transfers only its highest risk and most violent inmates here, and the corrections officer's struggle just to keep themselves safe.

It is this writer's opinion that the officers have given up on trying to maintain a facility that is safe for inmates. One can hardly blame them.

The state carries out its death sentences at Abbott. Fortunately, due to geographical reality, death penalty protesters have a difficult time making it to the penitentiary, which the D.O.C. views as a plus. A few protesters have tried, with some unfortunate results.

Over the years, Abbott has employed a number of execution methods: the electric chair, the gas chamber and lethal injection, which is the only one still in use today. Further contributing to Abbott's dark reputation is the story of Captain Hermes Haight, a Corrections Officer who served as executioner for some 27 years.

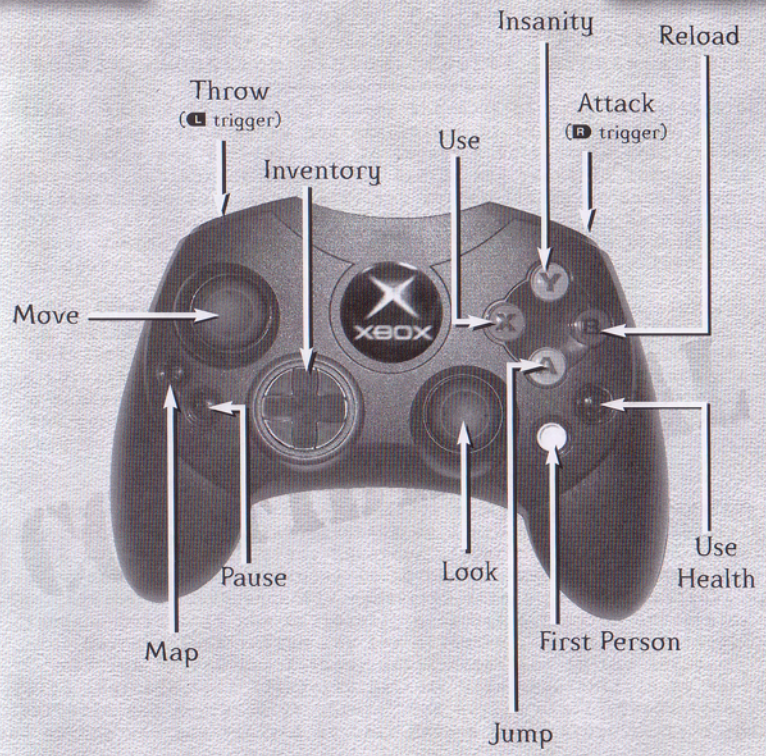
In a truly surreal incident, Haight ended up taking his own life in the gas chamber. Unfortunately, this is the type of behavior that Carnate Island seems to bring out in people.

ABBOTT STATE PENITENTIARY INMATE REPORT

STATE OF MARYLAND DEPARTMENT OF CORRECTIONS
CONFIDENTIAL DOCUMENT: NOT FOR PUBLIC RELEASE

COMPLETED BY: Supervising Corrections Officer Ethan Edwards
INMATE IDENTIFICATION NUMBER: 16229A
HEIGHT: 5'10" WEIGHT: 180 lbs
HAIR: Dark brown/Black EYES: Brown
MARKS/SCARS/TATTOOS: Large tattoo across his back.
NEXT OF KIN: None.
OFFENSE: 3 counts of first degree murder. Convicted, 8/2.
SENTENCE: Death by lethal injection.
RELEASE DATE: Scheduled date of execution is Dec. 15
CURRENT LEGAL STATUS: No appeals pending.
ASSIGNED HOUSING UNIT: D-Block, unit #DX-02.
MEDICAL STATUS: Inmate claims to be prone to black outs, during which time he has no memory of his actions. No medical data has ever been presented to back up this claim. Inmate has anger management issues.
NOTES: Corrections officers will need to be mindful of inmate's safety due to the nature of his crime. D.O.C. regulations prohibit discussion of the specifics of an inmate's crime between officers, but due to the high level of publicity surrounding this inmate's offense I will make an exception: inmate was convicted of killing his ex-wife and two young children. Penitentiary population does not look well on child killers. That said, inmate has a record of violent (and sometimes lethal) altercations during previous sentence carried out at Eastern Correctional Institution. In short: it seems he is able to take care of himself. Despite periodic outbursts of violence (primarily against other inmates), inmate has been very cooperative with corrections personnel. This inmate will need to be watched closely, though the amount of trouble he could cause on death row is certainly minimal.

Default Controls



Map Navigation

Press the ◀ button to view the Map. A red "X" displays your location.

Press the D-pad ⬆ or ⬇ to scroll the listed levels. A map of the highlighted level will appear.

Press the right analog stick ⬆ or ⬇ to zoom in and out. When you're zoomed in, press the right analog stick ⬆, ⬇, ⬅ and ➡ to view other areas of the map.

Main Menu

New Game

After choosing to play a new game, select Easy, Medium, Hard or Impossible to set your game's difficulty level.

Continue

Quickly load your most recent save.

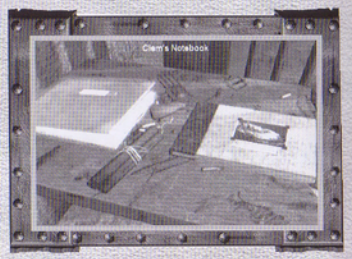
Load Game

If you've already played and saved a game, select this option to access your hard disk. Your saved games will be displayed and available to select.

Options

See Options, next page.

Archives



As you explore the world of The Suffering, you will unlock pages from two books. To unlock the content, you'll need to finish the game and thoroughly explore the game-world:

Clem's Notebook - This notebook includes sketches and descriptions of the creatures found in the game.

Consuela's Journal - This journal contains photos of various locations around the island, accompanied by descriptions of their relevance to Carnate's history.

Bonus Material

View upcoming Midway game trailers, a haunted prison documentary, a developer "Behind the Scenes" video and more.

Options

Controller Settings

The Suffering offers three different controller presets to choose from. Press the D-pad ⬅ or ➡ to cycle the available controller presets.

Gameplay Settings

Press the D-pad ⬆ or ⬇ to highlight an option, then press the D-pad ⬅ or ➡ to adjust settings.

Input Sensitivity

This option affects the sensitivity of the turn control.

Pitch Sensitivity

This adjusts the quickness of the camera response.

Invert Pitch Axis

This option flips the direction the camera will pitch. With regular pitching, the camera will look up when you press ⬆ on the control stick. With inverted pitching, the camera will look down when you press ⬆ on the control stick.

Auto Pitch Correction

This allows the CPU to handle pitch sensitivity.

Auto Targeting

Turn the game's Auto Targeting ON or OFF.

Controller Vibration

Turn the controller vibration feature ON or OFF.

In-Game Help Text

This text will appear on-screen as you play, prompting you with needed information. You can turn this feature ON or OFF.

Brightness

Press the D-pad ⬅ or ➡ to adjust your television for the best play experience.

Checkpoints

You can set this option to ON, to have the game automatically save your checkpoints to in-game memory. You can also set to Prompt, so you'll be prompted with an option to save to the hard disk. Select OFF to not save checkpoints at all.

Audio Settings

Press the D-pad ⬆ or ⬇ to highlight an option, then press the D-pad ⬅ or ➡ to adjust the volume for the game's Effects, Dialog and Music.

Subtitles

If you like, you can turn on subtitles that will be displayed on-screen during in-game conversations.

Speaker Setup

Choose between Surround, Stereo or Mono sound, depending on the type of speaker system you're using.

> **Note**
> For optimal Xbox surround sound results, be sure you set your receiver to Dolby Digital.

Load Settings

If you have Options settings saved on your hard disk, you can use this option to load the settings. When selected, the game will access the hard disk and load any saved settings.

Save Settings

After you've adjusted your settings, you can save them to your hard disk. The next time you start the game, the settings will automatically be loaded.

The Suffering lets you save your progress in the game to your hard disk at any time.

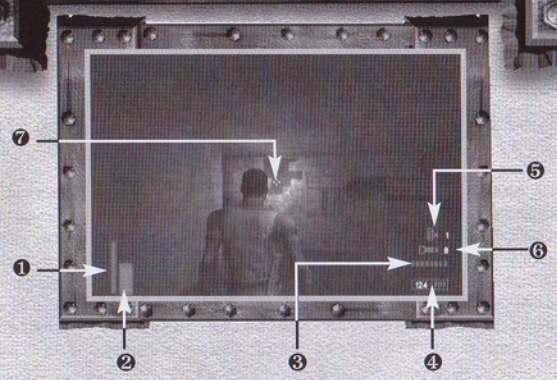
Each time you start a game or load a previous save on your Xbox video game system, the game will read your hard disk, making saved games available. Within gameplay the game will let you save your progress to your hard disk at any time.

To save, press the START button to access the pause menu. Within this menu, select "Save Game" to view menu options.

Using this menu, you have full access to the data saved to your hard disk. Any saved games will be displayed. Select a saved game, then press the A button to load the game.

If you select a previously saved game, you'll be prompted whether you'd like to "Overwrite" the saved game.

As you save more and more data to the hard disk, you'll need to keep track of the space available on the hard disk.



1. Health

Displays your character's current health status. Once this is completely empty, Torque will die.

2. Insanity

During the game, your weapons may not be enough to defeat the creatures you encounter. At this time, take a look at your Insanity Meter. As you kill creatures, the meter fills and eventually pulsates. Once it pulsates, you can press the Ⓨ button (Insanity) to transform yourself into a raging beast. Once transformed, your Insanity Meter will diminish. Once it's empty, you'll start to lose health, so you'll need to press the Ⓨ button again to transform back before all of your health is gone.

3. Thrown Weapon Count

These tick marks show how many of the current type of thrown weapon Torque possesses. He can hold up to 8 of each type of thrown weapon. Each time one is thrown, a tick will disappear.

4. Rounds

Displays the ammo you have for your current gun. The tick marks represent the number of rounds in the weapon's clip, while the number represents the total number of rounds Torque is carrying for his weapon.

5. Xombium Collected

Xombium bottles can be used to restore your health. Torque can carry a maxiumum of nine bottles.

6. Flashlight & Batteries

The yellow bar represents the current battery life of your flashlight. This will diminish over time while the flashlight is on. The number indicates the quantity of additional batteries Torque has.

7. Cross Hair

When Torque is equipped with a gun, a crosshair appears on-screen, indicating where Torque will shoot when he fires. It will turn red when it's over a target.

Inventory

The Suffering's Inventory lets you manage your collected items, including weapons, notes and the flashlight.

While playing, press any of the D-pad to display the Inventory Menu, then press the D-pad ⬆, ⬇, ⬅ or ➡ to scroll through the menu. The top-left corner will display the chosen item in red. Pull the Ⓛ trigger or the Ⓡ trigger to select the item.

First Row: Select Primary Weapons - Includes bladed weapons and guns. The number displayed shows the amount of ammo for that weapon. You can't select weapons empty of ammo.

Second Row: Select Thrown Weapons - Includes grenades and TNT. The number displayed shows the amount of a particular item Torque possesses.

Third Row: Read Notes and Documents - These provide information about the game's story as well as helping you remember your objectives. The first item in the list is always your current objective.

Fourth Row: Select Flashlight or Flare - Turn your flashlight or On or Off or select your flares as a thrown item. Turning the light off in lit areas is important to save batteries.

Note: Review pages 16-19 for details regarding the items displayed on your Inventory Menu.

CORRECTIONS OFFICER EQUIPMENT DOCUMENT

The Maryland Department of Corrections welcomes you to Abbott State Penitentiary. In your new position as a Corrections Officer you will need to use a variety of tools to do your part to keep Abbott secure. Due to budget cuts, Abbott is regrettably not always able to equip its COs with the most modern of equipment. Nevertheless, you will find the listed gear more than sufficient to take care of most situations that arise.

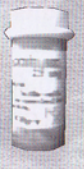
GENERAL EQUIPMENT

Flashlight

The clip-on flashlight is standard issue to all Abbott COs. Be sure to monitor your battery usage and keep spare batteries on hand. There have been many staff complaints that it does not look "cool" to clip the flashlight to your shirt, but the attachable nature of the light allows you to illuminate an area while keeping your hands free for handling weaponry.

Xombium

Studies have shown that working in a maximum security penitentiary is one of the most stressful and emotionally challenging jobs in America. For this reason, the DOC (Department of Corrections) issues Xombium to keep COs at their best. If you're ever feeling overwhelmed or just a bit down, don't hesitate to pop a few of these.



Maps

For the newjack CO, maps are essential for finding your way around Abbott.

To learn how to read the map, see MAP NAVIGATION, pg. 9.

Paperwork

Paperwork is a large part of your job as a CO. Do it right the first time or the warden will make sure you do it again.

Flares

Ideal for night use, these flares will keep an area illuminated for 15-30 seconds.

Flash/Bang Grenades

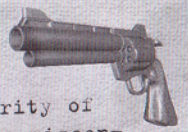
Flash/bang grenades do little to no lasting damage, but do temporarily blind and deafen everyone within a thirty foot radius. These are an essential part of crowd control during riot situations.

FIREARMS

Reminder: For obvious safety reasons, no firearms of any kind are allowed in inmate-accessible areas of the penitentiary.

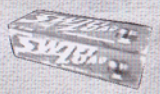
Revolver

Though seldom used inside the penitentiary walls, all Abbott COs are issued .357 revolvers for use in emergency situations.



Note on use of revolvers: the recent popularity of Hong Kong action films has led to the common misconception that firing two pistols at once is "cool." In reality, doing so is not really practical unless you are a highly trained weapons expert. At the very least, using two revolvers at once will result in a significant loss of accuracy.

Note the type of ammo you'll use.



Thompson Sub-machine Gun ("Tommy Gun")

This weapon is most commonly used by COs positioned in guard towers. Its spread and continuous rate of fire is quite effective at stopping escaping inmates. Note the two types of ammo.

Pump Action Shotgun

This weapon is primarily used for crowd control in riot situations. Officially, COs are advised to use rubber buckshot to prevent the inadvertent loss of life from use of the shotgun. However, it is tacitly understood that most officers keep their shotguns loaded with something considerably more deadly. Note the type of ammo you'll use.

Inmate Made Weapons

You'll find that inmates are dangerously resourceful when it comes to making weapons. The "shiv" or "shank" is slang for any inmate-made bladed weapon. Inmates who are interested in doing considerably more damage have been known to make "Molotov cocktails" out of glass bottles filled with flammable fluids. Extremely anti-social inmates have been known to construct far more deadly weapons, so be prepared for the worst.

Shiv

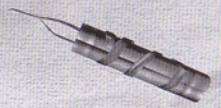
Molotov Cocktail

Relics

Carnate Island has a long and troubled past, and from time to time inmates have managed to dig up some old relics and use them to wreak havoc. If you stumble upon any of these dangerous items, be sure to notify your superior immediately so they can be properly disposed of.

TNT

Abbott was built out of rock from the Carnate Quarry, where TNT was used extensively.

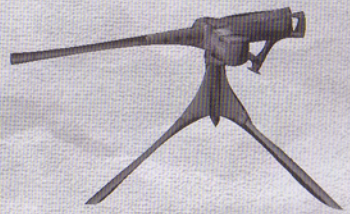


Shrapnel Grenades

These "pineapple" style grenades date back to WWII when Fort Maleson was based on the island. These grenades are old and extremely dangerous, so if found, do not attempt to pick them up.

Browning M2

Another relic of Fort Maleson is the extremely powerful Browning M2 tripod-mounted machine gun. Particularly reckless COs have been known to use these for target practice. As a direct result, these officers are no longer employed by the DOC (Department of Corrections).



Hints & Tips

- Be sure to use Insanity Mode often. Each creature you kill will raise your Insanity EXP meter. Filling up the EXP meter will upgrade Torque's Smash attack.

- Reload your weapon after battle. You never know what's waiting around the next corner.

- When fighting Slayers, incapacitate their sight by shooting their heads off. This makes it bit more difficult for them to find you.

- When fighting, keep moving! Moving targets are harder to hit. Try to anticipate what your enemy will do next, then avoid it!

- Explore each area carefully. You don't want to overlook an important clue or item.

- Be attentive of the strength of your flashlight batteries. If you're in a well lit area, conserve batter power by turning the flashlight until you enter another dark area.

- The more creatures you kill while in Rage mode, the more powerful you'll become. When you gain enough "experience", use the "Jump" attack to access your new ability.

Credits

Midway Home Entertainment

3rd Party Production

Executive Producer ..... Steve Crane
Producer ..... Jeremy Airey
Associate Producers ..... Matthew Vella & Darren Walker
Assistant Producers ..... Devin Shatsky & Sheila Julaton
Technical Directors ..... Olivier Lhermite & Che-Yuan Wang
Art Directors ..... James Almeida, Craig Rundels & Bill Tiller

Midway Away Team

James Almeida, Jenny Bahan, Danillo Buendia, Aaron Carlson, Rex Cataroja, Michael Cuevas, Sam Heine, Dale Henderscheid, Roel Jovellanos, Andy Kaffka, Brian King, Brian Nestor & Joseph Watson

Quality Assurance

QA Director ..... Paul Sterngold
QA Manager ..... Robert Sablan
QA Supervisor ..... Malcolm Scott
Lead QA Analyst ..... John Bozeman
Assistant Lead QA Analyst ..... Ben Nicholas
Technical Standard Analysts ..... Chris Berg, James Sanders, James Storey & Jason Jorgenson
QA Analysts ..... Virgil Abad, Brien Atangan, Chris Carlson, Eric Chow, Phil Gorney, Mike Hampton, Quan La, Alan Martinez, Amber Mitchell, Andrew Nguyen, Chanel Penley, John Ryan, John Tajuna, Aimee Tangog, Adriano Vasco & John Wassum

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Dir. Creative Services/Manual ..... Jon Mongelluzzo
Graphic Designer ..... Gary Gonzalez
Project Manager ..... Sally Nichols
Assets Manager ..... Rare Macapayag
Additional Artwork ..... Ryan Breman & Dave Young

Chicago Creative Media

Rigoberto Cortes, Christian Munoz, Jack O'Neall, Chris Skrundz, BethAnn Smukowsi, Dimitrios Tianis, Christa Woss & Larry Wotman

Marketing

Senior VP, Entertainment ..... Mark Beaumont
VP Entertainment Publishing ..... Christian Svensson
Dir., of Product Marketing ..... Cory Hudson Jones
Dir., Channel Marketing ..... Greg Mucha
Channel Marketing Coordinator ..... Echo Storch
VP, Licensing ..... Steve Booth
Director, Public Relations ..... Reilly Brennan
Public Relations Manager ..... Aaron Grant

Legal Counsel ..... Rob Gustafson, Michael Burke & Cory Halpern

Business Development ..... Lee Jacobson

Special Thanks

Neil Nicastro, David Zucker, Ken Fedesna, Doug Tronsgard, Stan Winston, Patrick Dillon, Regan Kerwin, Serena Chan, Hedy Jardine, Yvonne White, Melani Windham, Christa Wittenberg, Doris Lynch, Pamela McCrory, Margo Cook, David Goodwin, Sean Kelley, Jose Saro Solis, Betaworks, Perry Hookham, Steve Winieki, Eastern State Penetentiary, Donna Jorgenson, Eric Miracle, Aurora Romans, Michelle Savoie, Tony Drake, Eric Spoor, Richard Phim, Ray Veerkamp, Saleem Crawford, Myong Hong, Briam Dumlao, Roshann Chahidi, Rayna Airey, Sharon Airey, Janelle Walker, Deanna Vella & Bourdon international

Surreal Software

Project Director	Alan Patmore
Technical Director	Stuart Denman
Art Director	Mike Nichols
Audio Director and Lead Producer	Nick Radovich
Project Lead, Lead Designer, Writer	Richard Rouse III
Lead Programmer	Patrick Betremieux
Lead Artists	Beau Folsom & Jerusha Hardman
Lead Animator	Scott Cummings
Lead Sound Designer & Music Direction	Boyd Post
Producer	Chris Klimecky
Lead Level Designer	Andre Macguire
Technology Lead	Tim Ebling
Lead FX Artist	Joe Olson
Associate Producer	Bach Payson
Game Designers	Nathan Cheever, Ben Coleman, Michel Stultz & Jay Fuller
Senior Engine Programmers	Tom Vykruta & Shaun Leach
Senior AI Programmer	Greg Alt
Programmers	Matt Edmonds, Eric Snyder, John Krawjewski, Michael Stradley, Mike Cimprich, David Huseby & John Cuyle
Additional Programmers	Dennis Clark, Gretta Cook, Aaron Ondak & Karen Paik
Senior Creature Artist	Ben Olson
Artists	Aaron Coberly, Cory Lee, Mark Bullock, John Scrapper. Brian Davis & Ian Stout
FX Artists	Christine Miller & Brian Porter
Additional Artists	Steve Allen, Spencer Boomhower, Tami Foote, Shane White & Jason Merck
Animators	Perry Cucinotta, Scott Dickey, Chris Johnson, Travis Phelps & Andrew Poon
Storyboards and Cinema Scenes	Perry Cucinotta & Travis Phelps
Motion Capture Cleanup	Kyle Bolton
Music Composer	Erik Aho
Additional Sound Design	Kristofor Melroth
PR Manager	Brian Poel
Testing	Chrystya Uldrikis
Additional Team Support	Aaron Gess, Tracey Guinn & Stephen Heed
Manual Editing	Johnny Case

Voice Actors

Dallas and Luther	Mark Berry
Hermes and Sergei	John Patrick Lowrie
Killjoy and Horace	John Armstrong
Clem	Ross Douglas
Ernesto	Mark Dias
Inferna	Bhama Roget
Jimmy	Earl Alexander
Consuela	Meg Savlov
Carmen	Rafeedah Keys
Additional Voices	Todd Licea, Brandon Whitehead & Chris Wicklund

Motion Capture Actors

Mark Barry, Mark Dias & John Kauffman

Next Level Games

Jon Adkins
Jason Carr
Nigel Franks
Greg Ipp
Jeff King
Wayne Leung
Scott Lubker
Kalvin Lyle
Nigel Quarless
Derek Stenning
Rob Willock
Marie Wyatt

Vykarius

Executive Producer

Xin Chung

Creative Director

Ed Trillo

Lead 3d Artist

Richard Zagala

3d Artists

R.J. Binglang-Awa
Blake Seow

Project Manager

Aaron Pulkka

Resource Manager

Sandy Zhen

Stan Winston Studios

Concept Artist

Terry Wolfinger

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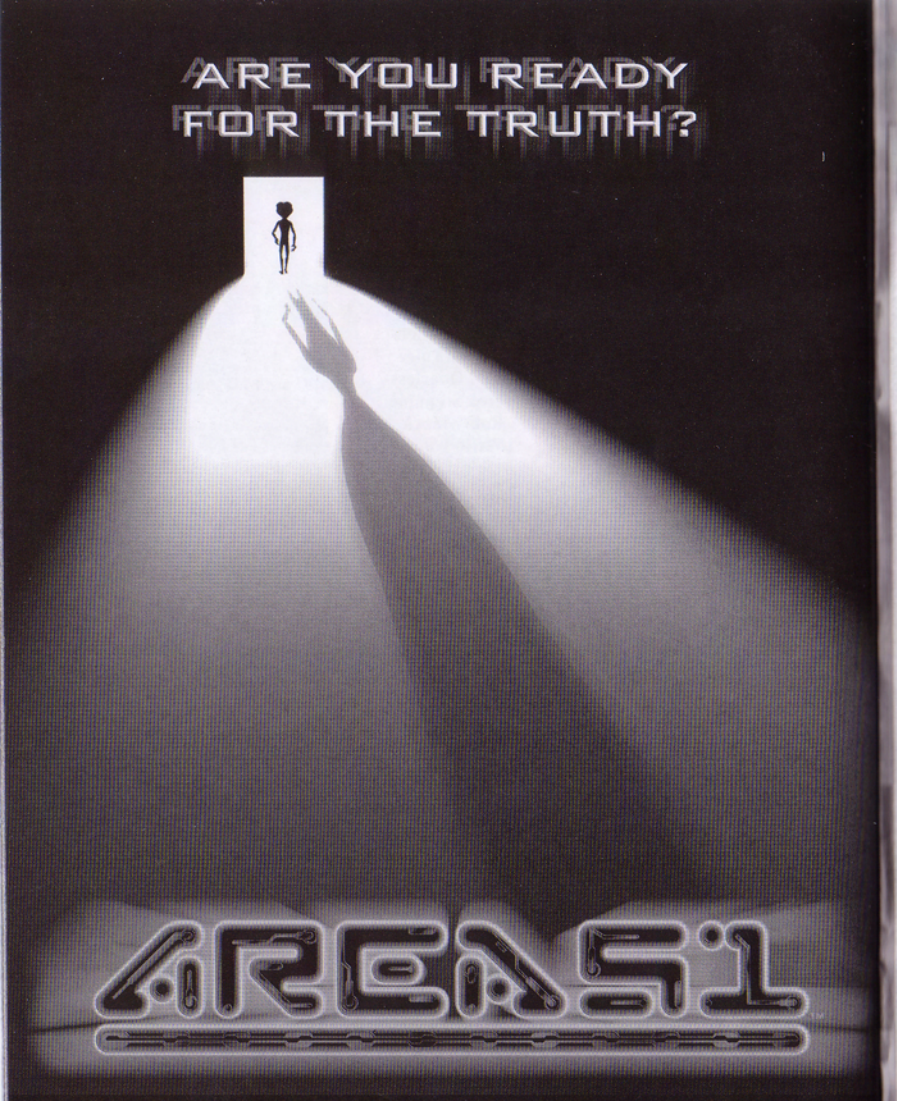

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MATURE 17+
M
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