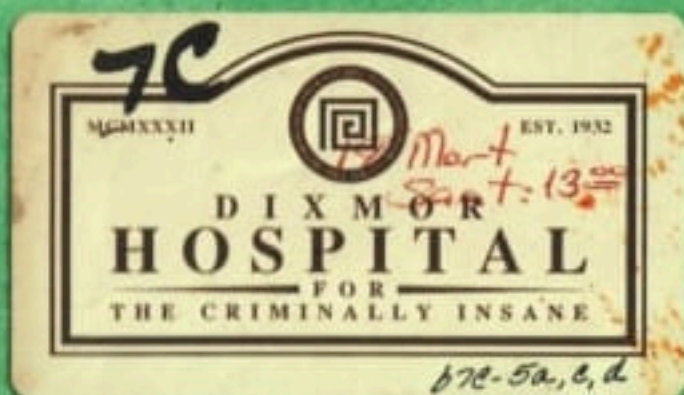


Wii™

More Plea

- 1. Nat - 7/11
- 2. Don -
- 3. Cve -
- 4.



100%
↑

Psych
R



CONFIDENTIAL

Head injury

↓
 psychological shock
 ↓
 break psychological resistance
 ↓
 with abnormality in
 neurotransmitter chemical kinetics
 ↓
 fast cancerous spread
 ↓
 distressful cognitive symptoms
 ↓
 associated affective illness



INSTRUCTION BOOKLET

Virgin & Lat

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

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

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

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

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

▲ CAUTION - Motion Sickness

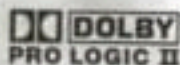
Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the Double D symbol are trademarks of Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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Examined by Nintendo

Nintendo

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

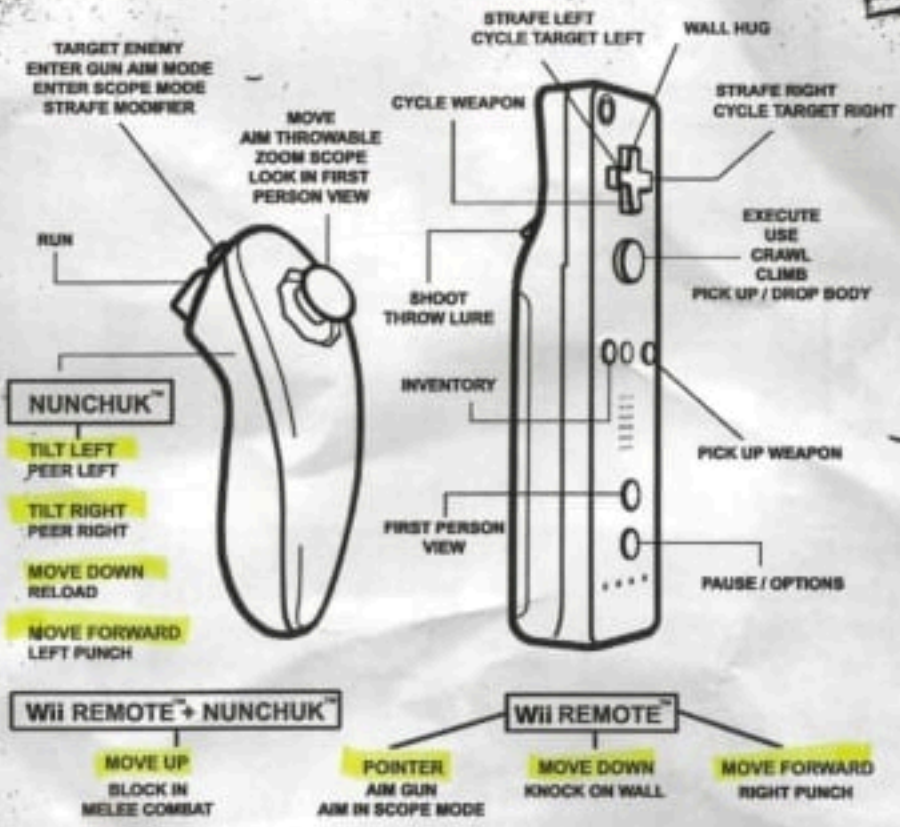
Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.



Vimm's Lair

EXP.



Nunchuk™

- Control Stick**..... move/aim throwable/zoom scope/look in first person view
- C Button**..... target enemy/enter gun aim mode/enter scope mode/strafe modifier
- Z Button**..... run
- C Button + Z Button**..... advanced gun control
- Tilt Left / Right**..... peer left/right
- Move down**..... reload
- Move forward**..... left punch

Wii Remote™

- Control Pad left / right**..... strafe/cycle target
- Control Pad down**..... cycle weapon
- Control Pad up**..... wall hug
- A Button**..... execute/use/crawl/climb/pick up body/drop body
- B Button**..... shoot/throw lure
- Button**..... inventory
- + Button**..... pick up weapon
- 1 Button**..... first person view
- 2 Button**..... pause/options
- Pointer**..... aim gun/aim in scope mode
- Move down**..... knock on wall
- Move forward**..... right punch

Wii Remote™ + Nunchuk™

- Move up**..... block in melee combat

URGENT



DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

Internal Memo

High Security Ward

URGENT

From Dr. Whyte

To: Dr. Pickman

Re: Danny Lamb and Leo Kasper

Enclosed are Danny Lamb and Leo Kasper's ID bracelets found discarded after last night's incident. This is the only potentially damaging evidence we have found so far. I trust every possible precaution will be taken to ensure that any records relating to these patients are destroyed.

We are all too aware that both subjects pose a highly serious threat to society, let alone the very existence of 'The Project'. Both patients suffer severe psychotic episodes characterized by intense paranoia, involuntary psychotic reactions, delusional hallucinations and acute schizophrenic disorders.

I know I don't need to mention the severity of the consequences for us and 'The Project' if these patients have escaped.

We HAVE to track them down.

Dr. Whyte

Controls - 2
S [REDACTED] 3
→ Patient Files:
Daniel Lamb - 4
→ Patient Files:
Leo Kasper - 6
Classified - ~~8~~ 8
Clinical Records - 9



Vimm's Lair

manhunt 2
FIRST DEAD I
HUNT

Daniel Lamb
114 Bay View West
San Fierro, SA 94705
612-6736

OBJECTIVE

A mid-level research position in defensive biological weapons development.

SKILLS

Proficient in LC/MS, GC/MS, IR, NMR, LC-MNR, protein purification, HPLC.

EMPLOYMENT HISTORY

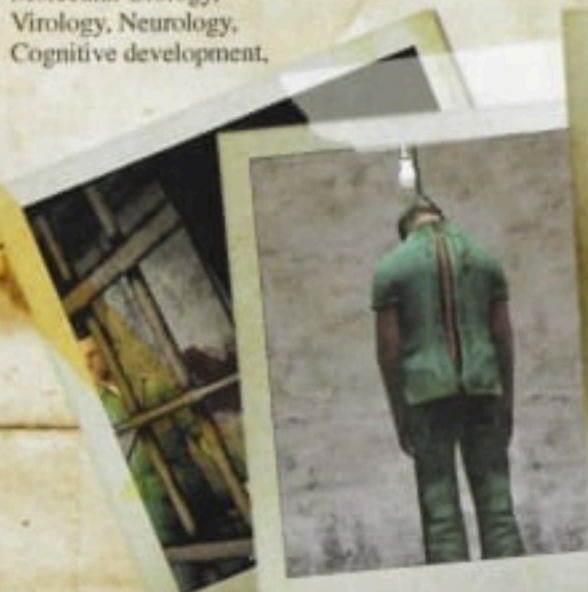
1989-Present McKenzie Druchner, Inc.
Research Associate in Biotoxins Division
1986-1989 Green and Becker Pharmaceuticals, Inc.
Lab technician

EDUCATION

B.S., Biochemistry -
UNIVERSITY OF SAN FIERRO, SAN ANDREAS, 1985

RELATED COURSEWORK

Molecular Biology,
Virology, Neurology,
Cognitive development,



(B) (1) -32 USC 473
 (B) (1) -41 USC 773
 (B) (1) -P.L. 81-36



Further explorations in subjects' personalities and Project and developing

More extensive regression intense psychotherapy and discovery of key triggers been identified it is also previous connections to all ties to the subjects' past imposed.

After 3 weeks of intensive, sent forward for the second pi had been identified which could



a attempt to eliminate killing loyalty to The and success.

The hypothesis is that ... will lead to the ... Once such triggers have ... be prompted to reject all ... by answering

DIXMOR HOSPITAL
 FOR THE CRIMINALLY INNANE
 Est. 1902

Behavioural patterns suggesting suitability of experimental candidates

Observation Point 1 (Sparky's)

- The successful candidate must show a propensity for violence beyond that of an episodic dyscontrol or intermittent explosive disorder sufferer.

- A subject's choice of implement can give deep insight into their potential usefulness to the Project. A psychopathic personality is more likely to select weaponry that will lead to grievous trauma to the victim. A wide range of tools is more available in the hospital complex. Flag any subjects who ... (the ... the ... in ... history).

the subject make use of the ambient forces in the room? The types we are looking seem to exhibit more imagination in the dispatch their victims. The Deafest show little is deal for test - the potential for creative methods of execution are high in that room.

Does the subject's mental stage change over course of the observation? Excitement at the finish we present them with seems common types, but the successful candidates will exhibit use of resource after they have finished with victim, and should even go to far as to show satisfaction and sustained excitement. Contrast with unsuccessful subjects, who are likely to express regret, explicitly or seek some of interaction about the victim, which can be as an implicit internalized expression of regret.

Memo

Vimm's Lair

CONSULTATION REPORT

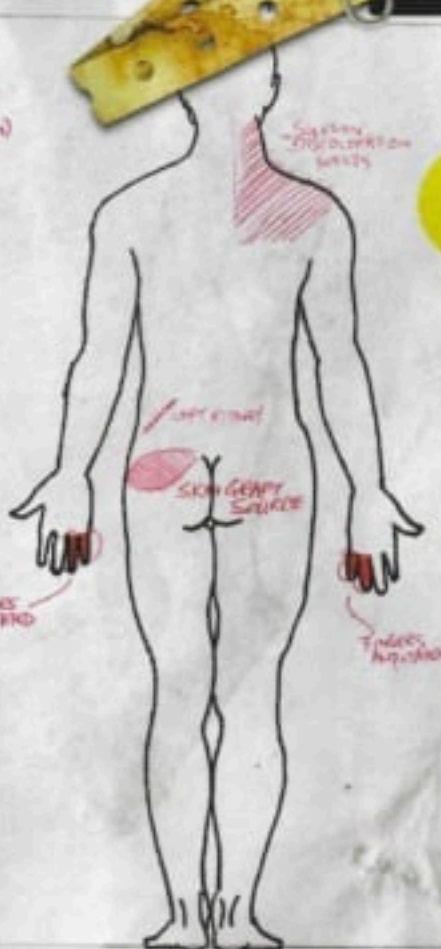
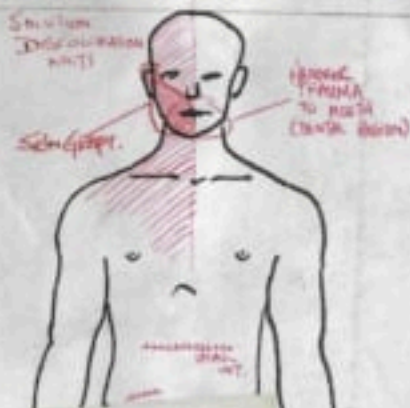
Consultation Only
Consultation & Follow-Up



Dr. [redacted]
No. [redacted]



MED
H 526232



Leo Kasper

76.5 inches
172 lbs.

REPORT OF CONSULTATION

Opinion and Recommendation:

Predator subjects with the test apparatus reported a 93% success rate in detecting the prey by the sound of his breathing. Predator subjects without test apparatus reported a 17% success rate at detection. Clearly, the prey subjects' breathing can be heard even without the apparatus to some extent.

Further Action:

Significant difference between the 2 test groups were found - proceed with further testing of ASS/19. Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subjects is in close proximity to [redacted]

[redacted] was successful at holding his breath, would the predators with test apparatus be able to hear his heartbeat?

re-written report

for in Bergen

From: Dr. Whyte (Dixmor)
Sent: Monday, May 14 6:56 PM
To: Dr. Pickman (Dixmor)
Subject: (no subject)

As per your request, an approximate schedule of events during the night of the Pickman Bridge malfunction in test case #412567:

7:54pm Fisto Sugar Manufactory Depot - Blackwell Island

Dr. Michael Grant was set up as decoy in ambush of subject. Blackwell Island chosen for remoteness, and along route of monthly flight. Ambush compromised by dexterity of subject. Dr. Grant subsequently

Subject escaped. Severe Project casualties.

9:32pm Maibatzu Plaza - City Center

Mr. Stanley Grex, the main source of funding for Pickman Bridge research, is assassinated in plain sight in middle of the plaza. Subject identified as assassin. Perimeter set up to allow no escape.

Subject escaped. More Project casualties.

10:58pm Storage Facility C

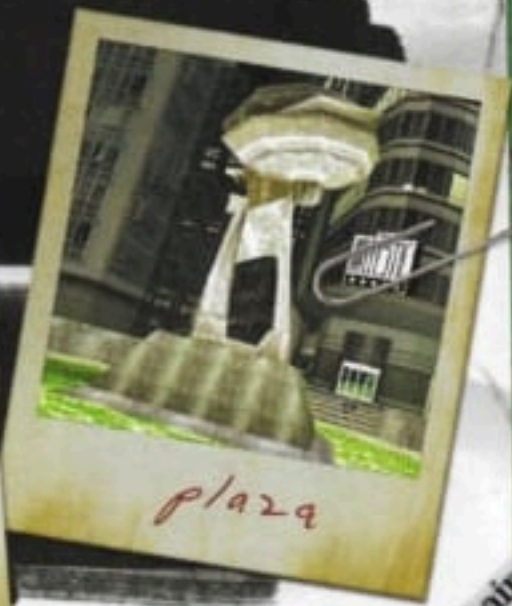
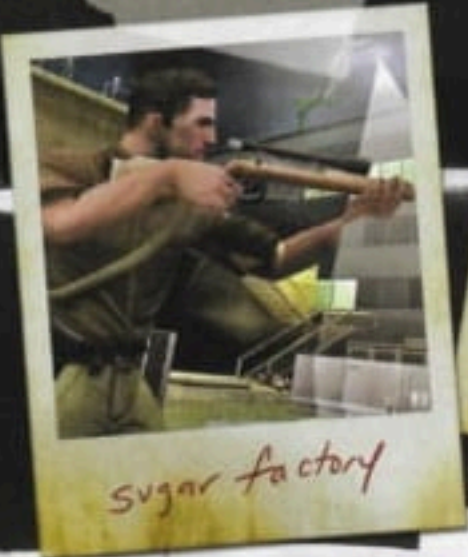
Subject infiltrates covert Project storage facility adjacent to Watkins Trainyard. Watchdogs dispatched to retrieve subject. All hard files and discs pertaining to history of subject and data on Pickman Bridge destroyed in arson.

Subject escaped. Watchdog casualties.

12:51am - Wooddale Community Enclave

Subject tracked to suburban neighborhood in residential sector. Situation integrity compromised - no longer confined to internal personnel. Local law enforcement and SWAT teams in area. Subject evades all and enters home of

I cannot stress enough the importance of the subject's rehabilitation. If you want to be sure of how this happened, he must be treated as a psychiatric patient, not dissected as a lab animal. We must take responsibility for what we have created
-W



Wimm's Lair

FIELD TEST

Specific individual acts were prepared for each subject depending on the information gathered in phase 1. Group stimuli acts that do not address all subjects were identified with a view to creating a database for future use of these conditioning techniques on a larger scale, where five acts would be impractical.

Strangest stimuli were those of basality where an animal takes an active role, pederasty involves a deformed play creature and pre-pubescent erosence, and coprophilia of any kind. Some 3 acts evoked the highest levels of self-loathing in the test subjects, with frequent mental breakdowns and stress during the playback phases. It was noted that the repeat viewing of specific sexual acts that had caused stress in playback occurred almost invariably in the majority of subjects.

Phase

After

Pond

Saw

On

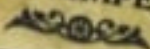
The

In

And

On

THE TEMPEST



MIRANDA

You have often
 Begun to tell me what I am, but stopp'd
 And left me to a bootless inquisition,
 Concluding 'Stay; not yet.'

PROSPERO

The hour's now come;
 The very minute bids thee ope thine ear;
 Obey and be attentive. Canst thou remember
 A time before we came unto this cell?
 I do not think thou canst, for then thou wast not
 Out three years old.

MIRANDA

Certainly, sir, I can.

PROSPERO

By what? by any other house or person?
 Of any thing the image tell me that
 Hath kept with thy remembrance.

MIRANDA

'Tis far off
 And rather like a dream than an assurance
 That my remembrance warrants. Had I not
 Four or five women once that tended me?

PROSPERO

Thou hadst, and more, Miranda. But how is it
 That this lives in thy mind? What see'st thou else
 In the dark backward and abyss of time?
 If thou remember'st aught ere thou camest here,
 How thou camest here thou mayst.

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

In memory of Hank "Hollywood" Halata. One of a kind.

Rockstar London

Producer	Hank Westbrook
Lead Programmer	Thomas Besser
Programmers	Richard Frankish, Matt Gedell, Lewis Gordon, Andrew GreenSmith, Nik Hemmings, Brian Hendricks, George Karvelashvili, Chris Kruger, Shaun Reakall, Matt Sheehan
Additional Programming	Hank Nilsson, Benjamin Harkaway, Andrew Varga
Lead Artist	Ligh Halpas
Artists	Luis Galanico, Tee Lim, Julia Wren
Technical Artist	Hank Harrison - Ball
Additional Art	Mike Green
Lead Animation	Hank Tennant
Animators	CJ Hertham
Lead Designer	Charlie Bushen
Designers	Steve Bristol, Giles Hitchcock, Jesh Needleman, Tom Rofsy, Gavin Skinner
Additional Design	Kirk Beemazian, Atila Halank, Peter Saghegyi
Audio	Louis Griffin, Tobias Krause, Chris Thomas, Allan Walker
IT	Paul Devonshire, Alan Jack
Admin Team	Melanie Clark, Fiona Mitchell, Paul Nicholls

Rockstar Toronto

Studio President	Kevin Hoare
Creative Director	Greg Bick
Producer	Rob Nelson
Lead Programmers	Oscar Valen, Frank Kozak
Programmers	Nian Van Huden, Frank Chen, Geoff Herbyszuk, Karim Hemraj, Grant Kim, Andy Kuciakowski, Tony Liberto, Matthew Puriampadul, Nick Small, Steven Orr
Designers	Dan Van Zant, Jonathan Hodge
Lead Gameplay Scripter	Matt West
Gameplay Scripters	Reginald Woods, David Yang
Lead Artists	Chris Batic, Kevin Frates, Paul MacPherson
Artists	Pete Armstrong, Denny Borges, Denis Carson, Raymond Deia Cruz, Daniel Edwards, Matt Kazan, Yun Kyung Suh, Luke Sheltonell
Lead Animators	Abraham Ahmed
Animators	Rob Elsworth, Jeha Kim, David Sagul
Audio Design	Steve 'Knuckles' Donohoe

CLINICAL RECORD CARD

Vimm's Lair

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT EMPLOYEE

Manager	Epithan Ching
	Chris Conroy
Production Assistant	Norm "Tubz" Brown
Additional Help	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zaccaro
Support	Matthew Flewelling, Mark Halata, Lisa Olson

Rockstar North

Producer	Leslie Benzis
Associate Producer	William Mills
Designer	Christian Cantamessa
Character concept	Nan Davidson
Animators	Gus David, Mike Jones
Music by	Craig Cannon

Cast List

Daniel Lamb	Heleny Slocum
Leo Kasper	Holter Graham
Dr. Whiz	Linda Orth Pallamini
Dr. Pickman	Richard Horie
Judy Sender	Jenna Ruderman
Michael Grant	Baren Vaughn
Mrs Lamb	Charissa Chamorro
The Hazelnut Staff	Bill Hill, Pablo Schneider, Cornell Womack
The Watchdogs	Brennan Brown, Michael Callen, Richard Easton, John Heffernan, Ted Koch, Matt Walton
The Pons	Harro Bannicelli, Ezra Knight, Dennis Ostromier, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Baker, Karl Bary
The Project Militia	Jordan Bridges, Kain Carrigan, Kain Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodheads	Jeremy Davidson, LJ Gerson, Erik Jensen, T. Ryder Smith, James Urbanick, Tom Wepot
The Legion	Geoffrey Brand, Brian Huns, Danny Burstein, Jeffrey Hawkins, Charles Pennell, Ray Rogers
Penn Aden	Luis "Statler" Galanis
Peasants of the Project	Dan Ahearn, Mike Ankin, Jim Burke, Victoria Broadrick, Jay Capozello, Barry Carl, Francesca Clemente, Chris Cook, Dana Flores, Jeff Gurner, Walter Hauser, Gregory Johnson, Duke Jordan-Edge, Ilyana Kadishin,

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DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1982

DEPT	EMPLOYEE
Pages of the Project (continued...)	Charles Lofin, Anthony Madain, Anthony Mfanyano, Andrew Medina, Rob Nelson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Strutton, Thebe Strals, John Tenney, Dan Van Zant, Oliver Vagner, Robert Verlogne, Natalie Wilson, Michael Zeccano, John Zerkellen
Mobile Capture Talent	Larry Ballard, Karl Bianco, Charissa Chamorro, Dawn Flores, Hollis Graham, Lynne Horton, Laura Interval, Nicole Orth Pallavicini, Thebe Strals, Holony Stocum, Robert Strutton, Andrew Wheeler
Shoot Coordinators	Huang Siuwei
Shoot Performers	Shirley Diaz, Chazz Hernandez, Dedan Malvey, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	--- Image Metrics LLC
Waypoint	Waypoint Specialists, Ltd.
Casting	Deanna Dosta Casting, Telery + Company
Mobile Capture Studio	Perspective Studios
Mobile Capture Director	Maryann J. Freeman
Voiceover Directors	Red Edge, William Duzik, Maryann J. Freeman, Laciou
Lead Capture Animation	Harold Shalton
Capture Animators	Dermot Boyle, Felipe Busquets, Peter Sauman
Suggesting sound effects	Nicholas Montgomery
Written by	Charlie Bowsher, Christian Canhamessa, John Zerkellen
Rockstar Lincoln	
Manager	Hank Lloyd
Deputy Manager	Tim Bates
Lead Testors	Phil Alexander, Kit Brown, Jon Ealam
Secondary Leads	Hike Emery, Dax Goddard, Will Riggall
Test Team	Steve Bell, Hike Bennett, Hike Blackburn, Pats Brumpton, Nathan Buchanan, Jim Cree, Phil Deane, Rob Denton, Dave Feig, Edie Gibson, Jan Gibbs, Matt Hewitt, Lee Johnson, Dave Lawrence, John Lockett, Matt Lunnan, Andre Mountain, Andy Mason, Steve McGrath, Craig Reas, Sergio Rocco, Jonathan Stokes, Jason Trindell, Andy Walker, Carl Young
Localization of Supervisor	Chris Welsh
Localization Test Team	Chris Bingham, Carola Berens, Damball Campbell, Luca Castiglioni, Paolo Cecchi, Giuseppe Ferrara, Francois-Xavier Feuchel, Dominic Garcia, Hobbs Kibet, Naomi Long, Gabriel Binezolins Mavruza, Katja Mullen, Dennis Rasmussen, Jesus Perez Rosales, Bryan Zarpe Tejada, Thomas - David Sallares

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Vimm's Lair

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

Rodstar NYC

EMPLOYEE

Executive Producer	Sam Houser
VP of Creative	Dan Houser
VP Director	Alex Horton
Visualization Director	Steven Olds
VP of Product Development	Jeronimo Barrera
Producers	Nat McCaffrey, Josh Needleman
VP of Quality Assurance	Jeff Rosa
Senior Lead Analyst	Lance Williams
Project Lead	Chris Choi, James Dima
Rodstar Test Team	Brian Mozzan, Jay Capozello, Tamara Carrion, Sean Flaherty, Michael Fleisch, Mike Hong, Rich Hais, Chris Mansfield, Mike Nathan, Gene Overton, Brian Planer, Christopher Plummer, Marc Rodriguez, William Rompf, Devin Smith, Adam Tetzloff, Jameel Vega
Technical Manager	Ethan Niles
Business Development Director	- Sean MacLusko
Additional Motion Graphics	Maryam Parwana
Additional Cover Art Assistance	Brandon Schuman, Brian Spens
Production Team	Peter Heller, Anthony Carvalho, Jason Cleare, Francesca Clemens, Rod Edge, Gregory Johnson, Rob Karol, Lazlow, Anthony Litan, Caleb Oglesby, Kerry Shaw, Ayana Osada, Marisa Palumbo, Vincent Parker, Phil Peli, Sanford Santavocce, Eli Weissman, Jon Young, John Zurbellen
Rodstar Publishing Team	Graham Hasley, Laura Ballistracci, Devin Bennett, Hamish Brown, Stephen Bliss, Andrea Boncaku, Mike Cala, Jordan Chen, Niece Chung, Gary Dale, Bruce Dugan, Daniel Einzig, Christopher Fiamano, Nick Giovannetti, Robert Gross, Rowan Hajas, Ian Hanley, Sean Hollenbach, Shao Hsu, Kath Horton, Gauri Khindoria, Lucien King, Maryami Kobayashi, Haikie Kohler, Jennifer Koller, Steven Kneezick, Greg Lee, Anthony Madain, Sean Madenzi, Chris Madwick, David Hanley, Jeff Mayer, Hugh Michaels, Josh Mirman, Jürgen Hol, JP Hancock, Alex Houelle-Borhaus, Brian Nelo, Ivan Paulovich, Jared Reia, Jesse Saland, David Santana, Stanton Sarjeant, Pete Skima, Hesi Simex, Job Stauffer, Neil Stephen, Nathan Stewart, Ben Sutcliffe, Daisuke Tataka, Tanika Taipalvesi, Adam Tedman, Lionel Tollemache, Mike Torok, Nick Van Hamburg, Nijiko Walker, Rodney Walker, Bryan Wall, Devin Winterbottom, Heloise Williams, Hayes Wong, Bill Woods, Marlene Yamaguchi, Paul Yates
Special Thanks	The Frudeler, Karies, Alan, The Rucks, Red, Big Foot, Rita Liberman, Elliot Ferris

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