

EVIL HAS ONE NAME TO FEAR



VAN HELSING™



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.

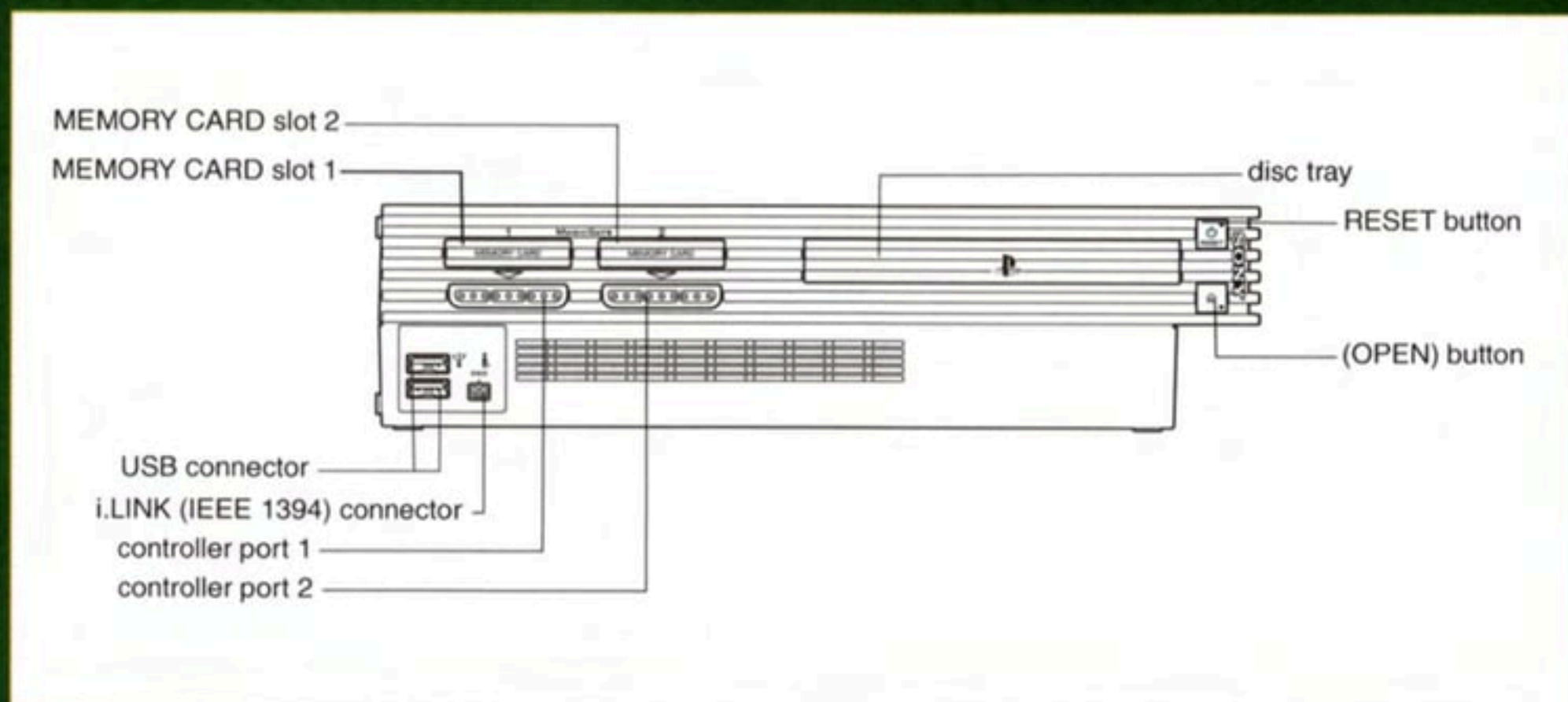
TABLE OF CONTENTS

GETTING STARTED	2
STARTING UP	3
BASIC CONTROLS	4
INTRODUCTION	5
MAIN MENU	6
START MENU	8
HUD (HEADS-UP DISPLAY)	9
TRANSYLVANIA	11
MISSION OBJECTIVES	11
OBSTACLES	11
WEAPONS	12
POWERUPS	14
ADVANCED CONTROLS	15
ARMORY	16
MISSION COMPLETED	18
MONSTERS	18
CUSTOMER SUPPORT	20
CREDITS	21

Van Helsing interactive game © 2004 Vivendi Universal Games, Inc. *Van Helsing*™ & © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. The Saffire Logo is a registered trademark of Saffire, Inc. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

GETTING STARTED

Using the PlayStation®2 System



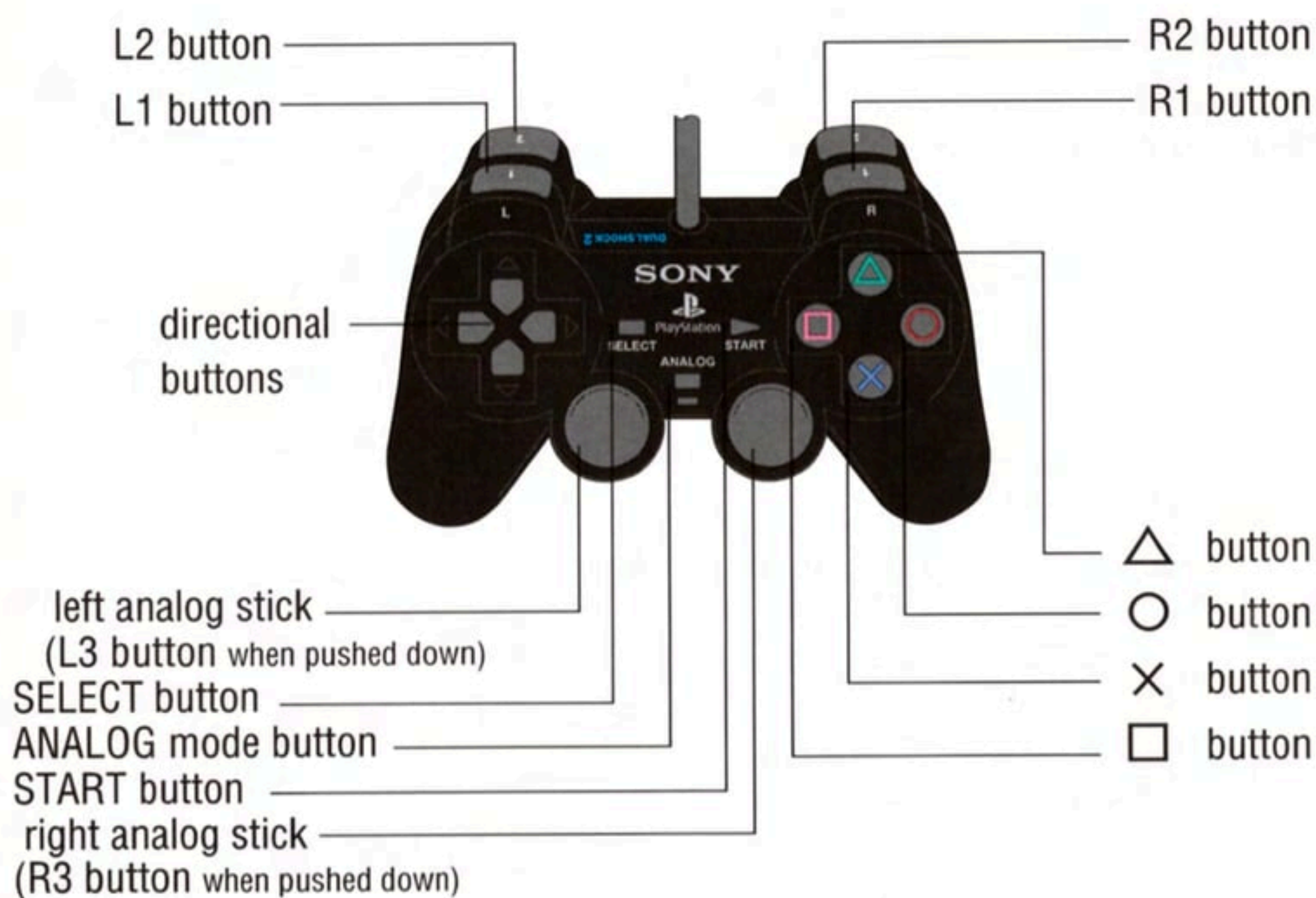
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Van Helsing* 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 CARDS (8MB) (for PlayStation®2)

You may save your progress while playing *Van Helsing*. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

CONTROLLER CONFIGURATION

<i>Button</i>	<i>Interface</i>	<i>Van Helsing</i>
left analog stick	Navigate Menu	Move
 button	—	Projectile Weapon (Primary)
 button	Cancel	Melee Weapon (Secondary)
 button	—	Check/Grapple*
 button	Accept	Jump/Dodge*
 button	—	Toggle Alternate Ammo Mode
 button	—	Weapon Select
 button	—	Aim
 button	—	Finishing Move
directional buttons	Navigate Menu	Quick Weapon Select
 button	—	Start Menu/Skip Movie

* = "Aim" ( button) must be held to use.

INTRODUCTION

VAN HELSING

It is the turn of the 19th century, and monsters lurk in shadow, stalking prey under the cover of night. But one man hunts them so fiercely that mention of his name spreads dread through their empty hearts. The one name they all fear is Van Helsing.

Found on the steps of the Vatican with no memory of his past, Van Helsing was taken in by priests, who quickly discovered his great skill in combat. Cardinal Jinette inducted Van Helsing into a secret society of monster hunters that have waged a war against the fiendish creatures for hundreds of years.

On the hunt, Van Helsing searches desperately for clues to his past. Now he must travel to Transylvania to confront the greatest vampire that ever cursed the earth: Dracula.

A strange sense of familiarity surrounds this new mission, and Van Helsing travels with the hope that the shroud over his past will finally be lifted in this distant land...

MAIN MENU



When you start the game, the Main Menu appears with the following options:

CONTINUE – Continue the most recently saved game.

NEW GAME – Select a MEMORY CARD slot to create new game data and begin a new game.

LOAD GAME – Choose and continue a previously saved game.

GALLERY – View movies that you unlock through play.

OPTIONS – Change game settings in the Options Menu.

Play Settings

Separate Projectile/ Melee in Weapon Slots (YES*/NO): By default, only one projectile weapon and one melee weapon can be selected in your Primary and Secondary Weapon slots. Setting this option to *NO* allows you to assign two projectile weapons or two melee weapons in your Primary and Secondary Weapon slots.

Aiming Scheme (MANUAL/AUTOSWITCH*): By default, Van Helsing sometimes switches targets when the Aim () button is held. Setting this option to *MANUAL* disables auto-switch and lets you switch to new targets manually by tapping the Aim button repeatedly.

Done: Accept play settings and return to the main Options Menu.



Audio/Video Settings

Adjust audio and video settings:

Sound Effects and Movies (Slider)

Adjust the volume of sound effects in the game.

Music (Slider)

Adjust the volume of music in the game.

Progressive Scan Video Mode (ON/OFF*)

For a clearer picture, set this option to ON only if your television supports progressive scan and you are using component video cables with your PlayStation®2. This option is set to OFF by default.

Done: Accept audio/video settings and return to main Options Menu.

Control Layout

Adjust controller settings:

Vibration (ON*/OFF)

By default, controller vibration is ON. Set this option to OFF to disable it.

Select a Control Scheme (Scheme 1*-3)

Choose from three control schemes for Van Helsing.

Done: Accept settings and return to main Options Menu.



Reset to Defaults

Reset all options in the Play Settings, Audio/Video Settings, and Control Layout menus to their default settings.

Accept & Exit

Accept changes and exit the Options Menu.

START MENU

Press the  button anytime in play to access the Start Menu.

RESUME

Return to the game.

INVENTORY

Enter the Inventory Menu. Use the left analog stick to scroll left or right and access four different sub-menus:

Items: The Items Menu lists disposable items that you have collected and offers the chance to use them, helping you in your quest.

Weapons: The Weapons Menu lists weapons you have collected and provides a brief description of each one.

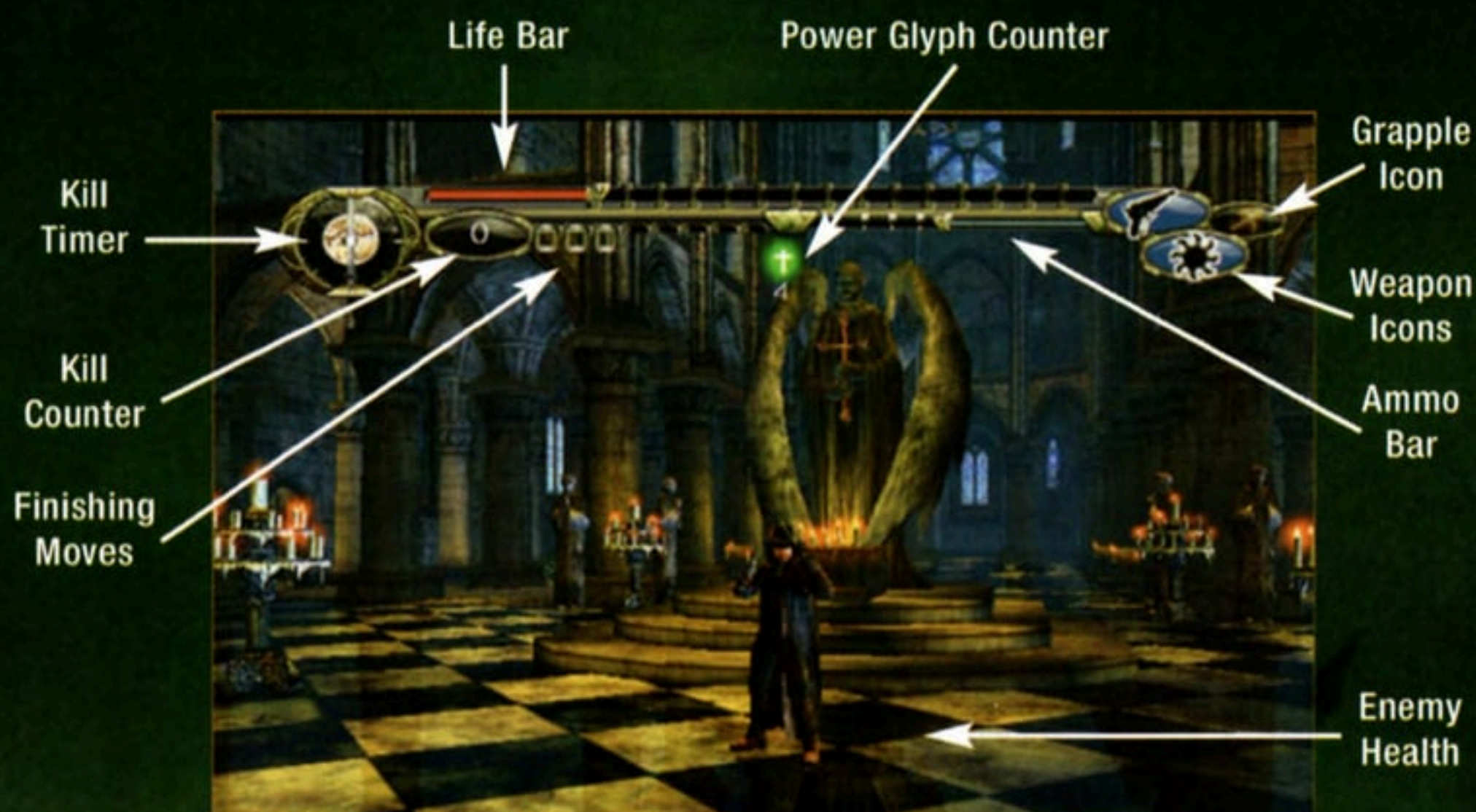
Moves: The Moves Menu lists moves you have purchased from the Armory and provides a brief description of each one.

Cheats: The Cheats Menu shows cheats you have acquired from Cheat Glyphs and provides you with switches and information to activate/deactivate them.



HUD (HEADS-UP DISPLAY)

The HUD, which displays valuable information about Van Helsing, his environment, and monsters is available when enemies are nearby, power glyphs are collected, or the Aim (**R1**) button is used.



LIFE BAR

Your Life Bar extends across the top and center of the screen. If the meter ever empties, you will die and lose some of your progress. Your Life Bar capacity will increase as you collect Health Increaser Glyphs through exploration and by purchasing Health Increasers in the Armory (*see Armory, p. 16*).

KILL TIMER

To the left of the Life Meter is the Kill Timer. Whenever you hit a monster, the timer begins to count down. If you kill a monster before the timer runs out, a point is added to your Kill Counter. If the timer ever counts down, the score on your Kill Counter is reset.

KILL COUNTER

The Kill Counter is located to the right of the Kill Timer. It records how many monsters you kill before the counter runs out. You acquire more finishing moves by achieving high scores on the Kill Counter.

FINISHING MOVES

Finishing Moves are displayed to the right of the Kill Counter. Empty canisters represent unavailable finishing moves. A new Finishing Move becomes available whenever five kills are recorded on the Kill Counter. You can increase the number of canisters available by purchasing Finisher Slots from the Armory (*see Start Menu p.8*).

POWER GLYPH COUNTER

The Power Glyph Counter is located between the Finishing Moves and the Ammo Bar. Whenever you collect a power glyph, or when the Aim (**R1**) button is held, the Power Glyph Counter appears on screen to display the total number of power glyphs collected.

AMMO BAR

The Ammo Bar is a blue bar located to the left of the Weapon Icons. In Alternate Ammo Mode, you drain your Ammo Bar with each shot you fire. You can regenerate your alternate ammo with normal attacks, and you can increase your Ammo Bar capacity by purchasing Ammo Increaseers in the Armory (*see Start Menu p.8*).

WEAPON ICONS

To the left of the Grapple Icon are your Primary (Projectile) and Secondary (Melee) Weapon Icons. When using Weapon Select, these weapon icons expand into your full arsenal of weapons. By pressing the left analog stick up or down, you can assign a new weapon to the Primary and Secondary Weapon slots.

GRAPPLE ICON

This icon will appear in the upper right corner of the screen when Van Helsing can use his grapple gun to grapple a target in the environment. Not all grapple icons appear in the gameplay window—paying close attention to the Grapple Icon in the HUD may reveal secret grapple points.

ENEMY HEALTH

A bar at the bottom and center of the screen represents the health of targeted monsters and boss characters.

TRANSYLVANIA

The land of Transylvania is a treacherous place, and you must learn about your surroundings to successfully navigate its evils.

MISSION OBJECTIVES

Each mission begins with Cardinal Jinette providing story information about your objectives. Listen carefully for clues about the nature of your path.

OBSTACLES

Many obstacles must be overcome to complete your mission.

GRAPPLE POINTS

Grapple points will light up and grow when Van Helsing is able to interact with them using his grapple gun. Van Helsing must use his grapple to swing across treacherous gaps, reach high ledges, trigger switches, and find secrets. Keep your eyes peeled!

BLOCKADES

Use your Check button on doors and other blockades you find. Sometimes, you will find a blockade that can be destroyed with weapons in your arsenal. Some areas will never be accessed (and some secrets never found) until you master this skill!

PUZZLES

Use your Check button when there seems to be no other way out. Sometimes you must investigate your surroundings more closely to navigate your environment!

WEAPONS

PRIMARY (PROJECTILE) WEAPONS



PISTOLS

Accuracy and speed make the pistols a perfect tool for dispatching lesser fiends. Van Helsing never leaves home without them.

Alternate Ammunition Upgrade: Silver bullets blessed in Holy Water—effective against vampires and werewolves



SHOTGUN

This spread weapon fires less rapidly than the pistols and may hit several enemies at once, but it is most devastating at close range.

Alternate Ammunition Upgrade: Incendiary ammo—effective against stone monsters, and enemies with icy powers



GAS-POWERED CROSSBOW

These rapid-fire bolts require more skill to hit quick targets, but do serious damage against monsters made of flesh and flying creatures.

Alternate Ammunition Upgrade: Explosive-tipped bolts—effective against stone



LIGHTNING GUN

Powerful pulses of electricity are hurled from its maw and explode on impact. This massive source of power is especially effective against the noncorporeal.

Alternate Ammunition Upgrade: Unknown



GATLING GUN

This cutting-edge technology delivers bullet after bullet of monster-decimating fun. Few monsters can withstand the barrage of lead, but the wielder is less mobile when firing it.

Alternate Ammunition Upgrade: Unknown



ELEPHANT GUN

Legend speaks of a gifted craftsman who created a rifle so powerful that it was cast into the netherworld so no mortal could wield it.

Alternate Ammunition Upgrade: None

SECONDARY (MELEE) WEAPONS



TOJO BLADES

These small handheld buzz saws make short work of enemies at close range. Van Helsing never leaves home without them.

Alternate Ammunition Upgrade: Supernatural frost—effective against enemies with fiery powers



DUAL SCIMITARS

The scimitars are the preferred weapons of ancient monster hunters. They provide a longer range than the tojo blades, but have slightly less power.

Alternate Ammunition Upgrade: Unknown

POWERUPS

You will come across many items that will help you in your travels:

Power Glyph: Power Glyphs are usually found on defeated enemies and breakable objects. You can use them to purchase new items and abilities from the Armory. Collecting power glyphs and spending them wisely are crucial to your success!



Life Glyph: Life Glyphs are usually found on defeated enemies and breakable objects, but they are far less common than Power Glyphs. When you collect a Life Glyph, some of your life (see *HUD, p.9*) will be restored.



Life Increaser Glyph: Life Increaser Glyphs are hidden throughout Transylvania. Your Life Bar (see *HUD, p.9*) capacity increases for each two Life Increaser Glyphs you find.



Life Replenisher Glyph: Life Replenisher Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see *Start Menu, p.8*) to completely refill your Life Bar (see *HUD, p.9*).



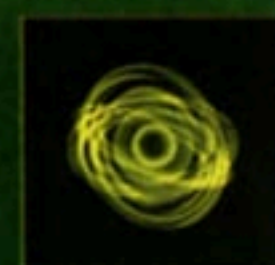
Ammo Increaser: Ammo Increaser Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see *Start Menu, p.8*) to increase the capacity of your Ammo Bar (see *HUD, p.9*).



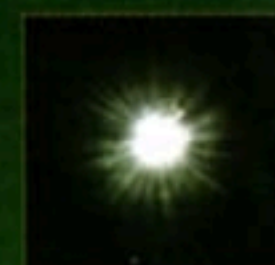
Ammo Replenisher: Ammo Replenisher Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see *Start Menu, p.8*) to completely refill your Ammo Bar (see *HUD, p.9*).



Speed Boost Glyph: Speed Boost Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see *Start Menu, p.8*) to gain a temporary boost in speed.



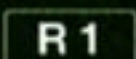
Cheat Glyph: Cheat Glyphs are hidden throughout Transylvania and act as rewards that provide new ways to interact with the world around you.



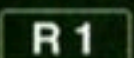
Easter Egg: Easter Eggs are hidden throughout Transylvania and can be used at egg pedestals to enter the netherworld.



ADVANCED CONTROLS

Targeted Attack –  button (*Aim*) +  button (*Primary [Projectile] Weapon*) or  button (*Secondary [Melee] Weapon*)

Hold the Aim button to direct your attacks toward nearby enemies.

Melee Weapon Combo –  button (*Aim*) +  button (*Secondary [Melee] Weapon*) +  button +  button

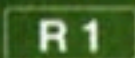
By performing melee attacks in succession, you can perform basic combos on your opponents. As you progress, you can purchase new moves from the Armory, and mix them to create devastating new combos. Experiment to master them all!

Wall Jump –  button (*Jump*) +  button

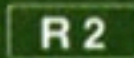
Jump against a wall, and then jump again to propel yourself off the wall at double the height of a normal jump.

Dodge –  button (*Aim*) +  button (*Jump*)

Press in any direction, hold the Aim button, and tap the Jump button to dodge in the direction you are pressing. Once mastered, this quick maneuver will become your best friend, providing narrow escapes from your opponents' most dangerous attacks.

Grapple –  button (*Aim*) +  button (*Check*)

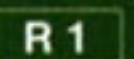
The grapple plays an essential role in exploration and combat. Use it when a Grapple Icon is lit (*see HUD section beginning on p.9*) to traverse difficult terrain, or fire it at enemies to close your distance from them.

Finishing Move –  button (*Finishing Move*)

Acquire Finishing Moves in combat (*see HUD section beginning on p.9*) and use them to kill enemies instantly! (Against some creatures, this attack will only do extra damage.)

Air Strike –  button (*Aim*) +  button (*Secondary [Melee Attack] Weapon*)

Hold the Aim button, press the left analog stick backward, and attack with your tojo blades or scimitar to uppercut enemies into the air, making them vulnerable to further attacks. You can follow enemies into the air by holding the attack button during an Air Strike.

Grapple Jump –  button (*Aim*) +  button (*Check*)

Perform a long jump by jumping while you slide across the ground on your grapple line.

ARMORY

You can purchase new items and moves at the Armory with your Power Glyphs.



ARMORY ITEMS

The following items can be purchased to help you in your journey.

Life Increaser: When purchased, this immediately increases the capacity of your Life Bar (see *Powerups*, p.14).

Life Replenisher: This appears in your Inventory when purchased. The Life Replenisher refills your Life Bar when used (see *Powerups*, p.14).

Ammo Increaser [half]: When purchased, this immediately increases the capacity of your Ammo Meter. (see *Powerups*, p.14).

Ammo Replenisher [full]: This appears in your Inventory when purchased. The Ammo Replenisher refills your Ammo Meter when used (see *Powerups*, p.14).

Speed Boost: This appears in your Inventory when purchased. The Speed Boost grants you a temporary increase in speed when used (see *Powerups*, p.14).

Finisher Slot: When purchased, this immediately increases the number of Finishing Move Slots available for Finishing Moves.

ARMORY MOVES

The following moves are permanently added to your arsenal of attacks, providing important advantages as you progress through the game.

Dodge-Fire

R1 button (*Aim*) + **X** button (*Jump*)

Hold the Jump button while you dodge and press the left analog stick to the left, right, or back to supplement your dodge with a special attack when your pistols, shotgun, or crossbow is equipped.

Grapple Strike

R1 button (*Aim*) + **O** button (*Check*)

Automatically start a tojo blade or scimitar combo when you hit the enemy with your grappling hook.

Ground Strike

R1 button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

Hold the Aim button, press the left analog stick forward, and attack with your tojo blades or scimitar to slide forward and swing downward. Enemies lying on the ground are vulnerable to this attack, and sometimes bounce back into the air!

Tojo Fire

R1 button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

Wind up your tojo blades by holding the Melee Attack button, and then fling them across the room at unknowing enemies.

Air Hop

R1 button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*) ...

X button (*Jump*)

Hold the Melee Attack button while performing an Air Strike to lift into the air, and then press the Jump button to perform a second jump in thin air!

Scimitar Swing

R1 button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

After performing a Ground Strike, hold the Aim button, press the left analog stick forward, and attack with your scimitars to perform a spinning knock-back attack.

Melee Explosion

R1 button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

+ **△** button + **△** button

Complete a melee combo to release powerful area-effect magic that damages all nearby opponents.

MISSION COMPLETED

At the end of each mission, your results are tallied and displayed.

- *Time*: How long it took to complete the mission
- *Best Kill Count*: Your highest Kill Counter score during the mission
- *Shots Fired*: How many projectile shots were fired during the mission
- *Melee Hits*: How many times a monster was hit by a melee weapon during the mission
- *Damage Taken*: How much life Van Helsing lost during the mission
- *Power Glyphs*: How many power glyphs were earned during the mission
- *Finished With Hat On*: Whether Van Helsing was wearing his hat when the mission ended
- *Enemies Killed*: How many monsters were killed during the mission



MONSTERS

The influence of Dracula has spread far across the lands of Transylvania, disturbing the souls of the dead and bending the shapes of beasts into creatures of the night.

FELL SPIRITS

These are the tortured spirits of dead Transylvanians who seek the sweet embrace of flesh with mindless intensity.

GARGOYLES

Gargoyles, flying demons of stone, were created to ward off evil spirits, but the land has twisted the holy blessings bestowed on them. They burst to life, devouring their makers and turning once-holy shrines into nests of evil.

BANSHEE

At a glance, the ethereal banshees are alluring and seemingly harmless, but they can kill with screams of agonizing power.

DWERGI

Germanic trolls, once found wandering in the wilds of Transylvania, have been bent by Dracula's evil will and put to work as his servants. They are small, but their hearts are filled with malice, and their minds are as wicked as their spears.

WISPS

These evil spirits wander the earth, drain its power, and command the elements to destroy every living thing they encounter with violent fury.

VAMPIRE BATS

These flying monsters are large enough to drain the blood of a full-grown human. Their massive fangs then make short work of their unfortunate victims.

THE WOLF MAN

The Wolf Man has the speed of a beast, the strength of a giant, and a will dominated by Dracula. His legendary bite is feared above all else, for everyone who is bitten will carry the curse of the werewolf.

DRACULA

Dracula is the ancient enemy of the Valerious family. His fair appearance and civility belie an insatiable thirst for blood, and the evil force that animates him gives him the power to defy gravity, command the elements, and shape shift into a vampire demon. Anna and her ancestors have fought Dracula for generations, but nothing in the known world can harm him.

THE FRANKENSTEIN MONSTER

The Frankenstein Monster is the tortured creation of the late Doctor Frankenstein. Pieced together from corpses on a framework of bone and metal, the Monster is terrifying to behold. Though peaceful by nature, fear drives him to use his rock-crushing strength and monstrous form against those he perceives as enemies.

CUSTOMER SUPPORT

TECHNICAL SUPPORT

Phone: 310 649-8016, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0755

Internet: <http://support.vugames.com>

CUSTOMER SERVICE

Phone: 310 649-8006, M-F, 8 am-4:00 pm, PST

Fax: 310 258-0744

MAIL

VU Games

4247 South Minnewawa Avenue

Fresno, CA 93725



CREDITS

VOICE RECORDING

Featuring the Voice Talents of:

Van Helsing
Hugh Jackman

Dracula
Richard Roxburgh

The Wolf Man
Will Kemp

Igor
Kevin J. O'Connor

The Frankenstein Monster
Shuler Hensley

Cardinal Jinette
Alun Armstrong

Verona
Sylvia Collaca

Marishka
Josie Maran

Aleera
Kat Cressida

Anna
Mandy Steckelberg

Valerious
Fred Tatasciore

Hyde
Bob Joles

Villagers
Ivo Nanov
Courtenay Taylor
Jenna Macari
James Horan
Neil Kaplan

Casting and Voice Direction
Tom Keegan

Casting Associate
Eric Weiss

Dialog Supervisor and Engineer
Andrea Toyias

Dialect Coach
Jess Platt

DEVELOPED BY SAFFIRE CORP.

Project Management

Lead Designer
Alan Tew

Lead Programmer
Joel Barber

Project Manager
Mike Tidwell

Lead Audio
Rick Bradshaw

Cinematics Lead
Sam Nielson

Art Direction
Walter Park

Engine Programming
Brian Zaugg
Deon McClung
Joel Barber
Pete Ward

Gameplay Programming
Ammon Diether
John McCoy

AI Programming
Shane Smit
Terry Penn

Audio Programming
Deon McClung

Interface Programming
Aaron Knoll
Karren Willard

Core Design
Brandon Harmon
Jason Ablett
Jason R. Smith
Jeremy Throckmorton
Manfred Neber
Ryan Cook

Design
Alex Rushton
Daniel Badilla

Core Cinematics Artists
Matt Leishman
Ryan Goldsberry
Sam Nielson

Cinematics Artist
Lauriann Wakefield

Core Character Animation
Lauriann Wakefield

Character Animation
Sam Nielson

Core 3D Modeling
Kevin Keele
Toran Kotter

3D Modeling
Johnny Breeze
Steve James
Zygote

Core Effects Artists
Andrew Nielson
Joseph A. Hansen
Mike Lott
Neil Melville

Core Texture Artists
Lael Henderson
Joe Olsen
Shauna Howell
Steve James

Texture Artists
Derek Hunter
Kevin Keele
Manfred Neber
Toran Kotter

Interface Art
Mel Milton

Music Composition and Mixing
VitalSparks

Director of Sound
Christian Johnson

Dialog Mixer
Rich Seitz

Music Supervisor
Tom Zehnder

Composers
Steve Kutay
Tom Zehnder

Additional Music by
Cris Velasco

Orchestra

Northwest Sinfonia
Orchestra

Concertmaster

Simon James

Conductor

Jonathan Merrill

Sound Manager

Steve Kutay

Additional Sound Design

Bo Bennike
Rich Seitz

5.1 Mixer

Bo Bennike

Production Coordinator

Shawn Johnson

Choir

Carver Cossey
David Babinet
Helene Quintana
John St. Marie
Kristian Leukert
Laura Harrison
Lorelei Cress
Lori Stinson – soloist
and contractor

Sound Effects

Soundelux DMG

Supervising Sound Designer

Bryan Bowen

DMG Creative Director

Scott Martin Gershin

Sound Designers

Pam Aronoff
Bryan Celano
Dorian Cheah
Lisle Engle
Dutch Hill
Tom Ozanich
Alan Rankin
Peter Zinda

Asset Manager

Sara Huddleston

Audio/Visual Coordinator

James Tabb

Production Assistant

Justin Langley

DMG General Manager

Becky Allen

Saffire QA

Fred Gonzalez
Sambo Ouk

Saffire Management**Business Development**

Brett Nord

Additional Project Management

Brian Christensen

Office Management

Cindi Adamson

HR/Finance Manager

Denise Hampton

Network Administration

Garrett Lindsay

President

Hal Rushton

CEO

Mark Kendall

CFO

Michael Ricks

Intro Movie

Final Light Productions
Brian DeMetz
John Slowsky

Director/Writer/Art Director

John Slowsky

FMV Storyboards

John E. Gibson IV

Opening Cinematic Music**Composition, Sound FX Design**

Foley, and 5.1 mix by
Mike Reagan Music
L.L.C.

Additional Design

Chris Rushton
John Tran

Additional Art/Content**Conceptual Art and Design**

Alan Roderick-Jones

Animation

Brandon Beckstead

Effects

Brian DeMetz

Making of Video

Brian Lefler

Cinematics

Charles Zilm

Animation

Emily Whitney

Effects

Final Light Productions

Animation

Gavan Knowlton
James Torrens

Story Illustrations

Jeff Watts

Cinematic Storyboarding

John E. Gibson IV

Lighting and Textures

John Slowsky

Interface Concepts

Micah Bauar

Interface Concepts

Nathan Whitman

Cinematic Consulting

Robert Grasmere

3D Modeling

Steve Keele

Saffire Special Thanks

The development team would like to sincerely thank friends and family for supporting our efforts through thick and thin. Without your help we could not have made this game.

Saffire and the development team would like to thank Vivendi Universal Games for the opportunity to make this game. We had an incredible time and learned an amazing amount over the last year and a half. Additional thanks are also due to Jonathan Eubanks for his constant support.

PUBLISHED BY VIVENDI UNIVERSAL GAMES, INC.

Production

Executive Producer
Jonathan Eubanks

Producers
William Oertel
Stephen Townsend

Associate Producer
Daniel Badilla

Assistant Producer
Nathan Whitman

Art Director
John Slowsky

**Executive Vice President
of Worldwide Studios**
Michael Pole

Vice President
Jim Flaharty

**Vice President Content and
Development**
Bill Kendall

**Creative Supervisor
Content and Development**
Michael Sequeira

Chief Technical Director
Michael Heilemann

Technical Director
Ryan T. Sammartino

Marketing

**Group Vice President of
Marketing**
Nicholas Longano

Director of Marketing
Koren Buckner

Brand Manager
Nichol Bradford

Associate Brand Managers
Lindsey Fischer
Lisa Roth

Public Relations
Michael Larson

Director of Promotions
Chandra Hill

Creative Services

**Senior Director, Creative
Services**
Steve Parker

Creative Director
Mike Bannon

Creative Manager
Bill Watt

Senior Graphic Designer
Eric Nord

**Associate Graphic
Designer**
Kevin Fremon
Marco Orozco

Manual Designer
Lauren Azeltine

Account Supervisors
Michelle Garnier
Winkler
Maggie Storm Gardner

**Licenser Relations
Supervisor**
Mary Moffitt

Consumer Research

Research Managers
Irene Lane
Miriam Bishay

Research Analyst
Eric Culqui

Web Services

Conrad Walton
David Hall
Jeremy Osterloh
Guy Welch

Localization

Kirsten Gavoni

Quality Assurance

QA Manager
Michael Caradonna

QA Lead
Adam Gagnon

QA Associate Leads
Cameron Austin
Ken Kupis
Rodrigo Reyes
Jared Yeager

QA Testers
Albert Gavieres
Alvin Gavino
Alex Hammond
Brian Carr
Chang Ho Koo
Daniel McKain
Dereck Queza
Don Carroll
Hugh Temen
Jared Yeager
Jason Colombetti
Jonathan Spence
Ken Kupis
Kimberly SooHoo
Lawrence Everson
Lester Broas
Mark Yao
Michael Cabison
Michael Jackson
Patrick Lee
Philip Semenik
Raymond Hsiao
Reynard DeCastro
Robert Bradbury
Ryan French
Terence Brant
Vincent Reapor

Technical Requirements Group

Ali Raza
Christopher Wilson
Fausto Lorenzano
James Galloway
Jamie Saxon
Joaquin Meza
Joseph Olivas
Lauren Kamienieki
Mark Jihanian
Rob Gardner
Tom Craven

Configuration Lab

Afolabi Akibola
Andrew Ebert
Evan Greenberg
Jaime Rios
Jason Perry
Jorge Pacheco
Zachary Turner

Product Certification

VUPC Director
Randy Lynch

VUPC Leads
Glenn Dphrepaulezz
Cyra Talton
Brandon Valdez

**Programming &
Engineering**
Richard Benavides
Benjamin Chan
Alexander Zherdev

VUG Special Thanks

Luc Vanhal
Phil O' Neil
Maria Stipp
Joshua Taub
Clara Gilbert
Linda Ethridge
Jarrett Caropelo
Charles Yam
Darryl Kurylo
Jessica Alba
Robert Puff
Andre D. Ramirez
Diana Wu

FILM CREATIVE CONSULTANT

Jesse Peckham, The Sommers Company

UNIVERSAL CONSUMER PRODUCTS GROUP

Vice President, Interactive

Bill Kispert

Interactive Coordinator

Dawn Silleman

Manager Rights and Clearance / Product Approval

Julie Chebbi

Creative Consultant

Roger Estrada

Senior Art Director

Susan McIntyre-Young

Senior Counsel

Todd Whitford

Very Special Thanks

Stephen Sommers
and Bob Ducsay

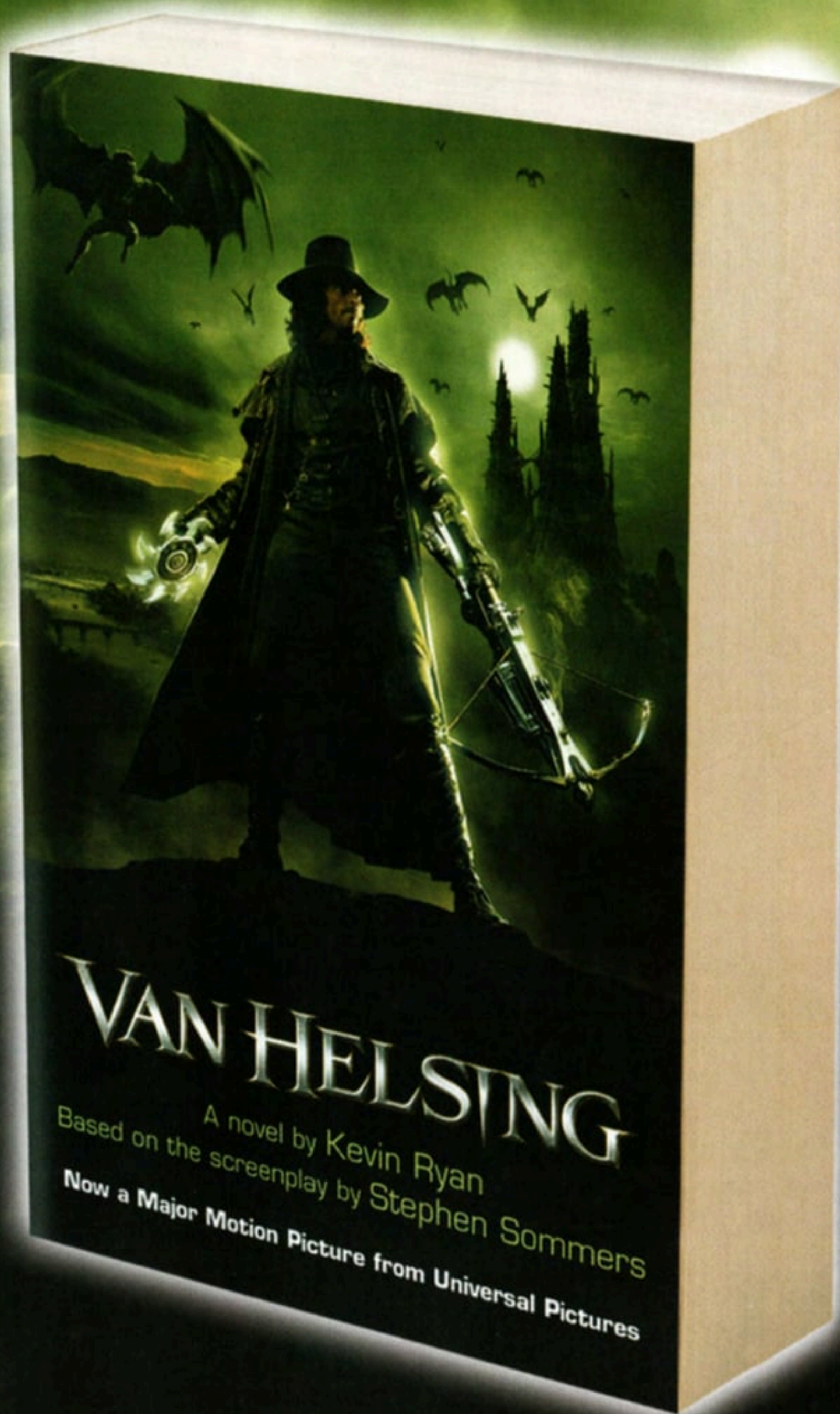
Special Thanks

Guy Adan
Dawn Ahrens
Melissa Amador
Kevin Campbell
Eddie Egan
Adam Fogelson
Colleen Foster
Elizabeth Gelfand
Beth Goss
Debbie Jackman
Ryan Landels
David O'Connor
Jeff Sakson
Marc Shmuger
Matthew Stueken
Analissa Trinidad

NOTES

NOTES

Evil has one name to fear...



Relive the thrilling adventures of monster hunter Van Helsing—read the electrifying book based on the action-packed feature film from Universal Pictures!



Available wherever paperback books are sold.

www.simonsays.com • www.vanhelsing.net

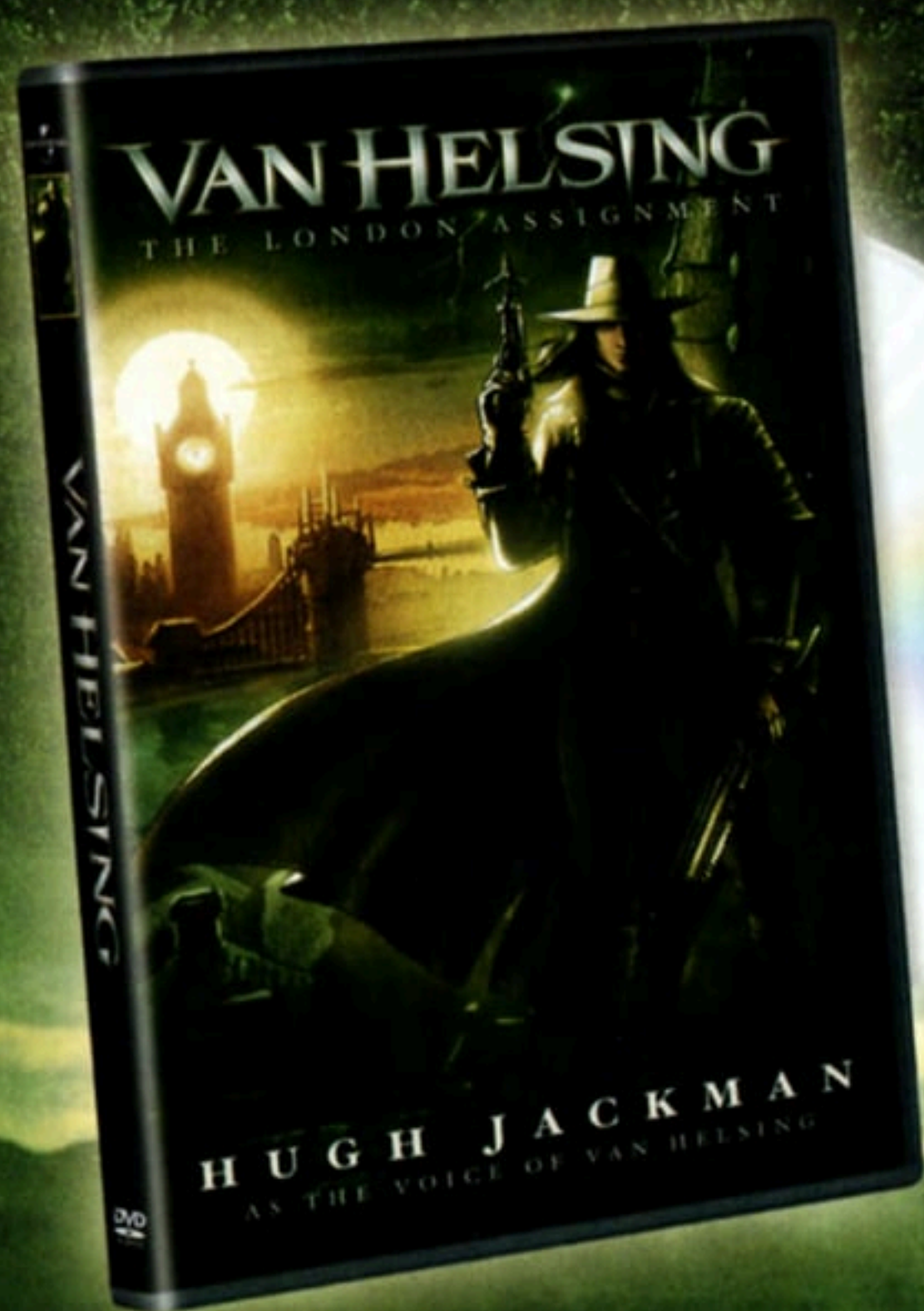


WITNESS THE BEGINNING

WITH THE ALL-NEW,
ORIGINAL ANIMATED FILM PREQUEL,

VAN HELSING

THE LONDON ASSIGNMENT



- ◆ Features the voice of *Van Helsing* star Hugh Jackman (*X-Men*, *X2*, *X-Men United*)
- ◆ Premiering exclusively on DVD
- ◆ Loaded with bonus features, including an in-depth look at *Van Helsing*'s groundbreaking special effects
- ◆ From the director and producers of the motion picture *Van Helsing* – Stephen Sommers and Bob Ducsay



OWN THE DVD MAY 11

NOT YET RATED

\$14.98 S.R.P.

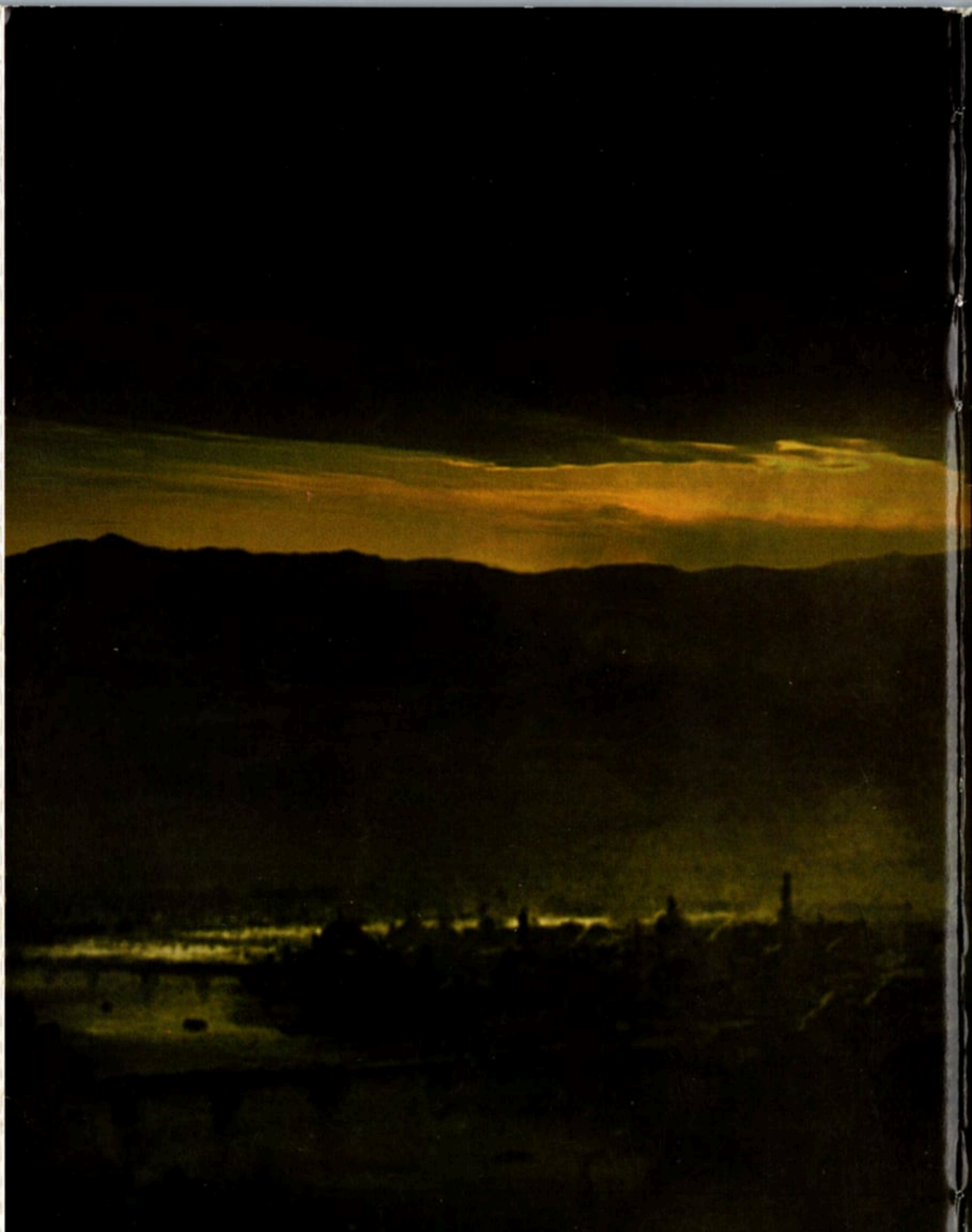
UNIVERSAL

LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. **Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
7. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.



"Van Helsing" interactive game © 2004 Vivendi Universal Games, Inc. Van Helsing™ & © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. The Saffire Logo is a registered trademark of Saffire, Inc.

7216810