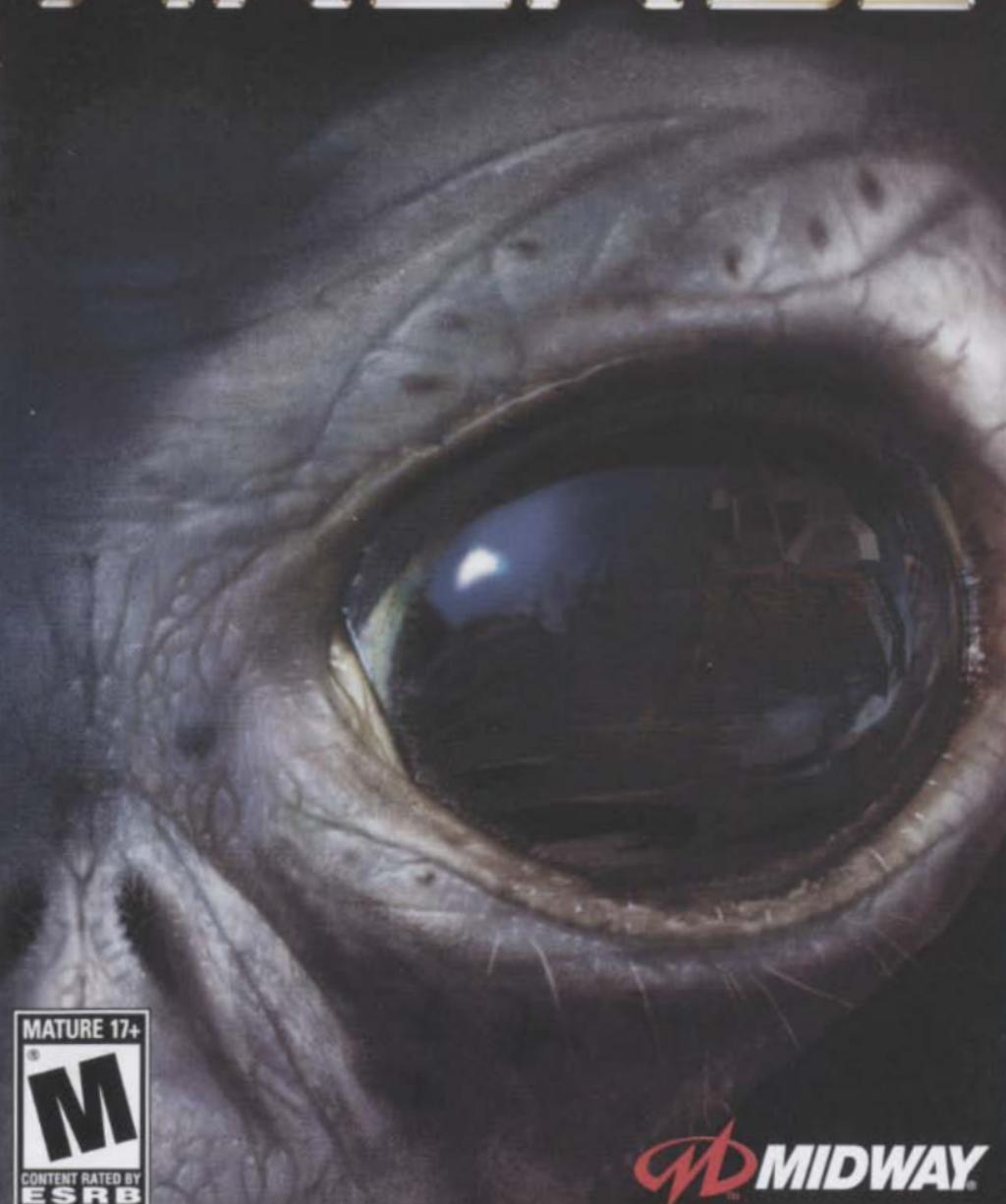




LIVETM ONLINE ENABLED

AREA-51TM



CONTENT RATED BY
ESRB

 MIDWAYTM

WARNING

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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

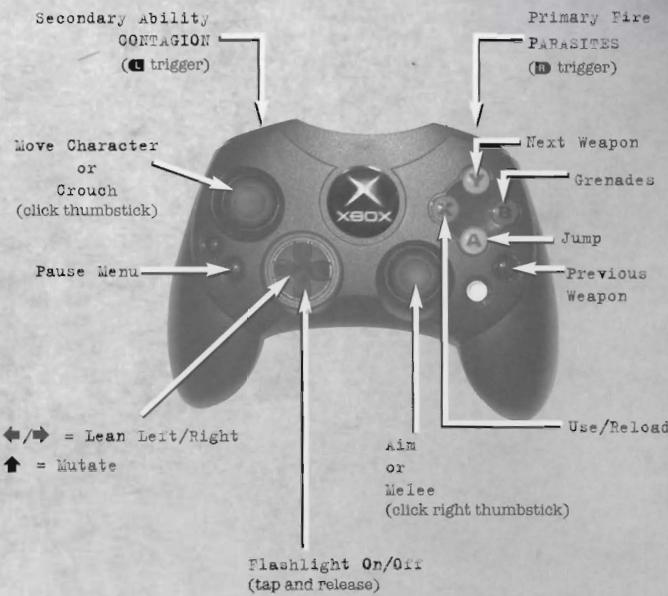
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the 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.

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

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DEFAULT CONTROLS

NORMAL MODE



MUTANT MODE IN ALL CAPS

MENU/SUB-MENU NAVIGATION

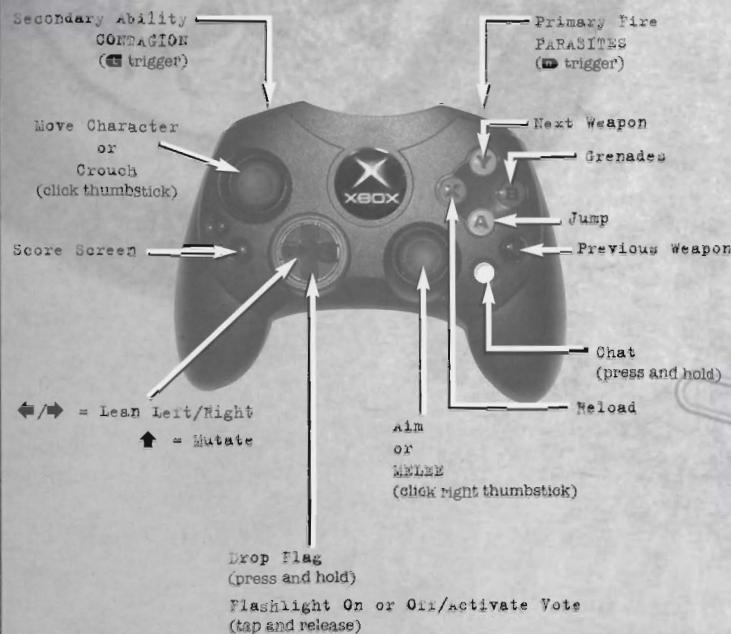
Throughout this manual, **↑**, **↓**, **<** and **>** will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (**↑**, **↓**, **<** or **>** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **○** button to display the Pause Menu. Press the D-pad **↓** to select Main Menu, then press the **A** button. To confirm exiting the game, highlight Yes, then press the **A** button again.

DEFAULT CONTROLS

MULTIPLAYER MODE



MUTANT MODE IN ALL CAPS

XBOX COMMUNICATOR HEADSET/VOICE CHAT

This product allows the use of the Xbox Communicator Headset. To turn the Xbox Communicator mute on or off, select Settings from the Main Menu and select Xbox Communicator. Within this menu, you will have the ability to turn mute on or off, select whether the voice output is heard through TV speakers and/or adjust TV speaker volume.

Note: During an *Xbox Live* match, your headset mute will default to on if it is plugged into your console after an *Xbox Live* match has already started.

Voice Chat: To toggle between Local, Team, and Global chat modes, press the **○** button. Voice chat is only available while in an *Xbox Live* match. For more information regarding *Xbox Live* features, see pg. 9-10.

AREA 51: THE STORY

The mysterious Grays have studied humanity for thousands of years. Earth's remote location in the backwaters of the galaxy made it an ideal location for the alien race to conduct research that is too dangerous to perform on any of their homeworlds. Embroiled in an interstellar war with an unknown enemy, the Grays were desperate to develop a super-weapon that would ensure their survival. The natural resources and large population of Earth, combined with the human leadership's corrupt accommodations provide the perfect facility for the Gray's biological warfare development.

In 1947, a Gray research ship experienced a major malfunction resulting in a crash near Roswell, New Mexico. The United States Government quickly covered up the truth, sealed off the site and recovered a badly wounded Gray named "Edgar" who was transported to Area 51 for study. In the time that followed, major elements of the government were co-opted by the powerful Illuminati, a secret organization of elitists dedicated to ruling the world from the shadows. The Illuminati used their influence to set a new secret agenda for Area 51. A major base was built over the initial laboratory that housed the crippled "Edgar", and the Grays established a research facility 3 miles below the desert surface. Since then it has served as the only secure landing site for all subsequent Gray vessels.

In time the Illuminati formed a Pact with the Grays, granting them needed resources (including humans for experiments) in return for exclusive access to Gray technology.

For the last 20 years human and Gray researchers have worked in tandem to great effect, creating a creature-weapon codenamed "Theta" intended for use in the distant alien conflict. One human scientist, Dr. Winston Cray, is working with the mysterious "Edgar" on perfecting a viral weapon. Cray believes mating this virus with the "Theta" project will yield the super-weapon the Grays have long sought.

Tipped off by "Edgar", Dr. Cray now struggles to prevent the Grays from completing their weapon and destroying Earth. Since the Illuminati control the laboratories of Area 51, Cray risks everything by calling for help. He released his viral weapon within the subterranean sections of the base with the intention of creating chaos and distraction within the Illuminati, hoping to stall completion of the Gray's plans and prompt interference from military forces on the surface. The resulting infection spread to the upper sections of the base and military commanders reacted quickly by sealing the area and calling in Military Hazardous Materials Teams. After the initial HazMat Team Delta went missing a second unit was dispatched. HazMat Team Bravo must discover the fate of Team Delta and discover the source of the deadly virus.

MAIN MENU

CAMPAIN

You are Ethan Cole, a part of the Army's Hazardous Materials action and response team. As Ethan Cole, you'll follow the Area 51 storyline as you play through the game's many vast levels. You'll encounter many obstacles as you uncover the truth about Area 51.

To start your mission, select Campaign on the Main Menu. Once this option is selected, you'll need to Create a New Profile (see Profiles, next page).

Campaign Menu

Once you've created your Profile, you can select New Campaign to start from the beginning, or you can select Resume Campaign to continue a previously saved game.

SPLIT SCREEN

This option allows you and friends to battle, selecting from available characters, weapons and up to 14 levels. Each player must first enter a Profile before the match can start (see Profiles, next page).

Once you've either selected or created a new profile, press the **Y** button to advance to the Split Screen Options menu.

Split Screen Options

Press the D-pad **←** or **→** to adjust these two options:

Time Limit - You can set your game's Time Limit from No Limit to 60 minutes.

Score Limit - Set your game's Score Limit from No Limit to 200.

Once your options are set, select Continue and press the **A** button to view the Map Select screen.

MAP SELECT

Available Maps

As you acquire new maps, you can add them to the maps listed under Map Sequence. Highlight the map you want to add, then press the **A** button.

Map Sequence

At the Map Select screen, you can press the D-pad **↑** or **↓** to highlight a level listed under Map Sequence. Press the **A** button to select the level you want to play first. The next level you select will be the second level you'll play and so on. Repeat this process to place the levels in the order you want to play.

Once you've set up your maps, select Launch to begin.





MANAGE PROFILES

In order to save games and personal stats, you'll need to create a Profile, then save it to your hard disk. You can create a Profile without saving, but once you power down, your game's progress will be lost.

From the Main Menu, select Manage Profiles to view the Profiles screen. Highlight a profile, then press the **Y** button to access your Profile options.

Profile Name

Press the D-pad **↑**, **↓**, **←** or **→** to highlight a character, then press the **A** button to select. Repeat this process to spell out your name, then select **OK** to accept the name.

Controls

To adjust options, you'll either highlight the option and press the **A** button to "check" the option's box or press the D-pad **←** or **→** to make an adjustment. At any time, though, you can press the **X** button to select Restore Defaults and return the options to their default settings.

Invert Y Axis

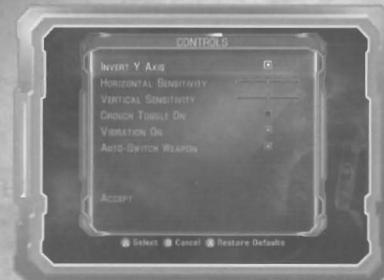
If you're not comfortable with the game's default "Y Axis" (Up and Down) movement, you can select this option to invert the controls.

Horizontal/Vertical Sensitivity

You can adjust the sensitivity of the thumbsticks to move slower (**←** adjustment) or faster (**→** adjustment) when you're playing the game.

Crouch Toggle On

Turn this option **ON** to have each press of the crouch button toggle between crouching and standing.



Vibration On

Turn the Xbox controller's vibration feature **On** or **Off**.

Auto-Switch Weapon

With this option selected, your weapon automatically switches to a newly picked up weapon.

Multiplayer Avatar

For multiplayer games, you can select an Avatar. Press the D-pad **←** or **→** to cycle the available color schemes.

Campaign Difficulty

Set your Campaign difficulty to Easy, Normal or Hard*.

*Note: The Hard option is not available until you've completed the game at Normal difficulty.

Online Status

During an Xbox Live play session, selecting **On** informs other users of your online status. With the option set to **Off**, your online status will not be seen by others.

Autosave Status

You can set the game to Autosave your progress as you play in a Campaign. With Autosave set to **On**, your progress will be automatically saved each time you achieve an objective.

If Autosave is disabled, you'll be prompted whether or not you want to save your progress.



TAKE AREA 51 BEYOND THE BOX

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

CONNECTING

Before you can play Area 51 on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

SIGNING IN

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard disk or a memory unit.

Press the **A** button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the **A** button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code. You'll advance to the Profiles Screen (see [Profiles](#), pg. 7). Select the profile you want to use to go to the Xbox Live Menu.

Quick Match

Pick your desired game type and Xbox Live will look for the best game for you to join. When a game is found, you'll join the battle.

Quick Match will give preference to finding games that provide the best game-play experience, using factors such as player skill, network conditions, and server modifications.

OptiMatch

OptiMatch allows you to search Xbox Live for game hosts that match your exact specifications. You can specify your perfect match, including the [Game Type](#), [Minimum \(number of\) Players](#), [Mutation Mode](#), [Password](#) or whether you want [Voice Chat](#) enabled.



Create Match

You can create your own Xbox Live play session with this option. Type in a [Host Name](#), then set [Game Type](#), [Mutation Mode](#) and [Voice Chat](#) options the way you want. Select [Continue](#), then select values for [Play Limit](#), [Score Limit](#) or [Time Limit](#).

[Vote Pass](#) - Set the percentage of Yes votes needed for an in-game vote to pass. For example, the default value states that 80% of the votes are needed to kick a person or change maps.

[Auto-Scale Maps](#) - When this option is [On](#), the maps will expand and contracted based on the number of players in the game. As more players join, more sections of the map will become available. Similarly, as players leave the game, various areas of the map will become inaccessible.

[Friendly Fire](#) - You can set a value toward the amount of damage Friendly Fire inflicts on your teammate. The higher the percentage, the more damage your teammate will endure.

After you've set your options, select [Continue](#) to go to the Map Select screen (see [Map Select](#), pg. 6).

Friends

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

Players

This option gives you a list of the players you've most recently played online.

Edit Profile

See [Profiles](#), pg. 7.

View Stats

You can see your Xbox Live performance statistics.

AREA 51 WEAPONS

M-11 "SCORPION" PISTOL

Projectile Type: 10mm jacketed hollow-point

Dual-Wield: No

Damage: Medium

Accuracy: Medium

Range: Medium

Rate Of Fire: High

Firing Mechanism: Semi-Auto

Magazine Capacity: 8 Cartridges

Scope: Red Dot, Holographic

Secondary Ability: Combat Flashlight, White LED (85 lumens)



XM-32 "VIPER" ASSAULT RIFLE

Projectile Type: 6.8mm full metal jacket, enhanced penetrator

Dual-Wield: Yes

Damage: Medium

Range: Medium

Rate Of Fire: High

Magazine Capacity: 30 Cartridges

Accuracy: Medium (semi-auto), low (automatic)

Firing Mechanism: Selective Fire (semi-auto, full auto)

Scope: Advanced Combat Optic, 1.5x zoom

Secondary Ability: Combat Flashlight White LED (85 lumens)



M-170 "HAMMER" COMBAT SHOTGUN

Army Designation: M-170 "Hammer" Combat Shotgun

Projectile Type: 12gauge XXX buckshot, with secondary micro pellets for maximum dispersion

Dual-Wield: Yes

Damage: High

Range: Low

Accuracy: Low

Rate Of Fire: Medium

Firing Mechanism: Semi-Auto

Magazine Capacity: 10 Shells

Scope: None

Secondary Ability: Fires 1 shell from both barrels simultaneously



SR-125 "WRAITH" SPECIAL PURPOSE RIFLE

Projectile Type: 7.62mm SLAP (sabot light armor penetrator)

Dual-Wield: No

Damage: High

Range: High

Accuracy: High

Rate Of Fire: Medium

Firing Mechanism: Semi-Auto

Magazine Capacity: 6 Cartridges

Scope: Advanced Sniper Optic, 2x and 10x image stabilized zoom, integrated laser range finder



M-25 FRAG GRENADE

Official Designation: M-25 HEDP (high-explosive, dual-purpose)

Fragmentation Grenade

Damage: Medium (RDX stabilized explosive)

Range: Medium

Secondary Ability: Contact fused or 2 second delay



AREA 51 WEAPONS

AN/PEQ-61 "QUICKFIX" SCANNER

The "QuickFix" is a hand-held, multifunctional device used by Hazmat teams on special operations to quickly analyze, record and transmit data.



- 5" Organic Electroluminescent Display.

- Spectrum analyzer capable of sampling airborne particles to 1012 parts per million.

- Interrogative super-heterodyne variable-frequency laser capable of analyzing over 1,000,000 known substances.

Secondary Ability: Combat Flashlight, White LED (85 lumens)

JB GRENADE

Army Designation: XM-197 "Jumpin' Bean" Experimental Grenade

Damage: High (high-yield graviton-plasma implosion)

Range: High

Secondary Ability: If player unlocks "expert" mode the JB will fly direct to line of sight for optimal attack profile.



BBG

Alien Designation: Unknown

Projectile Type: Highly Charged Meson particles which cling to organic surfaces, rebound off all other materials

Dual-Wield: No

Damage: Medium

Range: High

Accuracy: High

Rate Of Fire: Medium

Magazine Capacity: 60 particle impulses

Scope: None

Secondary Ability: Integrated "intelligent" LiDAR beam, predicts Meson particle path, changes frequency when illuminating organic target



MESON CANNON

Alien Designation: Unknown

Projectile Type: Unstable (imbalanced antiquark ratio) Meson particle

Dual-Wield: No

Damage: High

Range: High

Accuracy: Medium

Rate Of Fire: Low

Magazine Capacity: 1 particle impulse

Scope: None

Secondary Ability: None



AREA 51 CHARACTERS



Specialist Ethan Cole

Ethan Cole is a mission specialist on Hazmat Team Bravo. A trained biologist, Cole's remarkable marksmanship and tactical skills have served him well in his Army career. Cole's primary responsibility on Hazmat Team Bravo is the operation of the AN/PEQ-61 "QuickFix" Scanner. If the team is to develop a countermeasure to a viral threat, the scanner will be the primary means of gaining information. The pragmatic son of a prominent doctor and respected college professor, Cole doesn't believe in little green men.

Major Douglas Bridges

Major Bridges is tough Special Forces officer in charge of the DoD's Quick Reaction Force. If a sensitive military installation experiences a "situation" they cannot control, Major Bridges and his QRF platoons are sent in to contain the threat and employ whatever countermeasures are deemed necessary.



Mitch "Crispy" Chrisman

Crispy attended West Point and almost got kicked out twice. While he barely managed to graduate with a pre-med degree, his constant practical jokes got him assigned to Hazmat Team Bravo as a Chief Warrant Officer. He is the team's medic and is cross-trained in communications.

Jack McCann

Jack McCann is the proud son of a military father and received a degree in biology from Stanford. He has repeatedly declined officer candidate school to stay in the field and remains a sergeant. An avid reader, he's never without a paperback tucked into his BDUs. He is the team's combat arm's specialist and microbiologist.



Anthony Ramirez

Captain Anthony Ramirez is a hard-nosed career soldier with 14 years of service in the United States Army. After commanding a platoon in Major Bridges' elite QRF, he was entrusted with command of Hazmat Team Bravo. He is in extremely good shape (working out an extra 2 hours a day over and above his standard PT regimen) and loves his protein bars. His primary responsibility is team command and control, but he is cross-trained in demolitions.



Dr. Winston Cray

Dr. Winston Cray is a scientist emeritus attached to Air Force Flight Test Center, Detachment 3 (AFFTC Det. 3) otherwise known as Area 51. Originally a scientist attached to Project Paper Clip, he was the first scientist on scene at the UFO crash-site in Roswell, New Mexico. Since that event, he has been in charge of all research involved with Aliens.



AREA 51 ENEMIES

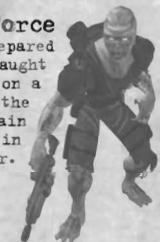
Mutant Scientist

Many of the research scientists trapped in the lower levels of Area 51 were exposed to an unknown mutagen. Possibly viral in nature, this mutagen triggered a rapid growth phase, greatly strengthening the skeletal and muscular systems. Similarly, the virus has caused a severe psychosis in all those infected.

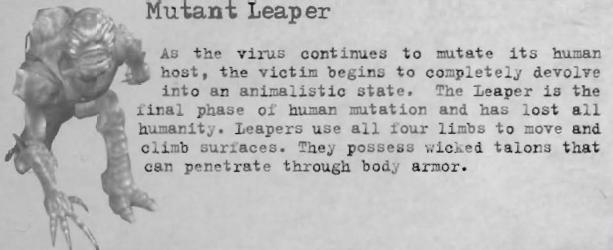


Mutant Security Force

The security component of Area 51 was unprepared for a viral outbreak. Many of them were caught off guard and didn't have time to put on a gasmask. Those infected by the release of the virus mutated rapidly. They seem to retain enough of their humanity to use firearms in a rudimentary manner.



Mutant Leaper



As the virus continues to mutate its human host, the victim begins to completely devolve into an animalistic state. The Leaper is the final phase of human mutation and has lost all humanity. Leapers use all four limbs to move and climb surfaces. They possess wicked talons that can penetrate through body armor.

Mr. White

Mr. White is the Illuminati's representative to the Grays. Originally a scientific peer to Dr. Cray, Mr. White was seduced by the Illuminati and has become Dr. Cray's nemesis. After perfecting human cloning, Mr. White's research was used to create the BlackOps. Mr. White, ever the narcissist, created several clones of himself to ensure a power-base of loyal servants. Mr. White's cooperation with Gray's is carefully calculated to provide him the technology and weapons to eventually control the world.



AREA 51 ENEMIES



Black Ops

BlackOps are cloned humans, the result of experiments with Alien / Human DNA recombination. These hybrids have excellent combat reflexes and are conditioned to obey orders from the Illuminati and Grays.



Black Ops Leader (Red)

Selected BlackOps are given cloaking armor enhancements and specialized tactical training. Used to command squads of ordinary BlackOps, the BlackOps Leaders are a serious threat and should be eliminated as quickly as possible.

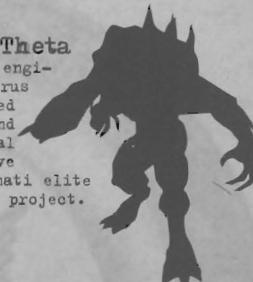


Gray

Not much is known about the enigmatic Grays. Their first contact with humankind was the result of a scout ship that experienced a malfunction and crashed near Roswell, New Mexico in 1947. They communicate using gestures and telepathy. Rarely encountered, they prefer to dwell in the deep bowels of Area 51 experimenting with captive humans. The exact purpose of these experiments are known only to the Grays and their Illuminati counterparts.

Theta

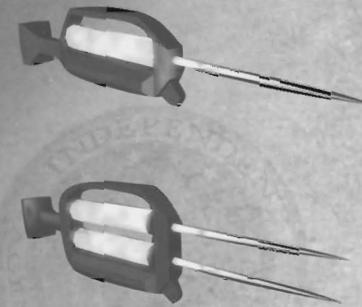
The Theta is the ultimate biological weapon engineered by the Grays to spread a mutagenic virus as quickly as possible to any carbon-based enemy. Theta can communicate and command Leapers. Equipped with an electro-chemical pulse weapon, the Theta is an impressive killing machine. Rumors within the Illuminati elite talk of a "Super Theta" project.



Edgar

Edgar is a deformed and bloated Gray who is imprisoned by his fellow Grays and the Illuminati. Edgar's life, the little it encompasses, remains within a large glass container. This mechanical prison keeps Edgar alive as his blood is harvested to create the viral weapon. Edgar communicates via telepathy and retains the Gray's ability for limited telekinesis. Edgar appears to be lifeless, but his throbbing heartbeat and the eerie fluid moving through his veins warns otherwise. Edgar and Dr. Gray are allies against Mr. Whites and his nefarious plans.

PICKUPS



HEALTH (Green)

SMALL

LARGE

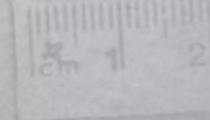


MUTAGEN (Orange)

SMALL



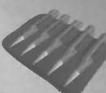
LARGE



WEAPON PICKUPS



SMALL M-11 PISTOL AMMO



SMALL SR-125 SNIPER RIFLE AMMO



LARGE M-11 PISTOL AMMO



LARGE SR-125 SNIPER RIFLE AMMO



SMALL M-170 SHOTGUN AMMO



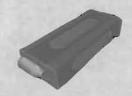
SMALL M-25 FRAG GRENADE



LARGE M-170 SHOTGUN AMMO



LARGE M-25 FRAG GRENADE



SMALL XM-32 ASSAULT RIFLE AMMO



JB GRENADE



LARGE XM-32 ASSAULT RIFLE AMMO



MESON CANNON AMMO

CREDITS

Production

San Diego, CA
Executive Producer Michael Gottlieb
Producer Zach Wood
Associate Producer Levin Shatky
Assistant Producers Jaime Bencia & John Stokey
Austin, TX
Producer Daryl Allison
Assistant Producers Ken Anderson & Rob Julien
Additional Production Support Jaime Grieves & Craig McDonald

Engineering

Technical Directors Andy Thyssen, D. Michael Traub, Steve Broumley & Craig Galley
Rendering Leads Larrin Stewart & Byron Hapgood
Engineers Mark Billington, Rob Brannon, Jean-Paul Gossigny, Byron Hapgood, Andrew Harp, Jeremy Hova, Steven Hird, Jason Franklin, Nick Macrae, Mike Reed, Kevin Sariel, Barrin Stewart, Gary Patrick, Brian Watson & Gary Weber, Sultan Ansari, Tomas Arce, David Kalina, Jim McHugh, Duang Nguyen & Chris Spears

Design

Creative Director Jim Stiebelmaier
Design Manager Chuck Lopher
Campaign Designers Earyl Allison, Erin Anthony, Tom Bonner, Lucas Davis, Matt Green, Steven Haid, Jeremy Hova, Chuck Lopher, Nick Macrae, Todd Hartney, Shes Shelley & Gary Weber
Multiplayer Designers Ery Bickerton, Billy Browning, Lucas Davis, Eric Hava, Eric Seiler & D. Michael Traub
Additional Design Amy Albertson, Justin Chin, Leo leBruyn, Tom Hall, Kent Hudson, Artie Rogers, John Romero, Brandon Salinau, Randy Van Hoesen, Harvey Smith & Matt Warchola
Original Story Concept & Script Ery Bickerton, Justin Chin, Jim Stiebelmaier & John Watson
Writing & Editing Cyrus Lum, Shes Shelley, Harvey Smith & Jim Stiebelmaier
Additional Writers Justin Chin, Tom Hall & Harvey Smith
Dialogue Script Editing BlindCase
Dialogue Editing Producers Matt Case & Andrew Helm
Dialogue Editors Brad Baker, Marianne Krawszik, Michael Trajnor & Monica Zapeda

Art

Art Director Pete Franco
Modeling/Level Lead Jave Ancia
Level Lead Michael Mclelland
Technical Lead Aaron Smitschey
Animation Lead Mookin Weisbrod
Artists Ben Bonner, Carrie Meade, Alison Rogers, Lou Salamo & Michael Tong
Animators Grayson Chalmers & Nick Carter
Additional Artists Billy Browning, Ruben Garza, Tom Heimann, Trevor Lemoine, Cyrus Lum, Brad Marques, John Moore, Eric Hava, Eric Seiler, Jesus Slatte, Shane Tarrant & Art Wong

In-Game Cinema Storyboards

Motion Capture Animation

Directors Jimmy Almeida & Kevin Wang
Talent Casting BlindLight
Actors Jimmy Almeida, Josh Green, Myong Hong, Courtland Jones, "Military Mike" Mercurio, Matt Mullins & Benjamin Nicolas

Full Motion Video

Blix Studio

Still Images

Vision Scapes Interactive

Audio

Audio Director Marc Shaeigen
Sound Designers Clark Crawford, Dylan Hunt, Adam Kay & Marc Shaeigen
Additional Sound Design Eric Friend
Level Audio Implementation Randy Buck, Dylan Hunt & Marc Shaeigen
Music Implementation Dylan Hunt
Cut-Scene Editing & Mixing Randy Buck
Localization Audio Engineer Jennifer Noonan (16)
Audio Support Andy Arthur & Jennifer Noonan
Music Composition & Production Chris Vrenna
Additional Music Composition Rob King & Clint Walsh
Music Editing & Mixing Adam Kay
Voice Recording/Processing Soundelux DMC
FMV Sound Design Soundelux DMC

PROJECT NO. JPSO

CHOCOLATE CHIP COOKIES 100% DARK CHOCOLATE
INTELLIGENCE CENTER

CREDITS

Voice Actors

Ethan Cole David Duchovny
Major Bridges Powers Boothe
Edgar Marilyn Manson
Dr. Gray Ian Abercrombie
Mr. White Phil Proctor
Ramires Marc Rodriguez
Crispy John Keaton
WoDan Julian North
Lt. Chew Beng Spies
Marco Sean Donnellan
Victor5 Brian Cummings
Additional Voices by Steve Blum, Dan Hagen, John Vernon, Lori Allen, Brian Tochi, James McCaffery & Nicholas Guest

Midway QA - San Diego

QA Director Paul Sterngold
QA Supervisor Jan Wagner
Lead Product Analyst Brian Atangan
Co-Lead Product Analyst Steve Scott
Technical Standards Analysts Rommel abalos, Jennifer Johnson, Jared Hamiter, Jason Jorgenson, Chanel Penley, Rich Phin, Matt Staples & Jim Storey
Asst. Lead Product Analysts Sallen Crawford & Josei Fontanilla
Product Analysts Rogelio Aguilar, Sallen Crawford, Brandon DeGuzman, Josei Fontanilla, Tim Fellows, Jeff Heidenreich, Mike Mengle, Andrew Nguyen, Stacy Norman, Shane Crus, Brian O'Farrell, Isaac Orlitzim, Bryan Parmanour, Ronald Salizza, Marc Socield, Steve Scott, Samantha Smith, Nick Waibel & Richard Bager

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Lead Product Analysts Tim Johnson, Jay Hammer & Kent Raffray
Product Analysts David Bjorndahl, Devin Dixon, Valerie Head, Casey Lendenhall & Jacob Primeaux
Technical Standards Analyst Ray Hitchell
Additional Testers Miguel Gandy & Russell O'Henry

QA - Chicago

QA Director Loren Gold
Lead Product Analyst Timothy Waller
Product Analysts Reggie Banks, Dave Bulvan, Andy Hernandez, Chris Sofadden, Greg Hans, Warren Wilkes & Kl Wolf-Smith
QA Engineers Robert Lathan & Richard Vrtis

Localization

MediaLocate

Localization Coordinators

Clement Nation, Ivan Glase & Chris Higgins

Localization Product Analysts

Rogelio Aguilar, Sebastian Braun, Leonardo Capesnato & Grace Sikorska

Midway Studios Austin

Studio General Manager Denise Fulton
Studio Technical Director Craig Galley
Studio Art Director Cyrus Lum
Studio Creative Director Harvey Smith
HR Manager Renée Biggs
Office Admin Carrie Barcroft
IT Manager Paul Vaden
System Administrator Billy Spears

Marketing & PR

Steve Allison, Neilly Brennan, Serene Chan, Tim Gramich, Kona Hamilton & Natalie Salzman

Legal

Michael Burke, Debbie Fulton, Rob Gustafson & Cory Halpern

CREDITS

Print Design & Production

Creative Services - San Diego, Ca.

Creative Media

Migs Cortes, Max Crawford, Beth Smakowski & Christa Woss

Blur Studio

Creative Director Tim Miller
CG Supervisor Dave Wilson
Animation Supervisor Jeff Weissend
FX Supervisor Kirby Miller
Producer Sherry Wallace
Layout / Animatic David Hribelkin
Modeling Heikki Anttila, Corey Butler, Sae Chan, Jangwoo Choi, Jerome Denjean, Ian Joyner, Alexandre Hitchko, Ian Knight, Kevin Margo, Barrett Keeker, Sid Koye, Cuan Ego, Centre Oskurt, Laurent Pierlot, Sam Rice, Brandon Rice, Jonas Thornqvist & Dave Wilson
Rigging Carlos Anguiano, Sae Chan, Paul Morris, Kull Shin & Sung Wook Su
Animation Davy Sabbe, Wim Sien, Bryan Hillenstad, Makoto Koyama, Onur Yalcin, Jason Taylor, Ruol Falcual, Samir Patel, George Schermer, Guu Wartenberg & Jeff Weissend
Lighting and Compositing Heikki Anttila, Corey Butler, Jerome Denjean, Kevin Margo, Brandon Eliz & Dave Wilson
FX Daniel Perez Ferreira, Seung Jae Lee, Kirby Miller & Sung Wook Su
Cloth Simulation Carlos Anguiano & Paul Morris
CG Character Technical supervisor Jon Jordan
MoCap Supervisor Sue Chang
MoCap John Bunt & Eric Lalumiere
MoCap Ryan Girard
Concept Design Chuck Wojtkiewicz & Sean McNally
Story Development Paul Taylor
Coordinator Debbie Yu
Production Assistant Amanda Powell
Programming and Sys Admin Duane Powell, Paul Huang, Matt Kewell & Barry Robison
MoCap Talent Gavin Carlton, Steve Gibbons, James Hyman, Richard Machowina, Klimu Nelson & James Silverman

Soundelux DMG

Supervising Sound Designer/Editor B. Dutch Hill
Voice Director Kris Zimmerman-Salter
Mixing Tom Ozanich
Sound Design Editing Pam Aromoff & Bryan Celano
Dialogue Editing Brad Beaumont, David Grant & Justin Langley
Recording Engineer Elliot Anders
 Foley Recordist Don Givens
 Foley Walkers Jane Bruce & Jeff Gunn
Production Coordinator Gary Buddleton
Voice Over Coordinator Jacqueline Shriver
Production Assistant Mark Campbell

Special Thanks

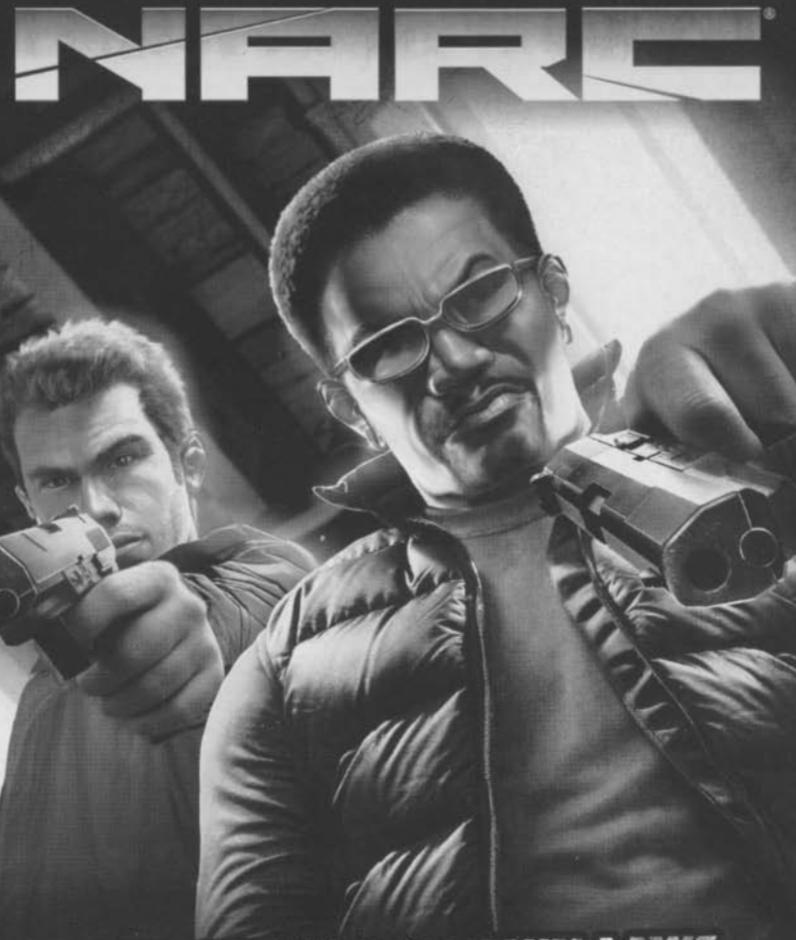
Azemberg, Barrett Foster, Christian Eubos, Darren Walker, David Zucker, Denis Ang, Greg Wucha, Jeremy Airey, Jill Kogut, Jim Gentile, John Podlaski, Judy Stubbington, Kudo, Mark Beaumont, Matt Vella, Elco Bihary, Nicole Garcia, Megan Kerwin, Russell Byrd, Sara Kosches, Steve Booth, Steve Crane, Tim Corbett & Trevor Knudsen

Music

"Also Sprach Zarathustra"
Written by Richard Strauss
Published by G.F. Peters Corp. (NML)
1932 to G.F. Peters, Leipzig

Production Babies

Test Subjects returned to Earth during the development of Area 51:
05/15/2003 - Paris Julianne Brownley
11/14/2003 - Julia Elisabeth Macon
08/24/2004 - Harry David Billington
10/17/2004 - Amelia Patricia Hunt
01/05/2005 - Anna Miles Stubbington
08/13/2005 - John Arnold Smischny



THE STREET HAS ITS OWN LAWS.

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Blood and Gore
Intense Violence
Strong Language
Use of Drugs

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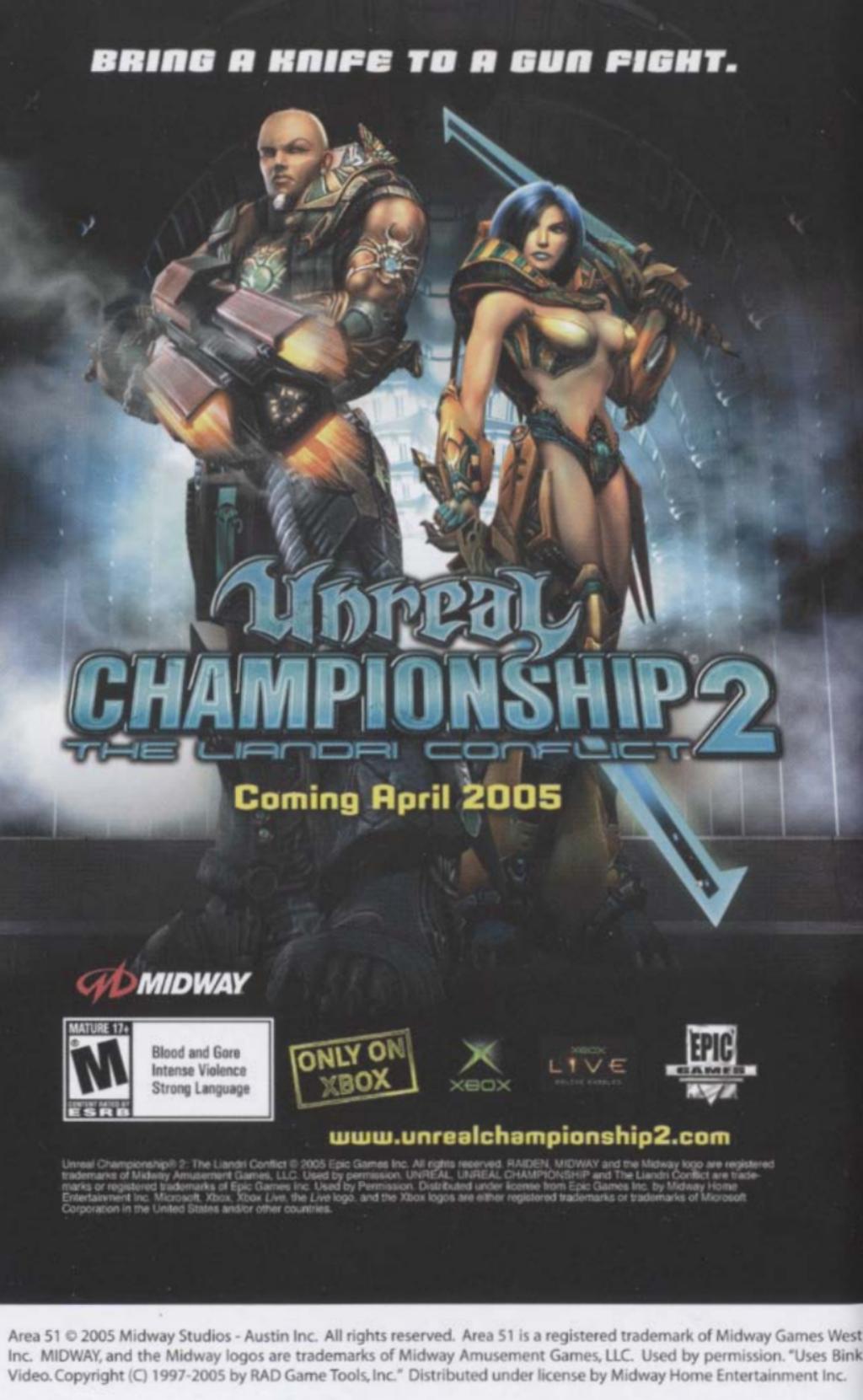
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