

THE
DAVINCI
CODE™



SAFETY INFORMATION

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
GAME CONTROLS	3
INTRODUCTION	4
CHARACTERS	4
ORGANIZATIONS	5
QUICK START	7
MAIN MENU	7
GAME MENU	8
LOADING A SAVED GAME	9
PAUSE MENU	9
NAVIGATION	10
INVESTIGATION	10
INVENTORY	11
PLAYER INTERACTIVE SEQUENCES	11
STEALTH	12
COMBAT	13
STRUGGLE SYSTEM	13
WEAPONS	14
HEALTH	14
VISUAL DATABASE	15
OPTIONS	16
CREDITS	18

LETTER FROM THE DEVELOPER

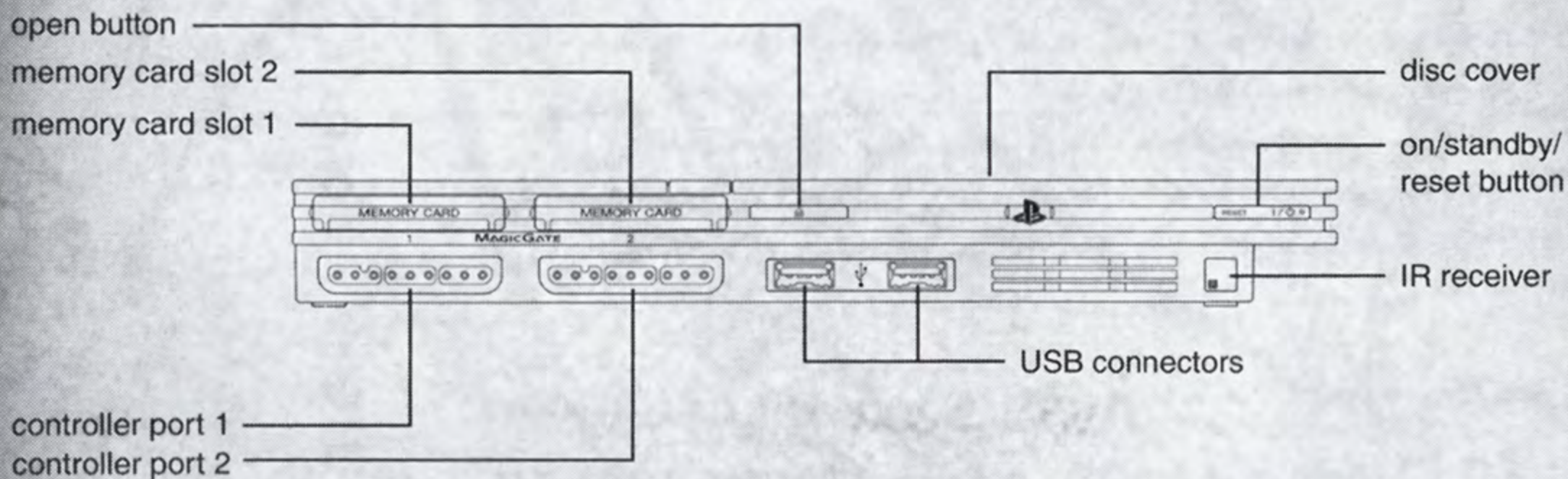
Thank you for purchasing The Da Vinci Code™ game. We've brought together for you a wealth of information on everything from ancient Goddesses to actual decryption methods that are used by cryptographers to this day. For the action gamer we've incorporated a new cinematic style of combat unlike any you've seen before. Finally, for the puzzle lover in all of us, an abundance of unique encryptions, anagrams and mind twisters will keep you thinking throughout the game.

There's something for everyone here, and we hope that you will enjoy your journey as you explore the mysteries set forth in the book and movie as well as some surprising plot twists that are completely new to The Da Vinci Code™ world.



The Collective

GETTING STARTED



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 Da Vinci Code™ game 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.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

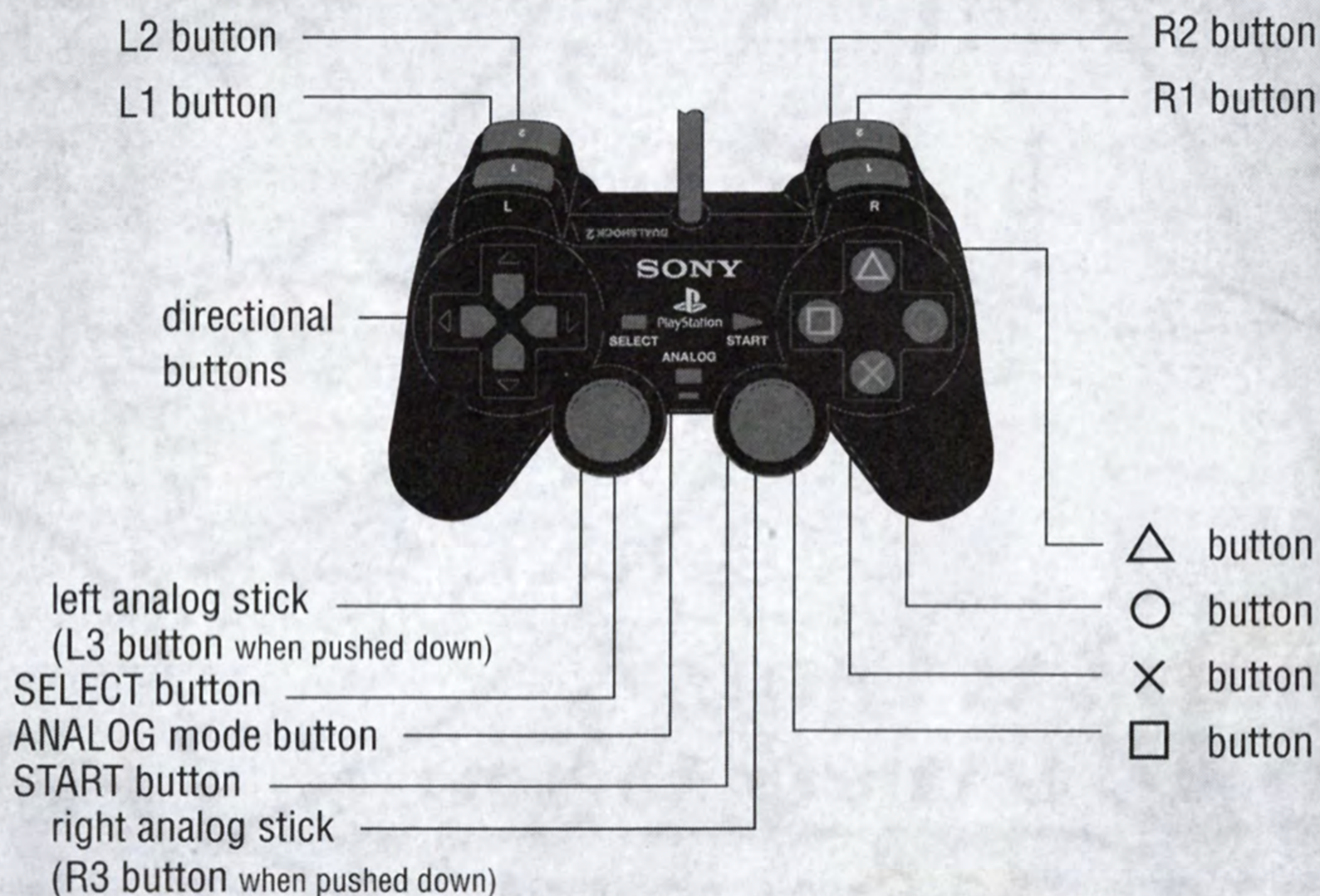
Before commencing play, it is recommended that you select your preferred language from the console's System Configuration Menu.

Memory Card (8MB)(for PlayStation® 2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB)(for PlayStation®2). To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card or any Memory Card containing previously saved game data. Make sure there is enough free space on your Memory Card before commencing play.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



On boot up, the DUALSHOCK®2 Analog Controller will default to analog mode (indicator: red). The Da Vinci Code™ game only supports the use of the DUALSHOCK®2 Analog Controller.

GAME CONTROLS

Left Analog Stick

Move Character

Right Analog Stick

Control camera

X button

Action

□ button

Attack

△ button

Not used

○ button

Not used

Directional buttons

Selection

L1 button

Stealth

L2 button

Visual Database

R1 button

Run

R2 button

Inventory

SELECT button

Not used

START button

Pause

INTRODUCTION

The Power of Symbols speech at the Symbology Symposium in Paris went amazingly well, despite a certain Boston Magazine article's embarrassing commentary being read aloud during Robert Langdon's introduction. Everything went perfectly, from Robert's subtle introduction of the amazing origin of symbols and their meanings, to their use today in subliminal advertising and corporate logos.

With the sound of thunderous applause echoing behind him, Robert was stunned to see two DCPJ officers looking for him backstage. "There has been an incident," is what Robert thought the larger officer was attempting to say in English. This was followed by a much more clear and precise "You will come with us?"

CHARACTERS



turn of events brings Robert to Sauniere, but not as expected.

ROBERT LANGDON - A professor of Symbology at Harvard University, Mr. Langdon is not foreign to danger and mystery, as some of his previous adventures have brought him close to ancient conspiracies and assassination attempts on his life. It's no wonder that intrigue follows wherever he goes.

Langdon came to Paris to give a lecture at the American University of Paris on the power of symbols. While there he was supposed to meet with Jacques Sauniere to discuss an unknown matter at Sauniere's behest, however, a shocking



SOPHIE NEVEU - An agent of the Judicial Police, Miss. Neveu works in the cryptography department deciphering coded messages. Though her childhood was tragic she has become a strong woman in her own right. However, on this particular night a most bizarre crime scene image has come across the desk of this cryptology expert.



BEZU FACHE - An Inspector of the Judicial Police, Fache, or Le Taureau as his officers call him, is well known for getting the criminal he's after. He pursues relentlessly and always captures the perpetrator. Unfortunately, the bizarre circumstances behind his current investigation have given him a great deal to ponder and the most unlikely suspect seems to be the most likely culprit.



JACQUES SAUNIERE - The Curator of the Louvre had always been known as a quiet and peaceful man. His time away from work was kept very private, and no one could ever have known about his secret life at home. Recent events have caused mysterious affiliations in Sauniere's life to bubble to the surface, and now the secrets he held most dear must be passed on to someone soon, or will be lost forever.



SILAS - Silas was an albino born to a spiteful father and a timid mother. She was beaten to death by Silas' father for daring to have an albino child, Silas retaliated by slaying his father with a butcher knife. He then ran to the streets where he grew up as a thief without a name until he was caught stealing by dock workers and killed one of them as he was being beaten. He was sent to prison, and without an identity, he soon became lost in the system, damned to spend his life rotting in a cell. Until one day, the earth shook and the wall of his cell crumbled.

He escaped and wandered aimlessly in a delirious fever until he passed out. When he awoke, he found himself under the care of a priest of Manus Dei, Manuel Aringarosa. It was Aringarosa who gave Silas his name and his purpose in life.

SIR LEIGH TEABING - The author of over a dozen books on Grail Lore, Leigh Teabing is a world-renowned expert on the history of the Holy Grail. Leigh was diagnosed with Polio at the age of nine and was forced to use crutches for the rest of his life. He spent several years traveling to famous Grail sites throughout Europe. He obtained a first-class honors degree in History before moving on to Cambridge University to complete his PhD. After purchasing Château Villette, Teabing retired to focus on his life's passion, the quest for the Holy Grail.



ORGANIZATIONS

DCPJ - The Direction Centrale Police Judiciaire is a major French internal security service. Made of two departments, the national police force and the national gendarmerie (or military police), their principal mission is to combat criminal and delinquent behaviors in whatever form crime may take.

BRITISH POLICE - British police forces are organized under three main factions: the British Transport Police, the National Crime Squad, and SOCA (Serious Organized Crime Agency). The majority of police work is handled by territorial police forces covering a particular city and under the command of a Commissioner.

MANUS DEI - This conservative and highly regulated sect of the Church, values discipline and strict following of the rules above all. They have little tolerance for other religions and their practice of corporal mortification (self-flagellation to

absolve their sins and keep pure) is looked down upon by the upper echelon of the Church. Though their practices have always been a point of contention, recently it has become a high profile issue and the Church has been considering Manus Dei's removal from their stable of recognized sects.

SANCTUS UMBRA - The seedy underbelly of Manus Dei, Sanctus Umbra is only a whispered tale passed on as a legend from the early 1930s. Rumors speak of a group of monks trained by Manus Dei in the ways of the ancient Hassassins (or assassins) from their youth. Their ability to blend with shadows is said to be uncanny, and their thirst to inflict God's vengeance, insatiable.

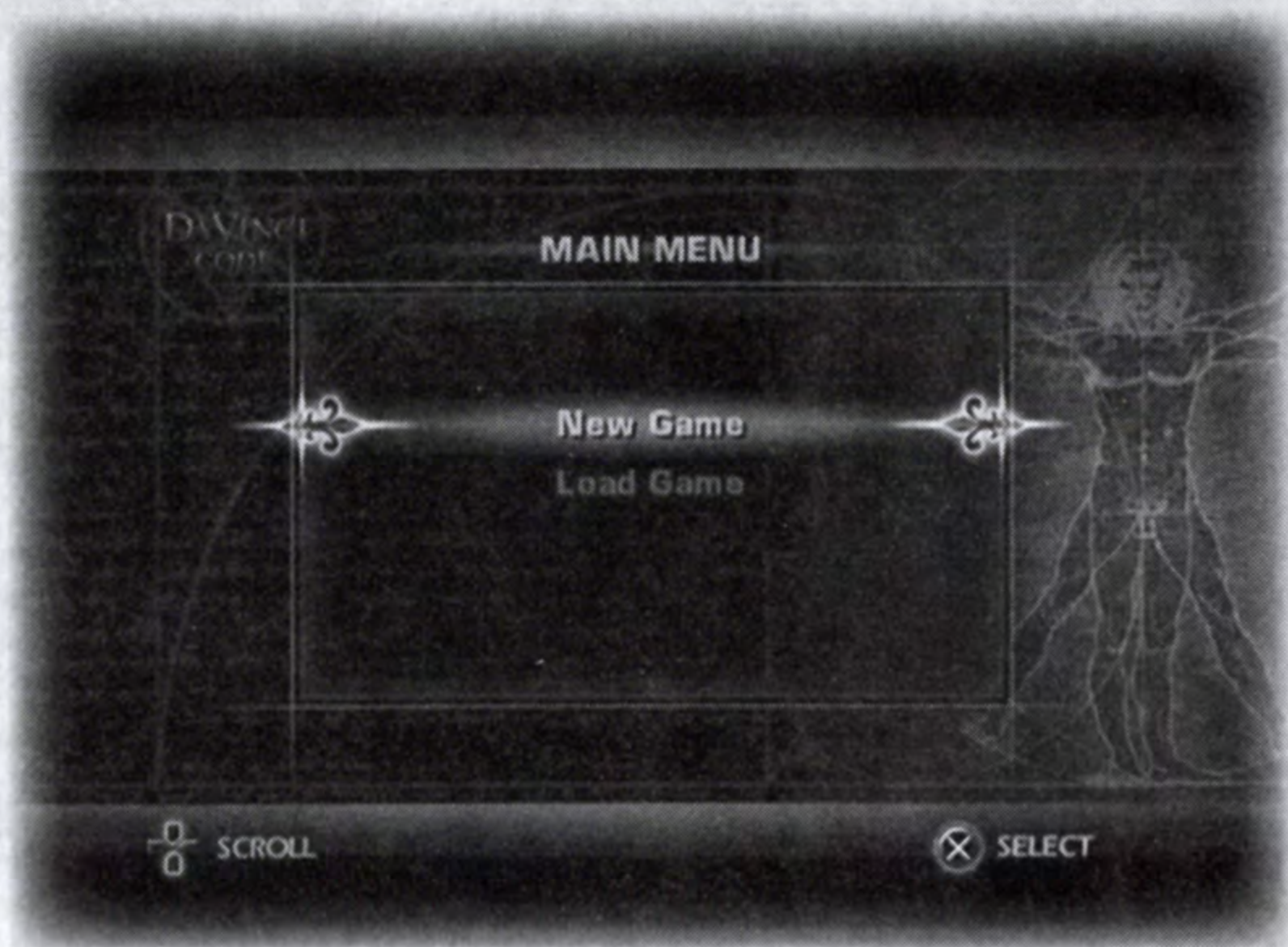
THE PRIORY OF SION - Many rumors abound about this mysterious secret society. Though documentation of their existence has proven to be questionable at best, it is rumored that the Priory itself would prefer its activities and members remain unknown. While the history of the Priory remains in question, it is said that they had a hand in the creation of the Knights Templar and ultimately in keeping the bloodline of the Merovingian dynasty, the last line to Jesus Christ, alive.

MERCENARIES - These cutthroat criminals care about only one thing, money. If you can pay, you've got yourself a veritable army of bloodthirsty villains who know the ins and outs of any type of job you send them on. Need a bank robbed? No problem. Want someone taken out? No sweat. Need a Church secured? Well, that's not exactly their cup of tea, but for the right price, they'll do their best.



Handwritten text in a cursive script, likely a signature or a note, partially obscured by a large number '6' in the center.

QUICK START



To start your game as quickly as possible, follow these instructions.

- Hit Start.
- The Main Menu will appear. The New Game option will be highlighted, push Select **X** button.
- Move to an Empty Saved Game slot and push Select **X** button.
- Push Select **X** button to reserve that game slot for your new game.
- Push Select **X** button again to confirm that your saved game slot is now reserved.
- From the Game Menu, Start Game will now be highlighted. Push Select **X** button to start your game.
- Enjoy the game!

MAIN MENU

NEW GAME - This allows you to select a new save slot where your new game will be saved.

LOAD GAME - This brings up your list of saved games and allows you to load one of them into memory.

GAME MENU



START GAME or **RESUME GAME** - This begins a new game in the new memory slot you selected or resumes the game you loaded from your list of saved games.

MISSION SELECT - If you have completed a level of the game you can select it from here and play through the level again.

OPTIONS - This is where you can adjust various settings to suit your preferences. Read the section on Options (page 16) for more information.

EXTRAS - This allows you to see all the extras that you have unlocked by playing the game and discovering secrets.

CREDITS - Displays a list of people who created this game.

EXIT - Returns you to the Main Menu so you can start a new game or load a saved game.


LOADING A SAVED GAME



- To load a saved game, select Load Game from the Main Menu.
- Your saved game list will appear, select the saved game you wish to load.
- Once selected the Game Menu will appear. From the Game Menu, select Start Game and the saved game you selected will load.

PAUSE MENU



During gameplay you can push  button to pause the game and bring up this menu. All of the options here are the same as the Game Menu with the following exceptions.

OBJECTIVES - This will display your primary mission objectives for the level. If you are unsure of what to do, consult your objectives.

SECRETS - If you have found any secrets they will be displayed here.

RESTART - This restarts the level you are currently playing.

QUIT - This will quit the game and return you to the Game Menu.

SAVE - You may save your game after you have reached a save checkpoint by using this option. Any progress you have made after a checkpoint will be lost. Look for the message "Checkpoint reached," to determine if you are at a point where you can save the game without losing progress.

NAVIGATION

- Use your **LEFT ANALOG STICK** to move around the world.
- Use your **RIGHT ANALOG STICK** to rotate the camera around your character.
- When an object or person is interactive, a message will appear at the bottom of the screen telling you what button to push to interact, and what sort of interaction will take place.

INVESTIGATION



CAMERA CONTROL - Use the **LEFT ANALOG STICK** to pan the camera around the object or objects you are investigating.

OBJECTS OF INTEREST - When you pan the camera over an object of interest it will highlight and an examine message will appear at the bottom of the screen telling you to push **X** button. If you do, your character might discuss the object of interest and give you interesting and useful information. Some objects will automatically be picked up when you investigate them so that you can examine

them further in your inventory.

INVENTORY



BASICS - Push **R2** button to access your inventory. You can move the **LEFT ANALOG STICK** up or down to move through the items in your inventory. Push the **X** button to select an item and bring up three menu options.

USE - This allows you to use the current object you have selected in your inventory upon an object or place within the world.

COMBINE - Selecting combine will bring up a secondary inventory menu allowing you to select another object from inventory. Once you select the second object, the two objects will combine when they are compatible.

EXAMINE - Allows you to rotate an object to examine it from all sides. This also brings up anything interesting about the object that Robert or Sophie might notice.

PLAYER INTERACTIVE SEQUENCES

There are a variety of sequences that require special motions on the analog sticks as well as rapid button presses. Pay attention to the directions at the bottom of the screen to determine what you must do to complete these sequences.

If you do not push the buttons rapidly enough or do the improper motions on the analog sticks, you can fail a sequence. Have no fear; you can continue to attempt the sequence until you succeed.

STEALTH

BASICS

- To move stealthily, hold down the **L1** button while you are moving. This will cause you to move silently such that guards cannot hear your movement; however, they can still see you. If you are in deep shadows, your character will crouch low to the ground, in areas of deep shadows, opponents will be unable to see you.
- To cause a sound distraction, continue to hold down **L1** button and simultaneously push the **R1** button. Opponents within the general area will hear this noise and come to investigate allowing you to avoid them, ambush them, or attack.

WALL AMBUSH

- When you are near a wall that would be suitable for an ambush, a message at the bottom of the screen will appear telling you to push **X** button to go into a wall ambush.
- From a wall ambush you can pan the camera to see around a corner and look for approaching opponents.
- If you push **□** button for attack, your character will charge straight towards the open end of the nearby hallway. If you time it right, you can hit your opponent and possibly render them unconscious.
- If you push **○** button for tap, your character will tap the wall, causing an opponent in the general area to come and investigate. Using this can set up a perfect opportunity for your attack.
- If you push **△** button for exit, you will abandon the wall ambush technique and can move around normally.

SOUND DISTRACTION

- Though there are multiple ways to create sound distractions, the safest way is to throw an item to attract an opponent's attention. Soda cans, glass jars, rocks, staplers, coffee mugs, and bolts can all be used for this purpose. A distraction can be used to draw the opponent's attention away from an area you want to sneak through, or to setup an ambush.
- To initiate a sound distraction, pick up a sound distraction item. You can drop a sound distraction item you are currently holding by pressing **X** button.
- Push **□** button to initiate aiming where you want to throw the sound distraction item. Use the left analog stick to pick the precise location where you want to throw it. When you are ready to throw, push **□** button to throw the item. Opponents in the general area will move to investigate the sound.
- If you decide to not throw the item, push **○** button to break out of aiming.

BODY DRAGGING

- If you've defeated an opponent in combat, remember that they are only unconscious. If another opponent sees them, they can be woken up, or worse, they may call for backup.
- To drag a body, simply walk up to it and press **X** button for drag. You may have to do this twice because a body can only be dragged if it is face up.
- Once you are dragging the body, you can move around using the left analog stick as you normally do.
- Try to find a dark corner or a hallway where your opponents do not typically go and push **X** button for drag again to drop the body there.

STEALTH ATTACK

- When an opponent is unaware of you, it is possible to get behind them using stealth. If you can get directly behind them, a stealth attack option will appear.
- To stealth attack, rapidly press **□** button to begin your attack. If you succeed before you are noticed, you will inflict a great amount of fatigue damage. If you are holding a weapon you will render your opponent unconscious.

COMBAT

BASICS - Combat in The Da Vinci Code™ is a unique cinematic experience. Once an opponent has discovered you, they will usually approach to engage you in melee. Your character will immediately move into a combat ready stance where you can push **□** button to attack them or push **R1** button to run away. When either you or your opponent connects with an attack, you will go into the Struggle System.

STRUGGLE SYSTEM



THE DECISION - You have three choices you can make when engaged in a struggle. If you are ever uncertain of what to do, look for the buttons that appear on the bottom of the screen indicating what you should be doing.

ATTACK - This will give you a sequence of buttons that you must push in a short timed sequence. If you hit a button within the proper time, the button display will highlight in gold. If you succeed on all of the button presses, your character will do a sequence of attacks that greatly damage your opponent and will enable you to make the next combat Decision.

PUSH - This will allow you to maneuver your opponent into a more favorable combat position using the **LEFT ANALOG STICK**. You can push enemies into walls, tables and desks to enable a special attack sequence that can cause greater damage.

THROW - This will cause you to enter into an intense test of strength as you struggle to overpower your opponent. You must rapidly press **X** button to win. If you succeed, you will throw your opponent away from you. This will allow you to break out of a struggle, but it is most beneficial if you throw your opponent into a wall or desk as it will stun them and allow you to escape.

DEFENSE - If you fail a sequence or test, you will be put into a defensive mode where you must push buttons as they appear on screen in order to dodge the enemy attacks. Each failure will result in damage and possibly render you unconscious. If you succeed on all of the button presses in the sequence you will be able to make the next combat Decision. If you fail the sequence the enemy will control the next combat Decision.

WEAPONS

When you have a weapon equipped, stealth attacks will be much easier to complete and will render your opponent unconscious. In regular combat, weapons give you better reach so that you can damage your opponent before they can attack you. There are many weapons throughout the game, including: mallets, crowbars, candle sticks, metal posts, lead pipes, two by fours, and wrenches. If you find one, stand over it and press **X** button to pick it up. Pushing **X** button again will drop the weapon. The **□** button will cause your character to attack with it.

HEALTH

DAMAGE - When your health becomes low, your character may become dazed. You will notice this when you take a particularly strong hit as you will see red and the world may go out of focus. If you have taken light damage, the world may become slightly gray and blurry. If you are close to unconsciousness you will see red.

HEALING - There are three items that can heal you of damage.



- **Small Bandage** - This will heal a small amount of damage.
- **Large Bandage** - This will heal a moderate amount of damage.
- **First Aid** - This will completely heal you.

VISUAL DATABASE



The Visual Database can be accessed by pressing **L2** button. This is where all of the information that you gather throughout the game will be stored. When you need to research something for a puzzle, or can't remember a topic that was discussed, you can use the Visual Database to help remind yourself. As you progress, these sections will fill, but can you discover everything?

Information in the Visual Database is divided into six sections.

ART - Paintings, statues and other works of artistic expression will have their elaborate histories, meanings and details of their creation written here.

HISTORY - Interesting events surrounding art, people and places will be displayed here as you discover them. Secret cults, religions, and organizations will also appear in this section.

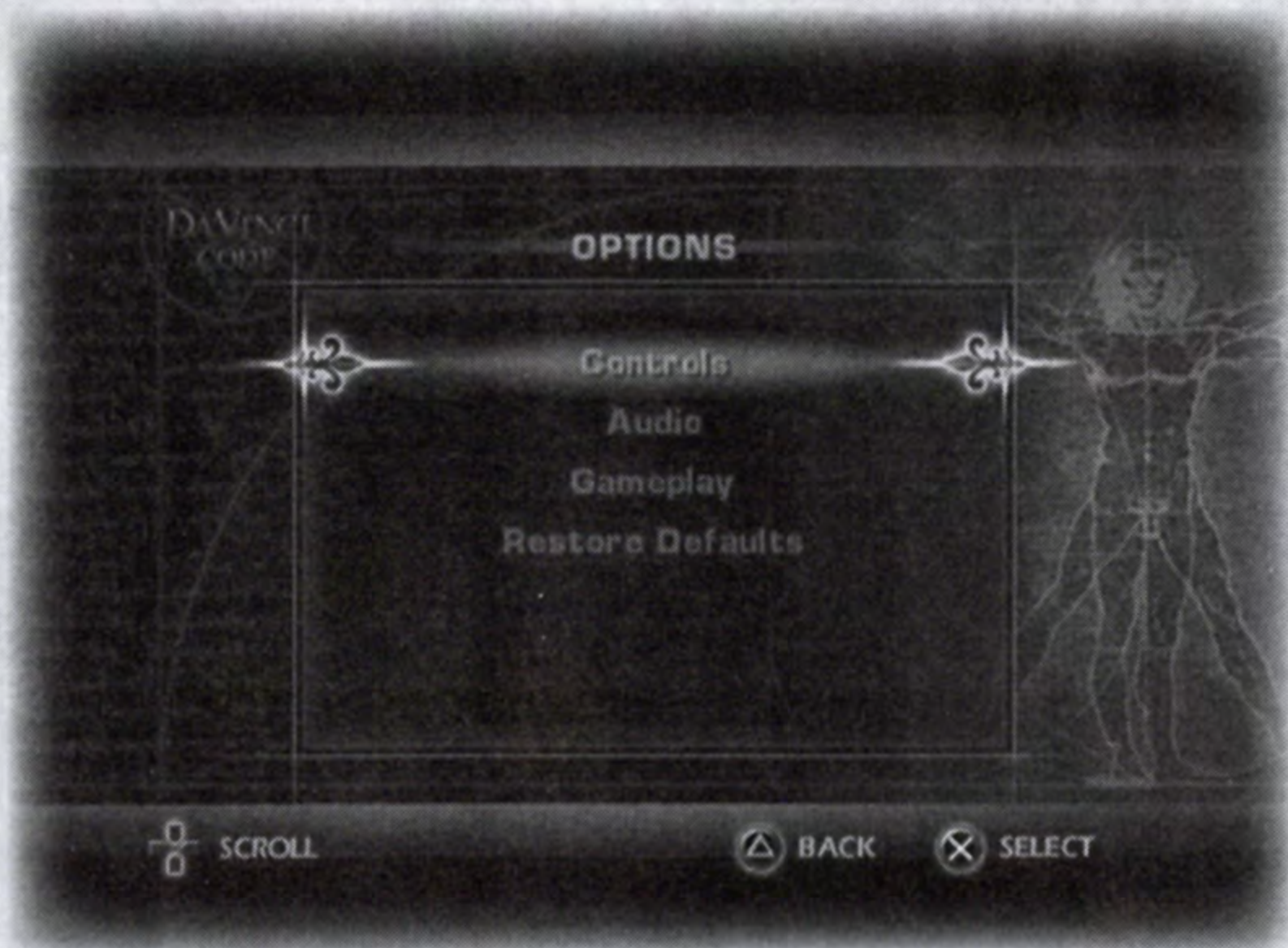
PEOPLE - The artists and people of history, as well as the people you meet on your journey will have their interesting lives written here.

PLACES - The locations that you travel to as well as interesting points within those areas will have their relevant information written here.

CLUES - As you uncover puzzles and cryptic messages, clues to solving them will appear in this section.

SECRETS - Hidden throughout the locations are secrets. As they are collected, information about them will appear in this section.

OPTIONS



CONTROLS - This displays your controller and explains what the various buttons do with in the game.

AUDIO

- **Dialogue** - You can adjust the volume of all spoken dialogue within the game to your preference.
- **Music** - You can adjust the volume of all game music to your preference.
- **Effects** - You can adjust the volume of sound effects (such as a door opening or a dog barking) to your preference.

GAMEPLAY

- **Subtitles** - Turning this on will display text for all of the spoken dialogue in the game.
- **Vibration** - Turning this on will cause your controller to vibrate during key moments throughout the game, enhancing the gameplay experience.
- **Combat** - You can tune the difficulty of combat to your preference by choosing between Easy, Normal and Hard.

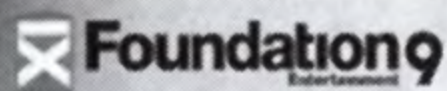


THE DA VINCI CODE™

Powered by Slayer™



Developed by The Collective
A Foundation 9 Entertainment Company



PROJECT LEADS

Lead Animator	John Behrns
Lead Programmer	David Mark Byttow
Lead Scriptor/Designer	Fred Corchero Jr.
Lead Artist	David R. Donatucci
Lead Environment Artist	Thomas Hamilton
Lead Character Artist	Peter Han
Lead Designer	Lisa Hoffman
Lead Level Designer	Nick Parde
Lead Audio	J.P. Walton

PRODUCTION

Producer	Cordy Rierson
Associate Producer	Jeremy Lee
Production Assistant	Lindsay Orndorff
Production Assistant	Michael Willette

ANIMATION

Senior Animator	Jason Hall
Animator	Danny Ho
Animator	Douglas Pakidko

ART

Senior Environment Artist	Sukru Gilman
Senior Environment Artist	Matt Olson
Environment Artist	Jaehoon Chun
Environment Artist	Bobby Rice
Senior User Interface	Andrey Kazmin
Senior Technical Art/FX	Eric Greenlief
Storyboard Art	Ben Risbeck

CHARACTER ART

Senior Character Artist	Kenzie Lamar
Technical Artist	Yury Nedelin

DESIGN

Senior Level Designer	Rick Huenink
Senior Level Designer	Daniel Jacobs
Senior Level Designer	Brian Smith
Level Designer	Paul Silva
Designer & Writer	David Kristofer Fried
Scripter / Designer	David O. Hall
Scripter / Designer	David Verfaille
Associate Scriptor/Designer	Michael W. Tucker II

PROGRAMMING

Senior Programmer	Graeme Murray
Programmer	Jason Boyle
Programmer	Dat Nguyen
Programmer	Michael Sheldon
Programmer	Darren Walker

DIRECTORS

Director of Technology	Nathan Hunt
Technical Director	William Chen
Technical Design Director	Ian Klimon
Art Director	Dan Mycka
Technical Director	Philippe Paquet
Animation Director	Ed Schofield

EXECUTIVE STAFF

V.P. Production	Douglas Hare
V.P. Creative Director	Richard Hare
V.P. Development	Gary Priest
V.P. C.F.O.	Steve Sardegna

TOOLS AND TECHNOLOGY

Lead Tools Programmer	Jason King
Senior Programmer	Kevin Jenkins
Senior Programmer	Mason McCuskey
Senior Programmer	Robert Slater
Programmer	Zhenping Guo

ADDITIONAL DEVELOPMENT SUPPORT

Scripter / Designer	John Bautista
Effects Artist	Mark Bergo
Programmer	Colin Byrne
Production Assistan	Chris Impola
Concept Art	Nghia Lam
Technical Art	Chad Morgan
Level Designer	Rudy Pollorena
Concept Artist	Adam Richards
Writer	Paul Robinson
Animation	Chuck Suong
Scripter / Designer	Noah Tool
Scripter / Designer	John Watson

ADDITIONAL CONTENT CREATION

Animation	Brian Weaver
Animation	Ian Mankowski
Animation	Tom Gurney
Animation	Dindo Dinglasan
Animation	Paul Momborquette
Art Assets	Shadows in Darkness
Art Assets	Anthony Han
Script and Design	James Goddard
Original Score by	Winifred Phillips
Music Produced by	Winnie Waldron
Music Produced by	Generations Productions LLC
Choir and Solo Vocals	Winifred Phillips
Sound Design	Earbash
Storyboards	Dan Norton
Writer	Joseph Norris
Full Motion Video	Reel FX
V.O. Recording	Salami Studios

VO CAST

Jennifer Hale	Robert Clotworthy
Enn Reitel	Nick Jameson
Andres Aguilar	Neil Ross
D. Baker	Phil LaMarr
Greg Ellis	Jane Carr

SUPPORT STAFF

Systems Administrator	Danial Salzedo
Network Support Engineer	Erick Ocampo
HR Manager	Karen Powers
HR Generalist	Wanda Carlow
Administration Assistant	Barbara Binsol
Recruiting Manager	Kelly Bloodworth
Recruiting Coordinator	Morgen Darbyshire
Corporate Controller	Diana Bates
Accounting Manager	Miquel Vasquez
Public Relations	Nicole Tanner

MANUAL

Manual Coordinator	Michael Willette
Manual Writer	Dave Fried
Manual Design	Andrey Kazmin
Manual Editor	Lisa Hoffman

SPECIAL THANKS

Sandi Behrns	Anthony Doe
Bryan Gillingham	Michael Lawrence
Douglas MacLennan	J.R. Register
Collette Sunderman	Dynamic Touch

VERY SPECIAL THANKS

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General Manager 2K Games West	Adam Sussman
Producer	Tim Hall
Quality Assurance Director	Lawrence Durham
Lead Tester	Dave Miao
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Product Development Coordinator	David Barksdale
Network Administrator	James Curry
Network Technician/Product Support	Adam Birstock

QUALITY ASSURANCE

Robert Newman	Jason Bondhus
Hwan Bobby Chung	Marc Henner
Rob Allumbaugh	Mat Newhouse
Bobby Dryburgh	Larry Bolden
Russel Whitmire	Branden Mendes
Sarrokh O'Sulaven	Jonathan Mason
Michael Lee	Owen Hopson
Eric Lane	Sara Irwin
Paul Diaz	Jennifer Cunningham
David Clayton-Ready	Shant Boyatzian
Darrin Hall	Brian Erzen
David Sanders	Dimitri Becerra

Wess Randolph
Tom Anderson
Tiffany Rodriguez
Benj Sykes

Brett Lane
Jessica Urban
Toby Deibel

STANDARDS TESTERS

Michael Greening	Jesse Kude
Andrew Garrett	Michael Haung

STORY AND DESIGN

Charles Cecil	Neil Richards
---------------	---------------

SPECIAL THANKS

Lorena Billig	Scott McCarthy
David Saperstein	Fernando Munoz
David Brown	Merja Reed

2K GAMES PUBLISHING

Managing Director	Christoph Hartmann
VP Product Development	Greg Gobbi
VP Business Affairs	David Ismailer
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VP Marketing	Sarah Anderson
Director of Marketing	Tom Bass
Sr. Product Manager	Christina Recchio
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Director of PR	Marcelyn Ditter
Sr. PR Manager	Jay Boor
Director of Operations	Dorian Rehfield
Art Director	Lesley Zinn
Web Manager	Gabe Abarcar
Web Designer	John Kauderer
Game Analyst	Jim Yang
Production Manager	Jack Scalici
Production Coordinator	Frank Fleizach

SPECIAL THANKS

Marc Berman	Bob Blau
David Boutry	Ryan Brant
Scott DeFreitas	David Edwards
Dan Einzig	David Gershik
Susan Lewis	Xenia Mul
Nan Teh	Natalya Wilson
Peggy Yu	

2K INTERNATIONAL

Producer	Scott Morrow
Technical Producer	Saj

SONY PICTURES CONSUMER PRODUCTS

Executive Director, Interactive	Mark Caplan
Executive Producer, Interactive	Keith Hargrove



SPECIAL THANKS

Dan Brown
 Ron Howard
 Brian Grazer
 Michael Rosenberg

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International PR Director	Markus Wilding
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International Product Manager	Lia Tsele
Licensing Director	Claire Roberts

2K GAMES INTERNATIONAL DEVELOPMENT

Development Manger	Fernando Melo
Technical Producer	Sajjad Majid

DEVELOPMENT TEAM

Dan Bailie	Denby Grace
Mark Ward	Simon Picard
Wayne Boyce	

Localization Manager	Scott Morrow
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LOCALIZATION TEAMS

Around The Word
 Coda Entertainment, München
 Synthesis Iberia
 Synthesis International
 U-TRAX Multimedia Localization B.V.

2K GAMES INTERNATIONAL QA

QA Manager	Chris Rowley
QA Supervisor	Dom Giannone
QA Localization Supervisor	Iain Willows
Lead QA Technician	Steve Manners
Lead QA Technician	Alex Cox

QA TECHNICIANS

Denver Cockell	Dwayne Buck
Natalie Holkham	

QA LOCALIZATION TECHNICIANS

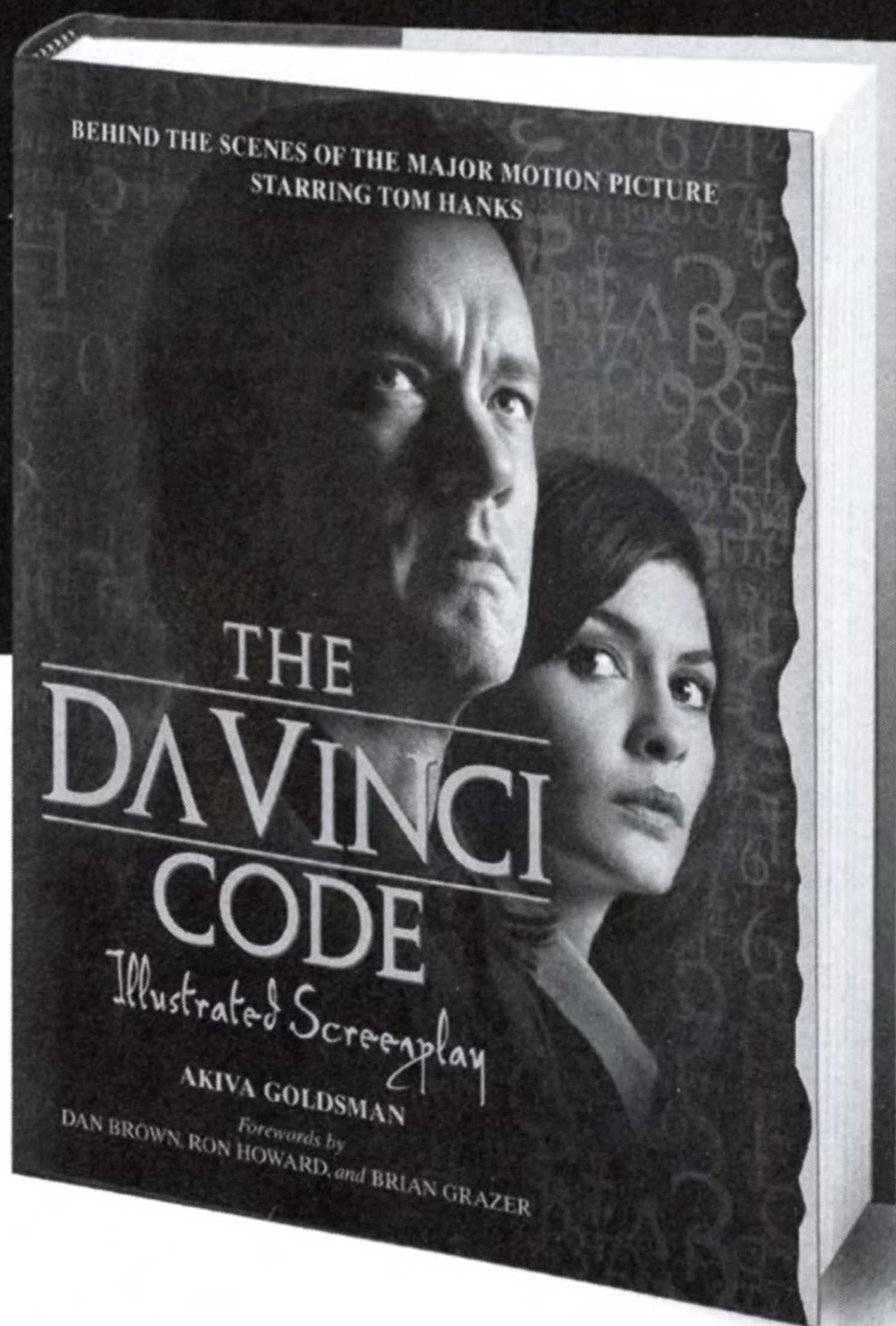
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Nicolas Adam	Pascal Geille
Raul Garcia	Sebastian Frank
Karen Rodríguez Anadón	

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Alexander Harlander	Leigh Harris
Ana Lafuente	Mark Jackson
Andreas Traxler	Mark Lugli
Anthony Dodd	Monica Puricelli
Ben Payne	Nasko Fejza
Ben Seccombe	Nico Grupp
Corrine Herbault	Olivier Troit
Cristiana Colombo	Onno Bos
David Powell	Raquel G. Gonzalez
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Jochen Färber	Warner Guinée
Jochen Till	Zoran Roso
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NOTES

GO BEHIND THE SCENES OF THE MAJOR MOTION PICTURE!



The Da Vinci Code Illustrated Screenplay offers unprecedented access to the tightly guarded “closed set,” and a view of the filmmaking process that has never been seen publicly. Lavishly illustrated with 275 images of the actors and filmmakers—from the set and the film itself—Academy Award®-winning screenwriter Akiva Goldsman has assembled a backstage chronicle of the incredible journey to bring Dan Brown’s record-setting novel to the big screen. This behind-the-scenes tour includes the complete screenplay of the film and moments and scenes that do not appear in the final cut. Also included are Forewords by Dan Brown, director Ron Howard, and producer Brian Grazer.



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