

100  
cane

2  
Incyde  
Jude

ROUTE PLEASE

- 1. Nat 7.11
- 2. Don —
- 3. Bud —
- 4. —



# CONFIDENTIAL

Lead injury  
↓

psychological shock  
↓

break psychological resist  
↓

med abnormality in  
transmits, dermal, kinetic  
↓

post-concussion apoplexy  
↓

obscure cerebellar symptoms  
↓

depression, affective depression

Medical Examiner  
Jill  
Received



received by  
Oct 11 2 am '05



**⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions.
- Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
- Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 system 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.

**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.



# DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

EST. 1932

Internal Memo

High Security Ward

**URGENT**

From: Dr. Whyte

To: Dr. Pickman

Re: Danny Lamb and Leo Kasper

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

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

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

We HAVE to track them down.

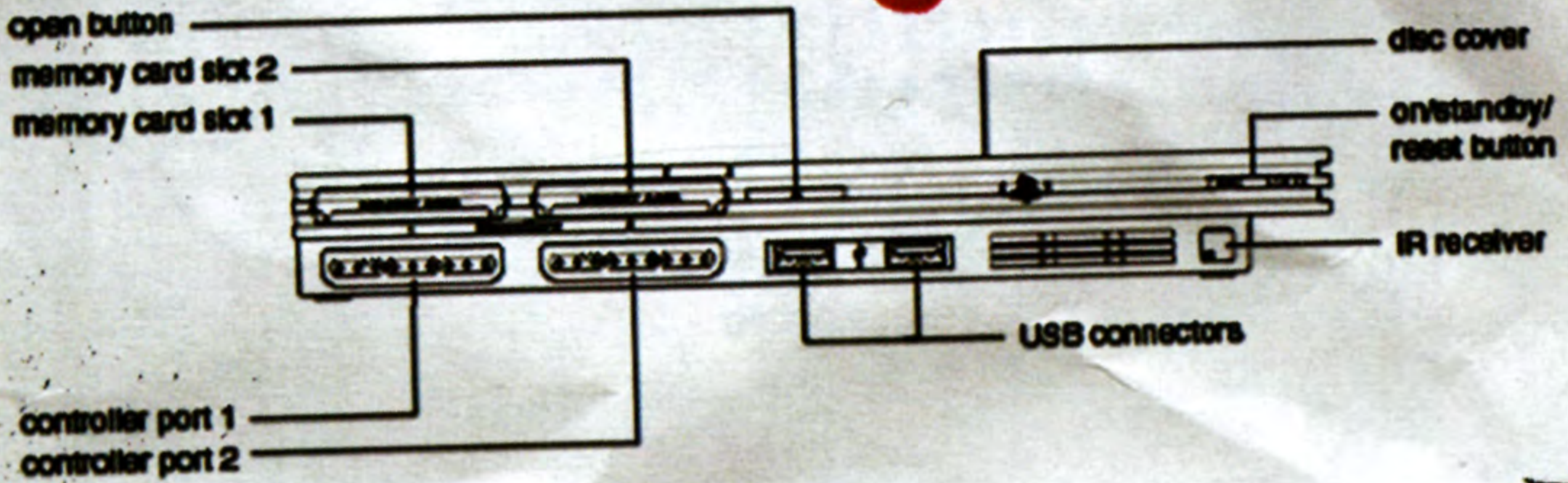
Dr. Whyte

Getting Started - 2  
Starting Up - 3  
→ Patient Files:  
Daniel Lamb - 4  
→ Patient Files:  
Leo Kasper - 6  
Classified - ~~8~~ 8  
Clinical Records - 9



# GETTING STARTED\*

**URGENT**



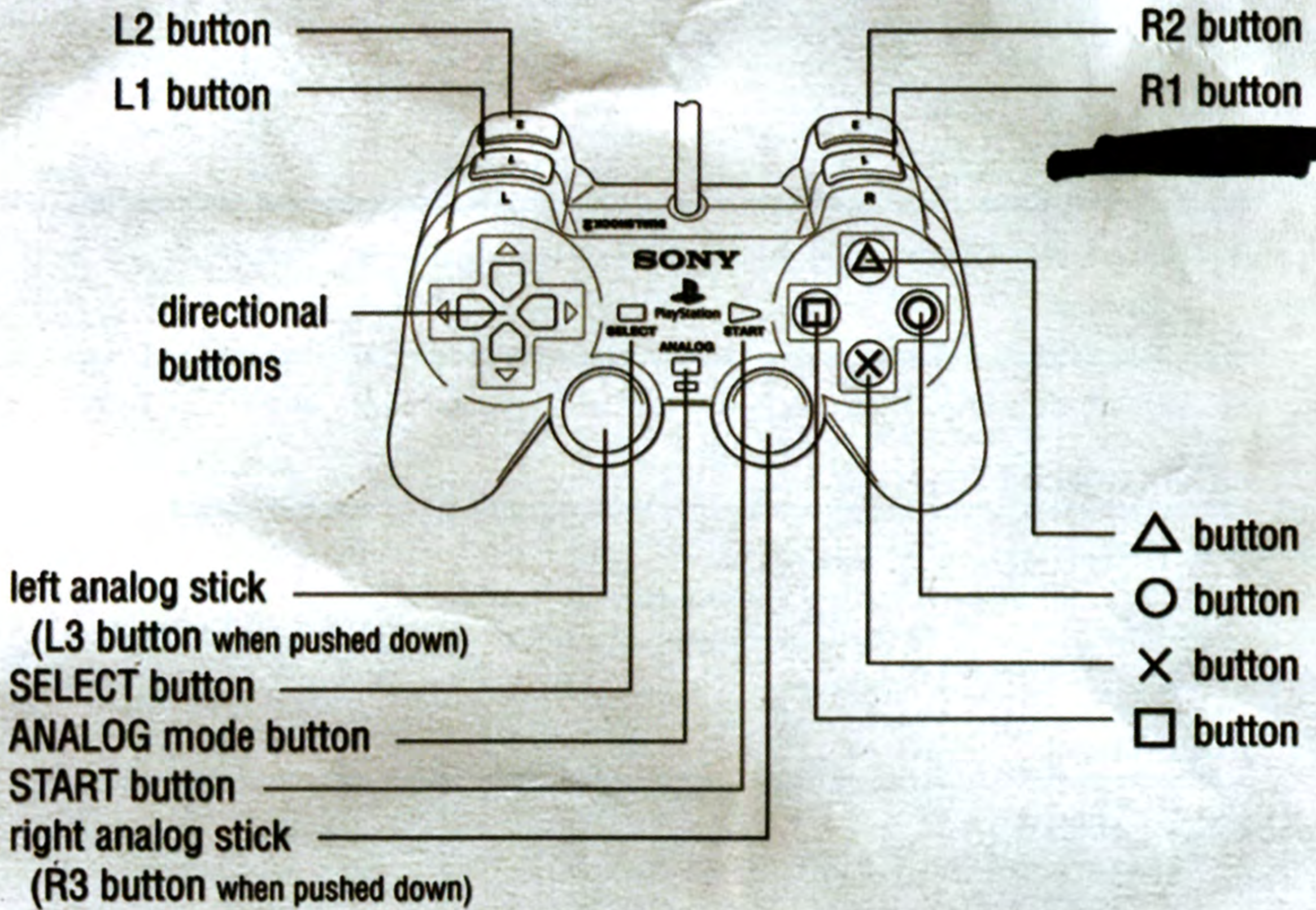
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Manhunt 2 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

# STARTING UP ✓

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## CONTROLS ✓

- X button..... Run
- button..... Hit/Execute/Wall tap/Hold for heavy attack
- △ button..... Wall squash/Block in melee combat
- button..... Use/Pick up body/Drop body/Crawl/Climb
- L1 button ..... Target enemy/Free aim lure/Aim round corner/Use scope
- R1 button ..... Shoot/Throw lure/Execute
- L2 button ..... Strafe left
- R2 button ..... Strafe right
- Left analog stick..... Movement/Zoom scope
- Right analog stick..... Look around/Aim x-hair/Cycle target
- L2 + R2 ..... 180 turn
- ↑ ..... Reload/Toggle flashlight on/Toggle flashlight off
- ↓ ..... Swap weapon
- ← ..... Cycle inventory
- ..... Cycle inventory
- SELECT button ..... Inventory screen
- START button ..... Pause/Options/Skip cutscene
- L3 button ..... Look back
- R3 button (not in aim mode) ..... First person view
- R3 button (in aim mode) ..... Free Aim



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

**OBJECTIVE**

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

**SKILLS**

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

**EMPLOYMENT HISTORY**

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

**EDUCATION**

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

**RELATED COURSEWORK**

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Molecular Biology,  
Virology, Neurology,  
Cognitive development,



(b) (3) -32 USC 403  
(b) (3) -61 USC 779  
(b) (3) -P.L. 86-36

Further explorations in  
subjects' personalities  
Project and developing

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

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



SEABY J

s attempts to eliminate  
tilling loyalty to The  
ad success

The hypothesis is that  
agnosis will lead to the  
Once such triggers have  
must be prompted to reject all  
only by severing

## DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE  
Est. 1932

Behavioural patterns suggesting suitability  
of experimental candidates

### Observation Point 1 (Spanky's)

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

- A subject's choice of implement can give deep  
insight into their potential usefulness to The Project.  
A psychopathic personality is more likely to select  
weaponry that will lead to grievous trauma to the  
victim. A wide range of tools is made available to  
potential subjects. Flag any subjects who  
select the circular saw or the scythe for further  
contingency.

Does the subject make use of the ambient  
features in the room? The types we are looking  
seem to exhibit more imagination in the dispatch  
their victims. The Dentist Chair Cell is ideal for  
test - the potential for creative methods of  
inaction are high in that room. ✓

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

Memo

PUS 1

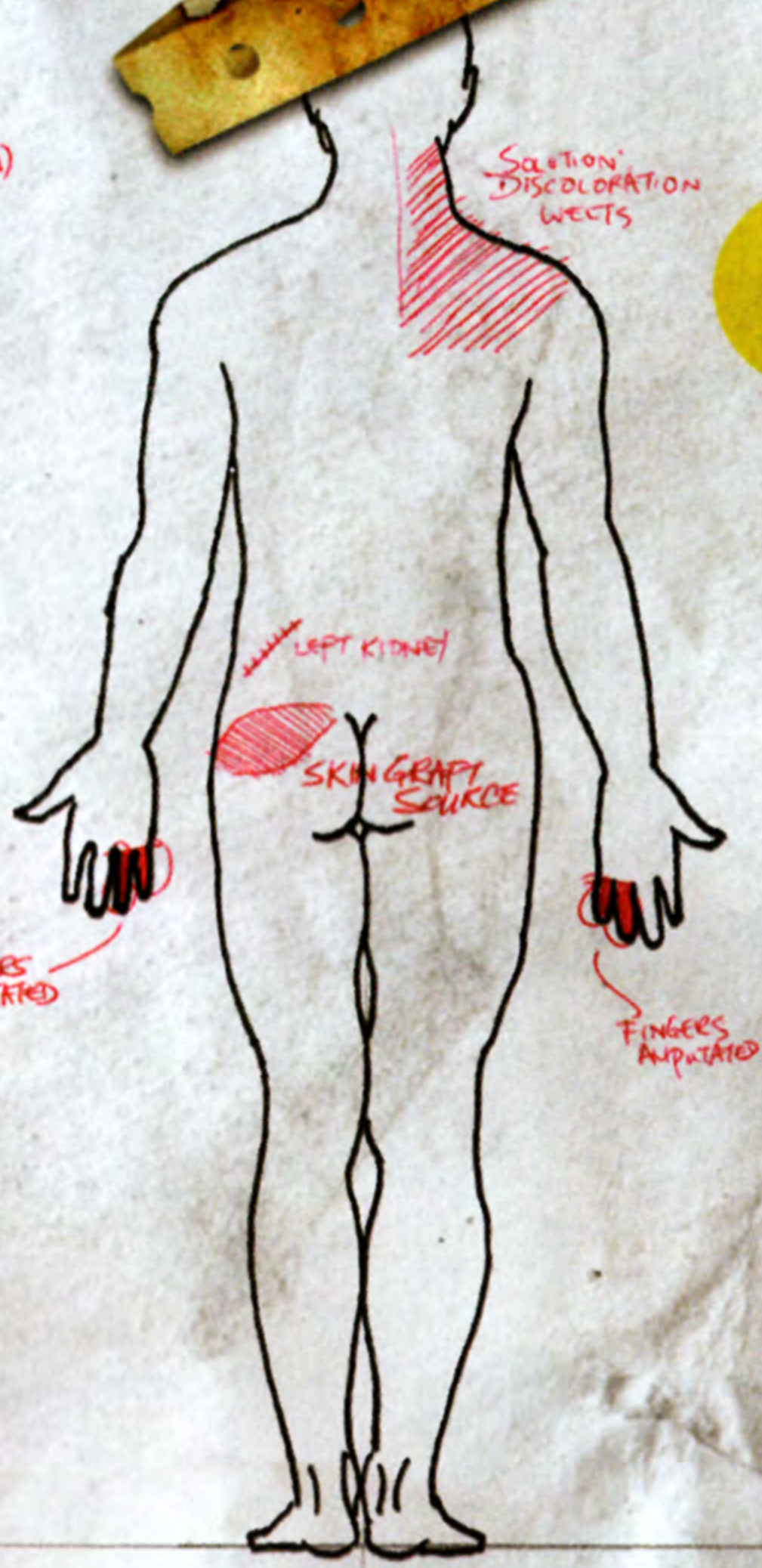
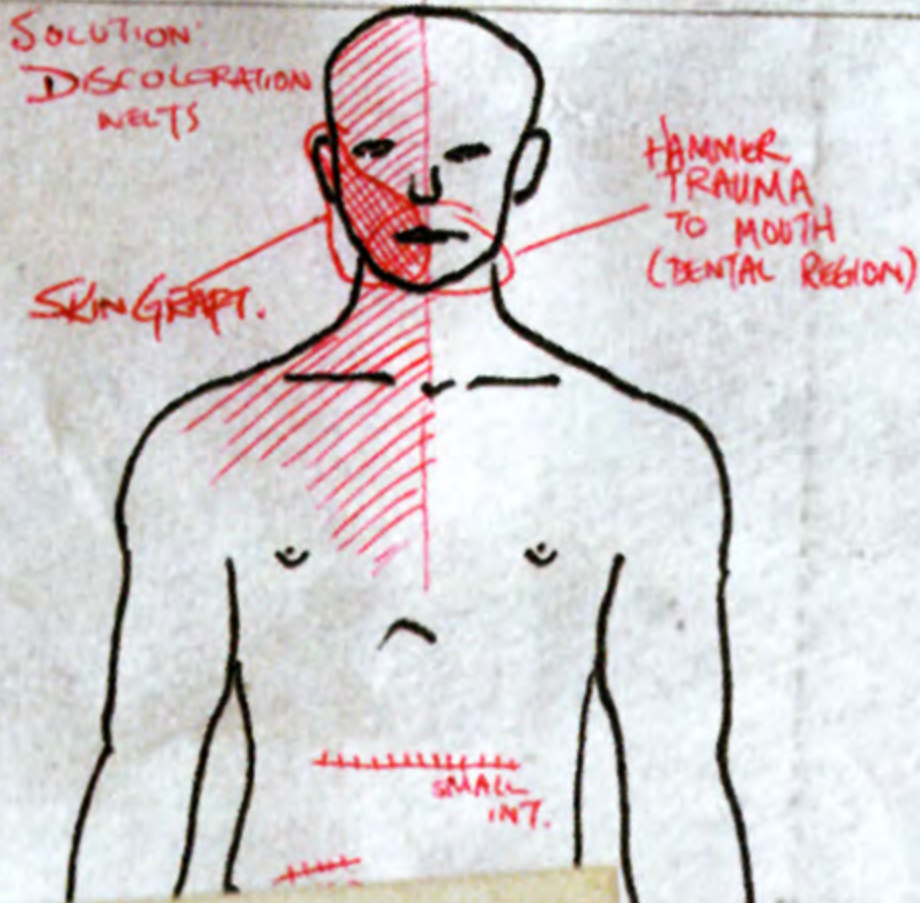
CONSULTATION REPORT

Consultation Only  
Consultation & Follow-Up

Em  
Flou



MED  
U 628232



Leo Kasper

76 1/2 inches  
192 LBS.

REPORT OF CONSULTATION

Opinion and Recommendation:

Predator subjects with the test apparatus reported a 83% success rate in detecting the prey by the sound of his breathing. Predator subjects without test apparatus reported a 17% success rate at detection. Clearly the prey subjects' breathing can be heard even without the apparatus to some extent.

From the Action:

Significant difference between the 2 test groups were found - proceed with further testing of AS3/9

Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subjects is in close proximity (watch the bottoms that appear, many on screen as an enemy appears into your safe zone. If he was successful at holding his breath, would the predators with test apparatus be able to hear his heartbeat?



re-written report

fax in Bergen

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

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

7:54pm Fisto Sugar Manufactory Depot - Blackwell Island

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

Subject escaped. Severe Project casualties.

9:32pm Maibatzu Plaza - City Center

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

Subject escaped. More Project casualties.

10:58pm Storage Facility C

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

Subject escaped. Watchdog casualties.

12:51am - Wooddale Community Enclave

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

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



(b) (3) - 32 USC 403  
(b) (3) - 61 USC 779  
(b) (3) - P.L. 86-36

(b) (3) - 32 USC 403  
(b) (3) - 61 USC 779  
(b) (3) - P.L. 86-36

ERIGO 5

FIELD TEST

Specific sexual acts were prepared for each subject depending on the information gathered in phase 1. Common sexual acts that scored highly across all subjects were identified with a view to creating a database for future use of these conditioning techniques on a larger scale, where five sex acts would be impractical.

The highest scoring were acts of bestiality where an animal takes an active role, pederasty involving a deformed older erastes and pre-pubescent eromenos, and coprophilia of any kind. These 3 acts caused the highest levels of self-loathing in the test subjects, with frequent mental breakdowns and emesis during the playback phases. It was noted that the repeat viewing of specific sexual acts that had caused emesis in playback occurred almost instantaneously in the majority of subjects.

Phase

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**THE TEMPEST**



**MIRANDA**

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

**PROSPERO**

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

**MIRANDA**

Certainly, sir, I can.

**PROSPERO**

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

**MIRANDA**

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

**PROSPERO**

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



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delivered  
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encyclidine  
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perimental phase to



# DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

## Rockstar London

Producer	Mark Washbrook
Lead Programmer	Thomas Busser
Programmers	Richard Frankish, Matt Godbolt, Lewis Gordon, Andrew Greensmith, Nik Hemmings, Brian Hendriks, George Karvelishvili, Chris Kruger, Stuart Roskell, Matt Shepcar
Additional Programming	Mark Atkinson, Benjamin Hathaway, Andreas Varga
Lead Artist	Ligh Malpas
Artists	Luis Antonio, Tze Lim, Julia Wren
Technical Artist	Mark Harrison - Ball
Additional Art	Mike Green
Lead Animation	Mark Tennant
Animation	CJ Markham
Lead Designer	Charlie Bewsher
Designers	Steve Bristow, Giles Hitchcock, Josh Needleman, Tom Rigby, Gavim Skimmer
Additional Design	Kirk Boornazian, Allila Malarik, Peter Saghegyi
Audio	Lewis Griffin, Tobias Kraze, Chris Thorne, Allan Walker
IT	Paul Devonshire, Alan Jack
Admin Team	Melanie Clark, Fioma Mitchell, Paul Nicholls

## Rockstar Toronto

Studio President	Kevin Hoare
Creative Director	Greg Bick
Producer	Rob Nelson
Lead Programmers	Oscar Valer, Frank Kozuh
Programmers	Alan Van Arden, Frank Chen, Geoff Herbynduk, Karim Hemraj, Grant Kim, Andy Kwiarkowski, Terry Librenta, Matthew Puthiampadavil, Nick Smell, Steven Orr
Designers	Dan Van Zant, Jonathan Hodge
Lead Gameplay Scriptor	Matt West
Gameplay Scriptors	Reginald Woods, David Yang
Lead Artists	Chris Babic, Kevin Freitas, Paul MacPherson
Artists	Pete Armstrong, Denny Borges, Denis Cawson, Raymond Dela Cruz, Daniel Ebanks, Matt Kazan, Yun Kyung Suh, Luke Shelswell
Lead Animator	Abraham Ahmed
Animators	Rob Elsworth, John Kim, David Saguit
Audio Design	Steve 'Knuckles' Domohoe

# DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT	EMPLOYEE
Manager	Arthur Chiang
Production Assistant	Chris Conway
Additional Help	Norm 'Tubbz' Brown
Support	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zoccano Matthew Flewelling, Mark Halata, Lisa Olsen

## Rockstar North

Producer	Leslie Benzies
Associate Producer	William Mills
Designer	Christian Cantamessa
Character concept	Alan Davidson
Animators	Gus Braid, Mike Jones
Music by	Craig Conner

## Cast List

Daniel Lamb	Ptolemy Slocum
Leo Kasper	Holker Graham
Dr. Whyte	Linda Orth Pallavicini
Dr. Pickman	Richmond Hoxie
Judy Sender	Jordin Ruderman
Michael Grant	Baron Vaughn
Mrs Lamb	Charissa Chamorro
The Asylum Staff	Bill Hill, Pablo Schreiber, Cornell Womack
The Watchdogs	Brennan Brown, Michael Cullen, Richard Easton, John Heffernan, Ted Koch, Matt Walton
The Perus	Marco Barricelli, Ezra Knight, Dennis Ostremajer, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Biberi, Karl Bury
The Project Militia	Jordan Bridges, Kevin Carrigan, Kevin Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodhounds	Jeremy Davidson, LJ Ganser, Erik Jenson, T. Ryder Smith, James Urbaniak, Tom Wopat
The Legion	Geoffrey Arend, Brian Avers, Danny Burstein, Jeffrey Hawkins, Charles Parnell, Reg Rogers
Porn Actor	Luis 'Stallion' Antonio
Pawns of the Project	Dan Ahearn, Mike Arkin, Jim Burke, Victoria Broderick, Jay Capozello, Barry Carl, Franceska Clemens, Chris Cook, Devin Flores, Jeff Gurner, Walker Houser, Gregory Johnson, Duke Jordan-Edge, Ilyana Kadushin,

# DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

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DEPT	EMPLOYEE
Palms of the Project (continued...)	Charles Loflin, Anthony Macbain, Anthony Mangano, Andrew McGinn, Rob Nelson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Stratton, Thozbe Stroze, John Torrey, Dan Van Zant, Oliver Vaquer, Robert Verlaque, Natalya Wilson, Michael Zoccano, John Zurhellen
Motion Capture Talent	Larry Ballard, Kurt Bauccio, Charissa Chamorro, Devin Flores, Holter Graham, Lynne Horton, Laura Intorval, Nicole Orth Pallavicini, Thozbe Stroze, Ptolemy Stocum, Robert Stanton, Andrew Wheeler
Stunt Coordinator	Manny Siverio
Stunt Performers	Shracy Diaz, Chazz Menendez, Declan Mulvey, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	--- Image Metrics PLC
Weaponry	Weapons Specialists, Ltd.
Casting	Donna Deseta Casting, Telsey + Company
Motion Capture Studio	Perspective Studios
Motion Capture Director	Morgan J. Freeman
Voiceover Directors	Rod Edge, William Devizia, Morgan J. Freeman, Lazlow
Lead Cutscene Animator	Mondo Ghulam
Cutscene Animators	Dermot Bailie, Felipe Busquets, Peter Saumur
Supervising sound editor	Nicholas Montgomery
Written by	Charlie Bewsher, Christian Cantamessa, John Zurhellen

## Rockstar Lincoln

Manager	Mark Lloyd
Deputy Manager	Tim Bates
Lead Testers	Phil Alexander, Kit Brown, Tom Ealam
Secondary Leads	Mike Emery, Dan Goddard, Will Riggott
Test Team	Steve Bell, Mike Bennett, Mike Blackburn, Pete Broughton, Nathan Buchanan, Jim Cree, Phil Deane, Rob Dunkin, Dave Fahy, Eddie Gibson, Tom Githus, Matt Hewitt, Lee Johnson, Dave Lawrence, Joby Luckett, Matt Lunnom, Andre Mountain, Andy Mason, Steve McGagh, Craig Reeve, Sergio Russo, Jonathan Stokes, Jason Trindall, Andy Webster, Carl Young
Localization Supervisor	Chris Welsh
Localization Test Team	Chris Bengner, Carola Berens, Dohmall Campbell, Luca Castiglioni, Paolo Ceccoli, Gianpiero Ferraro, Francois-Xavier Fouchet, Dominic Garcia, Michele Krübel, Naomi Long, Gabriel Bienzobas Mauraza, Katja Müller, Dennis Rimmüller, Jesus Perez Rosales, Breogan Zazpe Tejedon, Tomas - David Sallares

# DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

Rockstar NYC

EMPLOYEE

Executive Producer	Sam Houser
VP of Creative	Dan Houser
Art Director	Alex Horton
Visualization Director	Steven Olds
VP of Product Development	Jeromimo Barrera
Producers	Neil McCaffrey, Josh Needleman
VP of Quality Assurance	Jeff Rosa
Senior Lead Analyst	Lance Williams
Project Lead	Chris Choi, James Dima
Rockstar Test Team	Brian Alcazar, Jay Capozello, Tamara Carrion, Sean Flaherty, Michael Florzack, Mike Hong, Rich Huie, Chris Mansfield, Mike Nathan, Gene Overton, Brian Planer, Christopher Plummer, Marc Rodriguez, William Rompf, Devin Smither, Adam Tetzloff, Jameel Vega
Technical Manager	Ethan Abeles
Business Development Director	- Sean Macaluso
Additional Motion Graphics	Maryam Parwana
Additional Cover Art Assistance	Brandon Schulman, Brian Spears
Production Team	Peter Adler, Anthony Carvalho, Jaesum Celebre, Franceska Clemens, Rod Edge, Gregory Johnson, Rob Karol, Lazlow, Anthony Litton, Caleb Oglesby, Kerry Shaw, Ayana Osada, Marisa Palumbo, Vincent Parker, Phil Poli, Sanford Santacroce, Eli Weissman, Tom Young, John Zurhellen
Rockstar Publishing Team	Graham Ainsley, Laura Battishuzzi, Devin Bennett, Hamish Brown, Stephen Bliss, Andrea Bonzuku, Mike Cala, Jordan Chew, Alice Chuang, Gary Dale, Bruce Dugan, Daniel Emzig, Christopher Fiumano, Nick Giovannetti, Robert Gross, Rowan Hajaj, Andi Hanley, Sean Hollenbach, Shimo Hori, Kath Horton, Gauri Khindaria, Lucien King, Mayumi Kobayashi, Maïke Kohler, Jennifer Kolbe, Steven Knezevich, Greg Lau, Anthony Macbain, Sean Mackenzie, Chris Madgwick, David Manley, Jeff Mayer, Hugh Michaels, Josh Mirman, Jurgen Mol, JP Momcada, Alex Moutte-Bertheaux, Brian Noto, Ivan Pavlovich, Jared Raia, Jesse Saland, David Santana, Stanton Sarjeant, Pete Shima, Hosi Simon, Job Stauffer, Neil Stephen, Nathan Stewart, Ben Sutcliffe, Daisuke Taoka, Tuukka Taipalvesi, Adam Tedman, Lyonel Tottemache, Mike Tonok, Nick Van Amburg, Nijiko Walker, Rodney Walker, Bryan Wall, Devin Winterbottom, Heloise Williams, Angus Wong, Bill Woods, Martene Yamaguchi, Paul Yeates
Special Thanks	The Fredster, Narms, Alan, The Ruks, Red, Big Foot, Rita Liberator, Elliot Torres

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
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