



# Simp My Ride



ACTIVISION®

## **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.

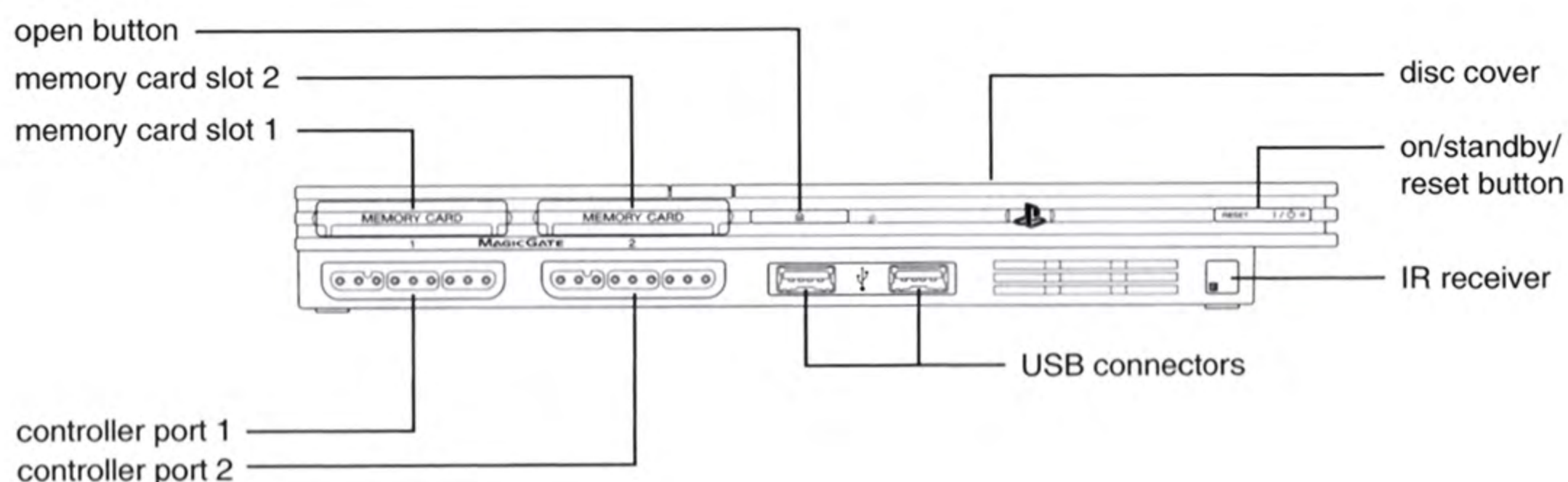


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## Getting Started



Set up your PlayStation(R)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). Press the OPEN button to open the disc cover. Place the Pimp My Ride disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

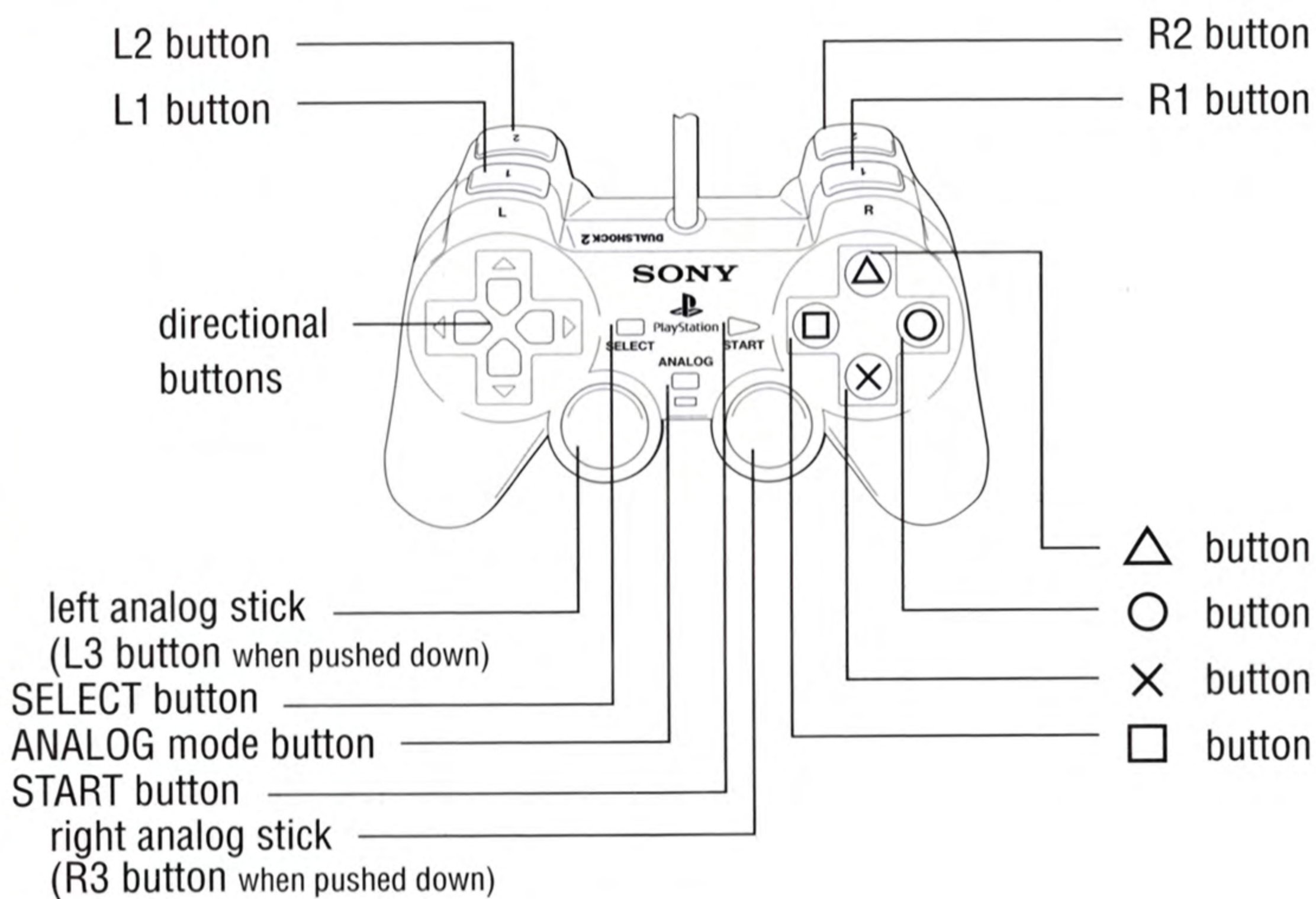
### Memory Card (8MB)(for PlayStation®2)

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.



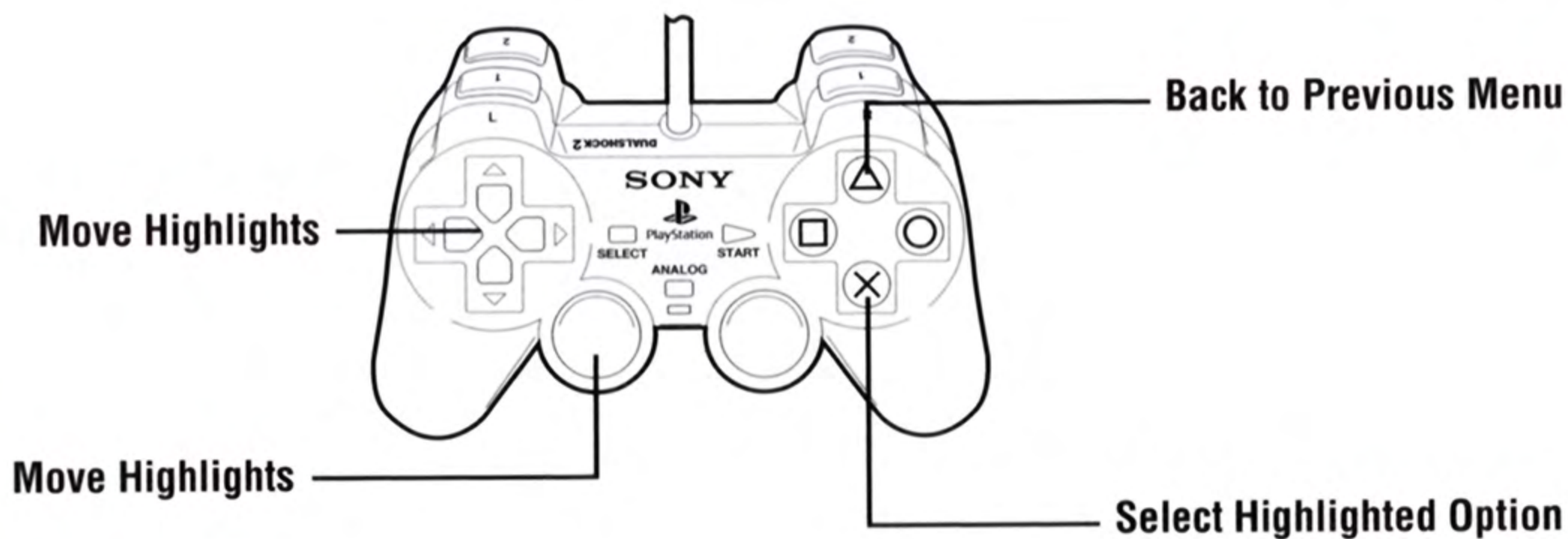
# Starting Up

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



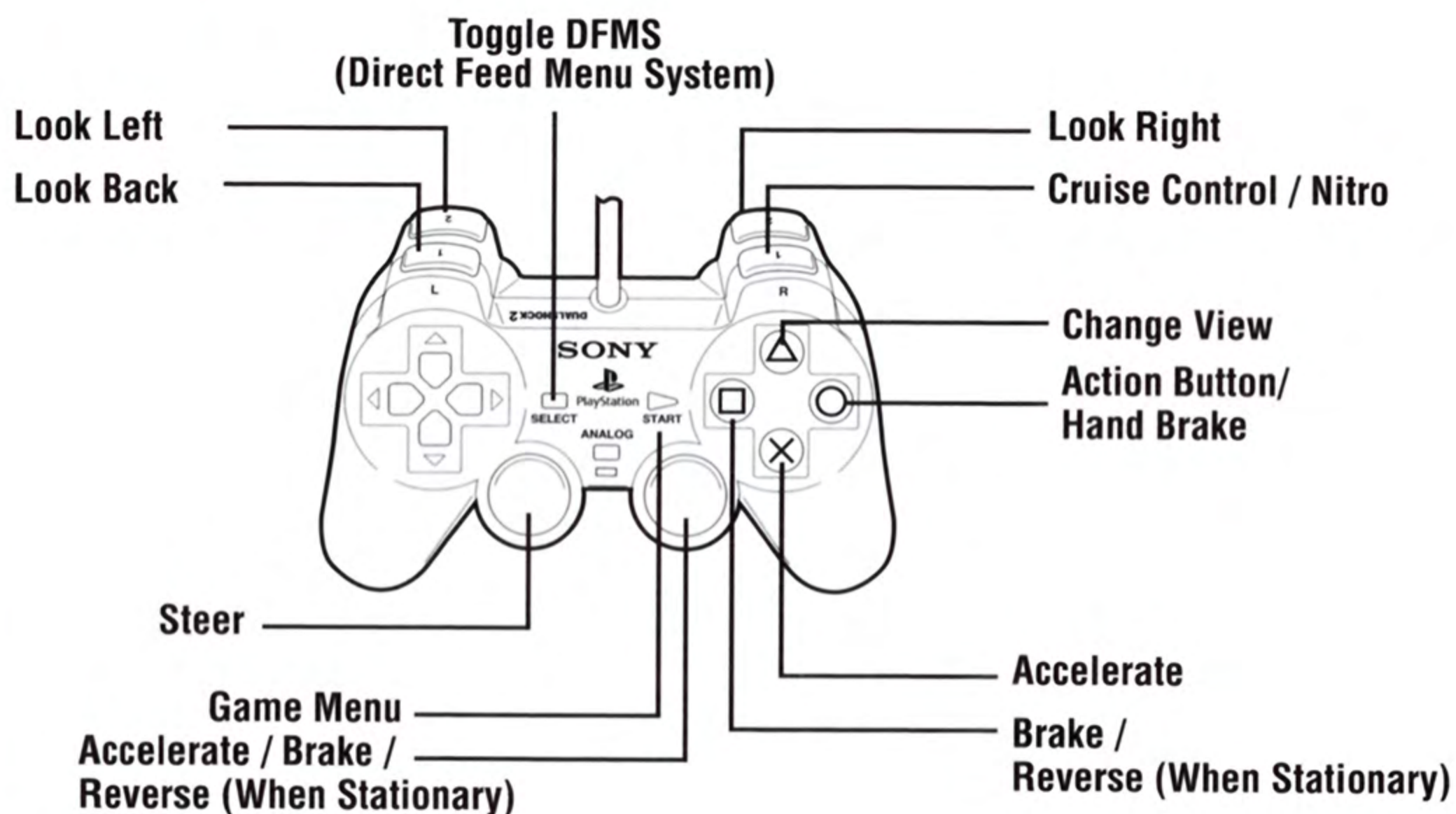
## Basic Controls

### Menus



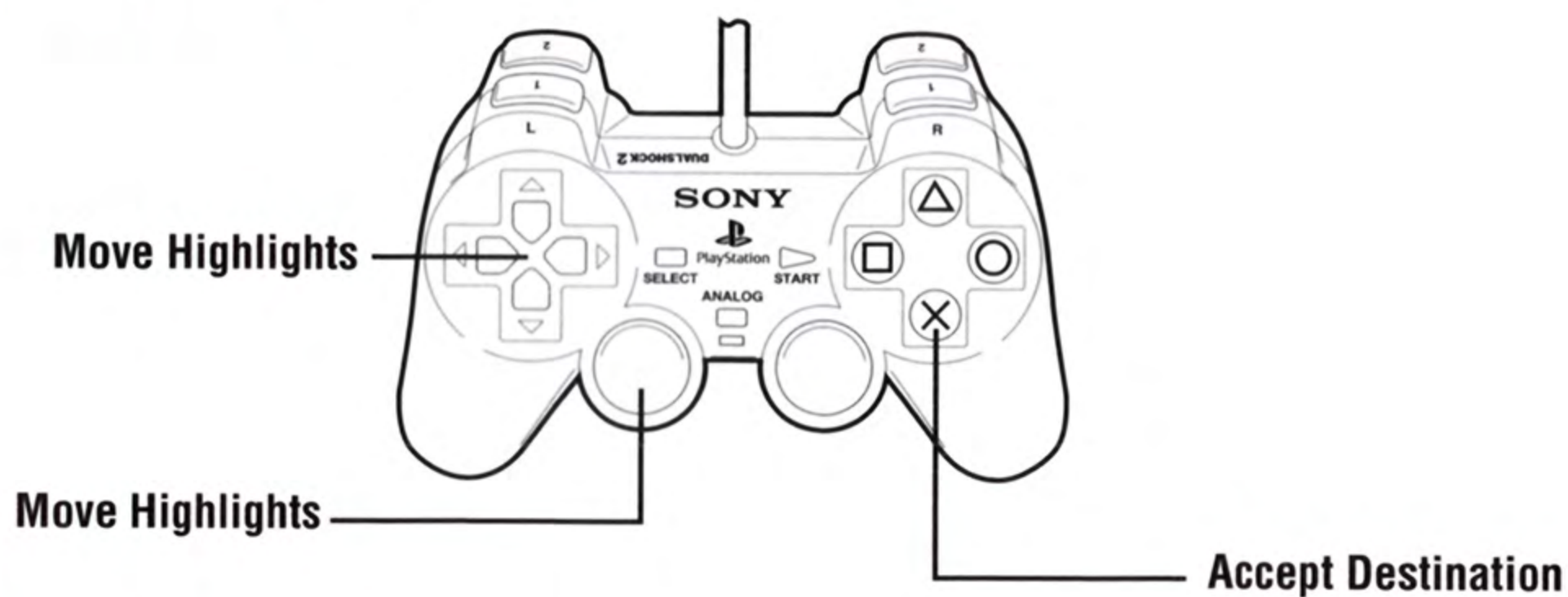


## Driving Controls



## DFMS Controls

Direct Feed Menu System





## ***So you wanna be a player?...***

Welcome to Pimp City, home to some of the sweetest rides and tightest whips in the world! You'll see all kinds of dope rides as you cruise the diverse districts that make up Pimp City – low-riders, 4x4s, muscle cars and more. But not everybody's on top of their game when it comes to their car: for every tight whip, there's an equally whack ride in need of serious attention. And this is where you come in!

Your mission is simple: turn around the fortunes of the people of Pimp City by creating some of the most tricked-out rides ever and become the Number One Pimp in town!

## ***Intro Movies***

The game begins with the publisher and developer intro movies. You may skip each individually by pressing the X button. Alternatively, press the START button to skip them all and jump straight to the Press Start Screen.

## ***The Press Start Screen***

If you do not press the START button whilst on the Press Start Screen, the game will go into Demo Mode, showing you a demo of the game. You may exit this at any time by pressing the START button to return to the Press Start Screen.

Press the START button and you'll be taken to the Profile Manager.

## ***The Profile Manager***

To play Pimp My Ride, you need to create a Profile. This is where your progress is recorded and your options settings are saved.

If you don't have a memory card (8MB)(for PlayStation®2) inserted into a MEMORY CARD slot (or you do not have enough free space to save your data) you may play the game without saving but your progress will be lost when you switch off your console.

When you first start the game, no Profiles will be available so you must create one. When you play the game at a later date, you may restore your progress by selecting the Load Profile option and selecting it from the list.

For now, you'll need to create a New Profile. To do this, select the New Profile option. You'll be prompted to enter a name for this Profile. Use the on-screen "Keyboard" to enter your desired name. Your new Profile will now be created and you're ready to go!



## Starting The Game

The game begins with an introduction from the King of Pimps, Xzibit.

Throughout your career X will be on-hand to offer advice and oversee your progress. In addition, he'll introduce the customers, offer bonus Challenges and serve as MC to the final reveal.

Once Xzibit has introduced you to Pimp City, it's time to begin your new career.

## Selecting a Customer



Your first task is to select which of the whack whips in Pimp City you're going to turn into a pimped ride. Initially, you're limited to a small selection of potential customers, with more becoming available as you progress.

Scroll through the customers using the d-pad or Left Analog Stick and you'll be shown details of their lifestyle and their ride. Find one you'd like to help and select them by pressing the X button. You've just taken your first step into the world of pimping!

## Pimp My Ride!

It's time to go pimp some rides! The pimping of a ride is divided into two sections: The Cash Roam Phase and the Pimping Phase, both of which are covered below.

As you progress through the game, you'll unlock pimped vehicles for your Personal Garage (covered later) but for now, Xzibit has agreed to let you use his ride to get around Pimp City...

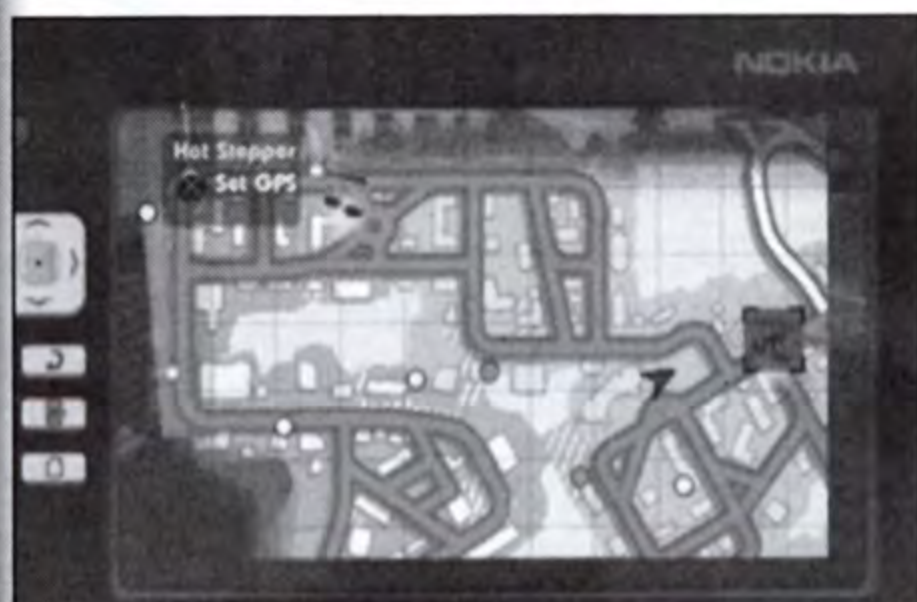
## The Cash Roam Phase

Your task here is simple: raise the required funds to pimp the customer's ride! The entry level Pimping Budget is displayed during the initial selection for each customer. This is the minimum amount you must raise before the pimping can begin.

So just how do you raise cash? Simple: you win over the people of Pimp City! To do this, you may compete in a variety of events, which you'll find by driving around the City or by consulting your Direct Feed Menu System.



## ***The Direct Feed Menu System (DFMS)***



The DFMS (Direct Feed Menu System) offers a number of options to assist you during the game. Key amongst these is the Navigation System. Whenever you activate the DFMS you may view a map of Pimp City, complete with various points of interest. Cycle through these waypoints then select one to set it as your destination. You may now navigate to this location by following the on-screen Navigation Arrow.

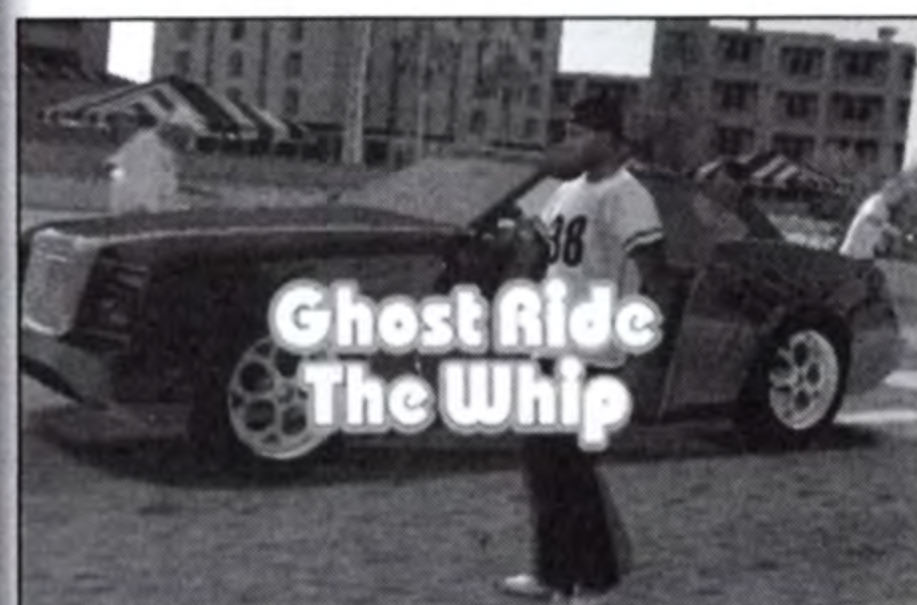
## ***The Cash Roam HUD***



## ***Cash Roam Events***

A number of events are available during the Cash Roam.

## ***Ghost Ride the Whip Events***



In this event you must win over the crowd by performing a number of dance moves as you show off your whip!

When you arrive at the event, you'll see an Action Zone. Simply drive into this Zone and press the Action Button to activate the event...

Your task now is simple: reproduce the button and stick movements that appear, matching them within the time limit. If you do so successfully, you'll perform a move and the crowd will go wild. If you fail, your



move won't be so impressive and the crowd won't be so pleased...

Your goal is to pull off as many moves as possible in the sequence and thus win over the crowd. The more moves you get right, the more they'll be impressed and the more cash you'll be rewarded with...

## Hot Stepper Events



A variation on Ghost Ride the Whip Events, here your goal is to win over the crowd by performing a sequence of dance steps, with your precision and timing being the key.

Again, to start the event, simply roll up to the Action Zone and press the Action Button.

During the event a series of button presses will scroll across the screen. Your task is to match each as it hits the Step Zone to pull off a perfectly-timed move. Should you fail to hit a step, you'll be locked out for

the remainder of that move and – more importantly – you'll mistime your step and the crowd will not be impressed...

The more accurate your stepping, the more you'll wow the crowd...

## Cruise Events



Cruise Events are simply about showing off your ride. To enter a Cruise Event, you must first locate a Cruise Crowd (either by driving close to them or using your DFMS Navigation System).

Once you spot a Cruise Crowd, simply activate your Cruise Control by pressing and holding the Cruise Control Button. If the camera switches you'll know you've successfully entered the cruise zone. When you see the Holla Prompt appear, press the Buttons displayed on screen in time to attract the attention of the crowd. They'll then respond to your whip and you'll receive a cash bonus.



## ***Xzibit's Meet and Greet***

Once you've accumulated the entry level Pimping Budget for your customer's ride, their location is added to your DFMS Navigation System. Whenever you're ready you may choose to go pick up their ride and start pimping it!

When you arrive at their home, simply press your Action Button when you enter the Action Zone. Now sit back and watch Xzibit 'meet and greet' the customer before they reveal the full horror of their whack whip!

**Note:** Some areas of their ride are more important to the customer than others. During the meet and greet Xzibit draws attention to this, so watch closely!

## ***The Pimp Phase***

Once Xzibit finishes the tour, it's time for the Pimp Phase, where you spend your budget tricking-out the customer's ride! Xzibit hands over the keys to the whip and it's your job to return it in the most pimped-out fashion possible within the time limit!

The DFMS Navigation System now appears, displaying a map of the area together with the locations and details of any Suppliers you may have uncovered during your Cash Roam (don't worry if you didn't find any – the DFMS is pre-programmed with most of the Suppliers to help get you started!). To start, simply select the Supplier with the part(s) you want then drive the customer's whack whip there as fast as you can!

Each ride may be upgraded in the following categories: Rims & Tires, Body Kit, Paintjob, Interior, In Car Entertainment (ICE) and Custom Upgrades. It's up to you which areas you pimp, but pay attention during the meet and greet, as Xzibit will point out which are important to the customer. The more attention you pay to their wants, the more the customer will appreciate your work...



## The Pimp Phase HUD



### Time

During the Pimp Phase, you've only a short time to complete the job. After all, it doesn't pay to keep the customers waiting! You must therefore make the most of your time and fit as many quality upgrades as you can in the allocated time.

### Suppliers



Buying parts from Suppliers is a simple process: drive into their visual Action Zone and press your Action Button. You'll then be shown their range of parts available at their auto shop.

**Note:** Whilst viewing the Supplier's upgrades, your Timer will pause, giving you time to consider your decisions.

Scroll through the parts on offer and you'll see a visual preview of the part on your car, plus details on

the upgrade's rating and price. Providing you have enough cash, pressing the X button will purchase the part.

Whenever you purchase an upgrade, you'll be given the opportunity to lower the fitting cost by playing a mini-game. Your goal is simple: complete the challenge in the fastest possible time, as the faster you do it, the less the part will cost you.

Once you've completed the mini-game, the part is fitted and the final price is deducted from your Cash balance. You're now taken to your DFMS Navigation System screen and prompted to select the next Supplier you wish to visit.

**Note:** Each Supplier only has a limited stock of parts, so you will have to visit multiple suppliers to find every part you need.



## ***Mobile Suppliers***

As you explore Pimp City, you may uncover Mobile Suppliers. These Suppliers do not normally appear on your DFMS Navigation System and may only be found through exploration (or by upgrading your Navigation System by collecting GPS Pick Ups (covered later). Mobile Suppliers carry much rarer parts than "normal" Suppliers and so are worth seeking out. But be warned – they may not remain in the same location for long!

To buy from a Mobile Supplier, simply enter the visual Action Zone and press your Action Button.

## ***Hidden Suppliers***

As you explore Pimp City, you'll uncover some special Hidden Suppliers. These Suppliers do not appear on your DFMS System and may only be located when they are in close proximity to your ride. Hidden Suppliers are difficult to find but worth seeking out, as the parts they offer are of the highest quality.

Once you spot a Hidden Supplier in the Cash Roam, simply activate your Cruise Control by pressing and holding the Cruise Control Button. When you see "Honk" displayed, press the Action Button. Hidden Suppliers are pedestrian figures sitting along the sidewalk next to their shops.

To buy from a Hidden Supplier, you must first locate them! When you do simply enter the visual Action Zone and press your Action Button to access their inventory.

## ***Xzibit Challenges and Bonus Parts***

As you progress with your pimping, you may unlock special Xzibit Bonus Items.

Whenever an Xzibit Challenge is activated, you'll receive a message from Xzibit himself informing you of this. Your objective? Reach the newly revealed Supplier within the designated time.

## ***Rival Pimps***

Now for the bad news: you're not the only pimp in town...

By taking a similar stock model to your customer's, your rival pimps are going to trick it out how they think the customer will like it and offer them an alternative to your ride. So that means a pimp-off between you and your rival, with the customer choosing the winner...

Every time your rival picks up a new part and pimps their ride, you'll be informed of this. Pay attention to this, as you'll need to gauge your progress against your rival's...



## ***Rival Posse Members***

To make matters worse, your rival is accompanied by some friends, in the form of the Rival Posse Members. These cars cruise the streets of Pimp City looking for you. Should they encounter you, they'll attempt to help your rival by hampering your progress, blocking off routes or even trying to run you off the road!

## ***The Reveal***

When the Pimp Phase ends it's time to face off against your rival as Xzibit presents the Reveal.

In the Reveal, the customer is presented with their newly-pimped ride, plus the car your rival has pimped in a head-to-head competition. Xzibit tours the rides with the customer, calling their attention to the areas of the whip that have been pimped as the customer reacts and offers their comments...

Once the tour is complete, the customer makes their decision...

## ***Pimp On!***

Following the Reveal you'll be returned to your garage, ready to select the next customer. Each area of the city has three potential customers, but new areas (and customers) will become available as you successfully pimp out rides.

**Note:** If you lost to the rival in the Reveal, you may select the same customer again and attempt to win them over once more...

## ***Pick Ups***

During the course of the game, you'll find an assortment of collectable Pick Ups around Pimp City.



### ***GPS Pick Ups***

GPS Pick Ups improve the performance of your Mini-Map and DFMS Navigation System. Collect one and you will increase your map scale. Collect a second and you'll reveal the location of Hidden and Mobile Suppliers.



## ***Nitro Pick Ups***

When collected, the Nitro boost is "stored" for future use. Activate the Nitro Boost and you'll receive an increase in top speed and acceleration for a short period of time.



## ***Cash Tokens***

Located at various points around the neighborhood are Cash Tokens. These Tokens – when collected – add valuable cash to your Pimping Budget. However, some are harder to reach than others and you'll have to explore alternative routes or adopt a different approach if you're to collect them all!

## ***The Pause Menu***

During the game, you may pause the action by pressing the START button. This will also pull up the Pause Menu. From here you may select a number of options:

- |                      |                                                                                                                            |
|----------------------|----------------------------------------------------------------------------------------------------------------------------|
| <b>Resume</b>        | Continues the game and "un-pauses" the action.                                                                             |
| <b>Options</b>       | Here you may adjust your Sound Options, Display Options, Enable/Disable Autosaving and Disable/Enable vibration.           |
| <b>End Pimp Time</b> | (Only available during the Pimping Phase.) This option allows you to end the Pimping Phase and cut to the Reveal sequence. |
| <b>Quit</b>          | Selecting this option returns you to the Customer Selection screen.                                                        |

**You may also press the START button a second time to exit the Pause Menu.**

## ***The Personal Garage***

As you progress through the game and win over customers, you'll receive the loan of any vehicle you successfully pimp. These vehicles appear in your Personal Garage and may be used in the Cash Roam phase of the game.



## Whip Outs



Whenever a Rival Posse Member tangles with you, you'll engage in a Whip Out event. Whip Out Bars appear above your ride and that of the Rival Posse Member to indicate your status.

By smashing into your rival, you'll lower his Whip Out Bar. Similarly, if he smashes into you, your Whip Out Bar will drop. Your goal is to reduce your rival's Whip Out bar to zero and cause him to Whip Out. Should you do so, you'll receive a time recovery bonus.

However if your Whip Out bar is reduced to zero, you'll Whip Out and be brought to a halt, losing valuable time.

## Billboards



Scattered around Pimp City are a number of special Billboards. By smashing these signs you'll not only improve the lives of the residents by destroying these eyesores, but they'll also be replaced with billboards for your auto shop and – more importantly – you'll receive a cash bonus.

Explore the city. You never know what you might find!

## Parking Meters



Parking Meters! Everybody hates 'em! So why not help out the people of Pimp City by freeing them from parking-fee tyranny? Destroy any Parking Meters you see during your pimping and you'll receive bonus Cash! Destroy them all and you'll receive a Super Cash Bonus!

## Smash and Cash

Sometimes you've got to destroy to create... And that's never been truer than in Pimp City! By smashing assorted eyesores around town, you'll earn valuable Cash Bonuses... It's up to you to work out which, though!



## Hints

- Pay attention during the customer meet and greet. Xzibit is pointing out these key areas of the ride for a reason!
- Take the time during the Cash Roam to locate the Hidden Suppliers; they carry some of the most tricked out parts!
- When you reach the required Pimping Budget during Cash Roam, continue accumulating cash until you've exhausted all options. More cash equals more pimping opportunities!
- Being a good pimp isn't about fitting the most parts - it's about fitting the BEST parts for that customer, so concentrate your efforts and cash on areas of the vehicle they'll appreciate most.
- You have an unlimited amount of time to cruise the city during your Cash Roam but there is a limit to the amount of cash you can raise in each neighborhood.
- Pimp all the areas singled out by Xzibit during the meet and greet to unlock Xzibit Challenges and Bonus Parts.
- Smash billboards around town to replace them with your garage logo and earn valuable cash bonuses.
- Part-fitting mini-games can save you money, money that you will need in the later missions. However, if you want to take the financial hit, you can skip them!
- The more pimped your ride, the more chance there is that the Rival Posse Members will attempt to interfere with your progress.
- While you can exit the Pimp Phase early, you can't "quit while you're ahead," as your rival will still make full use of the time to pimp his ride for the Reveal.
- If you lose in the Reveal, pay attention to the rival's ride and see how and where he picked up more points than you.
- If you want to know more about your current customer, select the Ride Guide from your DFMS for a recap of their details.
- Explore the city. You never know what you might find!



## ***Appendix 1: Pimp City***

### ***New Wave Beach***



Whether they're cruising the marina or hanging out by the pool, the residents of New Wave Beach know that life's best enjoyed with a laid-back attitude and plenty of sunshine. The home of bikini babes and surfer dudes, it's also important you look good here and a sweet ride will earn you plenty of kudos with the locals...

### ***Industrial Island***



If it's loud or angry – or better yet, both – then the residents of Industrial Island will love it. They love to party in the most extreme ways possible and the numerous empty warehouses and factories around the island provide ideal venues. After all, who's going to notice if they get trashed? Residents...

***And more...***



## ***Appendix 2: The Customers***

### ***Marcia***



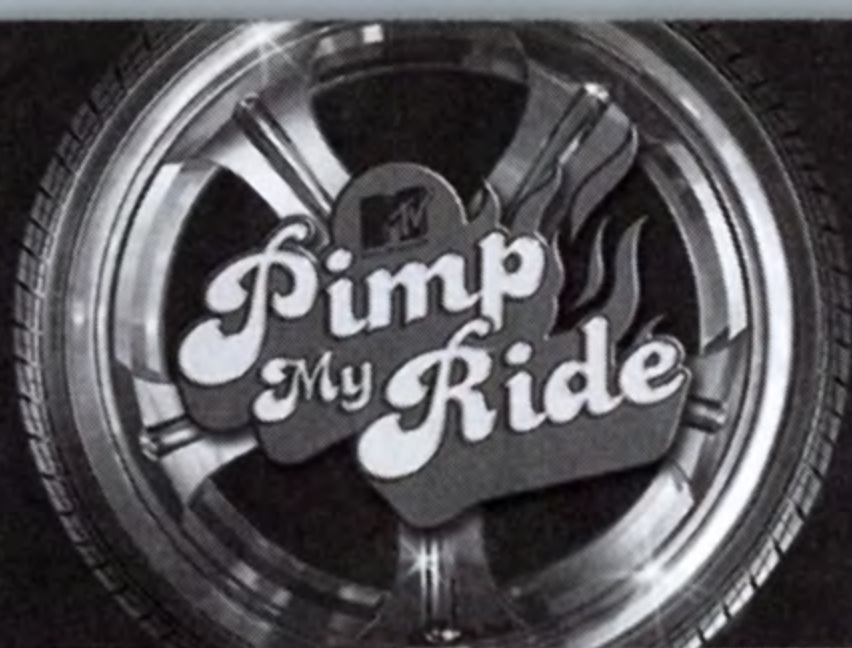
As a part time swimsuit model and a fashion major attending Pimp City Community College, Marcia dreams of one day breaking into the fashion industry with her own designer swimwear and clothing lines. When she's not working or studying, Marcia spends time on the New Wave Beach boardwalk with her best friends perfecting her fashions and her tan, or at the clubs, where she and her friends enjoy salsa dancing with the unwilling tourists...

### ***Andrea***



Andrea is bubbly and outgoing. Her personality drew her to the New Wave Beach radio waves where she DJs and helps out with promos in the borough's club district. Her job requires her to work often; driving from one event to the next. She's often strapped for time and has to resort to living out of her car, using the driver's seat as her personal changing room, the rear view mirror to put on her makeup, and her back seats as a wardrobe. She needs somebody to put her life in order and pimp her ride!

***And more...***



## ***Customer Support***

### ***Online Support***

support@activisionvalue.com or <http://www.activisionvalue.com>

### ***Other Contact Methods***

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Patrick Morrison

**Special Thanks**

Haley Falzon

**Special Material  
Expert**

Jen Berkowitz

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**Sound Engineers**

Encore Studios: Scott Elgin

Marc Graue Recording:  
Andrew Welker, Will  
Patterson

**Voice Directors**

Brian Talbot

Jen Berkowitz

**Dialog Editors**

Kent Vernon

Randall Ryan

Martin Galway

**Starring as Himself**

Xzibit

**Cast**

Alex Polinsky

Angela Shelton

Chris Emerson

Chris Williams

Cindy Robinson

Dominic Catrambone

Grant George

Jeff Fischer

Jessica Diccico

Kari Wahlgren

Keith Ferguson

Molly Fix

Nolan North

R. J. Knoll

Sarah Scott

**Additional Dialog  
Recording**

Eric Meyers

Ben Small

Walter Lewis

Laurel Lefkow

Barbara Barnes

Adam Sims

Richard Lynson



### **ADR Engineered**

Adrian Sear  
Soundtracks Studios,  
London

### **Music**

### **Featured Soundtracks**

#### **"Black & Brown"**

Fe Jelly Roll  
(A. Joiner, M. Leathers, S. Campbell)  
Straight from the Shoulders Music (BMI) Careers-BMG Music Publishing, Marshall J. Leathers publishing (ASCAP), Boozshi Publishing (ASCAP), The Arkitects- EMI Music Publishing  
Produced by "The Arkitects" for 4 Media Management, LLC./ Relentless Management

#### **"The Whole World"**

(A. Joiner, D. Drew)  
Straight from the Shoulders Music (BMI) Careers-BMG Music Publishing, Warner-Tamerlane Publishing Corp obo itself and Denver Street Publishing  
Produced by Jelly Roll for Heat Chamberz Music

#### **"Invade My Space"**

Fe Jelly Roll  
(A. Joiner, D. Drew)  
Straight from the Shoulders Music (BMI) Careers-BMG Music Publishing, Warner-Tamerlane Publishing Corp obo itself and Denver Street Publishing  
Produced by Jelly Roll for Heat Chamberz Music

#### **"Say It to My Face"**

Fe Kurupt and Don Blaze  
(A. Joiner, A. Gordon, L. Moses, J. Campbell)  
Straight from the Shoulders Music (BMI) Careers-BMG Music Publishing, Lexi's Daddy's Music/Chrysalis Music/ASCAP, Daddy's Downstairs Again/ASCAP  
Produced By: Allstar "The Big Beat Maker" for Starcyde Entertainment / Relentless Management  
Recorded By: Allstar at StarBass Enterprise Recording Studios, NJ  
Production Coordinator: June "Mr. President" Archer for Starcyde Entertainment  
Additional Vocals: Don Blaze of Lil Rok Playaz courtesy of Starcyde Entertainment

### **Soundtracks**

#### **"Bounce"**

Written by: Japhia Life, Todd Collins  
Performed by: Japhia Life  
Courtesy of: Beatmart Productions  
By arrangement with Position Music

#### **"Dance Of The Warrior"**

Written by: Anthony Anderson, Stephen Gaines  
Performed by: Zion-I  
Courtesy of: Live Up Records  
By arrangement with Position Music

#### **"Move Da Crowd"**

Written by: Cleveland Terry Bowens, Paris Paul  
Performed by: LA Rhymes  
Courtesy of: Position Music/Choicetracks, Inc.

#### **"That's My Jam"**

Written by: Cleveland Terry Bowens, Paris Paul  
Performed by: LA Rhymes  
Courtesy of: Position Music/Choicetracks, Inc.

#### **"Don't Sleep"**

Written by: Ali Theodore, Lordikim Allah  
Performed by: Lordikim  
Courtesy of: Deetown Entertainment  
By arrangement with Position Music

#### **"The Art"**

Written by: Shawn Murphy, Cornell Saluone, Mark Thomas, Eric Angulo, Gunnar Olsen  
Performed by: Numbs  
Courtesy of: Position Music

#### **"In A Hood Near You"**

Written by: Trevor Walke, Marcus Kane  
Performed by: Suni Clay  
Courtesy of: KickAss Records  
By arrangement with Position Music/Choicetracks, Inc.



### **"Rubber Gloves"**

Written by: Colton Fisher,  
Takbir Bashir, Ryan Maginn,  
Jason Rabinowitz

Performed by: Styles of  
Beyond

Courtesy of: Spytech  
Records

By arrangement with  
Position Music

### **"If You're Slidin'"**

Written by: Senyo Amoaku

Performed by: DNA-1

Courtesy of: 3 Kings  
Records

By arrangement with  
Position Music

### **"Throwin' Salt"**

Written by: Anthony  
Anderson, Stephen Gaines

Performed by: Zion-I

Courtesy of: Live Up  
Records

By arrangement with  
Position Music

### **"It Don't Matter"**

Written by: Jason  
Rabinowitz, Gideon Black,  
Nicholas Black

Performed by: Lexicon

Courtesy of: Position Music

### **"UR Girl"**

Written by: Sharron March,  
Gabrielle Varner, Cassie  
Wingate

Performed by: The  
Scavenjaz

Courtesy of: Soul Star Music  
Group

By arrangement  
with Position Music/  
Choicetracks, Inc.

**Additional Hip-Hop  
courtesy of Position  
Music/Choicetracks,  
Inc.**

### **Writing**

**Scriptwriting services  
provided by**

### **Writers**

Jen Berkowitz

Kev Shaw

**Introduction and Final  
Cinematic Sequences**

VisionScape Inc.

### **Motion Capture Actors**

Roseny Carrero

Hunter Fruiciante

Ricardo Gray

Karson Kavanagh

"Presto"

Nicolas Shake

Mike Sica

Angela Trimbur

Farelle Walker

Dan White

### **Dancers**

Marcus "Slim" Frank

Christopher "Mazedude"  
Getman

Troi Ge

Lamote "Tailz" Goode

Jason "Barzini" Hannans

**GRtW/Cinematic  
Sequence Conceptual  
Performers**

Aja Houston

Peter Brooke

Mishaël Obozua

Adam Lindberg

### **Photography**

Todd Tyler Photography

### **Makeup Artist**

Helena Pham

### **Models**

Alex Jobling

Cecilia Parker

Jennifer Ross

Michael Sica

Karson Kavanagh

"Presto"

Dre Bowie

Joe Seo

Ricardo Gray

Angela Trimbur

Roseny Carrero

Justin Appleby-Leo

Natalie Morales

Erin Burrise

Piper Kaplan

Stacey Roeder

Nicolas Shake

**Eutechnyx**

### **Managing Director**

Brian Jobling

**Director of Business  
Development**

Darren Jobling

**Executive Producer**

Dave Thompson

**Producer**

Mark South

**Lead Programmer**

Craig McHugh

**Programming Manager**

Andrew Perella

**Technology Manager**

Mark McClumpha

**Creative Manager**

Mark Barton

**Motion Capture and Photography Director**

Paul Jobling

**Character & Animation Manager**

Dave Cockburn

**Design Team**

Kev Shaw

Lee Barber

Matthew Clarke

**Programming Team**

Alex Busby

Andrew Buckingham

Andy Buck

Ben Kenwright

Benjamin Nealon

Bin Zhou

Caleb Leeke

Chris O'Connor

Chris Rouse

Craig McHugh

Dan Nicholson

Daniel Stamp

David Hawes

Darryn Robson

Dinesh Kumar

Doug Wolff

Erwan Bancal

James Chilvers

Joe Stevens

John Dye

Kier Storey

Lee Clark

Martin Wilson

Matthew Griffin

Matthew Hodges

Nathan Whitaker

Neil Lock

Paul Dolhai

Richard Whitehead

Romain Blanchais

Stuart Merry

Thomas Hart

Thomas Simmonet

Tim Stephenson

**Game Setup**

Graham James

James McCreddie

Jonathan Urwin

Stuart Barnett

**Track Production Manager**

Richard Coates

**Internal Audit Manager**

Jon Murray

**Internal Audit**

Greg Loscombe

**Graphics Team Eutechnyx UK**

Alan Kwok

Alex O'Dwyer

Anthony Thornton

Chris Brown

Chris O'Connor

Chris Owens

David Yare

Huy Nguyen

James Palmer

Joe Ells

Jon Bursey

Jonathan Chater

Jonathan O'Dell

Lee Doyle

Neil Gowland

Oli Gainford

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Phil Higgs

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Ryan Davies

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Stan Ward

Stuart Thorniley

Terry Jackson

**Hong Kong Studio Manager**

Vivian Luke

**Graphics Team Eutechnyx Hong Kong**

Billy, Man Ho Lai

Bus, Chun Kai Tsui

Chi Chung Mok

Dennis, Yue Wah Fong

Gary, Gar Ming Leung

Ida, Fung Yin Wong

James, Ka Ho Pang

Janet, Kit Yee Ma

Julieta, Ho Ng

Kenneth, Ka Nang Wong



Phoenix, Lok Man Li  
Plato, Pak To Leung

### **Chengdu Studio Manager**

Reno Liang

### **Graphics Team**

#### **Eutechnyx Chengdu**

Chen Lu  
Chen Xiang  
Deng Xiaoling  
Guo Yunbin  
Guo Zhennan  
Li Ruichong  
Li Wei  
Peng Zhiqiang  
Qiji Boniu  
Wang Jin  
Wei Yalan  
Xiao Yi  
Xu Ping  
Zhang Hailiang  
Zhong Taiqi  
Zhuang Jinlong

#### **Eutechnyx QA**

Craig Hopper  
Chris Blackburn  
Dave Little  
Martin Colling  
Scott Williams  
Tom Daunt

#### **Audio Manager / Sound Design**

Peter Connelly

#### **IT Support**

Andrew Gray  
Marc "Kheops" Schuszler

### **Additional Graphics**

Anthony Ferrandiz  
Azure  
Ben Laisby  
CP Soft  
Eliphe Ecclestone  
Michael Gorman  
Mineloder  
Stephen Stewart  
Ultizen Games  
Wing of the Wind  
With Thanks To  
Amanda Jobling  
Arwen Duddington  
Emma Hembrow  
Gino Yu  
Nick Doggett  
Nicola Wells  
Rosemary Temple  
21st Century Media



### **Executive Producer**

Jamie Leece

### **Senior Producer**

Marc Nesbitt

### **Product Manager**

Peter Banks

### **Creative Consultant**

Jennifer Berkowitz

### **Senior Director**

Tony Calandra

### **Vice President**

Bob Picunko

### **Senior Vice President**

Paul DeGooyer

### **Special Thanks**

Rod Aissa  
Catherine Balsam-Schwaber  
David Cohn  
Angela Courtin  
Lois Curren  
Paul Debeneditis  
Rich Eigendorff  
Carol Eng  
Beth Greenwald  
Larry Hochberg  
Karen Infantino  
Laura Lee  
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