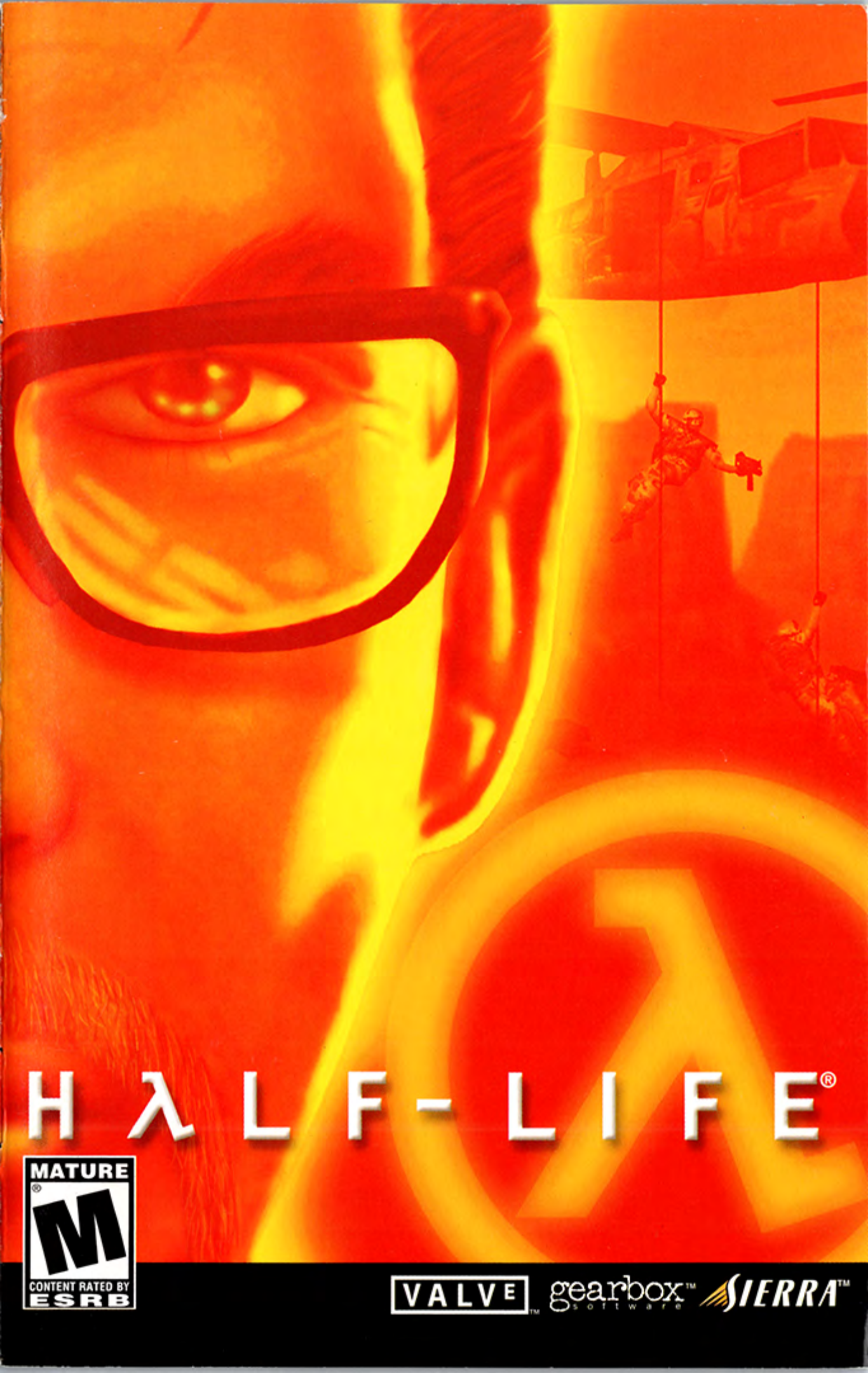




HALF-LIFE®



VALVE™

gearbox™
software

SIERRA™

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.

Contents

Contents	3
Introduction	4
Setting up your console	5
Controls	6
Main Menu	9
Pause Menu	14
On-Screen Information	16
Weapons and Combat	19
Weapon HUD Screen	22
Equipment	23
Playing Half-Life	24
Playing Decay	26
Playing Head-to-Head	27
Main Characters	28
Non-Player Characters	30
Enemies	32
Saving and Loading Game Data	33
Credits	34

Introduction

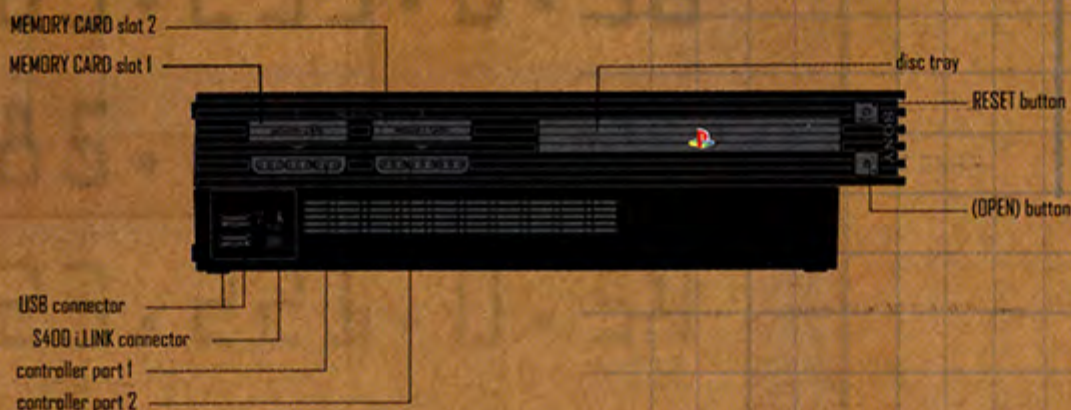
Deep in the bowels of a decommissioned missile base known as the Black Mesa Research Facility, a top-secret project is underway. A portal has been opened to another dimension, and human science has never seen anything like it.

Thank you for choosing Half-Life for PlayStation®2.

Half-Life is like several games in one. In addition to the award winning epic Half-Life, carefully enhanced for the PlayStation®2 system, this title includes Half-Life: Decay - an all new cooperative adventure in the Half-Life saga. Also included is a Head-to-Head mode where you can engage human opponents in a variety of battlefields. We hope you enjoy Half-Life for PlayStation®2 - we are very proud to bring you the game.

- Half-Life for PlayStation®2 Team

Setting Up Your Console



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located in the back of the console) is turned ON.
3. Press the STANDBY/RESET button.
4. When the power indicator turns green, press the OPEN button and the disc tray will open.
5. Place the Half-Life for PlayStation®2 format disc on the tray with the label side facing up.
6. Press the OPEN button again and the disc tray will close.
7. Attach game controllers and other peripherals as appropriate.
8. Follow on-screen instructions and refer to the manual for information on using the software.



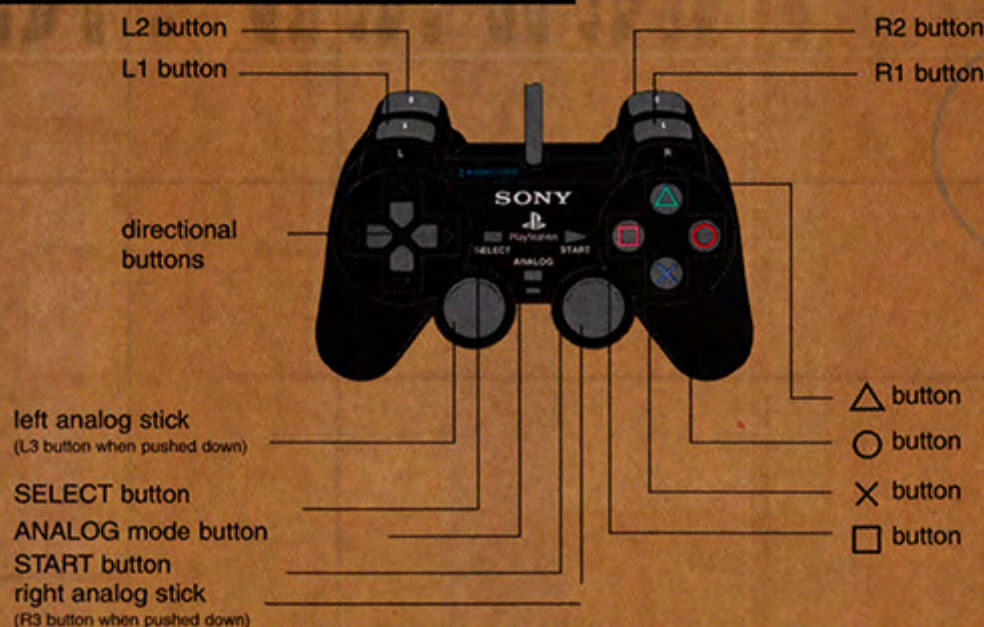
Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into a MEMORY CARD slot of your PlayStation®2. When starting up, the game will search for game settings in either MEMORY CARD slot. Once playing the game, you may save and load progress data from either MEMORY CARD slot.

For more information, see "Saving and Loading Game Data" on page 33.

Controls

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



L1 button: *Jump*

L2 button: *Duck*

Right directional button:
Next weapon slot

Up directional button:
Previous inventory item

Left directional button:
Previous weapon slot

Down directional button:
Next inventory item

R1 button: *Primary attack*

R2 button: *Secondary attack*

button: *Reload*

button: *Flashlight*

button: *Lock-On targeting*

X button: *Use*

Left analog stick:
move around

L3 button when pushed down:
centerview

Right analog stick:
look around

R3 button when pushed down:
centerview

SELECT button:
Change character
(Decay Game only)

START button: *Pause*

Black Mesa Research Facility

Office of the Administrator
BLACK MESA RESEARCH FACILITY
Black Mesa, New Mexico

May 5, 200-

Dr. Gordon Freeman
Visiting Fellow
Institute for Experimental Physics
University of Innsbruck
Technikerstr.25
A-6020 Innsbruck, Austria

Re: Offer of Employment

Dear Dr. Freeman:

This letter shall confirm a recent telephone conversation in which you were offered, and did accept, a position at the Black Mesa Research Facility commencing immediately but no later than May 15. As discussed, you shall begin at Level 3 Research Associate status, assigned to the Anomalous Materials Laboratory. We understand that it will take some time to conclude your affairs at the University of Innsbruck and return to the United States. Please notify the Personnel Department of your intended arrival time immediately.

Since you are unmarried and without dependents, you have been assigned appropriate living quarters in the Personnel Dormitories. However, you may not gain

admittance to your quarters until Level 3 security processing is complete. Please bring this offer letter and all documents listed on the attached sheet to the Black Mesa Personnel Department no later than May 15. A retinal scan will not be necessary at this time, but we do require urinalysis and bloodwork to establish baseline for your medical history during your employment.

Please note that as a necessary condition of your work with anomalous materials, you may be required to wear and operate an HEV hazardous environment suit. You will be trained and certified in its use during the standard orientation and Black Mesa Research Facility and your role as Research Associate will be answered during orientation.

As you know, Dr. Kleiner, your former professor at the Massachusetts Institute of Technology, originally recommended you for contact by the Civilian Recruitment Division. He wishes to extend his congratulations on your decision to accept our offer. Like Dr. Kleiner, we are confident that your career with the Black Mesa Research Facility will be a long and rewarding one.

Office of the Administrator
Civilian Recruitment Division
Black Mesa Research Facility

OTA: Is

LM



HAZARD COURSE TRAINING SCHEDULE - SPRING/SUMMER SEASON

TRAINEE	SCHEDULE	INSTRUCTOR	DESCRIPTION	SECURITY LEVEL
B. CALHOUN	MAY 12, 0800	MILLER-HOLO	SECURITY GUARD TRAINING	BLUE-TWO
W. BENNET	May 13, 1030	CROSS-LIVE	ANTI-MASS SPECTROMETER OVERLOAD SIMULATION	RED-FOUR
C. GREEN	~~MAY 14, 1300~~ REF SCHED. FOR JUNE	KLEINER-LIVE	ANOMALOUS MATERIALS HANDLING	RED-FIVE
G. CROSS	May 15, 2000	KELLER-LIVE	HEV MK. 5 PROTOTYPE TESTING	~~ORANGE-SEVEN~~ HARMON COLOR
G. FREEMAN	May 16, 0730	CROSS-HOLO	HAZARDOUS ENVIRONMENT SUIT TRAINING	ORANGE-FIVE
O. LAUREY	May 17, 1630	MILLER-HOLO	SECURITY GUARD TRAINING	BLUE-ONE
TOUR	May 18, 0800	GREEN-LIVE	PUBLIC RELATIONS TOUR	GREEN-ONE

ASK BARNEY IF HE CAN FILL IN FOR OTTS TRAINING!
THAT'S IT. COME TALK TO ME ABOUT THAT NEW FREEMAN GUY...
-GINA

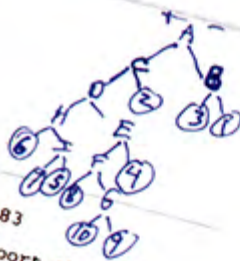
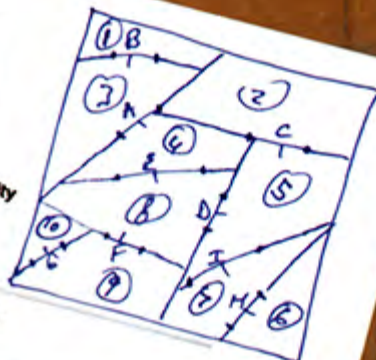


Black Mesa Research Facility

MEMORANDUM

OFFICE OF THE ADMINISTRATOR
SUPPORT PERSONNEL DIVISION

TO: C. GREEN
FROM: LM
SUBJECT: ANOMALOUS MATERIALS REQUISITION
DATE: 05/11/200
CC: DR. KLEINER



ANOMALOUS MATERIAL GG-3883

After studying your substance evaluation report about samples returned from the GG expedition, the senior staff has decided to move forward with the program.

We are particularly interested in sample GG-3883. Although your experiments have revealed unexpected spectral analysis fluctuations with GG-3883, you've identified it as the purest and largest sample we have.

Therefore, the senior staff has decided that GG-3883 will replace EP-0021 in the simulation.

Note that we must deviate from standard analysis procedures in order to have the sample ready in time. We understand this is a violation of normal anomalous materials handling protocol, so I have already authorized the enclosed materials requisition form. Please see to it that sample is ready to be delivered to Dr. Freeman on the day of the experiment.

OTA: lm LM

Main Menu

The main menu has the following four choices:

Half-Life
Decay
Head-to-Head
Options



Move from choice to choice in the main menu with the left analog stick or the directional buttons. Make a selection by pressing the  button. Note: When navigating the menu screens, you can usually go back to the previous screen by pressing the  button.



Training

Activate this option for an in-game tutorial on the use of the Hazardous Environment (HEV) Suit.

Training will teach you how to maneuver through the environment, manipulate objects, fire weapons and interact with other characters. Whether or not you are experienced playing games in the first person perspective, you would be wise to run through the training area at least once. In training, you'll quickly get accustomed to the controls and functions of your HEV suit and become familiar with a few of the characters and environments found in the Black Mesa Research Facility.



Half-Life

Choose "Half-Life" to load a previously saved game or begin a new single player game as scientist Gordon Freeman. When starting a new game, you'll be given the following skill level options:

Easy



- will attack weakly doing less than normal amounts of damage.
- will be able to sustain a lesser amount of damage.
- power-ups provide greater benefits.

Normal



- will attack normally doing an average amount of damage.
- will be able to sustain a medium amount damage.
- power-ups provide normal benefits.

Difficult



- will attack fiercely doing a greater than average amount of damage.
- will be able to sustain large amounts of damage.
- power-ups provide smaller benefits.



Decay

Choose "Decay" to play a cooperative campaign with a friend or a computer controlled partner.



The mission selection screen will report mission objectives and previously achieved performance records. On-screen instructions will describe how to accept your mission and select a one or two player game.



Head-to-Head

Choose "Head-to-Head" to engage in a multiplayer game in any one of a number of Black Mesa battlefields.

The Head-to-Head selection screen presents the available characters to choose from while previous screens will allow you to select your map and to set win conditions. Follow on-screen instructions.



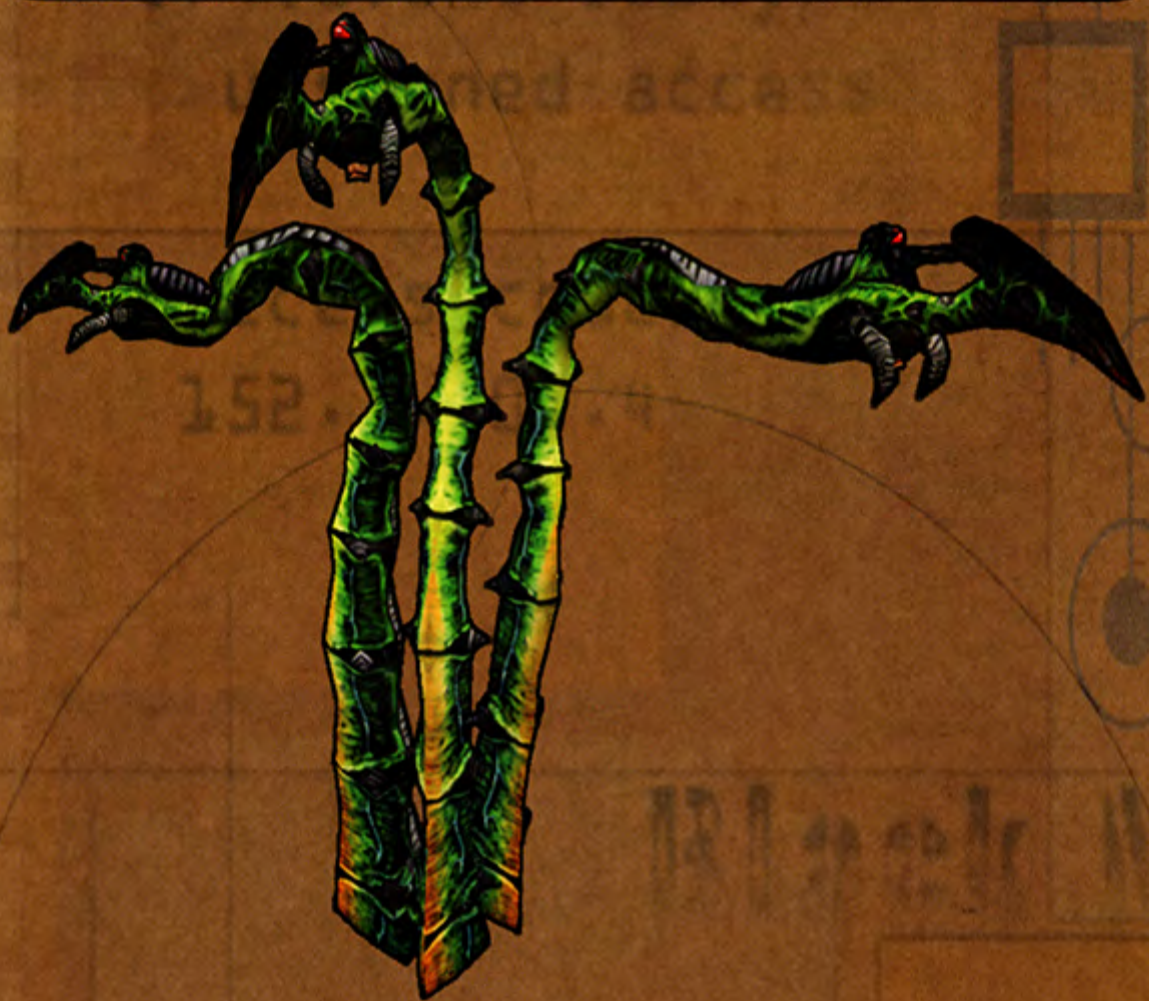


Options

From the options menu you can change audio and video settings, adjust the control configuration, enter cheat codes or see the credits.

Controls

The Controls menu will allow you to select a pre-set configuration or custom configure your DUALSHOCK™2 analog controller for Half-Life play. Follow the on-screen instructions to select game functions and re-assign them to the controller button of your choice. Most Microsoft®, Logitech® and other standard USB keyboards and mice are supported.



Audio/Video

Use the left analog stick or the directional buttons to adjust the sound effects volume, music volume or toggle between stereo or mono speakers. Also, use the left analog stick or the directional buttons to adjust screen and video settings.

Cheat Codes

Choose this option to enter and select cheat codes. Once you discover a cheat code, follow the on-screen instructions from the Cheat Codes screen to activate it.

Credits

Choose the "credits" option to see a list of the people who contributed to this project. A cheat code may have been hidden inside the credits list - can you find it?

Load Settings

Choose this option to load controller, video and audio settings from the memory card. Loaded settings will override current settings.

Pause Menu

While playing any of the Half-Life game types, press the START button at any time to pause the action and display a text menu with some of the following choices (choices vary depending on game type):

- Resume
- Quick Save
- Quick Load
- Restart
- Vibration On/Off
- Mid-Game Menu



Resume

Choose "Resume" to return to the game. You may also immediately return to the game by pressing the START button from the pause menu.



Quick Save

Choosing "Quick Save" will allow the game to remember your current position to be quick loaded later at your convenience. This feature is only available when playing Half-Life. *Note: Quick Saves are not stored to the memory card and will be lost if you shut off or reset the PlayStation®2 or otherwise quit the game.*



Quick Load

Choosing "Quick Load" will load the last "Quick Save". If no "Quick Save" is present, this option will not be available.



Restart

Choose "Restart" to clear scores and start over in Head-to-Head games or clear statistics and retry a mission in Decay. *Note: "Restart" is not an option when playing Half-Life.*



Vibration On/Off

This option will toggle the DUALSHOCK™2 analog controller vibration function.



Mid-Game Menu

If you choose "Mid-Game Menu", you'll be taken to a screen that will allow you to adjust game options (see Options, pages 12 and 13), save or load games from the memory card or quit playing and return to the main menu.



On-Screen Information



HEV Suit

Early in Half-Life, you must find and put on the Hazardous Environment (HEV) Suit. In Decay and Head-to-Head games, you'll begin already equipped with the HEV suit.

You may recharge the suit periodically - the greater the charge, the more protective power the suit has. To recharge your suit, seek out a wall-mounted HEV suit charging station, or pick up batteries along the way.



Hazardous Environment Suit



HEV Charging Station

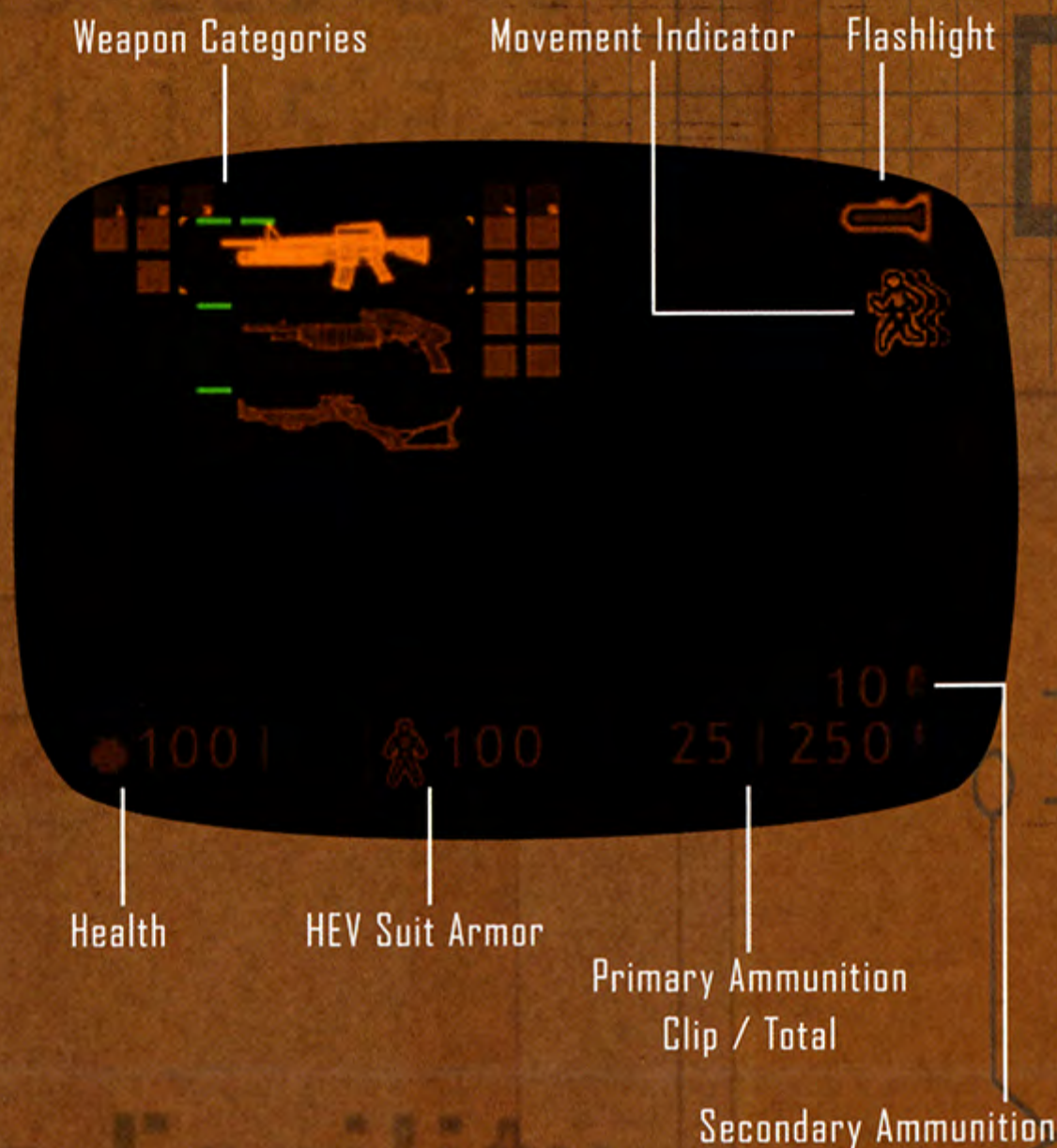


HEV Battery



The HUD

Once you are in your HEV suit, the suit's heads up display (HUD) is activated. The HUD is an on-going barometer of health, available energy or armor and remaining ammunition. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.





Danger Monitors

Your HUD has visual and audio alarms to warn you when the environment is threatening your health. If you see any of the following symbols appear in your HUD, act fast:

Poisonous Biohazard



Burning



Radiation



Freezing



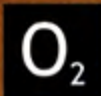
Acid or corrosive chemicals



Electric Shock



Drowning



Recovering From Damage

After being hurt by environmental threats or an enemy attack, you can recover by using wall-mounted first aid stations or by collecting first aid satchels. If you are very wounded, some civilians are capable of administering first-aid.



First Aid Station



First Aid Satchel

Weapons and Combat

If you like big guns and other destructive devices, you've come to the right place. Half-Life has many different types of weapons - from basic shotguns, pistols, and semi-automatics, to rocket launchers, crossbows, and trip mines. There are even a few experimental toys we think you'll enjoy getting your hands on.

You'll find items and weapons in realistic locations, such as on gun racks, in the hands of your allies, or on the bodies of your dead enemies. Similarly, ammo will be strewn about on the ground, hidden in crates, and locked inside storage cages. On screen, you'll see your available weapons and ammo.



Lock-On Targeting

Your HEV suit is equipped with an automatic targeting system. When you face a creature, a diamond shaped target will center on them. If the diamond is green, the creature is friendly. If it is red, the creature is hostile. Press the Lock-On button to focus on the target. Press the Lock-On button again to release your view. See Controls (Page 6) for more information about the controller buttons.



Weapons

Your complete arsenal includes real world weapons, experimental weapons, and alien technology. You'll have to venture deep into the game to find out about every weapon. For now, here are descriptions of some of the weapons you'll encounter in the game:

Crowbar



Things like barrels, boxes, gears, and grates can often be smashed open with the crowbar. And, when you find critical paths that have been blocked or sealed shut, you can dig through such obstacles with your crowbar. You can also use your crowbar to break glass and bludgeon approaching enemies.

Pistol



You acquire this 9mm pistol early in the game. Although it may seem outdated as you acquire more technologically advanced weapons, don't forget about it; it's one of the few weapons that fire under water.

Assault Rifle



This is one of the first weapons you'll acquire with both primary and secondary attack options. The Military Assault Rifle has an attached grenade launcher (secondary attack). Its primary attack fires 50-round clips of 9mm bullets to very long range.

Remember, you can practice using your crowbar and firing an assault rifle in the Hazard Course Training Area.

Rocket-Propelled Grenade



High explosive rockets can be fired forward or made to track a projected laser dot (toggled with the secondary attack). Once the rocket is flying, simply point the laser beam in a new direction and as long as the rocket can find the dot, it will adjust its course to target what you're aiming at.

Crossbow



Virtually silent and equipped with tranquilizer darts, the crossbow is one of the most effective weapons available to you. Activate the high-powered scope (toggled with the secondary attack) to snipe at distant enemies with a zoomed in view. The crossbow also fires underwater.

Trip Mines



These mines are very useful for laying traps for your enemies. Once activated, if any object crosses the beam the trip mine will detonate. They are very destructive and can easily be accidentally triggered if you're not careful. Active trip mines will detonate if they sustain damage.

To learn more about using the controller to perform primary or secondary attacks, see Controls (Page 6).



Weapon HUD Screen

Weapons fall into five general categories.



As you discover weapons in the game, they automatically get added to their proper categories. To select weapons, use the directional buttons. Left and right will move from one category to the next, while up and down will move between each weapon in the category. Once you've highlighted the weapon you want, press the primary attack button to select it. See Controls (Page 6) for more information about the controller buttons.

Equipment

Flashlight HUD Icon



A projection flashlight is built into all HEV suits and can be turned on whenever it becomes too dark to see. Its battery will drain, so don't forget to turn it off when you exit a dark area. The flashlight battery will recharge itself automatically when not in use. Note: the flashlight is not available in split-screen multiplayer games. For information about how to use the controller to toggle the flashlight, see Controls (Page 6).



You must acquire a Long Jump Module in order to perform the long jump move. To perform a long jump, run forward and press the jump button twice rapidly - once to leap into the air and a quick second time before landing to activate the Long Jump module. If you've timed the two jumps correctly and are equipped with a Long Jump Module, you'll be launched a great distance forward. Note: If you're having difficulty long jumping later in the game, try returning to the training area to practice.

Long Jump Module



Playing Half-Life

You may want to charge into a room and start shooting everything in sight. But in Half-Life, there are many other ways to interact with your surroundings. Half-Life's environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, there's gravity - if you stand on the ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects - yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullet holes onto walls to mark your turf, or leave yourself location reminders. Black Mesa is a dangerous place. We recommend that you save your game often.

Try experimenting with your environment. Use your wits as well as your weapons to outsmart opponents, navigate through tough spots and work your way past barriers of all types.





Use Button

Firing weapons is just one of the things you can do in Half-Life. Press your Use button for all sorts of other activities (see Controls, Page 6).

People

Not everyone you meet is your enemy. You will encounter scientists and security guards who can provide cover fire, open locked doors or apply first aid when you're very wounded. Approach these characters and press the Use button to get them to assist you. If a character is following you, press the Use button on them to leave them behind.

Objects

Many objects (including doors, switches, wheels, levers and buttons) can be activated by pressing the Use button. In some cases, you'll need to hold down the Use button to perform the desired action.

Power-Ups

Activate HEV suit chargers and wall-mounted First-Aid stations by stepping up to them and holding down the Use button.

Pulling / Pushing

Pull boxes and carts into new positions by holding down the Use Button and walking slowly backwards. To push a moveable object, just walk up to it, then continue walking slowly. Press the Use button while pushing things to give the object extra momentum forward.

Playing Decay

In Half-Life: Decay, you'll take on the roles of Dr. Gina Cross and Dr. Colette Green in a cooperative action adventure. The game takes place at the time of Gordon's adventure in Half-Life. You can play Decay by yourself (full-screen) or cooperatively with a friend (split-screen).

Controls are exactly as in Half-Life, except when playing Decay alone you can switch between characters by pressing the "SELECT" button. See "Controls" on Page 6 for more information. Note the following when playing Decay in single player mode:

- If either character dies, the mission ends - be careful.
- The character you're not controlling will be driven by computer AI.
- The AI character will not follow you or solve puzzles on its own.
- The AI character will defend herself if engaged by an enemy.
- Many puzzles and challenges require both characters to complete.

In Decay, you'll be rated for completed missions based on measures like accuracy, the number of kills you've earned and the amount of damage you sustain. You may unlock a secret, bonus mission by earning an "A" rating in every mission. Good luck!



Playing Head-to-Head

Use Head-to-Head mode to challenge friends to a faceoff to determine who is the best Half-Life player.



VS



Head-to-Head is always a split-screen game and controls in Head-to-Head are exactly as they are in single player Half-Life (see Page 6).

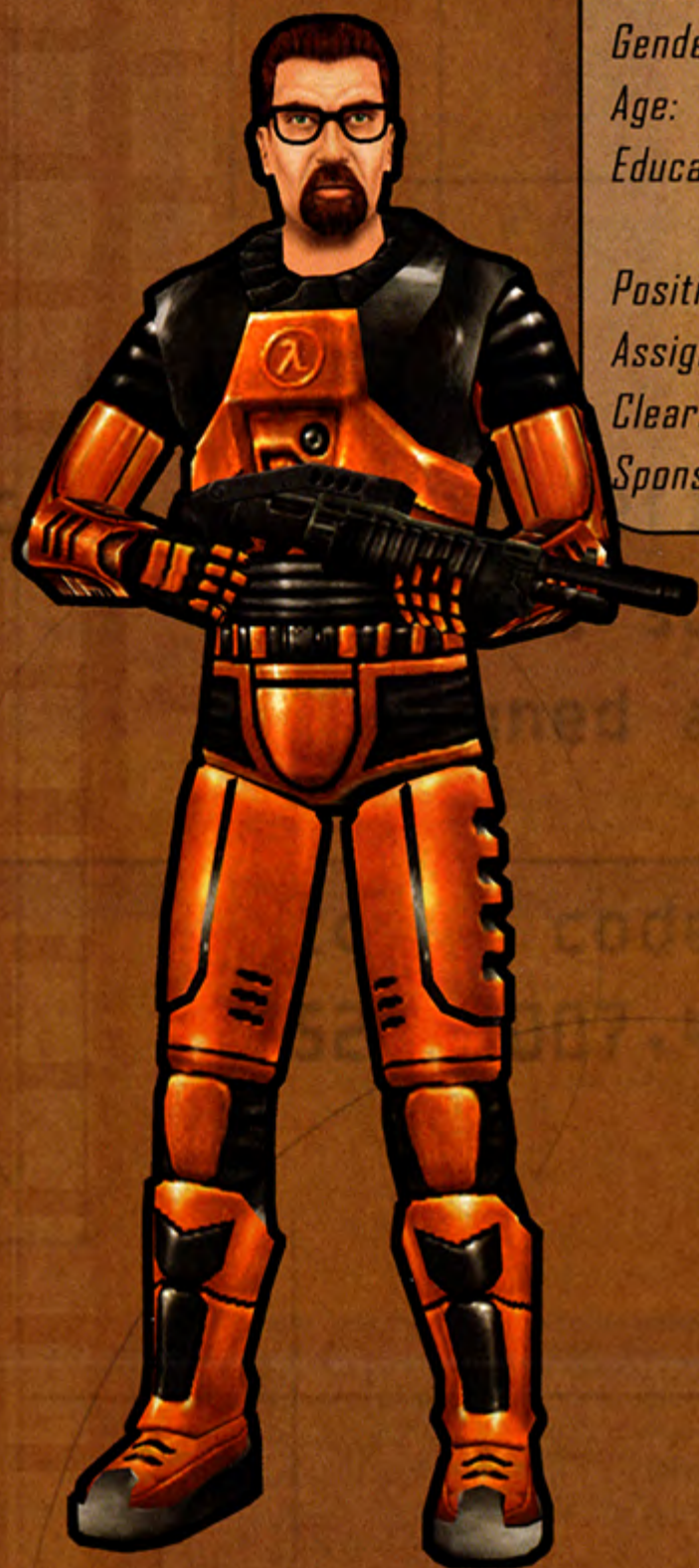


In the Head-to-Head menu you may choose a map in which to fight. After selecting a battlefield, use the directional buttons to choose the win conditions for the game: a time limit and kill limit. You'll be permitted to select and configure your character before the game begins. Follow the on-screen instructions.

Main Characters



Dr. Gordon Freeman



Name: Gordon Freeman
Gender: Male
Age: 27
Education: Ph.D., MIT, Theoretical
Physics
Position: Research Associate
Assignment: Anomalous Materials Lab
Clearance: Level 3
Sponsor: Classified



Dr. Colette Green



Name: Colette Green
Gender: Female
Age: 31
Education: Ph.D., Carnegie Mellon, Electrical Engineering, Robotics
Position: Research Associate
Assignment: Anomalous Materials Laboratory
Clearance: Level 4
Sponsor: Dr. Keller



Dr. Gina Cross



Name: Gina Cross
Gender: Female
Age: 25
Education: Ph.D., Cal Tech, Bioengineering, Mechanical Engineering
Position: Hazardous Environment Supervisor
Assignment: Anomalous Materials Laboratory
Clearance: Level 4
Sponsor: Dr. Keller

Non-Player Characters

A number of other friendly characters populate the Black Mesa Research Facility. These scientists and security guards were your co-workers before the accident, and can be valuable allies now. You may be able to enlist them to help you.

For instance, security guards have access to rooms that you don't. Get them to follow you when needed, and they can unlock doors for you.



Dr. Richard Keller

<i>Name:</i>	Richard Keller
<i>Gender:</i>	Male
<i>Age:</i>	55
<i>Education:</i>	Unknown
<i>Position:</i>	Classified
<i>Assignment:</i>	Classified
<i>Clearance:</i>	Level 5
<i>Sponsor:</i>	Classified





Scientist

Scientists can administer first-aid and activate retinal scanners.

Position: Research & Development

Assignment: Anomalous Materials

Clearance: Level 5

Sponsor: N/A



Security Guard

Security guards can activate retinal scanners and keypad locked doors. They are also equipped with a side-arm.

Position: Security Officer

Assignment: Area 3 Security

Clearance: Level 3

Sponsor: N/A



Enemies

In each game after Gordon's experiment goes awry, the Black Mesa Research Facility will be populated with a wide variety of life forms. Many will attack you on sight while some life forms will leave you alone unless provoked. Don't be surprised to see packs of creatures working as a team, and don't forget to watch your back, as some monsters can follow you by your scent.



Alien Enemies

There are over a dozen different species - be careful.



This Barnacle is a stationary monster that attaches itself to ceilings and lies in wait. His passive approach doesn't make him any less deadly. Of course, plenty of Half-Life's alien enemies are quite mobile. You'll see.



Human Enemies



Your government has sent in a dangerous and very efficient clean-up crew. Unfortunately, these military personnel don't just want to obliterate aliens, they're trying to permanently silence you and your co-workers. They kill efficiently and in teams.

Saving and Loading Game Data

While playing Half-Life, the game can be saved to the memory card at any time. You can save and load the game from the Mid-Game Menu (See Page 15). Or, you can continue (load) a game after choosing "Half-Life" from the Main Menu (See Page 9 and 10).
Note: You cannot save or load games of Head-to-Head or Decay.



Saving a Game

Once you've chosen a memory card to save to, the Save Game menu will list all saved games that are currently stored on the memory card.

- The list of files will be sorted by the date and time of the save.
- Choose "Unused Data" to create a new save game file on the memory card.
- Select an existing saved game to over write that file.
- Delete existing files by highlighting a file and pressing the  button.
- You will be asked if you're sure you want to over write or delete a file.
- Exit the menu to resume play after saving.



Loading a Game

Once you've chosen a memory card to load a game from, a list of available saved games will appear.

- Loading a game will replace any game you're currently playing.
- Once the saved game has loaded, you'll be taken into the game.

Credits

gearbox
software

Production / Direction:

Randy Pitchford

Art Direction:

Brian Martel

Art, Models and Animation:

Stephen Bahl

Brian Martel

Landon Montgomery

Matthew VanDolen

Decay Level Design:

Matthew Armstrong

Brian Hess

Stephen Palmer

Randy Pitchford

Robert Selitto

Mike Wardwell

Additional Level Design:

Rob Heironimus

David Mertz

Randy Pitchford

Robert Selitto

Programming:

Sean Cavanaugh

Patrick Deupree

Steven Jones

Christopher McArthur

Michael Montague

Sean Reardon

Sound Effects:

Rob Heironimus

Stephen Bah

Writing:

Matthew Armstrong

Brian Hess

Randy Pitchford

Manual:

Eli Luna

Brian Martel

Randy Pitchford

Voices:

Brice Armstrong

Jon St. John

Kathy Levin

Harry S. Robbins

Mike Shapiro

Lani Minella

Administration:

Stephen Bahl

Landon Montgomery

Special Thanks To:

Family and Friends of Gearbox

Michael "Keqlunek" Holochwost

Ben Houge

Josh Jeffcoat

Robert Morgan

Michael Neumann

Brian Ricks

Greg Silva

Brian Thomas

Brandon Woodall

Captivation Digital Laboratories

SCEA

Valve Software



QA Lead:
Marc Nagel

QA Assistant Lead:
Jim Gentle

QA Testers:
Cameron DeMar
Stephen Musch
Jon Pulling
Niko Simonson

QA Director:
Gary Stevens

QA Supervisor:
Ken Eaton

Sr. Producer:
Jeff Pobst

Associate Producer:
Bernadette Pryor

Executive Producer:
Bill Dugan

VP Marketing:
Barbara Schwabe

Director of Marketing:
Lee Rossini

Brand Management:
Michael Cowan
Adam Fossa
Grover Holtzclaw

Director of PR:
Genevieve Ostergard

Associate PR Manager:
Kellie Cosner

Web Development:
Guy Welch

Creative Services:
Mike Rodgers
Chaunise Campbell
Bluespark Studios

European/International
Marketing:
Cedric Marechal
Nabil Debira
Michael Fuller
Mark Warburton
Deana Erickson

VALVE

TK Backman
Kelly Bailey
Kevin Bailey
Jeff Balliger
Aaron Barber
Yahn Bernier
Ken Birdwell
Derrick Birum
Steve Bond
Charlie Brown
Dario Casali
Francis Chu
John Cook
Dan Cross
Quintin Doroquez
Mike Dunkle
Mike Dussault
Rick Ellis
Dhabih Eng
Miles Estes
Bill Fletcher
Pat Goodwin
Jaime Guthrie
John Guthrie
Brian Jacobson
Erik Johnson

Chuck Jones
Paul David Jones
Marc Laidlaw
Jeff Lane
Chia Chin Lee
Lars Liden
Doug Lombardi
Randy Lundeen
Scott Lynch
Gary McTaggart
Chris Newcombe
Gabe Newell
Dave Riller
David Sawyer
Eric Smith
David Speyrer
Jay Stelly
Harry Teasley
Steve Theodore
Mikel Thompson
Carl Uhlman
Bill Van Buren
Robin Walker
Josh Weier
Doug Wood

Sierra On-Line, Inc. 3060 139th Avenue SE, Bellevue, WA 98005.

© 2001 Valve, L.L.C. All Rights Reserved. Valve, the Valve logo, the Lambda logo and Half-Life are trademarks and/or registered trademarks of Valve, L.L.C. Sierra and the "S" logo are trademarks of Sierra On-Line, Inc. Gearbox and the Gearbox logo are trademarks of Gearbox Software, L.L.C. When exchanging discs, do not insert a disc that is not supported by PlayStation 2. "PlayStation" and the "PS" Family logo are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment, Inc.

S7123515

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.