

100 to come

Freezel
J...

ROUTE PLEASE:

- 1. Nat 7/11
- 2. Don ---
- 3. Bud ---
- 4. ---



7C

MCMXXXII EST. 1932


 Mart
 Part: 13.00

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

b7c-5a, c, d



CONFIDENTIAL

Head injury

↓
psychological shock

↓
break psychological resist

↓
mild abnormality in
transmission, demoralization

↓
post-concussive episode

↓
obsessive compulsive symptoms

↓
homicidal affective illness

Received
March 11 1932



received by
at 11:20 am 12/05

⚠ 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.

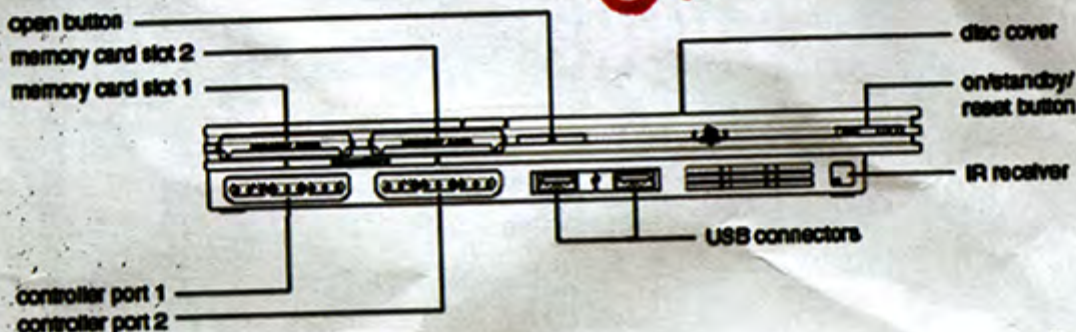
I know I don't need to mention the severity of the consequences for us and 'The Project' if these patients have escaped.

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**

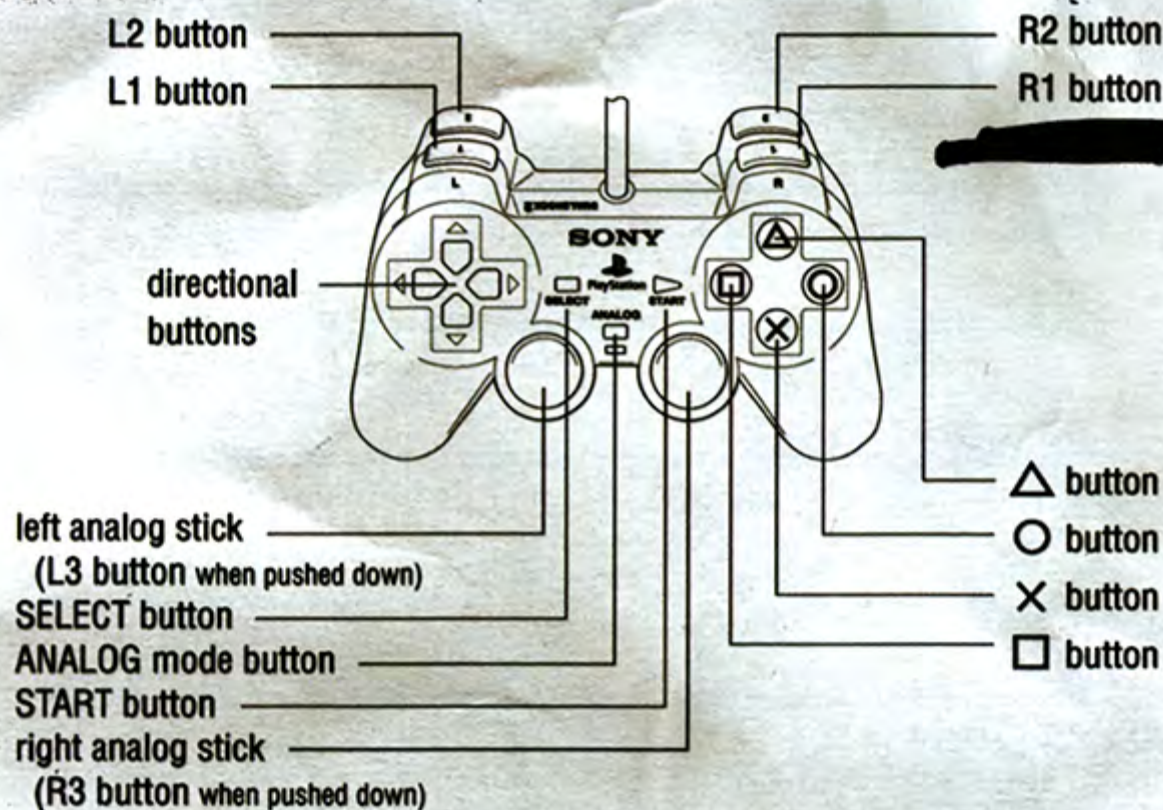
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Manhunt 2 disc in the system with the label side facing up. Attach game controllers and other peripherals 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 ✓

× button	Run
□ button	Hit/Execute/Wall tap/Hold for heavy attack
Δ 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

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

SKILLS

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

EMPLOYMENT HISTORY

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

EDUCATION

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

RELATED COURSEWORK

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

attempts to eliminate
tilling loyalty to The
ed 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 use the circular saw or the scythe for further monitoring.

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

Does the subject's mental state change over course of the observation? Excitement at the fantasy we present them with seems common to all types, but the successful candidates will exhibit use of remorse after they have finished with their victim, and should even go so far as to show signs of repitance and sustained excitement. Contrast with unsuccessful subjects, who are likely to ~~not~~ express regret, explicitly or seek some form of information about the victim, which can be seen as an implicit internalized expression of regret.

Memo

PUS 1

CONSULTATION REPORT

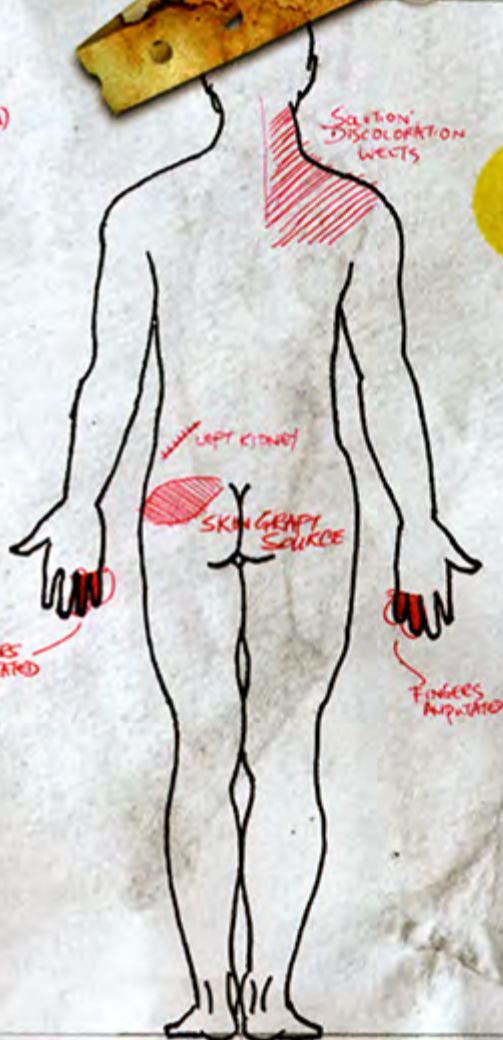
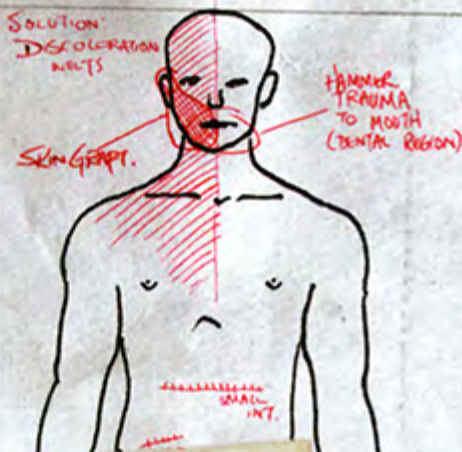
Consultation Only
Consultation & Follow-Up

()
(X)

En
Ro



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 AS319

Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subjects is in close proximity (match the buttons 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 Buspen

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



sugar factory



plaza

(b) (1) - 32 USC 302
(b) (3) - 32 USC 779
(b) (7) - 32 USC 86-88

(b) (3) - 32 USC 401
(b) (3) - 61 USC 779
(b) (7) - P.L. 86-36

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.

Highest scores were seen of bestiality where an animal takes an active role, pederasty involving a deformed older crastes 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
After
prog
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fin
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and
or
ph

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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...of sexual
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...arch into the
...perimental phase to



DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Rockstar London

Producer	Mark Washbrook
Lead Programmer	Thomas Bussler
Programmers	Richard Frankish, Matt Godbolt, Lewis Gordon, Andrew Greensmith, Nik Hemmings, Brian Hendriks, George Karvelishvili, Chris Kruger, Stuart Roskell, Matt Shepar
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, Gavin Skinner
Additional Design	Kirk Boornazian, Atila Malarik, Peter Saghegyi
Audio	Lewis Griffin, Tobias Kraze, Chris Thorne, Allan Walker
IT	Paul Devonshire, Alan Jack
Admin Team	Melanie Clark, Fiona 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 Herbynchuk, Karim Hemraj, Grant Kim, Andy Kwiatkowski, Terry Libenta, 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 Frotas, 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 Sagui
Audio Design	Steve 'Knuckles' Domohoe

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT	EMPLOYEE
Manager	Arthur Chiang
Assistant	Chris Conway
Production Assistant	Norm 'Tubbz' Brown
Additional Help	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zoccano
Support	Matthew Flewelling, Mark Halala, 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	Holter Graham
Dr. Whyte	Linda Orth Pallavinomi
Dr. Pickman	Richmond Hoxie
Judy Sender	Jordin Ruderman
Michael Grant	Baron Vaughn
Mrs Lamb	Charissa Chamorro
The Asylum Staff	Bill Hill, Pablo Schrober, Cornell Womack
The Watchdogs	Brennan Brown, Michael Cullen, Richard Easton, John Hefferman, Ted Koch, Matt Walton
The Porcs	Marco Baricelli, Ezra Knight, Dennis Ostremayer, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Bibori, Karl Burg
The Project Militia	Jordan Bridges, Kevin Carrigan, Kevin Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodhounds	Jeremy Davidson, LJ Gansen, 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 Kadushim,

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT	EMPLOYEE
Pawns of the Project (continued...)	Charles Loflin, Anthony Macbain, Anthony Mangano, Andrew McGinn, Rob Nelson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Stratton, Probie Strode, 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, Hollen Graham, Lynne Horton, Laura Interval, Nicole Orth Pallavioni, Probie Strode, Ptolemy Stocum, Robert Stanton, Andrew Wheeler
Stunt Coordinator	Manny Siverio
Stunt Performers	Shacy Diaz, Chazz Menendez, Declan Mulvey, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	--- Image Metrics LLC
Weaponry	Weapons Specialists, Ltd.
Costing	Donna Desda Costing, Telsky + Company
Motion Capture Studio	Perspectivz 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 Baitie, Felipe Busquets, Peter Saumier
Supervising sound editor	Nicholas Montgomery
Written by	Charlie Brusher, 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 Gillus, Matt Hewitt, Lee Johnson, Dave Lawrence, Joby Luckett, Matt Lunnom, Andre Mountain, Andy Mason, Steve McGagh, Craig Renee, Sergio Russo, Jonathan Stokes, Jason Trindall, Andy Webster, Carl Young
Localization Manager	Chris Welsh
Localization Test Team	Chris Bengner, Carola Berens, Donnall Campbell, Luca Castigliani, Paolo Ceccoli, Giampiero Ferraro, Francois-Xavier Fouchet, Dominic Garcia, Michele Kröbel, Naomi Long, Gabriel Bienzobas Mawraza, Katja Muller, Dennis Rimmüller, Jesus Perez Rosales, Breogan Zarpe Tejedon, Tomas - David Sallares

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Esr. 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	Nail 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 Huiz, Chris Mansfield, Mike Nathan, Gene Overton, Brian Plaker, Christopher Plummer, Marc Rodriguez, William Romp, Devin Smither, Adam Tezloff, 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, Jarsun Celbre, Franceska Clemens, Rod Edge, Gregory Johnson, Rob Karol, Lazlow, Anthony Littom, Caleb Oglesby, Kerry Shaw, Ayana Osada, Marisa Palumbo, Vincent Parker, Phil Poli, Sanford Santacroce, Eli Weissman, Jon Young, John Zurhellen
Rockstar Publishing Team	Graham Ainsley, Laura Battistuzzi, Devin Bennett, Hamish Brown, Stephen Bliss, Andrea Bonzuku, Mike Cala, Jordan Chew, Alice Chuang, Gary Dale, Bruce Dugan, Daniel Einzig, Christopher Fiumano, Nick Giovannetti, Robert Gross, Rowan Hajas, Audi Hamley, 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 Hayer, Hugh Michaels, Josh Hirman, Jürgen Hol, JP Moncada, Alex Moutte-Bordeaux, Brian Noto, Ivan Pavlovich, Jared Raia, Jesse Saland, David Santana, Stanton Sarjeant, Pete Shima, Hasi Simon, Job Stauffer, Neil Stephen, Nathan Stewart, Ben Sutcliffe, Daisuke Taoka, Tuukka Taipalvesi, Adam Tedman, Lyonel Tollemache, Mike Torok, Nick Van Amburg, Nijiko Walker, Rodney Walker, Bryan Wall, Devin Winterbottom, Heloise Williams, Angus Wong, Bill Woods, Mariene Yamaguchi, Paul Yeates
Special Thanks	The Fredster, Narms, Alan, The Ruks, Red, Big Foot, Rita Liberaton, Elliot Torres

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
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