



STUNTMAN★

FROM THE CREATORS OF THE BLOCKBUSTER SERIES "DRIVER"



ATARI

**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 DISC:

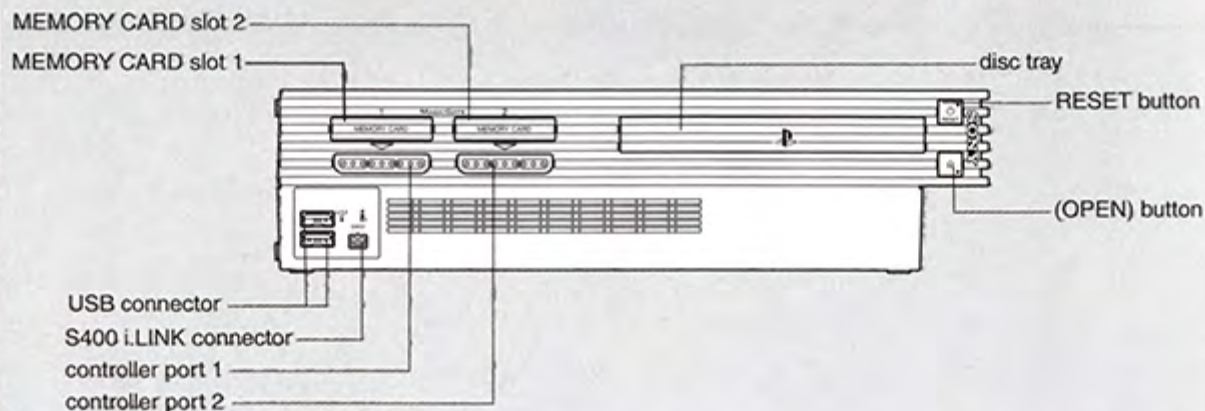
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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



Getting Started.....	2
Controls.....	3
Intro/Director Speech.....	4
Main Menu.....	5
Stuntman Career.....	5
HUD Description.....	8
Stunt Icons.....	9
Stunt Arena.....	12
Stunt Constructor Menu.....	13
Stunt Constructor Controls.....	15
Training Games.....	16
Load Game.....	17
Setup Options.....	18
In-Game Menus.....	19
DVD Extras.....	21
Stuntman Soundtrack.....	22
Real Stuntmen.....	23
Stuntman Website.....	24
Credits.....	25
Technical Support (US & Canada).....	30
End-User License Agreement.....	33

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Stuntman*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

memory card (8MB) (for PlayStation®2)

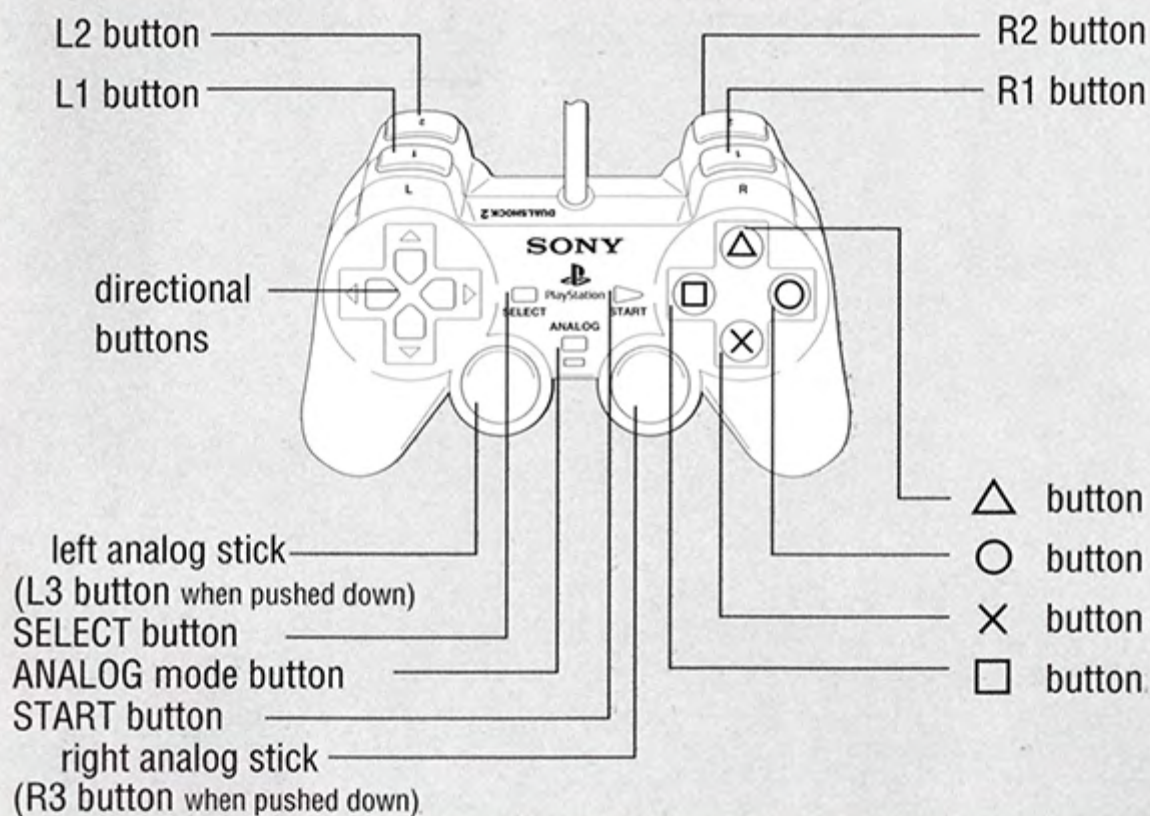
To access Save/Load:

1. Press the ○ button to access the OPTIONS screen.
2. Select SAVE/LOAD GAME DATA and press the × button.
3. To load data, press the × button. To save data, press the × button.
4. When the prompt appears saying that your data was saved or loaded successfully, press the × button.

Note: *Stuntman* only supports MEMORY CARD slot 1. *Stuntman* only supports the DUALSHOCK®2 analog controller.

CONTROLS

DUALSHOCK®2 analog controller



DEFAULT CONTROL SETTINGS:

× button

□ button

○ button

△ button

R1 button

L1 button

R2 button

L2 button

L2 + R2 buttons

SELECT button

START button

Directional buttons

Accelerate

Brake / Reverse

Handbrake

Handbrake

Horn

Action

Look Right

Look Left

Look Back

Camera View

Pause

Steering

INTRO/DIRECTOR SPEECH



"So you're the new guy, eh? Fancy yourself as a big hot-shot Hollywood stuntman do you? Well just remember that I'm the one putting your inexperienced foot on the first rung of the ladder here, pal. I'm gonna give you your chance to rise from a rookie driver to the hero of the silver screen. So listen up, and more importantly, don't let me down.

"But before we get started, the main question is – have you got what it takes? In the high-octane world of professional stunt driving, fear is failure and time is money... my money. The higher you climb the ladder of success, the higher the stakes become. One momentary lapse of concentration – one tiny slip – and the shot's ruined, the car's a wreck and my movie goes weeks behind schedule. This can't happen! If it does, then you can consider your dreams of becoming a big-time Hollywood legend truly over, my friend – you'll be back parking cars before you know it.

"So if you think you've got the skills, the time has come for you to prove yourself worthy of being called a stuntman. It's time to show me what you're made of. It's time to impress."

Lights! Camera! Action!

MAIN MENU

Use the up and down directional buttons to highlight one of the six options available:

- Stuntman Career
- Stunt Constructor
- Training Games
- Load Game
- Setup
- DVD Extras

Select it by pressing the X button.

Stuntman contains a cinematic trailer feature which requires the use of a memory card (8MB) (for PlayStation®2).

Please ensure that a memory card (8MB) (for PlayStation®2) is inserted before boot-up, and is not removed at any point during gameplay as doing so will cause the cinematic trailer feature to be disabled.

STUNTMAN CAREER

This is the main game mode. Here you embark on your very own stuntman career, earning cash, kudos and better vehicles to aid you in your dream of moving up through the stuntman ranks in a bid to become the best guy in the business. You'll start out working on small budget films and gradually work your way up towards the biggest blockbuster movies Hollywood has to offer. All this, of course, depends on your performance behind the wheel.

During the course of each stunt, you must perform many individual tasks to the accuracy determined by the movie's Director. If you fail to reach this threshold set by the Director, you must repeat the stunt again until you do. Once you have successfully reached the required threshold, you may then continue on to the next scene and stunt sequence in your Career Mode. You can, of course, repeat each stunt sequence in order to achieve a 'perfect' score... and earn more money.

CAREER PROGRESSION

Your progress through the game is marked by your promotion. Starting as a Rookie you earn relatively little for each successful stunt. As you become more senior, the stunts become more difficult, but your pay begins to increase dramatically. The more money you earn the greater your career.

Additionally, you will be rewarded with more toys and vehicles to utilize in the Stunt Arena and the Driving games.

You can earn additional bonuses on top of your wages by beating the set time limits in stunt sequences, or by completing a stunt accurately. Once you have earned enough money and gained enough experience, you will be promoted and start to move your way up through the *Stuntman* rankings. Please note that these promotions are only applied at the end of each movie.

CONTINUE CAREER

This option allows you to continue in a previously saved *Stuntman* career.

NEW GAME

Select this option to start a new *Stuntman* career. From here you'll be asked to enter your name, which will appear on the *Stuntman* High Score Table as you progress throughout your career.

FILMOGRAPHY

In this section you will be presented with three options: View Trailer, View Replay and Play Game.

Select View Trailer to watch the movie trailers of all your completed films to date in your Career Mode.

Select View Replay to watch the replays previously saved to your memory card (8MB) (for PlayStation®2). Please note that you can only view the replays from the movie you are currently working on.

Select Play Game to choose a stunt sequence from any of the movies you've completed to date in your career and retry it.

RANKING

This option allows you to view your current position on the *Stuntman* High Score Table. Each time you rise through the rankings, you'll be awarded a code. This can be used to enter the World Stunt Driving Championships via our online competition website.

Note that you must save the SETUP SETTINGS for the High Score to appear in the RANKING screen. If you achieve a High Score and power down the system, your High Score is not saved on the RANKING screen.

THE DIRECTOR FLYBYS

Before you begin each stunt sequence, you will be talked through certain aspects of the sequence by the film's Director. He will show you a brief film clip directing you through the main objectives on the movie set while pointing out the locations where you'll perform your stunts. Keep a close eye on these pieces of footage as they will indicate all the major tasks you need to successfully complete during your stunt sequence.

HUD DESCRIPTION



1 SCORE BAR

The two horizontal lines in the top left-hand corner of your screen represent the Score Bar. The upper line indicates the potential score available to you. The lower bar represents your actual score.

For each stunt sequence, the two horizontal lines are divided into sections that represent individual stunts in the sequence. The width of these sections indicate the proportional score and therefore the difficulty of the stunt.

The white line on the right-hand side of the Score Bar indicates the Pass mark. The two white lines to the right of the Pass mark represent the Bonus marks – passing each one will reward you with either new Stunt Arena toys or new vehicles to drive in the Stunt Arena.

2 CLOCK/TIMER

Counts down the remainder of the time limit for the selected stunt sequence.

3 CAR DAMAGE

The red areas on the car icon display the damage incurred on your current vehicle. Should you achieve maximum damage, you will fail the stunt.

4 SPEEDOMETER

This displays your current speed. The two bars on the Speedometer represent the acceleration and braking indicators. The acceleration bar matches how hard you're pressing the X button on your DUALSHOCK®2 analog controller. Partial acceleration shows a proportional green bar, while full acceleration turns the entire bar yellow. Correspondingly, the brake bar will change to red under partial braking, and to yellow under full braking.

STUNT ICONS

In each stunt sequence you'll be asked to perform a series of maneuvers laid down by the film's Director. While attempting these maneuvers, you will see a series of icons displayed on screen which have been designed to aid you in your tasks. On the following page is a rundown of the icons you'll see throughout your stunt sequences, and also a brief explanation of their uses and significance.

DIRECTIONAL ICONS

General directional icons are displayed by a series of chevron-like arrows, as shown in the screenshot on the previous page.

SCORING ZONES

Certain stunt sequences require you to perform a stunt within a specific area – these are known as Scoring Zones and take the shape of a rectangular or circular colored zone. Some of the stunt icons listed below will be combined with a Scoring Zone, meaning that you must perform the requested stunt inside the zone in order to complete it correctly.



ICONS USING SCORING ZONES



REVERSE

Reverse your vehicle in the required direction. Press the  button and reverse out of the zone.



180° HANDBRAKE TURN

Press the handbrake ( or ) and swing your vehicle between 160° and 200° in relation to your initial direction of travel.



STOP

Come to a complete standstill – within the Scoring Zone.



ACTION BUTTON

Simply press the Action button (L1 button) while your vehicle is passing through the Scoring Zone.



NARROW GAP

Make sure that you do not touch the sides of the gap while inside the Scoring Zone.



EXPLOSION

Be within the Scoring Zone when the counter reaches zero.



JUMP

This icon indicates you are approaching a jump. Brace yourself!

PINNED ICONS

The following icons are fixed to actual objects and you must interact with them – whether the icon is static or moving.



GET CLOSE TO

This icon is seen in conjunction with a boundary circle/Scoring Zone, which moves with a vehicle. You complete the challenge if you pass through this Scoring Zone without damaging your vehicle.



HIT

This icon is used to mark specific items that you must crash into.



CLIP

Slightly different to the Hit icon, the Clip icon is used when you need to 'glance' an object in a specific position – which is shown by the icon. For example, you could be requested to clip the side of a passing car – as opposed to crashing into it.



OVERTAKE

This icon is fixed to a vehicle that you are required to overtake. The arrow indicates the side on which to overtake the vehicle.

PERSISTENT ICON

The following icon may be shown on screen during a task.



GIVE CHASE

This icon is fixed to the vehicle that you are required to chase. If the Give Chase icon is on screen all of the time during a stunt sequence, you need to keep chasing the vehicle. If the icon starts to flash, then you are falling too far behind. The flashing will increase in frequency the further you are away from the chase vehicle. If it flashes for too long, you will fail the task.

STUNT ARENA

The Stunt Arena is an open-ended feature in which you can set up and practice your own dramatic stunt sequences. By using the on-screen notepad icons, you can browse, select and position numerous Arena Toys – such as ramps, pyrotechnics, obstacles, etc. – to create your very own stunt arena circuit. While success in the Career Mode requires you to complete stunts with absolute precision, the Stunt Arena offers a more relaxed style of play where you can set up, attempt and repeat stunts at your leisure.

STUNT CONSTRUCTOR MENU

CHOOSE TOY

This menu splits the toys into three categories – Ramps, Smashables, and Special. Simply select which type of Arena Toy you would like to view from the three categories and then scroll through the available items. Once you have made a choice, simply highlight the desired object and press the **X** button to confirm your selection.

The better you progress through the Career mode, the more toys and vehicles you will have available, up to the ultimate toy the Car Launcher. After placing this in your desired position, press the (L1/Action button) to launch the car at 70 MPH.

DROP

Once you have selected a Stunt Arena Toy, this option allows you to drop it down into the Arena in your desired position.

DUPLICATE

This option duplicates the currently selected Stunt Arena Toy.

DELETE

This option allows you to delete any unrequired Stunt Arena Toys.

MOVE

If you're not happy with the position of a previously placed Stunt Arena Toy, select this option to move it to a more satisfactory position in the Stunt Arena.

Initially only one vehicle and a small selection of Arena Toys will be available to you. Each time you successfully complete objectives in the Career Mode – by gaining percentage points and performing the required stunts within the allotted time limit – additional vehicles and Arena Toys will become accessible to you.

PLAY

Proceed to the vehicle selection screen and choose a vehicle to drive in the Stunt Arena. Once selected, you will automatically proceed to the Stunt Arena.

SAVE ARENA

Save the current set up of your Stunt Arena to your memory card (8MB) (for PlayStation®2).

STUNT CONSTRUCTOR MENU

LOAD ARENA

Load a previously created Stunt Arena from your memory card (8MB) (for PlayStation®2).

CLEAR ARENA

Deletes all Arena Toys in the scene and starts with a blank Stunt Arena.

LOAD REPLAY

Load a previously saved Stunt Arena replay from your memory card (8MB) (for PlayStation®2).

EXIT

This option returns you to the Main Menu screen. Please note that all unsaved data will be lost.

STUNT CONSTRUCTOR CONTROLS

R2 button: Move the camera viewpoint closer toward the Stunt Arena.

R1 button: Move the camera viewpoint away from the Stunt Arena.

L1 button: Rotate your selected Stunt Arena Toy clockwise.

L2 button: Rotate your selected Stunt Arena Toy counterclockwise.

directional buttons: Navigate the menus.

left analog stick: Move your selected Stunt Arena Toy.

right analog stick: Reposition the camera viewpoint.

X button: Use this button to select items – and once in the desired position within the Stunt Arena – place them on the arena floor.

△ button: Cancel selection.

PLEASE NOTE: Infogrames Technical Support cannot troubleshoot user-made edited arenas!

DRIVING GAMES

This section offers you a series of driving modes designed to put the main elements of your stuntman driving talents to the test – Precision, Speed and Stunt performance. Initially you will only be allowed access to one section of the Driving Games.

You will start with only one vehicle, but better performance in the Career Mode will unlock additional vehicles, and more Driving Games.

PRECISION TESTS

In the first of the Driving Games you'll need to drive quickly and accurately around the marked route within the allotted time limit. On the test course there will be cones that you will need to pass through to complete your task – these are indicated with two colors: Green and Blue. You will need to drive forward through the Green cones, and reverse back through the Blue cones in order to beat the test. Time penalties will be given should you hit any of the cones dotted around the course, and you must finish within the target time limit to allow yourself access to the next – and more difficult – Precision Test in this section.

SPEED TESTS

Each time you successfully complete each movie in your Career Mode, you will be rewarded with a Speed Test to master. Here you must race from one checkpoint to the next in the fastest time possible. Successfully complete the required number of laps of the course within the allotted time limit to pass the test. You will unlock more Speed Tests after you have successfully completed all the stunts for each movie in the Career Mode.

STUNT TESTS

The last series of Driving Games is only unlocked once you have completed the Career Mode and have earned yourself the Lead Stuntman Ranking. In order to complete this final series of tests, you'll need to collect all the Stunt tokens – which have been placed around the arena – within the allotted time limit. Each time you collect all the tokens within the time limit you will be rewarded with the next – and more difficult – challenge.

At the end of each Driving Game you will be presented with the following options:

PLAY AGAIN

Select this option if you would like to retry the game/challenge.

ENTER SCORE

Select this option to enter your score into the *Stuntman* High Score Table. From here you will be presented with a Score screen where you can enter your name and view the current high scores in the table.

SELECT CAR

Change your vehicle without quitting to main menu.

VIEW REPLAY

Watch your stunt as a movie-style action sequence.

SAVE REPLAY

Save the replay of your last attempt.

EXIT

This option will return you to the Stuntman Main Menu Screen.

LOAD GAME

Note that in order for you to continue with a previously saved STUNTMAN career, unlocked Arena Toys and Vehicles, you must load the desired Career file.

SETUP OPTIONS

THE SOUND MENU

MUSIC

Use the directional buttons to adjust music volume.

SPEECH

Use the directional buttons to adjust speech volume.

EFFECTS

Use the directional buttons to adjust effects volume.

THE GAMEPLAY

VIBRATION - Turn vibration function ON or OFF.

SUBTITLES - Turn subtitles ON or OFF.

AUTO REVERSE CAMERA - Switch the auto camera ON or OFF when reversing.

POSITION SCREEN MENU - Use the directional buttons to center the screen on your TV. Press the X button to confirm when done.

LOAD CONFIG - Load previously saved config data.

SAVE CONFIG - Save current config data.

IN-GAME MENUS

THE PAUSE MENU

CONTINUE

Continue with your current stunt.

VIEW REPLAY

View a replay of your stunt.

RESTART STUNT

Restart your current stunt.

SETUP

Quit your current game and return to the Setup menu

RETURN TO ARENA MENU

Leave your Stunt Arena game and return to the Stunt Arena Constructor menu. This option is only available while playing the Stunt Arena mode.

QUIT

Quit your current game and return to the Main Menu.

THE END MENU (Career Mode only).

NEXT STUNT

Move on to the next stunt. This can only be done if you have successfully completed the previous stunt.

RESTART STUNT

Attempt the stunt again.

VIEW REPLAY

View a replay of your stunt.

IN-GAME MENUS (continued)

SAVE GAME

Save your progress to the memory card (8MB) (for PlayStation®2).

SAVE REPLAY

Save Replay to your memory card (8MB) (for PlayStation®2).

MAIN MENU

Quit and return to the Main Menu.

THE REPLAY PAUSE MENU

CONTINUE

Continue watching your selected Replay.

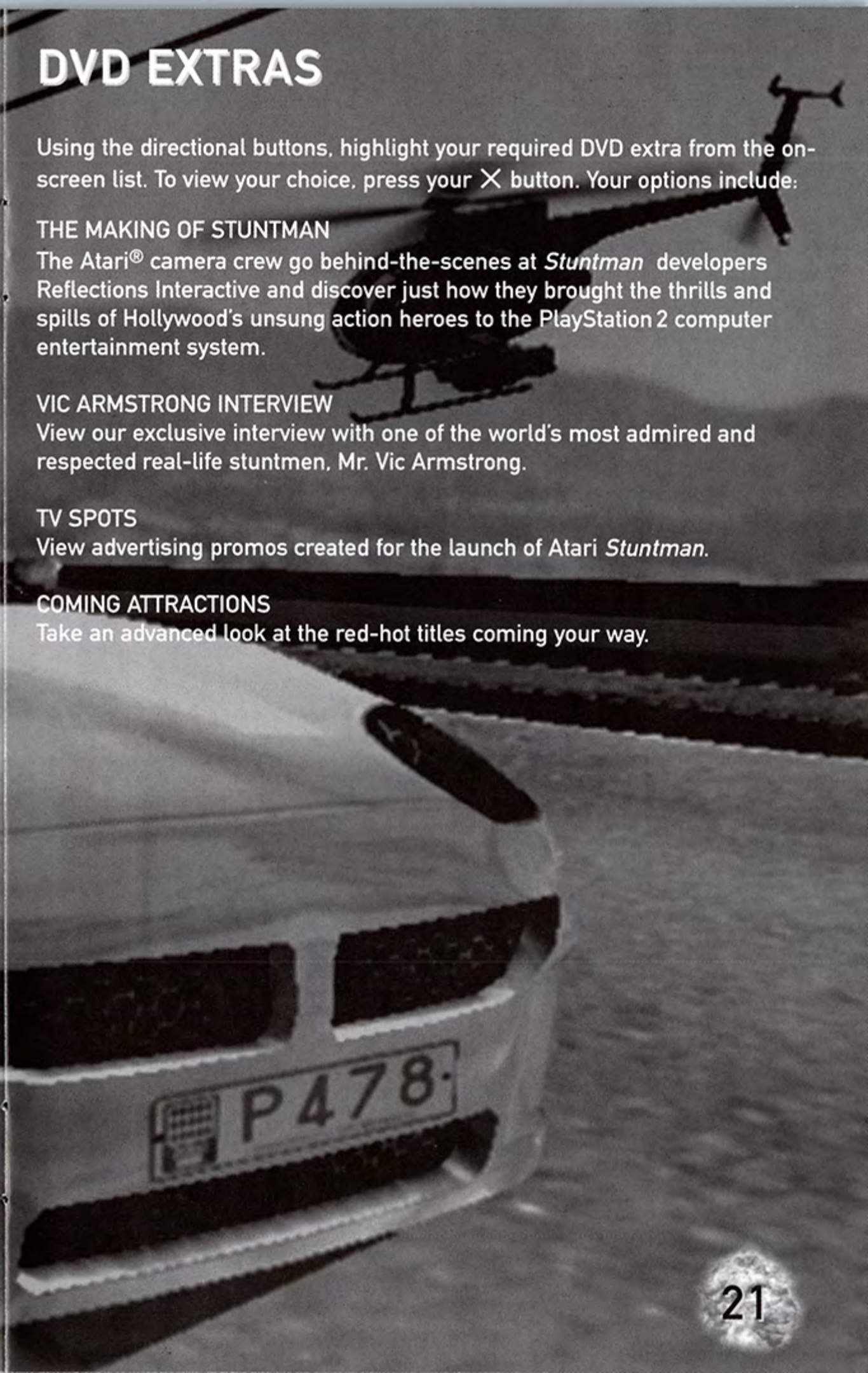
RESTART REPLAY

Watch your selected Replay from the beginning.

SAVE REPLAY

Save your Replay to your memory card (8MB) (for PlayStation®2).

DVD EXTRAS

A black and white photograph of a stuntman hanging from a helicopter rotor blade. In the foreground, the front of a car is visible, with a license plate that reads 'P478'. The background shows a body of water and a distant shoreline.

Using the directional buttons, highlight your required DVD extra from the on-screen list. To view your choice, press your **X** button. Your options include:

THE MAKING OF STUNTMAN

The Atari® camera crew go behind-the-scenes at *Stuntman* developers Reflections Interactive and discover just how they brought the thrills and spills of Hollywood's unsung action heroes to the PlayStation 2 computer entertainment system.

VIC ARMSTRONG INTERVIEW

View our exclusive interview with one of the world's most admired and respected real-life stuntmen, Mr. Vic Armstrong.

TV SPOTS

View advertising promos created for the launch of Atari *Stuntman*.

COMING ATTRACTIONS

Take an advanced look at the red-hot titles coming your way.

STUNTMAN SOUNDTRACK

OVERSEER

"BASSTRAP" (Dr Chug / Zak Speakerfreak) Co-produced by Rob Overseer & Dave Creffield. Published by Warner/Chappell Music Ltd./Copyright Control

"TEAR IT UP" (Dr Chug) Produced by Rob Overseer. Published by Warner/Chappell Music Ltd. Managed By Merck Mercuriadis and Tony Beard for Sanctuary Artist Management. Assisted by Eric Briner, Tina Chang, and Paul Dando. Thank you to Kim Spikes and Kevin Patrick. Columbia Records / Sony Music



YVONNE

"OUT OF THE GASH" Music written by: H. De La Cour, D. Lindh, N. Johnsson, T. Holmberg, R. Lindh, J. Skugge, F. Rundqvist. Lyrics written by: H. De La Cour, D. Lindh, N. Johnsson, T. Holmberg, R. Lindh, J. Skugge, F. Rundqvist. Produced by: M. Kitigai. Mixed by: SebRoc at Cosmonaut Studios. Perf Comments: Background vocals by Paula Lobos. Publisher: Warner / Chappell Music Scandinavia.

"BAD DREAM" Music written by: H. De La Cour, D. Lindh, N. Johnsson, T. Holmberg, R. Lindh, J. Skugge, F. Rundqvist. Lyrics written by: H. De La Cour, D. Lindh, N. Johnsson, T. Holmberg, R. Lindh, J. Skugge, F. Rundqvist. Produced by: M. Kitigai. Mixed by: SebRoc at Decibel Studios. Publisher: Warner / Chappell Music Scandinavia.

"FALLING DOWN" Music written by: H. De La Cour, D. Lindh, N. Johnsson, T. Holmberg, R. Lindh, J. Skugge, F. Rundqvist. Lyrics written by: H. De La Cour, D. Lindh, N. Johnsson, T. Holmberg, R. Lindh, J. Skugge, F. Rundqvist. Produced by: M. Kitigai. Mixed by: Jonas "Nordlead" Nordelius at Cosmonaut Studios. Publisher: Warner / Chappell Music Scandinavia.

New YVONNE album

"Lost in the City Nights" available now.

www.yvonnemusic.com

Special Thanks to Alex, Andre, Monica and Frans



REAL STUNTMEN

Two great stuntmen helped us to put together the world of *Stuntman* so you can enjoy it to the maximum!!!

VIC ARMSTRONG. The world's biggest stuntman brought his 35 years of film industry experience to the *Stuntman* development team.

Vic Armstrong has worked in motion pictures for over thirty years, as a world-renowned Stuntman, Stunt Coordinator and Director. His resume reads like a "who's who" of film history, including some of the most popular films of all time: "The Mission," "Empire of the Sun," "Black Beauty," "Johnny Mnemonic," "Terminator 2," "An American Werewolf in London," "Double Impact," "Tai-Pan," "Dune," "The Phantom," "Air America," "Universal Soldier," "Return of the Jedi," "Blade Runner," "Henry V," and "Rob Roy."

New films Vic has worked on since this biography include, "The World Is Not Enough," "Charlie's Angels," "Captain Correlli's Mandolin," "The Four Feathers" and most recently, "Quills."

TOMMY "TRUBBLE" MC TAGUE has provided for *Stuntman* some footage of his incredible stunts.

Tommy "Trubble" McTague was born on December 23rd, 1964 in Albany, NY. Since the age of five, Tommy knew what he wanted to do for a living. In 1988 he made his way into the stunt business. He worked hard to start his own company in 1997 called Trubble Stunts®. He has performed live in front of hundreds of thousands of spectators and continues to amaze them with his explosive, high-flying car jumps and crashes.

Check out the incredible stunts Tommy is performing live. "Do not try to do this at home!"

www.trubblestunts.com

Various stunt film footage owned, supplied by, and used under licence from, Tommy McTague. All rights reserved. All stunts performed therein by Tommy McTague

STUNTMAN WEBSITE

Be sure to check out the official Atari *Stuntman* website:

www.stuntman-game.com

This is where you can go behind the scenes and find out everything you ever wanted to know about *Stuntman* and more, plus get yourself some exclusive hints and tips on the game! This is also the place to visit if you want to enter into the World Stunt Driving Championships.

THE WORLD STUNT DRIVING CHAMPIONSHIPS

At the end of each movie you will be awarded a code that relates to your overall performance. Enter this code at www.stuntman-game.com to register your score on the championship league table. Details of the prizes are also available on the site.

CREDITS

REFLECTIONS INTERACTIVE

In Alphabetical Order after Category.

- Game Concept
Martin Edmondson

- Project Management
Jack Couvela
(In-Game Art)
Gareth Edmondson (Overall Project)
Simon McKeown
(Cut Scene Production)
Robin Wardle
(Programming)

- Game Design
Martin Edmondson
Mark Mainey

- Programmers
Steve Burrows
Wayne Coles
John Connors
Jon Head
Chris Jenner
David Lam
Russ Lazzari
Will Musson
John McKenna
Philippe Pacquet
Christopher Phillips
James Rutherford
Steven Tomlinson (Technical Design)
Allan Walton
Robin Wardle
Peter Young

- Additional Programming
Jeannette Phillips

- Level Artists
Mark Adamson
Jack Couvela
Ric Miskimmon
John Roxburgh
Mark Wilks

- Vehicle Artists
Simon Auchterlonie
Paul Dykes

- Level of Detail Artists
Jack Bishop
William Brown
Ant Erskine
Gavin Greaves
Dominic Lusardi

Jim Nelson
Chris Willacy (LOD Lead)

- Additional Artwork by
Steven Adams
Andrew Bales
Phillip Childerhouse
Rich Daglish
Paul Foster
Mike Jeffrey
Alex Nye
Daniel Oxford
David Oxford, Jr.
Andy Sharratt
Andreas Tawn

- MISSION SCRIPTERS
Steve Boland
Graeme Jennings
Martin Oliver

- Additional Mission Scripting
Craig Anderson
Will Brown
Gareth Edmondson
Ant Erskine
Mark Mainey
Jim Nelson
Eric Nielson
Mike Thompson
Allan Walton
Chris Willacy

- Game Audio Engineer
Sebastian Thomas

- FMV Cut Scene Production
Mark Akester
Robin Armstrong
Dave Cockburn
Marcus Hardy
Richard Robinson
Maha Submarine
Mike Thompson
Craig Anderson
Ash Tilley

- Storyboard Artist
Paul Davidson

- In Game Animation
Gavin Williams

- Publicity Art Production
David Oxford, Sr.

- Cut Scene Scripts
Maurice Suckling

• Testers
Steve Alford
Robert David
Eric Neilson
Manuel Rubira
(Lead Tester)

• Additional Testing
John Robertson

• Casting and Voice Production
Philip Morris at AllintheGame Ltd.

• Voice Artists
Ivan Kaye
Corey Johnson
Ted Maynard
David Coker
Sharon Holm
Gary Martin

• Motion Capture
Infogrames Sheffield

• Audio Post Production
and Sound Effects by
Game Audio Ltd.
www.gameaudio.com

OTHER ART ASSETS

• Monaco Level
Spiral House Ltd.



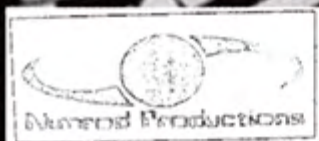
• Non-Player Cars
Managed by Infogrames Studios Asia
Matahari Studios
Glass Egg Digital Media
Indy 21

• Vehicle Reference material kindly provided by
Nick Dunning
North East American Car Club
Frank Tinlin
Dave Robson
Robert Pinner
Chris Rawlinson
Gary Vipond
Finn Warholm
THUNDERFOOT vehicle and Logo used by kind
permission -www.thunderfoot.co.uk

• Special Thanks To
Vic Armstrong, Deadline Dispatch, Colin
Hughes, Jan Hurst, John Hurst, Keith Leary,
Paul Noble, Carol Oxford, Marian Pueyo,
Bridgitte Smith, Giselle Stewart, Tommy
'Trubble' McTague, Tony Wills,
Mark Cass, Tim Barks

MUSIC CREDITS

Nimrod Productions



The Good 'ol Toys
(Whoopin' and a Hollerin' Trailer)
Old Whiskey Fly-by
(In Game Whoopin....)
Life in the slow lane
(In Game Whoopin....)
'Horse & Cart' Intro Music – Documentary Intro.

Sebastian Thomas
Ingame music for Blood Oath.

Game Audio – www.gameaudio.com
Trailer Music Provided for Conspiracy, Live
Twice For Tomorrow, Scarab of Lost Souls and
Blood Oath

Music Provided by KPM Ltd
Strike Force by R Gregson Williams
(In Game 'Conspiracy')
Spies R Us by R Myhill
(In Game 'Live Twice for Tomorrow')
Speed Rush by Cyrka and Bricheno
(In Game 'Toothless..')
Hoodoo by Cyrka and Bricheno
(In Game 'Toothless..')
Strong by Clarke and Painter
(In Game 'Toothless..')
Still Heat by Clempson
(Driver 3 Trailer)

Music Provided by Sonoton
Stirred not Shaken by Narholz
(In Game 'Live Twice for Tomorrow')
Thrill Ride by Narholz
(In Game 'Scarab of Lost Souls')
Killer on the Run by Narholz
(In Game 'Conspiracy')

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