

EVIL HAS ONE NAME TO FEAR

# VAN HELSING™



VIVENDI  
UNIVERSAL  
games

## **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.

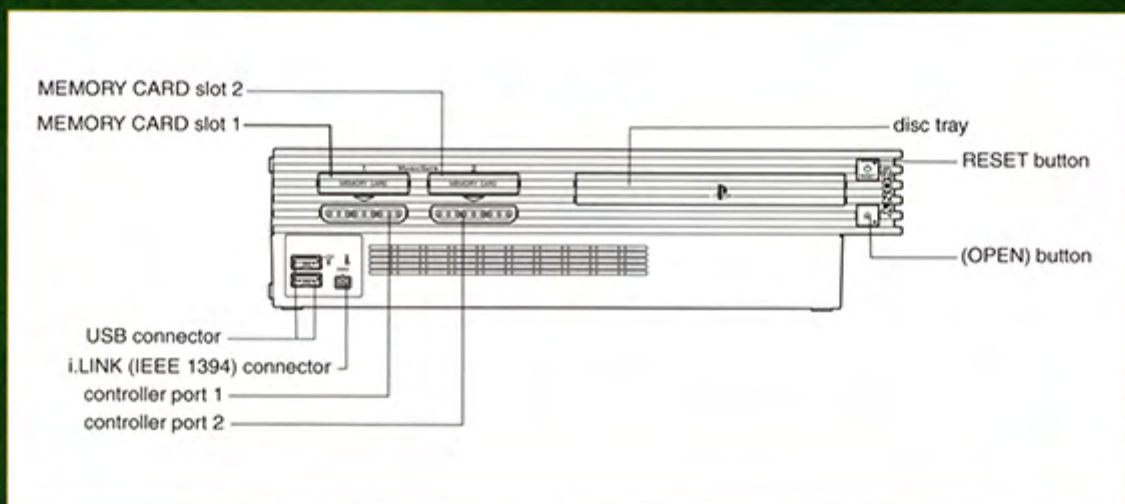
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# GETTING STARTED

## Using the PlayStation®2 System



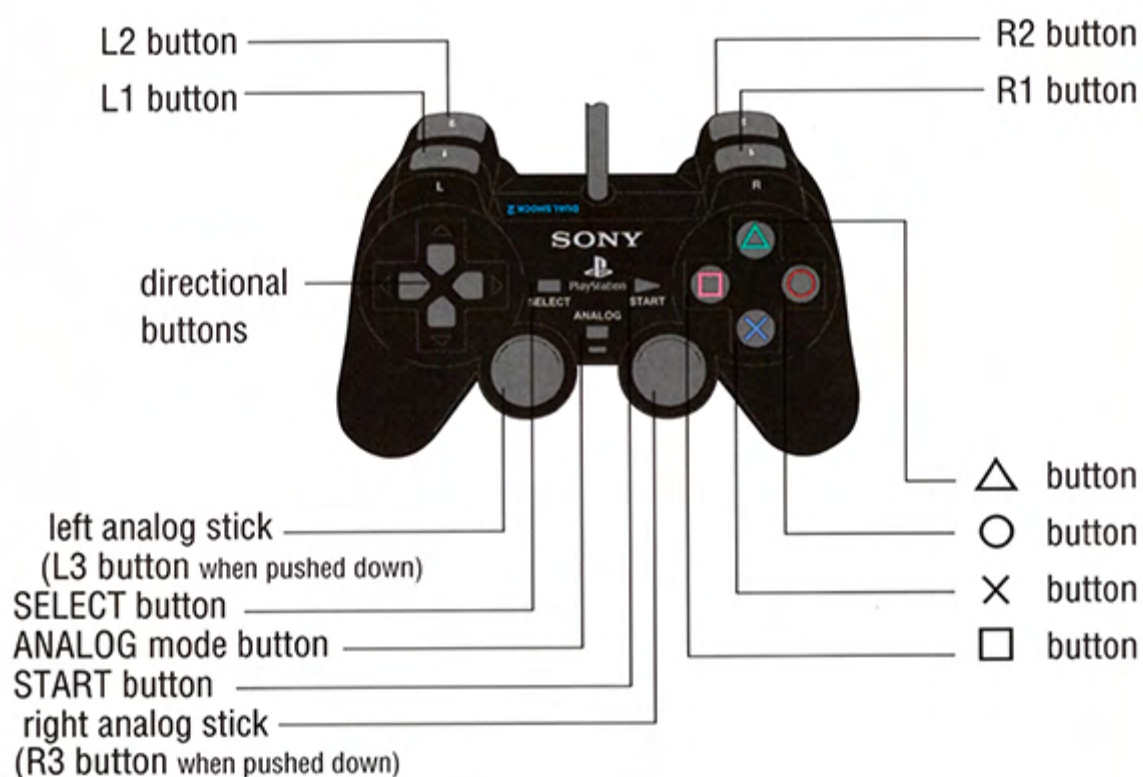
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Van Helsing* 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 CARDS (8MB) [for PlayStation®2]**

You may save your progress while playing *Van Helsing*. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.










# STARTING UP


## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# BASIC CONTROLS

## CONTROLLER CONFIGURATION

<b>Button</b>	<b>Interface</b>	<b>Van Helsing</b>
left analog stick	Navigate Menu	Move
 button	—	Projectile Weapon (Primary)
 button	Cancel	Melee Weapon (Secondary)
 button	—	Check/Grapple*
 button	Accept	Jump/Dodge*
 button	—	Toggle Alternate Ammo Mode
 button	—	Weapon Select
 button	—	Aim
 button	—	Finishing Move
directional buttons	Navigate Menu	Quick Weapon Select
 button	—	Start Menu/Skip Movie

\* = "Aim" ( button) must be held to use.

# INTRODUCTION

## ***VAN HELSING***

It is the turn of the 19th century, and monsters lurk in shadow, stalking prey under the cover of night. But one man hunts them so fiercely that mention of his name spreads dread through their empty hearts. The one name they all fear is Van Helsing.

Found on the steps of the Vatican with no memory of his past, Van Helsing was taken in by priests, who quickly discovered his great skill in combat. Cardinal Jinette inducted Van Helsing into a secret society of monster hunters that have waged a war against the fiendish creatures for hundreds of years.

On the hunt, Van Helsing searches desperately for clues to his past. Now he must travel to Transylvania to confront the greatest vampire that ever cursed the earth: Dracula.

A strange sense of familiarity surrounds this new mission, and Van Helsing travels with the hope that the shroud over his past will finally be lifted in this distant land...

# MAIN MENU



When you start the game, the Main Menu appears with the following options:

**CONTINUE** – Continue the most recently saved game.

**NEW GAME** – Select a MEMORY CARD slot to create new game data and begin a new game.

**LOAD GAME** – Choose and continue a previously saved game.

**GALLERY** – View movies that you unlock through play.

**OPTIONS** – Change game settings in the Options Menu.

## **Play Settings**

**Separate Projectile/ Melee in Weapon Slots (YES\*/NO):** By default, only one projectile weapon and one melee weapon can be selected in your Primary and Secondary Weapon slots. Setting this option to *NO* allows you to assign two projectile weapons or two melee weapons in your Primary and Secondary Weapon slots.

**Aiming Scheme (MANUAL/AUTOSWITCH\*):** By default, Van Helsing sometimes switches targets when the Aim ( **R1** ) button is held. Setting this option to *MANUAL* disables auto-switch and lets you switch to new targets manually by tapping the Aim button repeatedly.

**Done:** Accept play settings and return to the main Options Menu.





### **Audio/Video Settings**

Adjust audio and video settings:

#### **Sound Effects and Movies (Slider)**

Adjust the volume of sound effects in the game.

#### **Music (Slider)**

Adjust the volume of music in the game.

### **Progressive Scan Video Mode (ON/OFF\*)**

For a clearer picture, set this option to ON only if your television supports progressive scan and you are using component video cables with your PlayStation®2. This option is set to OFF by default.

**Done:** Accept audio/video settings and return to main Options Menu.

### **Control Layout**

Adjust controller settings:

#### **Vibration (ON\*/OFF)**

By default, controller vibration is ON. Set this option to OFF to disable it.

#### **Select a Control Scheme (Scheme 1\*-3)**

Choose from three control schemes for Van Helsing.

**Done:** Accept settings and return to main Options Menu.




### **Reset to Defaults**

Reset all options in the Play Settings, Audio/Video Settings, and Control Layout menus to their default settings.

### **Accept & Exit**

Accept changes and exit the Options Menu.

# START MENU

Press the  button anytime in play to access the Start Menu.

## **RESUME**

Return to the game.

## **INVENTORY**

Enter the Inventory Menu. Use the left analog stick to scroll left or right and access four different sub-menus:

**Items:** The Items Menu lists disposable items that you have collected and offers the chance to use them, helping you in your quest.

**Weapons:** The Weapons Menu lists weapons you have collected and provides a brief description of each one.

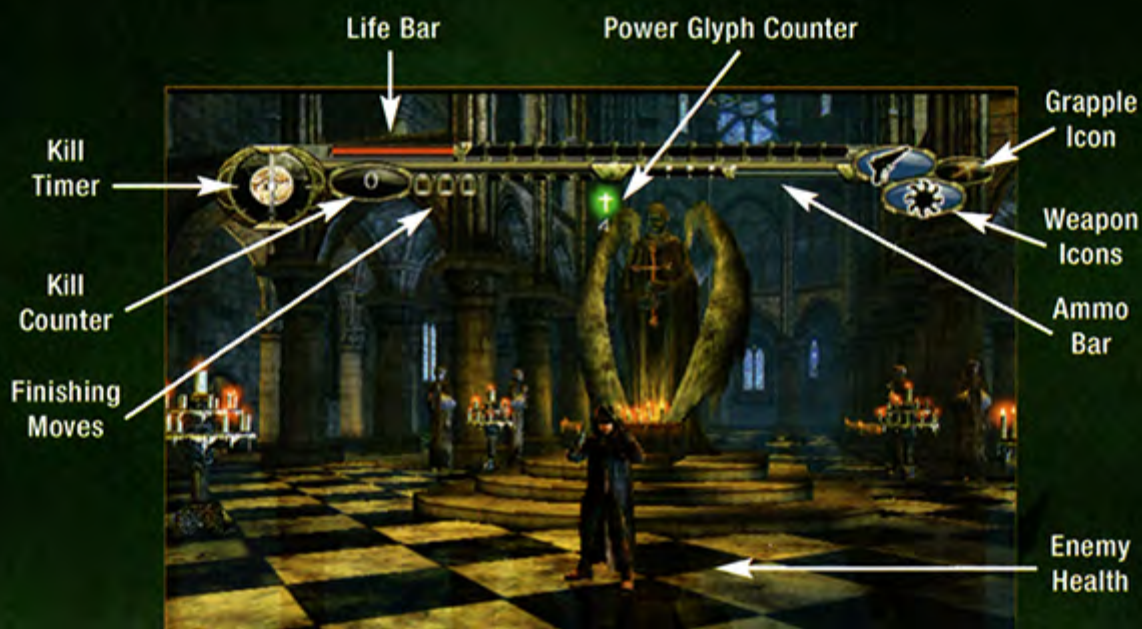
**Moves:** The Moves Menu lists moves you have purchased from the Armory and provides a brief description of each one.

**Cheats:** The Cheats Menu shows cheats you have acquired from Cheat Glyphs and provides you with switches and information to activate/deactivate them.



# HUD (HEADS-UP DISPLAY)

The HUD, which displays valuable information about Van Helsing, his environment, and monsters is available when enemies are nearby, power glyphs are collected, or the Aim ( **R1** ) button is used.



## **LIFE BAR**

Your Life Bar extends across the top and center of the screen. If the meter ever empties, you will die and lose some of your progress. Your Life Bar capacity will increase as you collect Health Increaser Glyphs through exploration and by purchasing Health Increasers in the Armory (see *Armory*, p.16).

## **KILL TIMER**

To the left of the Life Meter is the Kill Timer. Whenever you hit a monster, the timer begins to count down. If you kill a monster before the timer runs out, a point is added to your Kill Counter. If the timer ever counts down, the score on your Kill Counter is reset.

## **KILL COUNTER**

The Kill Counter is located to the right of the Kill Timer. It records how many monsters you kill before the counter runs out. You acquire more finishing moves by achieving high scores on the Kill Counter.

## **FINISHING MOVES**

Finishing Moves are displayed to the right of the Kill Counter. Empty canisters represent unavailable finishing moves. A new Finishing Move becomes available whenever five kills are recorded on the Kill Counter. You can increase the number of canisters available by purchasing Finisher Slots from the Armory (see *Start Menu p.8*).

## **POWER GLYPH COUNTER**

The Power Glyph Counter is located between the Finishing Moves and the Ammo Bar. Whenever you collect a power glyph, or when the Aim ( **R1** ) button is held, the Power Glyph Counter appears on screen to display the total number of power glyphs collected.

## **AMMO BAR**

The Ammo Bar is a blue bar located to the left of the Weapon Icons. In Alternate Ammo Mode, you drain your Ammo Bar with each shot you fire. You can regenerate your alternate ammo with normal attacks, and you can increase your Ammo Bar capacity by purchasing Ammo Increaseers in the Armory (see *Start Menu p.8*).

## **WEAPON ICONS**

To the left of the Grapple Icon are your Primary (Projectile) and Secondary (Melee) Weapon Icons. When using Weapon Select, these weapon icons expand into your full arsenal of weapons. By pressing the left analog stick up or down, you can assign a new weapon to the Primary and Secondary Weapon slots.

## **GRAPPLE ICON**

This icon will appear in the upper right corner of the screen when Van Helsing can use his grapple gun to grapple a target in the environment. Not all grapple icons appear in the gameplay window—paying close attention to the Grapple Icon in the HUD may reveal secret grapple points.

## **ENEMY HEALTH**

A bar at the bottom and center of the screen represents the health of targeted monsters and boss characters.

# TRANSYLVANIA

The land of Transylvania is a treacherous place, and you must learn about your surroundings to successfully navigate its evils.

## **MISSION OBJECTIVES**

Each mission begins with Cardinal Jinette providing story information about your objectives. Listen carefully for clues about the nature of your path.

## OBSTACLES

Many obstacles must be overcome to complete your mission.

## **GRAPPLE POINTS**

Grapple points will light up and grow when Van Helsing is able to interact with them using his grapple gun. Van Helsing must use his grapple to swing across treacherous gaps, reach high ledges, trigger switches, and find secrets. Keep your eyes peeled!

## **BLOCKADES**

Use your Check button on doors and other blockades you find. Sometimes, you will find a blockade that can be destroyed with weapons in your arsenal. Some areas will never be accessed (and some secrets never found) until you master this skill!

## **PUZZLES**

Use your Check button when there seems to be no other way out. Sometimes you must investigate your surroundings more closely to navigate your environment!

# WEAPONS

## PRIMARY (PROJECTILE) WEAPONS



### **PISTOLS**

Accuracy and speed make the pistols a perfect tool for dispatching lesser fiends. Van Helsing never leaves home without them.

*Alternate Ammunition Upgrade:* Silver bullets blessed in Holy Water—effective against vampires and werewolves



### **SHOTGUN**

This spread weapon fires less rapidly than the pistols and may hit several enemies at once, but it is most devastating at close range.

*Alternate Ammunition Upgrade:* Incendiary ammo—effective against stone monsters, and enemies with icy powers



### **GAS-POWERED CROSSBOW**

These rapid-fire bolts require more skill to hit quick targets, but do serious damage against monsters made of flesh and flying creatures.

*Alternate Ammunition Upgrade:* Explosive-tipped bolts—effective against stone



### **LIGHTNING GUN**

Powerful pulses of electricity are hurled from its maw and explode on impact. This massive source of power is especially effective against the noncorporeal.

*Alternate Ammunition Upgrade:* Unknown



### **GATLING GUN**

This cutting-edge technology delivers bullet after bullet of monster-decimating fun. Few monsters can withstand the barrage of lead, but the wielder is less mobile when firing it.

*Alternate Ammunition Upgrade: Unknown*



### **ELEPHANT GUN**

Legend speaks of a gifted craftsman who created a rifle so powerful that it was cast into the netherworld so no mortal could wield it.

*Alternate Ammunition Upgrade: None*

## **SECONDARY (MELEE) WEAPONS**



### **TOJO BLADES**

These small handheld buzz saws make short work of enemies at close range. Van Helsing never leaves home without them.

*Alternate Ammunition Upgrade: Supernatural frost—effective against enemies with fiery powers*



### **DUAL SCIMITARS**

The scimitars are the preferred weapons of ancient monster hunters. They provide a longer range than the tojo blades, but have slightly less power.

*Alternate Ammunition Upgrade: Unknown*

# POWERUPS

You will come across many items that will help you in your travels:

**Power Glyph:** Power Glyphs are usually found on defeated enemies and breakable objects. You can use them to purchase new items and abilities from the Armory. Collecting power glyphs and spending them wisely are crucial to your success!



**Life Glyph:** Life Glyphs are usually found on defeated enemies and breakable objects, but they are far less common than Power Glyphs. When you collect a Life Glyph, some of your life (see HUD, p.9) will be restored.



**Life Increaser Glyph:** Life Increaser Glyphs are hidden throughout Transylvania. Your Life Bar (see HUD, p.9) capacity increases for each two Life Increaser Glyphs you find.



**Life Replenisher Glyph:** Life Replenisher Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see Start Menu, p.8) to completely refill your Life Bar (see HUD, p.9).



**Ammo Increaser:** Ammo Increaser Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see Start Menu, p.8) to increase the capacity of your Ammo Bar (see HUD, p.9).



**Ammo Replenisher:** Ammo Replenisher Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see Start Menu, p.8) to completely refill your Ammo Bar (see HUD, p.9).



**Speed Boost Glyph:** Speed Boost Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu (see Start Menu, p.8) to gain a temporary boost in speed.



**Cheat Glyph:** Cheat Glyphs are hidden throughout Transylvania and act as rewards that provide new ways to interact with the world around you.



**Easter Egg:** Easter Eggs are hidden throughout Transylvania and can be used at egg pedestals to enter the netherworld.





# ADVANCED CONTROLS

**Targeted Attack** – **R1** button (*Aim*) + **□** button (*Primary [Projectile] Weapon*) or **△** button (*Secondary [Melee] Weapon*)

Hold the Aim button to direct your attacks toward nearby enemies.

**Melee Weapon Combo** – **R1** button (*Aim*) + **△** button (*Secondary [Melee] Weapon*) + **△** button + **△** button

By performing melee attacks in succession, you can perform basic combos on your opponents. As you progress, you can purchase new moves from the Armory, and mix them to create devastating new combos. Experiment to master them all!

**Wall Jump** – **×** button (*Jump*) + **×** button

Jump against a wall, and then jump again to propel yourself off the wall at double the height of a normal jump.

**Dodge** – **R1** button (*Aim*) + **×** button (*Jump*)

Press in any direction, hold the Aim button, and tap the Jump button to dodge in the direction you are pressing. Once mastered, this quick maneuver will become your best friend, providing narrow escapes from your opponents' most dangerous attacks.

**Grapple** – **R1** button (*Aim*) + **○** button (*Check*)

The grapple plays an essential role in exploration and combat. Use it when a Grapple Icon is lit (see HUD section beginning on p.9) to traverse difficult terrain, or fire it at enemies to close your distance from them.

**Finishing Move** – **R2** button (*Finishing Move*)

Acquire Finishing Moves in combat (see HUD section beginning on p.9) and use them to kill enemies instantly! (Against some creatures, this attack will only do extra damage.)

**Air Strike** – **R1** button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

Hold the Aim button, press the left analog stick backward, and attack with your tojo blades or scimitar to upercut enemies into the air, making them vulnerable to further attacks. You can follow enemies into the air by holding the attack button during an Air Strike.

**Grapple Jump** – **R1** button (*Aim*) + **○** button (*Check*)

Perform a long jump by jumping while you slide across the ground on your grapple line.

# ARMORY

You can purchase new items and moves at the Armory with your Power Glyphs.



## ARMORY ITEMS

The following items can be purchased to help you in your journey.

**Life Increaser:** When purchased, this immediately increases the capacity of your Life Bar (see *Powerups*, p.14).

**Life Replenisher:** This appears in your Inventory when purchased. The Life Replenisher refills your Life Bar when used (see *Powerups*, p.14).

**Ammo Increaser (half):** When purchased, this immediately increases the capacity of your Ammo Meter. (see *Powerups*, p.14).

**Ammo Replenisher (full):** This appears in your Inventory when purchased. The Ammo Replenisher refills your Ammo Meter when used (see *Powerups*, p.14).

**Speed Boost:** This appears in your Inventory when purchased. The Speed Boost grants you a temporary increase in speed when used (see *Powerups*, p.14).

**Finisher Slot:** When purchased, this immediately increases the number of Finishing Move Slots available for Finishing Moves.

## ARMORY MOVES

The following moves are permanently added to your arsenal of attacks, providing important advantages as you progress through the game.

### **Dodge-Fire**

**R1** button (*Aim*) + **X** button (*Jump*)

Hold the Jump button while you dodge and press the left analog stick to the left, right, or back to supplement your dodge with a special attack when your pistols, shotgun, or crossbow is equipped.

### **Grapple Strike**

**R1** button (*Aim*) + **O** button (*Check*)

Automatically start a tojo blade or scimitar combo when you hit the enemy with your grappling hook.

### **Ground Strike**

**R1** button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

Hold the Aim button, press the left analog stick forward, and attack with your tojo blades or scimitar to slide forward and swing downward. Enemies lying on the ground are vulnerable to this attack, and sometimes bounce back into the air!

### **Tojo Fire**

**R1** button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

Wind up your tojo blades by holding the Melee Attack button, and then fling them across the room at unknowing enemies.

### **Air Hop**

**R1** button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*) ...

**X** button (*Jump*)

Hold the Melee Attack button while performing an Air Strike to lift into the air, and then press the Jump button to perform a second jump in thin air!

### **Scimitar Swing**

**R1** button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

After performing a Ground Strike, hold the Aim button, press the left analog stick forward, and attack with your scimitars to perform a spinning knock-back attack.

### **Melee Explosion**

**R1** button (*Aim*) + **△** button (*Secondary [Melee Attack] Weapon*)

+ **△** button + **△** button

Complete a melee combo to release powerful area-effect magic that damages all nearby opponents.

# MISSION COMPLETED

At the end of each mission, your results are tallied and displayed.

- *Time:* How long it took to complete the mission
- *Best Kill Count:* Your highest Kill Counter score during the mission
- *Shots Fired:* How many projectile shots were fired during the mission
- *Melee Hits:* How many times a monster was hit by a melee weapon during the mission
- *Damage Taken:* How much life Van Helsing lost during the mission
- *Power Glyphs:* How many power glyphs were earned during the mission
- *Finished With Hat On:* Whether Van Helsing was wearing his hat when the mission ended
- *Enemies Killed:* How many monsters were killed during the mission



## MONSTERS

The influence of Dracula has spread far across the lands of Transylvania, disturbing the souls of the dead and bending the shapes of beasts into creatures of the night.

### **FELL SPIRITS**

These are the tortured spirits of dead Transylvanians who seek the sweet embrace of flesh with mindless intensity.

## ***GARGOYLES***

Gargoyles, flying demons of stone, were created to ward off evil spirits, but the land has twisted the holy blessings bestowed on them. They burst to life, devouring their makers and turning once-holy shrines into nests of evil.

## ***BANSHEE***

At a glance, the ethereal banshees are alluring and seemingly harmless, but they can kill with screams of agonizing power.

## ***DWERGI***

Germanic trolls, once found wandering in the wilds of Transylvania, have been bent by Dracula's evil will and put to work as his servants. They are small, but their hearts are filled with malice, and their minds are as wicked as their spears.

## ***WISPS***

These evil spirits wander the earth, drain its power, and command the elements to destroy every living thing they encounter with violent fury.

## ***VAMPIRE BATS***

These flying monsters are large enough to drain the blood of a full-grown human. Their massive fangs then make short work of their unfortunate victims.

## ***THE WOLF MAN***

The Wolf Man has the speed of a beast, the strength of a giant, and a will dominated by Dracula. His legendary bite is feared above all else, for everyone who is bitten will carry the curse of the werewolf.

## ***DRACULA***

Dracula is the ancient enemy of the Valerious family. His fair appearance and civility belie an insatiable thirst for blood, and the evil force that animates him gives him the power to defy gravity, command the elements, and shape shift into a vampire demon. Anna and her ancestors have fought Dracula for generations, but nothing in the known world can harm him.

## ***THE FRANKENSTEIN MONSTER***

The Frankenstein Monster is the tortured creation of the late Doctor Frankenstein. Pieced together from corpses on a framework of bone and metal, the Monster is terrifying to behold. Though peaceful by nature, fear drives him to use his rock-crushing strength and monstrous form against those he perceives as enemies.

# CUSTOMER SUPPORT

## **TECHNICAL SUPPORT**

Phone: 310 649-8016, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0755

Internet: <http://support.vugames.com>

## **CUSTOMER SERVICE**

Phone: 310 649-8006, M-F, 8 am-4:00 pm, PST

Fax: 310 258-0744

## **MAIL**

VU Games

4247 South Minnewawa Avenue

Fresno, CA 93725



# CREDITS

## **VOICE RECORDING**

*Featuring the Voice Talents of:*

*Van Helsing*  
Hugh Jackman

*Dracula*  
Richard Roxburgh

*The Wolf Man*  
Will Kemp

*Igor*  
Kevin J. O'Connor

*The Frankenstein Monster*  
Shuler Hensley

*Cardinal Jinette*  
Alun Armstrong

*Verona*  
Sylvia Collaca

*Marishka*  
Josie Maran

*Aleera*  
Kat Cressida

*Anna*  
Mandy Steckelberg

*Valerious*  
Fred Tatasciore

*Hyde*  
Bob Joles

*Villagers*  
Ivo Nanov  
Courtenay Taylor

Jenna Macari  
James Horan  
Neil Kaplan

*Casting and Voice Direction*  
Tom Keegan

*Casting Associate*  
Eric Weiss

*Dialog Supervisor and Engineer*  
Andrea Toylas

*Dialect Coach*  
Jess Platt

## **DEVELOPED BY SAFFIRE CORP.**

### **Project Management**

*Lead Designer*  
Alan Tew

*Lead Programmer*  
Joel Barber

*Project Manager*  
Mike Tidwell

*Lead Audio*  
Rick Bradshaw

*Cinematics Lead*  
Sam Nielson

*Art Direction*  
Walter Park

*Engine Programming*  
Brian Zaugg

Deon McClung

Joel Barber

Pete Ward

*Gameplay Programming*

Ammon Diether

John McCoy

*AI Programming*

Shane Smit

Terry Penn

*Audio Programming*

Deon McClung

*Interface Programming*

Aaron Knoll

Karren Willard

*Core Design*

Brandon Harmon

Jason Ablett

Jason R. Smith

Jeremy Throckmorton

Manfred Neber

Ryan Cook

*Design*

Alex Rushton

Daniel Badilla

*Core Cinematics Artists*

Matt Leishman

Ryan Goldsberry

Sam Nielson

*Cinematics Artist*

Lauriann Wakefield

*Core Character Animation*

Lauriann Wakefield

*Character Animation*

Sam Nielson

*Core 3D Modeling*

Kevin Keele

Toran Kotter

*3D Modeling*

Johnny Breeze

Steve James

Zygote

*Core Effects Artists*

Andrew Nielson

Joseph A. Hansen

Mike Lott

Neil Melville

*Core Texture Artists*

Lael Henderson

Joe Olsen

Shauna Howell

Steve James

*Texture Artists*

Derek Hunter

Kevin Keele

Manfred Neber

Toran Kotter

*Interface Art*

Mel Milton

*Music Composition*

*and Mixing*

VitalSparks

*Director of Sound*

Christian Johnson

*Dialog Mixer*

Rich Seitz

*Music Supervisor*

Tom Zehnder

*Composers*

Steve Kutay

Tom Zehnder

*Additional Music by*

Cris Velasco

**Orchestra**

Northwest Sinfonia  
Orchestra

**Concertmaster**

Simon James

**Conductor**

Jonathan Merrill

**Sound Manager**

Steve Kutay

**Additional Sound Design**

Bo Bennike  
Rich Seitz

**5.1 Mixer**

Bo Bennike

**Production Coordinator**

Shawn Johnson

**Choir**

Carver Cossey  
David Babinet  
Helene Quintana  
John St. Marie  
Kristian Leukert  
Laura Harrison  
Lorelei Cress  
Lori Stinson – soloist  
and contractor

**Sound Effects**

Soundelux DMG

**Supervising Sound****Designer**

Bryan Bowen

**DMG Creative Director**

Scott Martin Gershin

**Sound Designers**

Pam Aronoff  
Bryan Celano  
Dorian Cheah  
Lisle Engle  
Dutch Hill  
Tom Ozanich  
Alan Rankin  
Peter Zinda

**Asset Manager**

Sara Huddleston

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**Intro Movie**

Final Light Productions

Brian DeMetz

John Slowsky

**Director/Writer/Art****Director**

John Slowsky

**FMV Storyboards**

John E. Gibson IV

**Opening Cinematic  
Music****Composition, Sound FX  
Design**

Foley, and 5.1 mix by  
Mike Reagan Music  
L.L.C.

**Additional Design**

Chris Rushton  
John Tran

**Additional  
Art/Content****Conceptual Art and Design**

Alan Roderick-Jones

**Animation**

Brandon Beckstead

**Effects**

Brian DeMetz

**Making of Video**

Brian Lefler

**Cinematics**

Charles Zilm

**Animation**

Emily Whitney

**Effects**

Final Light Productions

**Animation**

Gavan Knowlton

James Torrens

**Story Illustrations**

Jeff Watts

**Cinematic Storyboarding**

John E. Gibson IV

**Lighting and Textures**

John Slowsky

**Interface Concepts**

Micah Bauar

**Interface Concepts**

Nathan Whitman

**Cinematic Consulting**

Robert Grasmere

**3D Modeling**

Steve Keele

**Saffire Special Thanks**

The development team would like to sincerely thank friends and family for supporting our efforts through thick and thin. Without your help we could not have made this game.

Saffire and the development team would like to thank Vivendi Universal Games for the opportunity to make this game. We had an incredible time and learned an amazing amount over the last year and a half. Additional thanks are also due to Jonathan Eubanks for his constant support.



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Stephen Townsend

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Daniel Badilla

**Assistant Producer**  
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Adam Gagnon

**QA Associate Leads**  
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Ken Kupis  
Rodrigo Reyes  
Jared Yeager

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Albert Gavieres  
Alvin Gavino  
Alex Hammond  
Brian Carr  
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Vincent Reapor

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Ali Raza  
Christopher Wilson  
Fausto Lorenzano  
James Galloway  
Jamie Saxon  
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Joseph Olivas  
Lauren Kamienieki  
Mark Jihanian  
Rob Gardner  
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**Configuration Lab**  
Afolabi Akibola  
Andrew Ebert  
Evan Greenberg  
Jaime Rios  
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Zachary Turner

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**VUPC Leads**  
Glenn Dphrepaulezz  
Cyra Talton  
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**Programming &  
Engineering**  
Richard Benavides  
Benjamin Chan  
Alexander Zherdev

### **VUG Special Thanks**

Luc Vanhal  
Phil O' Neil  
Maria Stipp  
Joshua Taub  
Clara Gilbert  
Linda Ethridge  
Jarrett Caropelo  
Charles Yam  
Darryl Kurylo  
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Susan McIntyre-Young

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### ***Very Special Thanks***

Stephen Sommers  
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Guy Adan  
Dawn Ahrens  
Melissa Amador  
Kevin Campbell  
Eddie Egan  
Adam Fogelson  
Colleen Foster  
Elizabeth Gelfand  
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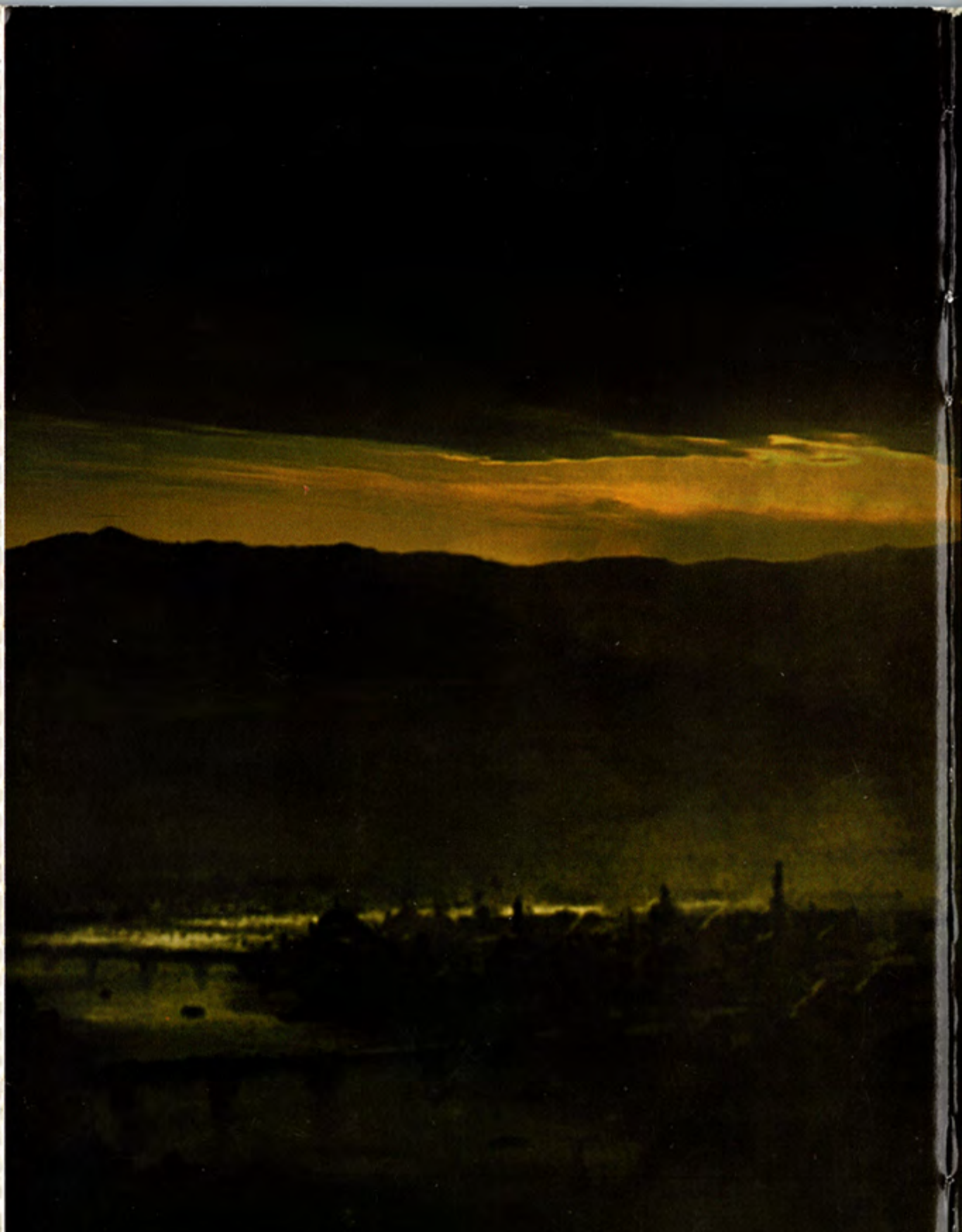
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