KILL SWITCH™

MISSION CONTROLLER OPERATIONS MANUAL

ENGINE VERSION 1.081

namco®

TEEN
T
CONTENT RATED BY
ESRB

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.

TABLE OF CONTENTS

QUICK START 3

BASIC CONTROLS 4

BASIC TRAINING 5

FULL CONTROLS LISTING 10

MAIN MENU INTERFACE 14

LOADING AND SAVING GAMES 16

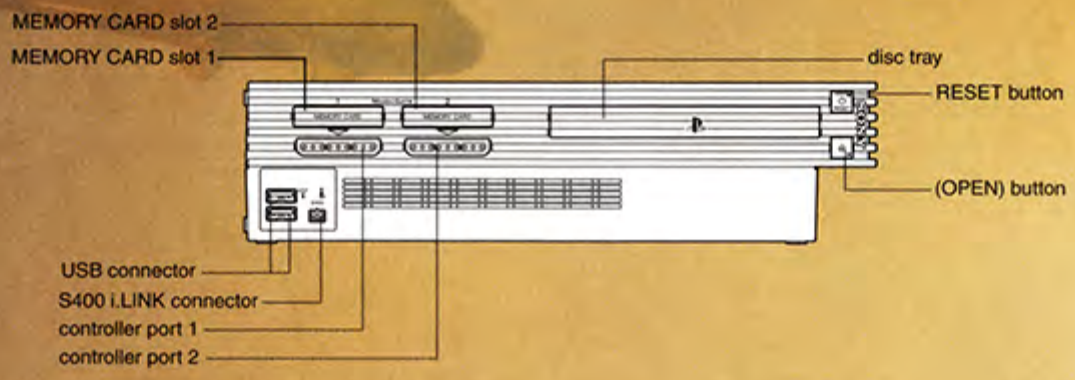
MISSION CONTROLLER HUD 18

WEAPONS 22

TRAINING SIMULATOR ADDENDUM 24

CREDITS 26

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 **kill.switch™** 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.

About Progressive Output

Higher video quality can be enjoyed if a component AV cable for PlayStation®2 (SCPH-10100U) and a progressive scan (480p) television set with component video input are used. If a television set without progressive scan (480p) capabilities or a connection other than with a component AV cable is being used, the picture may not display properly in progressive scan mode.

For instructions on how to use the component AV cable to connect the PlayStation®2 to a television set, please consult the instruction manual for the PlayStation®2 or the diagrams included with the component AV cable. Furthermore, please set the Component Video Out settings on the PlayStation®2 to Y Cb/Pb Cr/Pr under System Configuration. Some television sets with component video inputs may not be progressive scan (480p) enabled. Please consult the television set's instruction manual or contact the manufacturer to confirm.

Selecting Progressive Mode

Hold down the ⊗ button and the △ button while the game is booting, and the following prompt will appear: **"Change to Progressive Mode?"** Carefully read the warning on the screen. Select **"Yes"** with the directional buttons and confirm with the ⊗ button to switch to progressive mode. If the screen displays correctly, select **"Yes"** once again. If the screen is scrambled or otherwise displays incorrectly, please press the Reset button on the PlayStation®2 to reboot and enjoy the game in Normal Mode.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

QUICK START

In **kill.switch**, you will use the **left** and **right analog stick** simultaneously for **movement** and **aiming**.

The **L1** and **R1** **buttons** are used for **taking cover** and **firing**.

The ⊗, ⊙, ▣, and △ **buttons** are used for **evasive diving**, **weapon bashing**, **grenade throwing**, and **interacting**.

The **L2** and **R2** **buttons** are used for **cycling weapons** and **reloading**.

The **directional buttons** are used for **selecting weapons** and **selecting grenade types**.

BASIC CONTROLS

START button
Pause Menu

L2 button
Cycle Weapons

L1 button
(hold) Crouch/Cover
(when pushing up against most cover surfaces, e.g., a wall)

directional button left or right
Select Weapon
directional button up or down
Select Grenade

left analog stick
Move
L3 button
N/A

SELECT button
Display Current Mission Objectives

ANALOG mode button

right analog stick
Aim/Look
R3 button (when pushed down)
Activate Scope/Sniper Rifle Zoom

R2 button
Reload

R1 button
Fire Weapon/Blindfire
(when in cover)

△ button
Action/Interact

○ button
Weapon Bash

✕ button
Evasive Dive

□ button
Throw Grenade

BASIC TRAINING

MOVEMENT:
Move the operative by moving the **left analog stick** in the desired direction.

CROUCHING:
Crouch by pressing and holding the **L1 button**. Make sure that the operative is not near or facing a cover surface. The operative moves at a reduced speed while crouching, but can still perform an Evasive Dive.

EVASIVE DIVING:
Perform an Evasive Dive by pressing the **⊗ button**. The operative will dive in the direction that he is moving.

AIMING AND LOOKING:
Aim and look around by moving the **right analog stick** in the desired direction.

WEAPON SCOPE/SNIPER RIFLE ZOOM:
Most weapons have a scope or zoom function. Push the **R3 button** down to activate it. For the MCRT 300 sniper rifle, push the **R3 button** down again to zoom in further.

FIRING:
Fire the operative's weapon by pressing the **R1 button**. Press once for a single shot. If the weapon supports it, press and hold for a continuous burst.

BASIC TRAINING

RELOADING:
Press the **R2 button** to reload the operative's currently equipped weapon.

WEAPON CYCLING:
Press the **L2 button** to cycle through and change the operative's weapon.

WEAPONS SELECTION:
Press the **directional button** left or right to select and change the operative's weapon.

GRENADE THROWING:
Throw a grenade by pressing the ▣ **button**. Press lightly for a shorter throw. Press hard for a longer throw.

GRENADE TYPE SELECTION:
Press the **directional button** up or down to select and change the operative's grenade type.

OFFENSIVE COVER SYSTEM:
To take cover, move and face the operative near a cover surface such as a wall. Press and hold the **L1 button** to make the operative use it for cover. To stop taking cover, release the **L1 button**. The operative can also perform an Evasive Dive away from cover.

OFFENSIVE COVER SYSTEM MOVEMENT:
While taking cover, move the **left analog stick** left or right to move in that direction. Press down to crouch. You can continue to move while crouching, but at a reduced speed. Press up to stand if crouched.

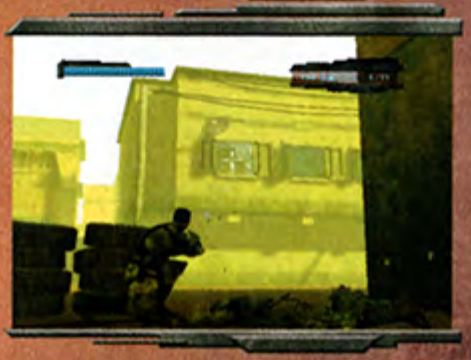
To move around the outer edge of cover, move the **left analog stick** left or right to move in that direction until you reach the edge of cover. Continue holding the **left analog stick** in that direction, and press the △ **button** to move around to the other side.

BASIC TRAINING

OFFENSIVE COVER SYSTEM FIRING:
While taking cover, move the **left analog stick** left or right to move in that direction until you reach the edge of cover. Continue holding the **left analog stick** until the operative leans over. Press the **R1 button** to fire. Move the **right analog stick** to aim and look.

If using crouch height cover, you can also move and hold the **left analog stick** up to make the operative rise from the crouch position and take aim. Press the **R1 button** to fire. Move the **right analog stick** to aim and look.

You can use a weapon's scope or zoom feature while aiming from cover.



OFFENSIVE COVER SYSTEM BLINDFIRE:
While taking cover, move the **left analog stick** left or right to move in that direction until you reach the edge of cover. Do not make the operative lean over. Press the **R1 button** to fire. Move the **right analog stick** to direct Blindfire in that general direction.

BASIC TRAINING

If using crouch height cover, press the **R1 button** and the operative will remain crouched and fire his weapon above him. Move the **right analog stick** to direct Blindfire in that general direction.

WEAPON BASHING:
To perform a weapon bash on an enemy, press the ◉ **button**. The operative must be standing close to an enemy for the hit to connect.

ACTION/INTERACT:
The △ **button** makes the operative interact with certain objects in the environment. For example: a door or a gun emplacement.

Some actions require the △ **button** to be held for a certain amount of time before the action can be completed. Press and hold the △ **button** until the action is completed.

GAME PLAY TIPS

Practice moving and looking around until you get the hang of it and can perform both simultaneously. It might seem hard at first, but will soon become second nature after practice.

Almost anything in the environment can be used as cover! Experiment to see what works best in the given situation. All cover surfaces are either standing or crouch height.

Each weapon recoils upward when fired. Instead of pressing and holding down the **R1 button**, try using short bursts to control the recoil. Releasing the **R1 button** will "re-center" the weapon.

Remember to reload between firefights and **not** during one.

Diving away from grenades is preferable to running away from them. You'll distance yourself away from the blast radius further with a dive.

Most enemies will go down after being hit by a weapon bash. However, getting close to the enemy is another matter entirely!

FULL CONTROLS LISTING

MOVEMENT

left analog stick
Move

L3 button
N/A

L1 button (hold)
Crouch (when not near or pushing up against a cover surface)

EVASIVE MANUEVERS

⊗ button
Evasive Dive forward (tap for short dive, press for longer dive)

⊗ button, then L1 button (hold)
Recover from Evasive Dive into Crouch

⊗ button, then L1 button (hold)
Recover from Evasive Dive into Cover (if facing near standing or crouch height cover)

left analog stick+⊗ button
Evasive Dive in that direction

left analog stick+⊗ button, then L1 button (hold)
Recover from Evasive Dive into Crouch

left analog stick+⊗ button, then L1 button (hold)
Recover from Evasive Dive into Cover (if facing near standing or crouch height cover)

AIMING AND LOOKING

right analog stick
Aim/Look

R3 button
Activate Scope (push again to deactivate)

R3 button
Sniper Rifle Zoom (push once more to zoom in, push once again to exit Sniper Rifle Zoom)

FULL CONTROLS LISTING

FIRING/WEAPONS SELECTION

R1 button
Fire Weapon

L2 button
Cycle Weapons (weapons will cycle forward only)

R2 button
Reload

directional button left or right
Select Weapon (from available weapons inventory with ammo)

GRENADE THROWING

◻ button
Throw Grenade (tap for short throw, press for longer throw)

directional button up or down
Select Grenade Type (from available grenade inventory)

OFFENSIVE COVER SYSTEM

L1 button (hold)
Cover (when facing near or pushing up against a standing or crouch height cover surface, e.g., a wall)

OFFENSIVE COVER SYSTEM (STANDING HEIGHT COVER)

L1 button (hold)+left analog stick up
Stand from a Crouch (when using standing height cover)

L1 button (hold)+left analog stick down
Crouch (when using standing height cover)

L1 button (hold)+left analog stick left
Move Left Along Cover Surface (when using standing height cover)

L1 button (hold)+left analog stick left
Peek Out and Aim from Behind Cover (when at leftmost edge of standing height cover)

L1 button (hold)+left analog stick left, △ button
Wrap Around Cover Surface (when at leftmost edge of standing height cover)

L1 button (hold)+left analog stick towards any direction, ✕ button
Dive Off Of or Away from Cover (when behind standing height cover)

FULL CONTROLS LISTING

L1 button (hold)+left analog stick right
Move Right Along Cover Surface (when using standing height cover)

L1 button (hold)+left analog stick right
Peek Out and Aim from Behind Cover (when at rightmost edge of standing height cover)

L1 button (hold)+left analog stick right, △ button
Wrap Around Cover Surface (when at rightmost edge of standing height cover)

L1 button (hold)+left analog stick towards any direction, ⊗ button
Dive Off Of or Away from Cover (when behind standing height cover)

OFFENSIVE COVER SYSTEM (CROUCH HEIGHT COVER)

L1 button (hold)+left analog stick up (hold)
Rise and Aim from Behind Cover (when using crouch height cover)

L1 button (hold)+left analog stick left
Move Left Along Cover Surface (when using crouch height cover)

L1 button (hold)+left analog stick left
Peek Out and Aim from Behind Cover (when at leftmost edge of crouch height cover)

L1 button (hold)+left analog stick, △ button
Wrap Around Cover Surface (when at leftmost edge of crouch height cover)

L1 button (hold)+left analog stick towards any direction, ⊗ button
Dive Off Of or Away from Cover (when behind crouch height cover)

L1 button (hold)+left analog stick right
Move Right Along Cover Surface (when using crouch height cover)

L1 button (hold)+left analog stick right
Peek Out and Aim from Behind Cover (when at rightmost edge of crouch height cover)

L1 button (hold)+left analog stick right, △ button
Wrap Around Cover Surface (when at rightmost edge of crouch height cover)

L1 button (hold)+left analog stick towards any direction, ⊗ button
Dive Off Of or Away from Cover (when behind crouch height cover)

FULL CONTROLS LISTING

BLINDFIRE

R1 button
Blindfire Towards the Left (when at leftmost edge of standing height cover)

R1 button
Blindfire Towards the Right (when at rightmost edge of standing height cover)

R1 button
Blindfire Towards the Above (when behind crouch height cover with head clearance)

R1 button
Blindfire Towards the Left (when at leftmost edge of crouch height cover)

R1 button
Blindfire Towards the Right (when at rightmost edge of crouch height cover)

MELEE FIGHTING

◎ button
Weapon Bash (must be standing close to enemy to connect)

ACTION

△ button
Action/Interact (e.g., control a gun emplacement, open a door, plant a charge, etc.). **Note:** Some actions may require you to hold the **△ button** for a certain amount of time before the action can be completed.

OTHER

SELECT button
Display Current Mission Objectives

START button
Pause Menu

MAIN MENU INTERFACE

TITLE SCREEN

Press the **START button** at the Title Screen to access the Main Menu.

MAIN MENU

In the Main Menu, use the **left analog stick** or **directional buttons** to highlight an item. Press the ⊗ **button** to select it.

NEW GAME

Begin a brand new game. Before starting, you will be asked to select between the **Normal** or **Hard** difficulty levels. The **Hard** difficulty setting is recommended for players seeking a greater challenge.

Note: The **Reticle Highlight** feature is disabled when playing on the **Hard** difficulty setting.

LOAD GAME

Load a previously saved game, if available.

MISSION SELECT

Start from the beginning of a previously completed mission.

Note: This option will not be available until a mission has been completed once.

OPTIONS MENU

Set and adjust a variety of game settings, all of which are listed below.

Note: Default game settings are in **bold type**.

MAIN MENU INTERFACE

CONTROLLER SETTINGS

VIBRATION OFF **ON**
Set the controller's vibration feature.

INVERT VERTICAL AXIS **OFF** ON
Invert vertical axis of the Aim/Look controls.

INVERT HORIZONTAL AXIS **OFF** ON
Invert horizontal axis of the Aim/Look controls.

AIM/LOOK SENSITIVITY
Adjust the speed of the Aim/Look controls.

RETICLE HIGHLIGHT OFF **ON**
If enabled, the Targeting Reticle will turn red when it is aimed directly at an enemy.

Note: The **Reticle Highlight** feature is disabled when playing on the **Hard** difficulty setting.

OPTIONS MENU
Return to the Options Menu

VIDEO OPTIONS

BRIGHTNESS
Adjust the image brightness.

SCREEN RATIO 16:9 **4:3**
Adjust screen ratio to 16:9 (widescreen) or 4:3 (standard).

OPTIONS MENU
Return to the Options Menu.

AUDIO OPTIONS

SOUND EFFECTS VOLUME
Adjust the volume of sound effects and movies.

MUSIC VOLUME
Adjust the volume of the in-game music soundtrack.

OPTIONS MENU
Return to the Options Menu.

CREDITS

Find out who the people behind the game are.

MAIN MENU

Return to the Main Menu.

PAUSE MENU INTERFACE

PAUSE MENU

Press the **START button** to suspend the game and display the Pause Menu. Press the **START button** again or highlight and select Resume to return to the game.

In the Pause Menu, you can set and adjust a variety of game settings as you would from the Options Menu.

Use the **left analog stick** or **directional buttons** to highlight an item. Press the ⊗ **button** to select it.

RESUME

Return to the game.

CONTROLLER SETTINGS

Set and adjust a variety of game settings as you would from the Options Menu.

VIDEO OPTIONS

Set and adjust a variety of game settings as you would from the Options Menu.

AUDIO OPTIONS

Set and adjust a variety of game settings as you would from the Options Menu.

ABORT MISSION

Confirm this option again to quit the mission.

LOADING AND SAVING GAMES

After completing a level during a mission, you will be given the option to save your game.

If you choose to save your game and then decide to stop playing, you can continue from where you left off by using the **LOAD GAME** option in the Main Menu.

Press left or right on the **directional buttons** to select from your available saved games. Press the ⊗ **button** to load the saved game. You will resume play from that point in the game.

THE FOLLOWING MATERIAL IS AN ABBREVIATED CONTENT SUPPLEMENT FOR THE TRAINING SIMULATOR DATASTREAM, SPECIFICALLY, THE MANUAL OPERATIONS COURSE. PLEASE GO OVER THE MATERIAL BEFORE GOING THROUGH THE COURSE FOR THE FIRST TIME.

MISSION CONTOLLER HUD
(Heads Up Display)

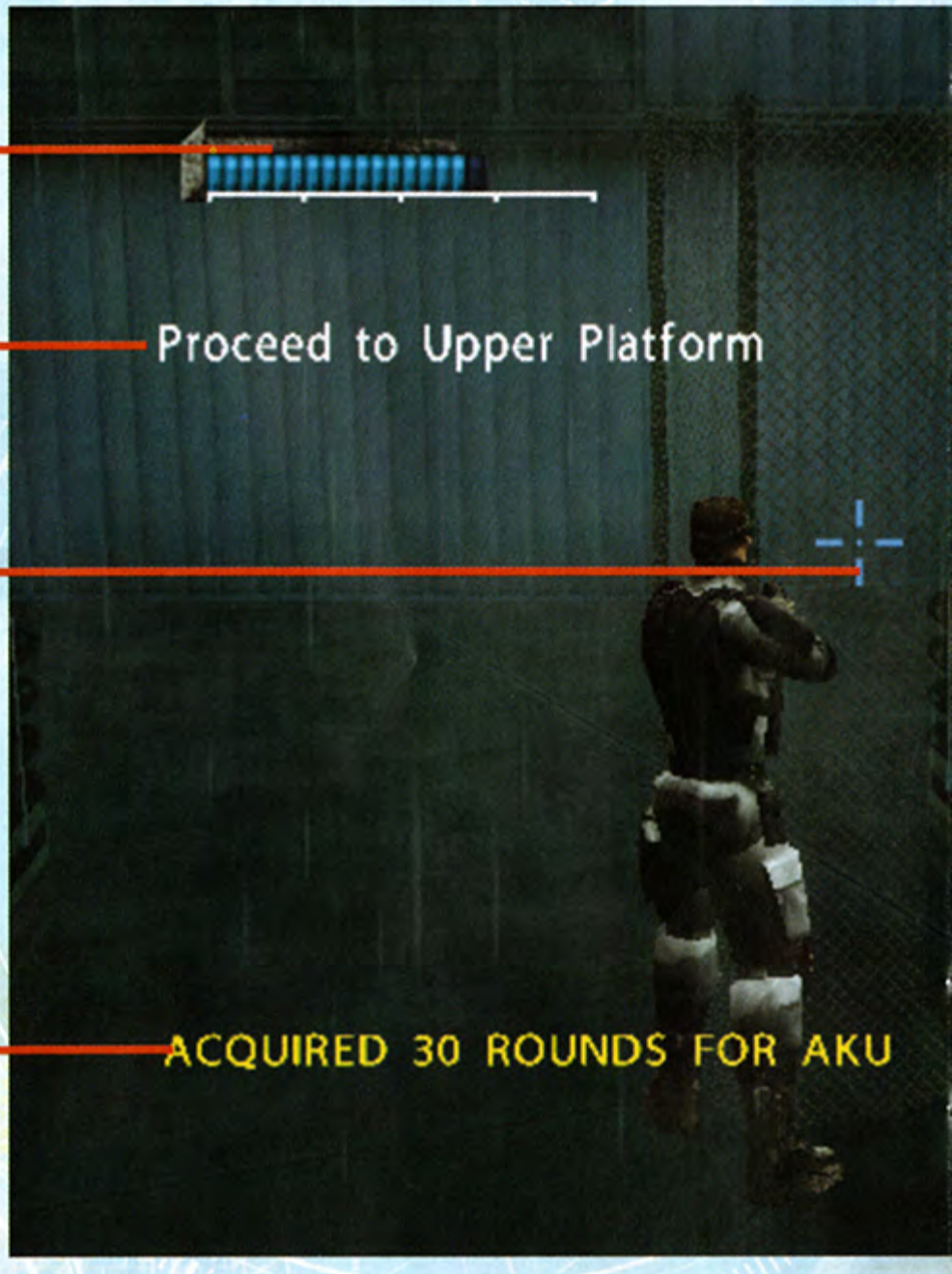
TIMER
(NOT ALWAYS
AVAILABLE)

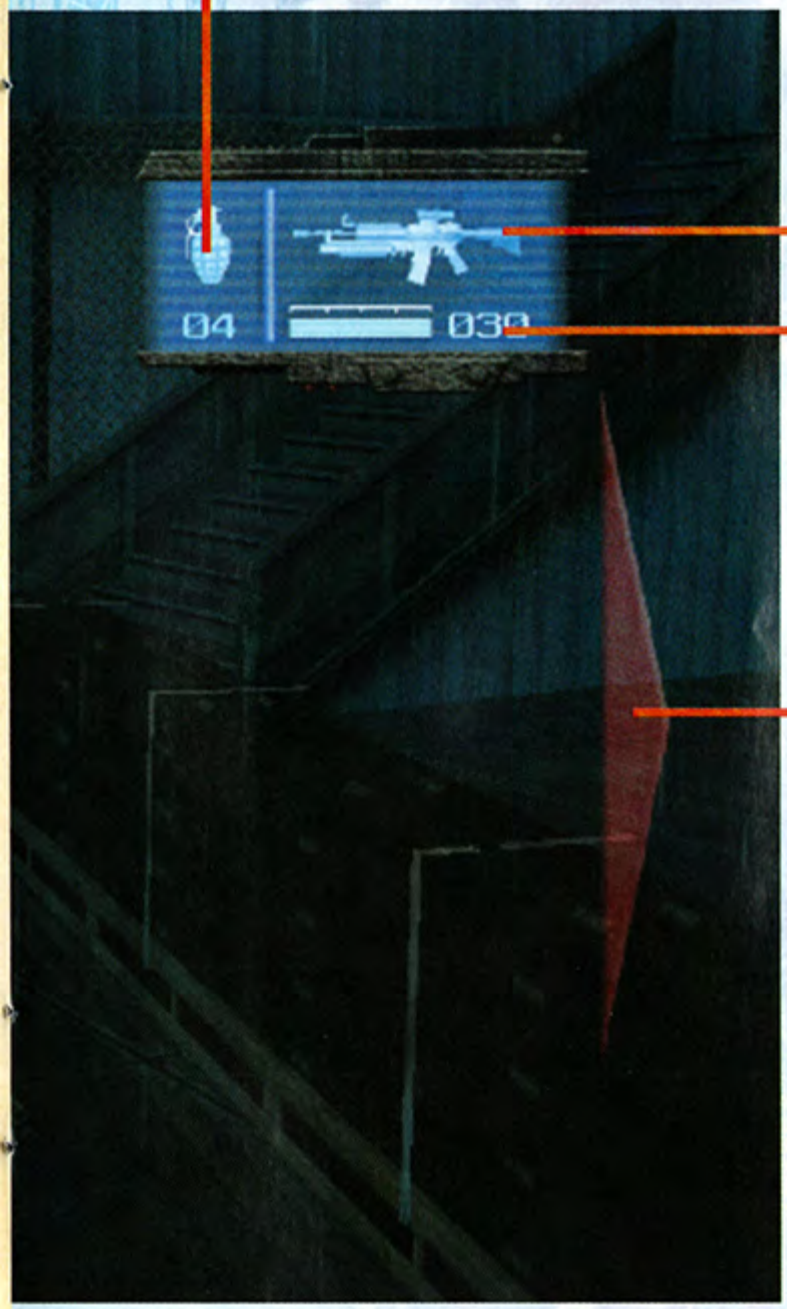
HEALTH
INDICATOR

CURRENT
MISSION
OBJECTIVE

TARGETING
RETICLE

PICKUP
MESSAGE




GRENADE TYPE AND NUMBER
04
030
WEAPON INDICATOR
AMMO BAR/ COUNTER
THREAT INDICATOR

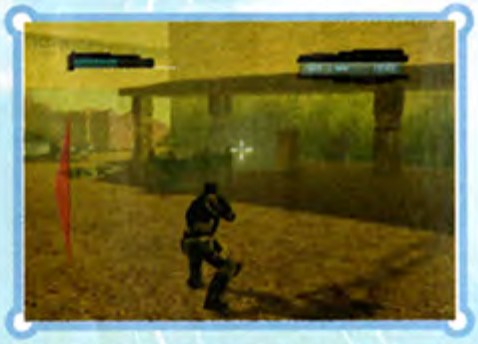
HUD Elements

The HUD is your window into an operative's world. The HUD is essential in monitoring the status of an operative and his or her mission. You should take the time to familiarize yourself with the basic function of each HUD Element.

Health Indicator

The blue Health Indicator displays the operative's current health. An operative's health status is at 100% when the blue bar is full.

If an operative takes damage in the field, the blue bar depletes and the Health Indicator becomes smaller.



As you know, each operative has been the recipient of the latest advances in medical nanotechnology. Wounds and damage taken in the field will heal to a certain degree thanks to the nanotech in the operative's system. The black portion underneath the blue bar shows the amount of health that can be recovered through nanotech.

To restore or recover additional health in the field, the operative should seek out aid until proper treatment can be obtained.

Despite their accelerated healing abilities, you should remember that operatives are **not** superhuman. Successive trauma to an operative's system will negate or overload the nanotech, causing the body to go into shock and shut down.

Current Mission Objective

Mission Objectives are displayed underneath the Health Indicator.

Your Commanding Officer (CO) or Base will relay Mission Objectives to the operative through the Neural Interface/Link via a secure and encrypted Datastream transmission. Only the CO, yourself, and the operative will know the contents of the transmission.

Weapon Indicator and Ammo Bar/Counter Grenade Type and Number

You can review an operative's weapon loadout with these indicators.

The operative's currently equipped weapon, its remaining ammunition, the current type of grenade being used, along with their remaining number, are all displayed simultaneously here.

The weapon's ammo bar depletes as rounds are spent. The counter next to it indicates the total number of rounds left. The number of grenades will decrease for that particular type as they are used.

Of course, if the operative obtains additional weapons, ammunition, or grenades, the indicators will reflect those changes instantaneously.

As a safeguard, the Weapon Indicator will begin to blink as a reminder for the operative to reload a weapon.

The blinking will become more frequent and flash red as a weapon's clip comes closer to being emptied.

To conserve HUD space, the indicators will "close up" after a few moments. The indicators will "open up" again if a different weapon or grenade type is selected.

Targeting Reticle

The targeting reticle is used for aiming an operative's weapon.

The shape of the targeting reticle will change depending on the weapon currently being used.

The targeting reticle can also change in size. The larger the reticle, the more inaccurate the shot an operative will take if he fires his weapon at that time.

By default, the targeting reticle will turn red to indicate that it is being aimed directly at a hostile threat.

If you disable the highlight function of the targeting reticle, it will not turn red.

Threat Indicator

Indicators may pop up if a threat to the operative happens "off-screen" in relation to the HUD viewing area. Threat Indicators are mostly for your reference, to aid the operative in assessing and determining the location of threats such as hostile fire.

Pickup Message

Non-mission objective or miscellaneous types of messages may show here from time to time. (e.g., items an operative acquires during a mission will be displayed here as they are taken into his inventory)

Timer (not always available)

Certain missions may have a time-related element to them. The timer will display the amount of time remaining to complete a certain objective or mission.

Scope/Sniper Rifle Zoom View

The operative has access to weapons that may utilize a scope or zoom view, such as a sniper rifle. This type of close-up view is useful when attempting to make more precise and accurate shots in the field.

WEAPONS

The following weapons may be made available as part of the operative's starting loadout depending on the mission's given parameters. See your CO for details. Weapons may also be obtained in the field.

M4 5.56mm
5 clips/30 rounds per clip

A compact assault rifle derived from the M16. It has a shorter barrel, a telescoping buttstock, and a higher rate of fire than the M16 but with lower bullet velocity. The 5.56mm M4 is handy and flexible and provides good firepower.

M203 40mm HE grenade
8 loads/1 round

The M203 Grenade Launcher is a lightweight single shot attachment for the M4 that sits underneath the barrel. It fires a spherical 40mm diameter grenade with an effective kill radius of up to 5 meters.

AK47 7.62mm
5 clips/30 rounds per clip

The AK47 is one of the most prolific small arms weapons in the world. It has been (and still is) manufactured in dozens of countries, and has been used in hundreds of conflicts since its introduction. The AK47 is most well-known for its ruggedness, simplicity of maintenance and operation, and for its reliability even in the worst of conditions.

AKU 5.45mm
5 clips/30 rounds per clip

The AKU was developed as a personal defense weapon for vehicle crews and for special operations forces that required a compact but powerful automatic weapon. Derived from the AKS assault rifle, it has a much shorter barrel and cannot mount a bayonet, but is similar in all other aspects.

AKUG 5.45mm
5 clips/30 rounds per clip

The AKUG is a variant of the AKU assault rifle.

HK5A3 9mm
5 clips/30 rounds per clip

The HK5 submachine gun is one of the most famous and widespread firearms of its class. The success of the HK5 is outstanding due to the high quality and reliability of the weapon, great flexibility and its great accuracy.

HK5SD5 9mm
5 clips/30 rounds per clip
The HK5SD5 is a dedicated silenced version of the HK5. It is equipped with a non detachable integral silencer and a vented barrel to reduce the muzzle velocity below the speed of sound.

M1 12 gauge
8 shells/32 shells max
The M1 is a high quality tactical shotgun that uses 12 gauge shells. While the firing rate is rather low and its accuracy at longer range questionable, its effectiveness at close range is absolute.

MCRT 300 .300 magnum
5 clips/5 rounds per clip
The MCRT 300 is a bolt-action sniper rifle. It is an excellent long-range weapon, used for sniping enemies in a covert fashion. Ideally, you want to target the head or central mass. One well-placed shot will take out a threat quickly and silently.

M249 5.56mm
2 box clips/200 rounds per box
The M249 SAW or Squad Automatic Weapon is an air cooled, gas operated light machine gun. It fires the 5.56mm NATO round from 200 round belts fed from special plastic boxes clipped beneath the receiver. With its high rate of fire and large amount of ammunition, the M249 is an extremely effective covering weapon.

Grenades

Grenade
Highly explosive fragmentation device that is useful in taking out a large number of enemies.

Mini Grenade
Smaller and less powerful version of the regular Grenade. Due to its size, operatives are able to carry more in their inventory.

Sticky Grenade
Similar to the Frag Grenade, but sticks to surfaces before it explodes.

Flash Grenade
Non-lethal grenade that temporarily stuns and blinds enemies within its explosive radius.

TRAINING SIMULATOR DATASTREAM ADDENDUM

Before going out into the field, remember to update BABEL translation software to the latest version. As of this writing, Version 1.21 of BABEL now recognizes close to 6,500 known languages, allowing you to comprehend each of them in your native tongue. In most of your cases, you will **hear** English.

Per her request, here are some closing words from the Engine Project lead, Lynn Takamura. You'll recognize her as the voice behind **NADA**, the **N**eural Interface/Link **A**vatar/**D**atastream **A**gent Construct.

Boys and girls...

This is not a game.

Operatives are still human.

They might be equipped with the latest in 'top-secret' military gear.
They might have abilities you and I don't possess.
They might just be considered 'special'.

But they are not superhuman.

The 'tech', as it's been called, should be handled with care. Should a situation arise in which manual operations are necessary, it is highly recommended that the operatives not be used to "run and gun" out there in the field.

Use your head.

Your primary responsibility is support.

Make sure that the mission gets done, and the operative comes home.

Do your job, and do it well. That's what you're here for.

One more thing, something any op will tell you:

If the situation hits the fan, and you find yourself out there on your own, alone and outnumbered with no support... Remember this:

Cover is your only ally.

The environment can be used to your advantage.

Utilize the terrain.

Take cover.
Take aim.
Take over.

NOTES

CREDITS

Lead Producer
Matt Sentell

Producer
Chris Esaki

Story Created and Written by
Alvin Muolic

Associate Producer
Scott Crisostomo

Assistant Producer
James Guirao

Lead Programmer
Gil Colgate

Programmers
Dave Akers
David Bennett
Edwin Hui
Hiroyuki Kobota
Josh Markiewicz
Dai Matsumoto

Artists
James Darknell
Kris De Martini
Joel Emslie
Daniel Fuller
Edward Lee
Keith Parker
Adam Peterson
Mike Witt

Additional Art
Tim Tao

Animators
Vince Joly (Bishop)
Sonny Santa Maria (Enemies)

Level Designers
John Mundy
Mark Sau
Geoffrey Smith
Craig Ward

Character Designer
Christian Gossett

Cast
Archer . . . . . .Adam Baldwin
Bishop . . . . . .Marcus McCollum
Controller . . . . . .Chuck McQuary
Duchess . . . . . .Adrienne Wilkinson
Lynn . . . . . .Jodi Harris
Soldiers . . . . . .Chris Cox
. . . . . .David Cooley
. . . . . .Jen Sung Outerbridge
. . . . . .Marcelo Tubert

Casting
Imperium-7

Talent Agent
Joe DeVanon

Voice Over Recording
Point 360 WoodHolly Studio

Audio Engineer
Larry Forkner

Audio Supervisor
Steve Nafshun

Biz Girl
Wayna Calderon

Cinematics
ATTITUDE STUDIO

Director
Antoine Charreyron

Producer
Giselda Figueroa

Production Coordinator
Annika Boman

Modeling Supervisor
Jérome "JeX" Desvignes

Animation Motion Capture Supervisor
Rémi Brun

Animation Supervisor
Olivier Renouard

Visual Effects Supervisor
Stéphane Marty

Development Supervisor
Laurent Martin

VP Production
François Lourdin

CREDITS

Database Creation - Props - Sets

Designer
Marc Maggiori

Modeling Artists
Yann Boulanger
Rachid Chikh
Laurent Davene
Sébastien Haure
François Rimasson
Danie Servoin

UV & Texture Artists
Florence Dubin
Jimmy Laplaige
Armelle Massonet
Alban Orlhiac
Arnaud Pecqueur
Bruno Serre

Motion Capture Animation

Mocap Sets Manager
Frédéric Vandenberghe

Construction Operator
Christian Dupeux

Script
Noémie Bercot

Sound Engineer
Guy Louis

Wardrobe Manager
Sylvie Mouchenik

Mocap Data Processing
Christophe Correani
Franck Vayssettes

Intern
Jeremy Meunier

Acting Talent

Lead Actors
Frédéric Kontogom "Archer"
Anne Le Chartier "Lynn"
Anthony Royer "Bishop"

Layout

Editor
Julien Mazon

Keyframe Animation

Animation Operators
Pierre Avon
Jeremy Delchiappo
Minh Nguyen

Setup Operators
David Hooghe
Philippe Raoux

Lighting, SFX, & Compositing

Lighting Operators
Gilles Cornut
Bernard Stulzaft

SFX Operator
Jerôme Brack

Compositing Artists
Gaelle Bossis
Alexis Chenot
Vincent Guttman
Gaston Marcotti
Thibault Petillon

Render Farm Operator
Julien Robert

Development

Developers
Marie Cécile Auzeill
Philippe Delorme
Benjamin Godon
Sébastien Masino
Alexandre Verlhac

Development Interns
Eric Caruyer
Mageeb Eally
Julien Frantz

Additional Cinematics
Charles Barnard

Music
Kevin Manthei, KMM Productions

Additional Music
Jolen Essex

Sound Design
Soundstorm Interactive

Supervising Sound Designer
Brian Min

Assistant Sound Designer
Joseph Tsai

CREDITS

Quality Assurance & Customer Support Manager
Brian Schorr

QA Supervisor
Daryle Tumacder

Lead Tester
Mike Peterson

Assistant Leads
Gene Bang
Anthony Duarte

CQC
Ryan Chennault
Philip Cohen
Adrian Escultura
Jesse Mejia
Chris Stanley
Mike Stevens

Testers
Abe Aranda
William Chang
Jimmy Chiu
Brian Ellak
Robert Hamiter
Alan Hopkins
Alex Kane
Ryan Kwok
Elisa Lane
Eric Lenfers
Michaelangelo Mesina
David Miller
Cory Narog
Bill Ricardi
Nelson Tam
Danelle Sears
Robin Seneka
Todd Shimizu

Director of Marketing
Stacey Hirata

Product Marketing Manager
Jeff Lujan

Product Marketing Specialist
Kim Morgan

Channel Marketing
Steven Hosey

Public Relations
Mika Kelly
Bender Helper Impact

Promotional Design
Ignited Minds

Package Design
Seiniger Advertising Group

IS Manager
Lee Hsaio

IS Group
Cang Truong
Allen Goulart

Legal
Berry Kane
Lona Sato

Operations Manager
Jennifer Tersigni

Executive in charge of Production
Robert Ennis

Special Thanks
Nobuhiro Kasahara
Garry Cole
Daniela Sentell
Kirsten Bontrager
Kathrine Lindeman

Archangel Studios
Nathaniel Downes
Johanna Olson
Snakebite

ATTITUDE STUDIO
Sylvia Abenzoar
Jean Paul Da Silva
Sylvain Debes
Carole Djaouti
Julien Doussot
Agnès Duval
Nathalie Etchepare
Samantha Guanine
Laurent Guilleminot
Boris Hertzog
André Leyronnas
Jean-Paul Lopes
Sébastien Masino
Naïma Mabchour
Marc Miance
Sandrine Nguyen
Frédéric Simonot
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