

# CONDEMNED 2: BLOODSHOT™





**⚠ WARNING** Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

#### Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing *Condemned 2: Bloodshot*™. Please note that this software is designed for use with the Xbox 360® video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

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# Introduction

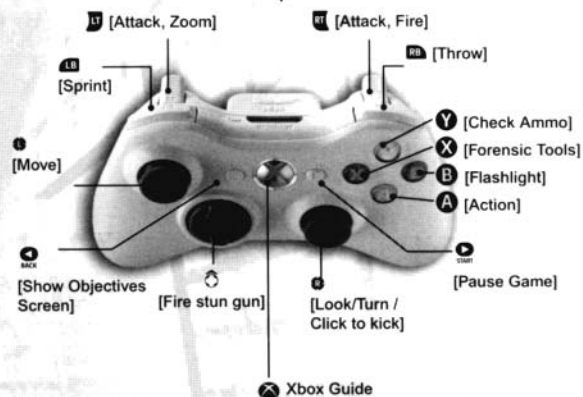
The life of a street drunk is hell — but that's just the start of your problems.

Serial killer SKX is back and has been leaving a bloody trail. That, and the fact that half of the city population has gone insane are enough to sober even a mean drunk like you.

You are Ethan Thomas, ex-special investigator of violent crimes for the Serial Crimes Unit. As your past begins to catch up with you, you have no choice but to fight your way back toward sanity, and help your old unit solve a mystery that threatens to destroy the city.

You're no hero with most of your old colleagues, but you're all they've got, and things are quickly moving from bad to worse. With the help of a few friends still inside the agency, you must use whatever you can find to battle a path through the madness that is gripping the city, and help piece together clues to stop it from spreading beyond anyone's control.






























# Controls



<b>A button</b>	Pick up weapon, open door and perform other actions, usually prompted by an on-screen indicator
<b>B button</b>	Turn flashlight ON / OFF
<b>X button</b>	Press and hold to display Forensic Tools and use <b>left stick</b> to select / tap to use most recently selected Forensic Tool
<b>Y button</b>	Check Health, Ammo and Stun Gun
<b>○</b>	Move
<b>⦿</b>	Look / Turn
<b>LT</b>	Left light melee attack / firearm aiming view / perform finishing kill (incapacitate)
<b>RT</b>	Right light melee attack / shoot firearm / perform finishing kill
<b>LT (double-pull)</b>	Activate Attack Chain
<b>RT (double-pull)</b>	Activate Attack Chain
<b>LT + RT</b>	Grab opponent during defeated and dazed state to initiate devastating finishing move





	Sprint
	Throw weapon
	Fire Stun Gun (unlockable)
	Access firearm holster (unlockable)
 (click)	Kick
 (swivel)	Adjust antennas, knobs, etc.
 (click)	Medium attack modifier
	Show Objectives screen
	Field Kit / Pause Menu
EVIDENCE MODE	
	Zoom in and out
 button	Select/swap evidence choices
 button	Exit evidence mode
 / 	Cycle through tabs
 / 	
 / 	
 / 	Cycle through evidence choices
 / 	
GPS TOOL	
 (hold)	Interact mode
	Zoom in and out
	Pan left, right, up and down
	Cycle up through floor levels
	Cycle down through floor levels
 button	Place waypoints
 button	Lower tool

## Main Menu



**Single Player** – Start a new single-player game, resume a game in progress or replay a mission.

**Multiplayer** – Host or join a Multiplayer Game via Xbox LIVE or System Link.

**Instant Action** – Jump right into a multiplayer game on Xbox LIVE.

**Bloodshot Fight Club** – Kill or be killed in one of six beatdown modes (see Bloodshot Fight Club on page 18).

**Options** – Adjust game options (see Options Menu below).

**Extras** – View the status of the Xbox LIVE Achievements for the current Game Profile.

## Options Menu

Select Options from the Main Menu, Multiplayer Menu or Pause Menu to adjust the following game settings:



**Audio Options** – Set the volume for sound effects, music and speech. Use the **D-pad** to select a sound option and move the sliders. Press the **Y button** to restore default settings. Press the **B button** to return to the previous screen.

**Video Options** – Follow the on-screen directions to set the video image gamma level. Press the **Y button** to restore default settings. Press the **B button** to return to the previous screen.





**Controls** – Adjust the following control settings:

- **Invert Look** – Toggle ON / OFF to change the way the camera moves when you press the **right stick up and down**.
- **Targeting Crosshairs** – Toggle targeting reticule ON / OFF.
- **Subtitles** – Toggle subtitles ON / OFF.
- **Vibration** – Toggle vibration ON / OFF.
- **Look Speed** – Move the slider to adjust the speed at which the camera turns when you press the **right stick left and right**.

## Pause Menu

Press **Start** while playing to open the Pause Menu. Press the **D-pad left** or **right** to select the Game, Combos or Advanced tabs, which contain the following options:

### GAME

**Options** – Adjust game options.

**Restart Mission** – Return to the beginning of your current mission.

**Quit to Main Menu** – Abandon current mission and return to Main Menu.

**Restart from Last Save Point** – Restart from the current mission's last Auto Save Point.

### COMBOS

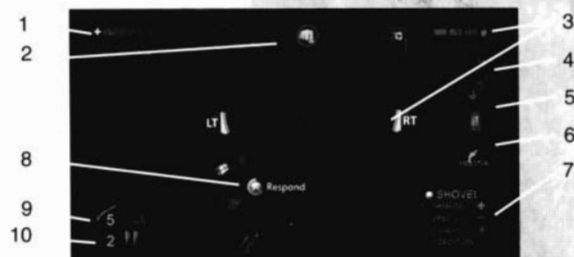
View a list of combo attacks.

### ADVANCED

View gameplay tips and descriptions of advanced fighting techniques and finishing moves.



## Game Screen



**1. Health Meter** – Your Health decreases as you suffer damage. If your Health Meter reaches zero, you die. The Health Bar is divided into sections. A single section will refill after a brief rest. To fill another empty section, you must find a Health Pack, which sometimes appears in an obvious place (a bathroom cabinet, for instance).

**2. Combo Meter** – To pull off a successful Combo you need to attack your opponent with a series of blows and avoid taking any damage in the process. You will have a small window of opportunity to throw a final blow that will result in a Combo. The Combo Meter dynamically represents this window of time and will pop up on screen when the next punch or kick will result in a Combo.

**3. Chain Attack Meter** – The Chain Attack Meter contains three segments, signifying the level you have unlocked (see Chain Attacks on page 9). You fill your Chain Attack meter by fighting. Combos, advanced fighting techniques, specialty kills and environmental finishes will fill the Chain Attack Meter much more quickly. The icons in the middle of the screen indicate the buttons you need to press in order to pull off the attack chain.

**4. Radio** – This indicator pops up whenever you receive an incoming radio transmissions from friends / allies.

**5. Broken Weapon** – If you see this icon, your weapon is broken and must be replaced. Start looking around for a new one.

**6. Spectrometer** – This icon pops up whenever there is a gaseous anomaly or audible source present. Take out your Spectrometer and investigate.



**7. Weapon Values** – Indicates the values of a found weapon relative to the one you are holding (see Weapon Values on page 10).

**8. Action Icon** – When you approach an object you can interact with, such as a weapon or a closed door, the HUD displays an Action icon and a description of the potential action. Press the **A** button to perform the action.

**9. Firearm Ammo** – Indicates the amount of ammo in your currently equipped firearm.

**10. Stun Gun Battery Meter** – Shows the current battery charge in your Stun Gun (see Stun Gun on page 12).

## Combat

Be prepared to encounter an enormous amount of resistance and hostility as you make your way through the mean streets. Virtually everyone you encounter will have it out for you, and your only chance is to beat them down before they try to do the same to you.

Fortunately, many enemies you'll encounter are simple street thugs without a lot of talent. Dispatching these miscreants isn't too tough, especially if you're packing a decent weapon, like a lead pipe or baseball bat, and you use combo attacks and blocks. Unfortunately, these punks rarely travel alone, and will work together to try and bring you down. Groups of enemies will take out lights, attack you simultaneously, and run away to set up an ambush.

Enemies can use any weapon you can, so keep in mind if you throw a weapon or leave one lying around, you may find it connecting upside your head.

In later missions, the enemies you face will be much more deadly and cunning, and must be approached with caution and fought with extreme skill. A soldier with an assault rifle, for example, can kill you with only a few shots.



## MELEE COMBAT

Most of the fighting you do will be hand-to-hand, using any number of found weapons or just your bare fists. To do this, face your enemy and pull either the **left trigger** or the **right trigger** to throw basic punches or swing a weapon. Click the **right stick** to kick your opponent. Press the **left trigger** or the **right trigger** simultaneously to block with your hand or to utilize your current weapon.

Combos, where you string together several attacks, multiply the damage from your attacks. You will receive an on-screen indicator with the combo name and extra damage when you successfully pull one off. To see a list of combos, press **Start** to open the Pause Menu and select the Combos tab.

Timing is crucial when fighting. Look for pauses in your enemy's attacks to launch a counterattack, and learn how to block attacks to avoid damage, followed with your own devastating attack combo.

Aim for vital parts of your enemy's body (head, torso, arms and legs) to increase damage. And don't be shy about hitting him while he is down.

## CHAIN ATTACKS

The ability to perform Chain Attacks must be earned, with three levels of Chain Attacks ultimately available. To advance to the next level of Chain Attacks and unlock a new segment on the Chain Attack Meter, you will need to perform a certain number of Chain Attacks (see the Mission Score screen for details and requirements). To execute a Chain Attack, double tap either the **left trigger** or the **right trigger** when the Chain Attack Meter contains at least one filled segment.

## FINISHING MOVES

Whenever an enemy is dazed, grab him by pressing the **left trigger** and the **right trigger** simultaneously. Skull Target icons appear in the environment that show where you can perform a finishing move. Move to the Skull Target icon to automatically execute the finishing move.





# Weapons

You can carry only one weapon at a time, so you may need to make some tough decisions when choosing between different weapons. Ammunition is restricted to the amount that is found in the weapon, so make every shot count!

You can use firearms as melee combat weapons – so even an empty firearm can do some damage – although firearms will break if used repeatedly as a melee weapon.

## ACQUIRING A WEAPON

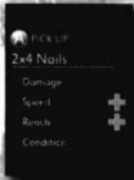


There is usually no lack of weapons lying around. You will know an object can be used as a weapon when an on-screen indicator appears when you are standing near it. To pick up the indicated weapon, press the **A** button. If you

are already carrying a weapon, you will drop your current weapon.

You can also acquire a new weapon during a fight by attacking your opponent with the stun gun and taking his weapon away. To take a weapon away from a stunned enemy, approach them and press the **A** button while looking at their weapon.

## WEAPON VALUES



When you have a new weapon in view, stats in the lower-right corner indicate how it compares to the weapon you are currently using. Every melee weapon has four attributes:

- **Damage** – how much hurt it deals
- **Speed** – how fast you can swing it
- **Reach** – the distance from which it deals damage
- **Condition** – how long it will last before it breaks

The plus, minus and equals signs indicate how the weapon compares to the one you are holding, i.e. plus indicates a better weapon. Each weapon has its advantages and disadvantages against different enemies and in different situations. Selecting the right weapon for the right enemy can spell the difference between survival and defeat.

## THROWN WEAPONS

Sometimes it is useful to throw a weapon at an opponent. For example, a well-placed toss can trip an incoming enemy, deal ranged damage, or even light him on fire if the object is flammable, like a Molotov cocktail. To throw a weapon, aim using the **right stick** and press the **right bumper**.

## FIREARMS



Guns are rare, and ammo is scarce, but nothing can take down an enemy quicker or inflict as much damage from a distance than a well-aimed gunshot. Likewise, it only takes a few bullets to bring you down, so avoid running toward gun-toting enemies.

To fire a gun, press the **right trigger**. Press the **left trigger** to bring up Iron Sights mode (look straight down the barrel or through a scope). Note that Ethan has the D.T. shakes, and may need a little pick-me-up to steel his aim.

You only have as much ammo as the gun can carry, so make your shots count. To check how much ammo is in your gun, press the **Y** button. Once a gun is out of ammo you can use it as a melee weapon, although guns tend to break quickly when used this way.

If you come across a gun that uses the same ammo as the one you are carrying, an on-screen indicator will show that you can acquire the ammo from it. Press the **A** button to take the ammo and automatically load it into your equipped gun.





## STUN GUN

Zap friend or foe and watch him vibrate — then take his weapon and beat him silly with it. Although non-lethal, your stun gun can be very effective when used with other melee attacks. To use the stun gun, aim at a nearby enemy and press the **D-pad up**.

The stun gun does not recharge automatically, so you must find batteries. The number of shots from a battery is dependent on the upgrade level of the stun gun. Bronze level, two shots; Silver level, three shots; and Gold level, five shots per battery.

## WEAPON TYPES

### LIGHT MELEE



These one-handed weapons are quick and plentiful, but they don't pack much of a punch.

Light melee weapons include 2x4s, conduit pieces, braces, batons and other assorted junk.

### HEAVY MELEE



Although slower to swing, these two-handed weapons deal significant damage when they connect. Heavy weapons include the sledgehammer, shovel and

baseball bat.

### EXOTIC MELEE



You will only find these one- and two-handed specialty weapons in certain missions, but they are absolutely devastating when used properly.

Examples include a prosthetic arm, deer antler and gumball machine.

### PISTOLS



Handguns can definitely swing a battle in your favor by dealing

damage from a distance. Pistols you will find include the powerful scope-equipped .44; the no-frills 9mm, the snubnosed .38, and the .22 with silencer.

### SHOTGUNS



Shotguns provide serious stopping power, but only at close range. They don't hold much ammo, so make your shots count. Shotguns include the police-issue riot shotgun with laser scope, devastating double-barrel, and the simple but savage pump shotgun.

### RIFLES

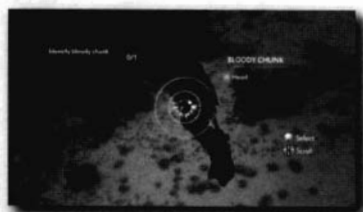


Distance, damage, rate of fire and accuracy make

rifles the most versatile and deadliest weapons. Models include the large-caliber lever rifle, the 20-round sub-machine gun, and the ultra-deadly military assault rifle with scope and 30-round clip.

## Forensics

As you make your way through the game, you will encounter clues that will help you unravel the mystery surrounding your current situation. It is your job to examine this forensic evidence, collect it and send it back to the lab for further analysis.



Rosa, your friend and expert lab technician, handles most of the evidence analysis, and will talk you through collecting the samples you find. You will use your Field Kit to communicate with Rosa and submit evidence samples. Once she receives the data, Rosa will provide you with preliminary information regarding the evidence. Additional results and conclusions will be relayed to you following further testing.

Your detective instincts will tell you when you enter an area that contains relevant evidence. When you see an on-screen indicator telling you that clues are nearby, press the **A button** to enter Study Evidence mode. This brings up a target in the middle of your screen. Look around the area for clues, and when you see an indicator on screen, press the **left trigger** to zoom in and examine the area in detail.

Rosa will ask you to identify certain details about the evidence you are examining. For example, she might ask you to identify the age, sex and occupation of a victim by sending answers to four different questions about the crime scene. Use the **D-pad** to select an answer from a list of possible descriptions and press the **A button** to add that answer to your evidence list. Once you have gathered all of the evidence, press the **Y button** to submit it to Rosa. An on-screen indicator will let you know how accurate your observations were.

If you stray too far from the evidence area, you will automatically leave Study Evidence mode. You can also leave Study Evidence mode by pressing the **right trigger**.

It is important to note that you can be attacked at any time — even when looking for evidence — so never let your guard down!



## FORENSIC TOOLS



You have a number of useful forensic tools available to help collect and analyze evidence, and send samples and analysis back to the lab. Press and hold the **X** button to display the forensic tools and move the **left stick** toward a tool to select it.

Press the **X** button to use the last tool you selected.

## FIELD KIT GPS



Maintain your bearings as you navigate through streets, buildings and the countryside. Pull the **left trigger** to zoom into GPS map. Use the **left stick** to move map view. Press the **right stick up** and **down** to reduce and magnify the map, and press the **left bumper** and the **right bumper** to switch floor levels up and down. Pull the **left trigger** again to zoom out and press the **X** button to exit.



## FIELD KIT SPECTROMETER

Use to track down suspicious gaseous and audible sources.



## FIELD KIT UV LIGHT

Perfect for illuminating blood hidden to the naked eye.



## FIELD KIT CAMERA

Digitally photograph important evidence in the field and transmit it back to the lab. Capture images by aiming the camera at your subject using the **right stick**, focus using the **left stick** and press the **A** button to take the shot.

## FLASHLIGHT

Feebly illuminate the dangers the city has to offer with this shoulder-mounted flashlight. Press the **B** button to toggle your flashlight ON / OFF.

## Single Player



Select Single Player from the Main Menu to play the *Condemned 2: Bloodshot* story. As Ethan Thomas, ex-special investigator for the SCU (Special Crimes Unit), you must fight your way through frightening and deadly environments to discover the truth behind a new series of grisly murders.

Each mission contains several checkpoints where your progress is saved automatically. If you die or quit a mission, you can restart from your last saved checkpoint.

## MISSION COMPLETE SCREEN



At the successful completion of a mission, you are presented with your score for that mission, along with any badges and upgrades you earned.





# Multiplayer

Select Multiplayer from the Main Menu to host or join a multiplayer game. Choose either Xbox LIVE or System Link and then select Create Match or Join Match.

## CRIME SCENE

Pits the SCU against the Influenced in a race to find valuable evidence of SKX's crimes. The SCU must use their forensic tools to track and scan the evidence, while the Influenced do everything in their power to keep the evidence hidden and protected.

## BUM RUSH

This is a race against time for the SCU. With three minutes before they can be safely evacuated, they must hold off an onslaught of Influenced attackers. Armed with powerful but limited firearms, they must kill everything that comes at them to stand a chance of survival.

## DEATHMATCH

Here is the classic free-for-all mode that everyone loves. Use every weapon you can find to dispatch your enemies as quickly as possible in this melee battle royale. In this battle to the death with seven other players, the player with the highest score at the end of the time limit wins.

## TEAM DEATHMATCH

This is the team-based version of the classic free-for-all Deathmatch mode. With four players each, the SCU and Influenced teams face-off using every weapon available. The team with the highest score after the time limit wins.

## GAME OPTIONS

After choosing the game type, use the **D-pad** to set the following game options:

- **Maps** – the map where the action will take place
- **Max Players** – the maximum number of players who can join the match ranges between two and eight
- **Private Slots** – there are several slots available for password-protected games
- **Time Limit** – the time, in minutes (1 to 60), that each round will last
- **Rounds** – the number of rounds (1 to 20) that the match will last
- **Score Limit** (Deathmatch modes only) – the score required to win the match (set this option to zero if you want the match to be based on time rather than on maximum score)

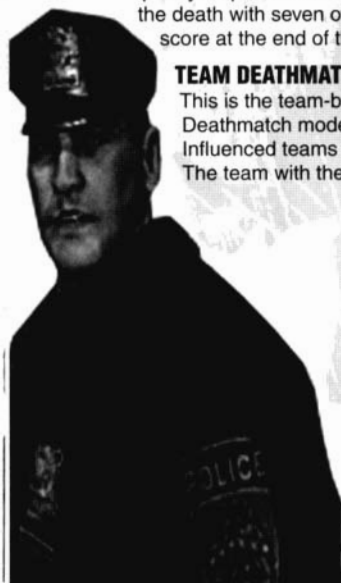
## GAME LOBBY



Once the host has set the game options, a game lobby will open where players can enter the match. Game options are displayed in the lower right corner. A list displays each player's team name, their rank, ping (connection speed), name and more, as follows:

- **Pre-game Lobby:** Ping, Gamertag, Model, Loadout, Voice (V), Status, Ready
- **In-game Lobby:** Ping, Gamertag, Stats, Score
- **Post-game Lobby:** Ping, Gamertag, Stats, Score

Each player can use the **D-pad** to select a team, set options and choose a model. Once you are satisfied with your choices, press the **A button** to indicate that you are ready. When all players are ready, the game host can press the **A button** to start the match.





# Bloodshot Fight Club

Battle it out in a no-holds-barred contest against a variety of vicious opponents. Press the **D-pad** left or right to choose one of the following game modes and then press the **A button** to start.



## GAME MODES

### PRACTICE ARENA

Practice your fighting skills against custom opponents. Once you start the match, you can choose the opponent type, weapon type, number of opponents and any special items, such as Molotov cocktails.

### LOCKDOWN

Kill as many Thugs as possible in a five minute period.

### RIOT CONTROL

Help the Cops defeat the Speedballers as quickly as possible by picking them off with thrown items and well-placed gunshots.

### STREETS OF RAGE

You and your museum guard buddies need to stand fast against waves of marauding thieves and vandals. If a museum guard is killed, another joins you. Try to kill as many enemies as you can and keep the guards alive — if all five die, you lose.

### SMOKE 'EM

Kill three Masked Rioters as quickly as possible. The faster you dispatch them, the higher your score.

### DEADLY DAYCARE

The creepy factor is high in this standoff against waves of exploding mutated dolls. Kill 100 dolls as quickly as possible.

# Xbox Achievements

This game supports the Xbox LIVE® Achievements system. As you play the game, you will have the opportunity to successfully complete tasks to satisfy different preset Achievements for the game. If you successfully fulfill all of the requirements for an Achievement, this item will be marked as completed in your Gamer Profile.

To view the status of your Achievements for *Condemned 2: Bloodshot*, select the Achievements option from the MAIN MENU, press the Xbox LIVE® button on the Xbox 360® controller, bring up the Xbox Dashboard, and choose the Games Blade. Bring up your Gamer Profile, select the View Games option and then click on *Condemned 2: Bloodshot*.

You can also see the status of your friends' Achievements by looking at their gamer card as well. This can be very helpful as you can get advice from other users that have successfully satisfied Achievements that you have not completed or you can use this information to brag to your friends that are not as skillful as you!

## Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### FAMILY SETTING

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).





# Credits

## MONOLITH PRODUCTIONS, INC

### The Condemned 2: Bloodshot Team

#### ART

Matthew Allen, Primary  
Art Lead  
Eric Kohler, Art Director

#### ANIMATION

Daryl Affleck, Senior Artist/  
Animator  
Jeremy Ernst, Artist/  
Animator  
Sean Fitzsimmons, Artist/  
Animator  
Nick Kondo, Artist/  
Animator  
Richard Lico, Art Lead,  
Animation  
Rocky Newton, Artist/  
Animator  
Josh Paraventi, Artist/  
Animator  
Patrick Watje, Senior Artist/  
Animator

#### CHARACTER

Chris Alderson, Artist,  
Characters  
Matt Radunz, Artist,  
Characters  
Scott Shepherd, Art Lead,  
Characters  
Mark Wood, Artist, FX  
Brandon Yanez, Senior  
Artist, Characters

#### WORLD ART

Casey Burpee, Senior  
Artist, World  
Courtney Evans, Art Lead,  
World  
Geoff Kaimmer, Senior  
Artist, World  
Anthony Lampa, Senior  
Artist, World

Sasha Runnels, Senior  
Artist, World  
Dan Thibadeau, Senior  
Artist, World  
Nathan Weikert, Artist,  
World

#### AUDIO

James Ackley, Director of  
Audio/Sound Designer  
Nathan Grigg, Composer  
Brian Pamintuan, Senior  
Sound Designer (Project  
Lead)  
Kristen Quebe, Sound  
Designer

#### DESIGN

Derek Chatwood, Senior  
Level Designer  
Cory Davis, Level Designer  
(Multiplayer)  
Michael Drummond, Lead  
Level Designer  
Cayle George, Senior Level  
Designer (Multiplayer)  
Nathan Hall, Level Designer  
Alexander Pfeiffer, Senior  
Level Designer  
Frank Rooke, Lead Game  
Designer  
Jonathan Stein, Senior  
Level Designer

#### ENGINEERING GAME ENGINEERING

Mike Baldwin, Software  
Engineer  
Brian Legge, Lead Software  
Engineer  
Aaron Leiby, Senior  
Software Engineer  
Nathan Martinez, Senior  
Software Engineer  
Matthew Rice, Software  
Engineer, AI  
CJ Clark, Software Engineer

#### TOOLS & TECHNOLOGY

Chris Brufodt - Senior  
Software Engineer  
Jeff Cotton - Software  
Engineer, Tools  
Doug Heimer - Software  
Engineer, Tools  
Jeff Hughes - Software  
Engineer, BVT/QA Tools  
Aaron Giddings -  
Production Coordinator  
Eric Gross - CTT Manager  
Terry Jones - Software  
Engineer, Audio  
Jack Kern - Software  
Engineer  
Doug McDiarmid - Senior  
Software Engineer,  
Multiplayer  
Piotr Mintus - Lead  
Software Engineer, Tools  
Architect  
John O'Rourke - Principal  
Software Engineer,  
Engine Architect  
Gregory Seegert - Senior  
Software Engineer,  
Graphics  
David Silverman - Technical  
Art Director  
Marcin Wiczorek  
- Software Engineer,  
Engine

#### MANAGEMENT

Rick Ellis, Director of  
Engineering  
Dave Hasle, Senior  
Producer  
Tari Raney, Associate  
Producer (Multiplayer  
Producer)  
William Westwater, Vice  
President, Monolith

#### QUALITY ASSURANCE

Collin Moore, Quality  
Assurance Lead

#### ADDITIONAL MONOLITH SUPPORT:

Scott Albaugh (Art  
Assistance)  
Woody Atterberry, System/  
Network Technician  
Amy Bendotti, Senior  
Recruiter  
Wayne Burns, Chief  
Financial Officer &  
Treasurer  
Won Choi, Artist  
Adrian Du Pre, Manager of  
Information Technology  
Jim Geldmacher  
(Engineering Assistance)  
Megan Jiravec,  
Administrative Assistant  
Theresa (TJ) Jones,  
Production Coordinator  
Josh Lebow, System  
Administrator  
David Longo, Art Director  
Spencer Maier, Senior  
System Administrator  
Jonathan Morin, Senior  
Software Engineer  
Patti Pudinski, Director  
of Human Resources &  
Operations  
Larry Paolicelli, Primary  
Art Lead  
Brad Pendleton  
(Engineering Assistance)  
Bob Roberts, Quality  
Assurance Analyst  
Ryan Snyder, Associate  
Producer  
Lacy Tanneberg, Executive  
Assistant  
Ken Taya, Artist, World  
Ted Warnock (Animation  
Assistance)  
Sandra Watanabe, Finance  
Manager  
James Welch, Artist  
Ming Xia, Usability  
Manager

#### THANKS TO THE FOLLOWING INDIVIDUALS:

Josh Gaebel (UI)  
Tom Keen (UI)

Chris Gaffney, Quality  
Assurance Analyst  
(SEGA)  
John Holdeman, Quality  
Assurance Analyst  
(SEGA)  
Justin Charles Phillips,  
Quality Assurance  
Analyst (SEGA)  
Joel Tippet, Quality  
Assurance Analyst  
(SEGA)

#### MUSICIANS

Dylan Rieck - Cello  
Bill Horist - Prepared  
Guitar  
bishnutz (Jesse Bishop)  
- Junk Percussion and  
Samples

#### Voice Acting

Newscaster & Bum - Tony  
Dotpe

#### Motion Capture Actors

Ron Hippe  
Alesia Glidewell

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### INTERACTIVE ENTERTAINMENT

Samantha Ryan, Senior  
Vice President,  
Production &  
Development  
Jennifer Stump, Director,  
Business & Legal Affairs

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Kevin Stephens, Vice  
President, Development  
Lowell Vaughn, Director,  
Strategic Market  
Development  
Teresa Todd, Production  
Coordinator

#### HD FILMS

Original Concept by:  
Jason Hall  
Nathan Hendrickson

#### A SPECIAL THANKS TO...

Lindsey Cox  
Dave Drummond, Location  
Manager  
Jamie Lopez, The Actor's  
Group  
Kevin Schumacher,  
TopoSwope Talent  
Stan Ratcliff  
Grays Harbor Public  
Development Authority  
City of Seattle  
Glazer's Camera  
Chuck Russell-Coons, The  
Seattle Underground  
Tour  
Dennis Shimomura, United  
States Postal Service  
Mindy Milton  
Rich Wallace  
Officer Carolee Collins,  
Seattle Police  
Department  
The Dancing Hot Dog Guy

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Charles Scibetta

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**Creative Services****Production Specialist**

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Luke Letizia

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Josh Morton

**QA Senior Lead**

Nestor Protacio

Demetrius Griffin

Shawn Dobbins

**QA Lead**

Teresa Guest

**QA Assistant Lead**

Chris Rose

Justin Honegger

**QA Tester(s)**

Dominick Modica

Marylena LeBlanc

Norman West

Brandon Harris

Morgan Condict

John Remigio

Nik AhPo

Sam Carlon

Ryan Lopez

Colleen Murphy

Brandon Sheerer

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Harold Butchart

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Wesley Xiao

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Rodney Ford

Ian French

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John Belcher

Lawrence Mann

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David Casallas

Austin Storm

Eduardo Camacho

Bernard De La Torre

**Mastering Lab Supervisor**

Rhianna Kellom

**Mastering Lab Technicians**

Rey Buzon

Chris Rilles

Keith Alorfo

**SPECIAL THANKS**

Katharine Daugherty

Jon Sell

Ethan Einhorn

Steven Frost

Duncan Channon

One PR

Scott Hawkins

Ben Szeto

Mary Disbrow

Teri Higgins

Bridget Oates

**VO PRODUCTION & VOICE DESIGN****Black Powder Media /**  
[blackpowdermedia.com](http://blackpowdermedia.com)**VO Director**

Art Currim

**Casting Director**

Art Currim

**Voice Design**

Brian Frederickson

**Dialog Editor**

Jim Kwan

**Production Coordinator**

Rebecca Johnson

**Script Supervisor**

Lindsey Higgins

**Special Thanks**

Michelle Tomlinson

**VO CREDITS/RECORDING LIST**

Andre Sogliuzzo

Ethan Thomas/Masked Man

Angel Parker

Rosa

Dave Mitchell

Dorland, Male Reporter,

Guard

Paul Eiding

VanHorn, Farrell

Phil LaMarr

LeRue, Urban Bum

Henry Dittman

SKX, Pilot

Michael Bell

Magicman, Snow Bum,

President

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Phil Hayes

Pennington

Keith Szarabajka

Patron/Inferi, Speedballer

Richard Green

Inferi, Policeman,

Speedballer, Bum

Jeannie Elias

Mayor, Doll, Secretary

Marsha Clark

Doll, Reporter

Bob Neil

Interviewee, Thieves/

Vagrants

Kirk Bailey

Thieves/Vagrants/Rioters

Marcelo Tubert

Thieves/Vagrants/Rioters

Don Fullilove

Thieves/Vagrants/Rioters

Stephen Apostolina

Thieves/Vagrants/Rioters

Kate Carlin

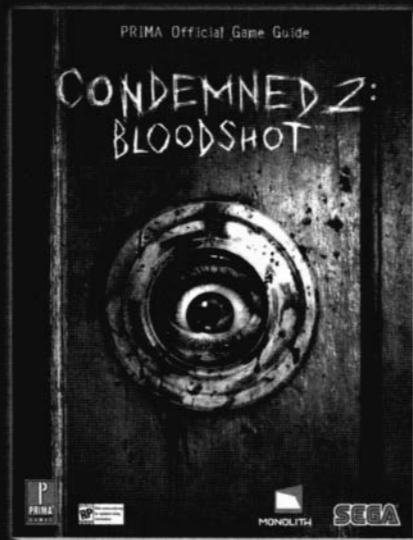
Miscellaneous Voices

Notes



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**MATURE**

**17+**

**M**

Blood  
Strong Language  
Violence

**ESRB CONTENT RATING**

[www.esrb.org](http://www.esrb.org)

Online Interactions  
Not Rated by the ESRB.

Jump in.



**XBOX 360 LIVE**