



XBOX 360



! WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



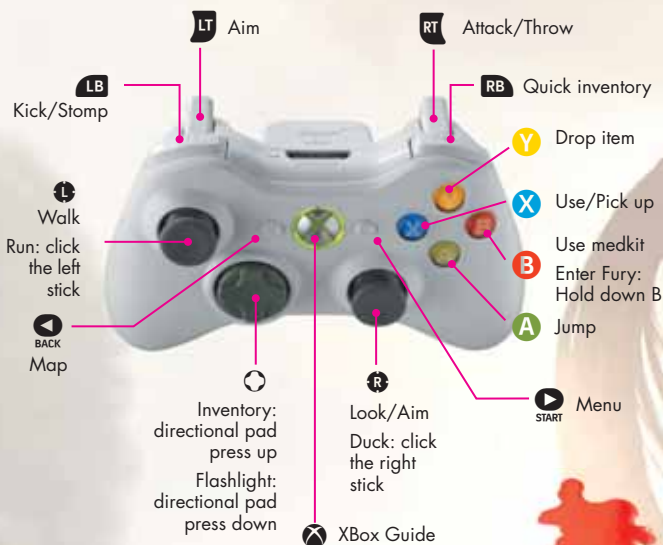
For further information visit <http://www.pegi.info> and pegionline.eu

Table of Contents

Game Controls	4
Xbox LIVE.....	4
Story Introduction	5
Characters	5
Characters Info	5
Choosing a Character	7
Character Development	7
Weapons Parameters.....	8
Weapons Modification	8
Additional Explanatory notes on Weapons.....	9
Main Menu	10
Game Visibility	11
Analog Fighting Controls	12
HUD.....	12
Enemies	13
Credits.....	14
Warranty	18
Technical Support.....	18

Game Controls

Xbox 360 Controller



Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

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.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Introduction to the Story

The Island of Banoi, just off the coast of Papua New Guinea, is a wild and untamed paradise, virtually untouched by modern civilization. From the lush rain forests to the mountain highlands to the white sandy beaches, Banoi is considered the pearl in the necklace of the Oceania Archipelago. For many, it is heaven on Earth - a place of peace and pristine beauty where travelers can leave the worries and cares of the workaday world behind. But something evil has arrived in paradise, spreading chaos, madness, and death. Heaven has become Hell, and for those who still cling to life, there is only one thing left to do: **survive.**

Characters

They came to Banoi from all over the Earth, each for a different reason. They have nothing in common except for the mistakes, regrets and missed opportunities that mark their lives. If they are to survive, these unlikely heroes must band together and journey into Banoi's heart of darkness.

Characters info

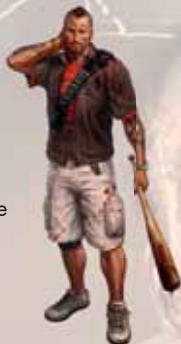
Purna

Purna is a former officer of the Sydney Police department. After losing her career when she killed a child molester who couldn't be touched legally because of his wealth and connections, Purna then turned to working as a bodyguard for VIPs in dangerous places all over the world. She's hired not just for her skills but her looks as wealthy men didn't mind showing up with Purna on their arm.



Logan

A former football star, spoiled by life and successful in every possible way, Logan's ego finally put an end to his bright future. Taking part in a reckless street race with tragic consequences, Logan not only killed a young woman – his unfortunate passenger; he also fractured his knee, putting an end to his sports career. His fall from stardom inevitably followed and he plunged swiftly into a life of bitterness and despair. In an attempt to get away from the demons hunting him, he gladly takes the chance to experience the beauties and wonders of Banoi.



Sam B

A one-hit-wonder rap star of fading fame, Sam B was booked by the Royal Palms Resort Hotel to perform his well known song "Who do You Voodoo?" at a high profile hotel party. He gladly took the chance to play this gig.

Once strong, self-confident and proud, Sam B has had a troubled past and a history of drug and alcohol abuse, as his private life became caught in a haze of fake friends and bad advisors.



Xian Mei

Xian Mei is an employee at the Royal Palm Resort, born and raised in China, she chose an occupation that allowed her to leave her country of birth in order to experience different people and cultures - Banoi is her first placement outside of her homeland.

She is a fast learner, intelligent, and also - as a passionate sportswoman - quick on her feet. Having just arrived at the island, Xian Mei was responsible for a myriad of menial tasks at the hotel, before starting work as a receptionist. This opportunity to meet and greet all the different nationalities that visited the hotel was ideal for Xian Mei, as it provided a perfect source of inspiration for her dreams of travelling the globe.



Choosing a character

Each playable survivor can use all weapons, but they can learn to make best use of their own preferred weapon class.

They all possess unique Fury skills: special abilities fueled by accumulated Rage. Those special moves can turn the tide of battle but only while the Rage lasts, so learn to use them wisely.

Sam B: The Tank



Fury skill: Haymaker – Sam goes berserk and smashes everything with his brass knuckles.

Speciality: Blunt Weapons

Xian Mei: The Assassin



Fury skill: Bloodrage – Xian calls on all her martial arts training and deals with enemies with lethal precision.

Speciality: Sharp Weapons

Purna: The Leader



Fury skill: Guardian – Purna rallies in the face of impossible odds, giving herself and her allies the ability to regenerate, a powerful boost to repair any damage and other attributes. Her skill also allows Purna to use her private sidearm even if she doesn't own a gun or ammo.

Speciality: Guns

Logan: Jack of All Trades



Fury skill: Bullseye – Logan turns into a weapon-throwing fiend, incredibly accurate and deadly, taking out several targets at once.

Speciality: Throwing Weapons

Character development

Characters earn experience and level up, gaining more health and skill points which are used to purchase new abilities and bonuses. There are three skill trees available, each containing a different set of enhancements.

- **Fury** – the first skill tree deals with the character's signature ability which can make the character more efficient and powerful.
- **Combat** – this is where you will find weapon and combat-related upgrades. Go here to specialize in certain weapon types and increase their effectiveness.
- **Survival** – the last skill tree deals with more universal abilities, helping survivors get by on the zombie-infested island.

Weapon parameters

All weapons have the following parameters:

- **Damage** – this is the damage done directly to a target's health.
- **Force** – this parameter reflects the damage to a target's stamina.
- **Handling** – the easier a weapon is to handle, the less stamina it takes to use it.
- **Durability and Condition** - Durability defines the maximum number of attacks this weapon can withstand before breaking. The condition is the current state represented by a white bar around the weapon icon.

Each weapon also has a quality level:

- **Common** (white)
- **Uncommon** (green)
- **Rare** (blue)
- **Unique** (violet)
- **Exceptional** (orange)

Weapon Modification

Modifying

Weapons in Dead Island can be modified to gain additional damage effects and more power. To modify a weapon you need to find the following:

- **Workbench** – these special tables are where you need to go to upgrade, repair or modify weapons.
- **Craftplan** – treat them as shopping lists for materials you need to gather for a given modification.
- **Parts** – scattered all over the island, these items can be used to make your weapons more powerful, increasing your chances for survival.
- **A weapon** - something compatible with the craftplan you intend to use. Remember: the more powerful a weapon is, the more you'll gain by modifying it.

Upgrades

Upgrades can be purchased at workbenches as simple boosts to a weapon's parameters.

Repairs

Weapons wear out with use. It's always cheaper to maintain your favorite weapon in a working condition than to repair a broken, unusable piece of junk.

Additional explanatory notes on weapons

Excursus on weapons

Weapon collecting and modification play a key part in the world of Dead Island. While attempting to survive the zombie outbreak on Banoi, you will need to use everything you can to fight off the attacking hordes of zombies. Of course, not every weapon is as powerful as the next and weapons will break after extensive usage. Fear not though, there are several options available for you to maintain or upgrade weapons. These upgrades are not simply statistical in nature but will also be represented graphically in the game.

All over the island you will find workbenches, at which – with the appropriate weapons and items – you will be able to repair, upgrade or modify new weapons that you will need as you progress through the deadly events on Banoi.

Also be sure to use the weapons that your character is best with; each different character class works best with its own type of weapon. Some people like to smash in skulls, some prefer to make clean cuts, whereas others will go for guns and old school headshots. These differences are also evident in the different characters' skill trees, which will give the appropriate weapon class some nice boosts.

Weapon decay & repairing

All weapons in Dead Island will decay over time. After a few good swings, a couple of smashed in skulls, the weapon will begin to noticeably lose strength, and will eventually be completely useless. You will need to keep a keen eye on maintaining your inventory, lest you be left defenseless when the zombies attack. Minor weapons like wooden planks or paddles might not be worth the effort, but once you choose your favorite machete, for example, you might want to make sure it's sharpened up and ready to go so you can cleanly decapitate some nasty attackers.

Weapon upgrading

At the beginning of the game, most of the weapons you will find are going to be basic in nature, but there is additional potential to be gained from most of your arsenal. A from-scratch crowbar might be a useful blunt weapon, but upgrading it at a workbench awakens its full deadly potential. A leveled-up crowbar, for example, will much more easily smash in an enemy's skull than its basic counterpart. Firearms also improve significantly when they are properly taken care of. However, as we all know, nothing in life comes for free; so be sure to put the time into searching the island for the items you'll need to make the most out of your weapons. Your efforts will be rewarded.

Weapon modification

An iron pipe, a plank of wood or a baseball bat doesn't do the trick for you? You want to finish off your opponents in style? Make sure to search the island, find items and weapons and, if you are a thorough enough explorer, you'll also stumble across craftplans. With the combination of these three things, Dead Island offers you the possibility to craft new, deadly weapons that come with a twist. Got a Baseball bat and some nails? Combine them at the workbench and when you hit your opponents it will add some nasty bleeding damage. Got a diving knife, some detergent, wire, duct tape and a wristwatch? Be creative in combining these items and take advantage of the sticky bomb you put together. These are just a few of the possibilities ready to be discovered. Search the open world of Banoi and try to get your hands on the entire varied and unique arsenal that is on offer to you in Dead Island.

Main Menu

CONTINUE – continue a most recent game session.

PLAY – continue a previously saved game or start a new session.

Options

- **Game** – adjust audio and additional information appearing on-screen.
- **Online** – change network visibility of your current or default game session.
- **Gamma** – adjust gamma output for the best viewing experience.
- **Controls** – adjust various controls and feedback settings; here you can also enable the Analog Fighting Controls (see page 12).

Extras

- **Achievements** – track and review your progress in unlocking the game's achievements.
- **Challenges** – track and review your progress in completing additional in-game goals rewarded with experience bonuses.
- **Credits** – see a list of people who brought you Dead Island.
- **Personal Statistics** – this is where all the statistics collected for the current gamer profile are available for your perusal.
- **Exclusive Content** – here you can check the status of additional downloadable content for the game.

Game Visibility

You can decide if you want to make your game visible to other players online and set the number of public/private slots in your game.

Game Visibility

- **Private** – your game is invisible in public listings.
- **Public** – other players can see your game and join it if game progression and slot settings allow it.

Game Visibility Area

- **System Link** – your game is only visible locally.
- **Xbox LIVE** – your game is visible online.

Public slots – the number of character slots (1-3) open to other players.

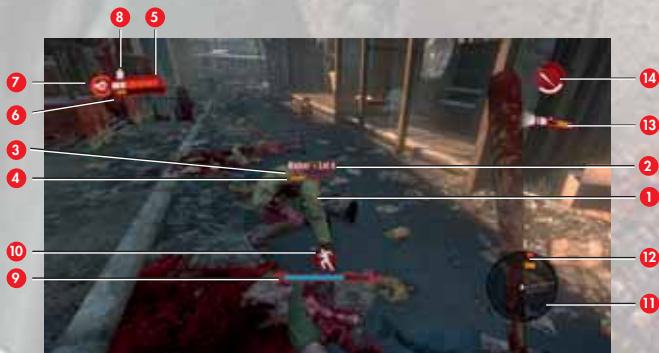
Private slots – the number of slots that are only available for invited players.

Analogue Fighting Controls

In the Options menu, under the Controls section, you can switch the Fight Type setting from the default Digital to Analogue. This is a more realistic control mode for advanced players which gives you better control over your character's attacks. You may find it more immersive and fun, so feel free to give it a shot. In the Analogue fighting mode, the right stick is used to swing your weapon, while holding . Move the right stick to where you'd like to start a swing and then quickly move the right stick to the opposite side, move the left stick in the same way you want to move the weapon.

Whichever of one of the two control settings you choose, you can check the controller layout in the Controls menu at any time.

HUD



1. There is an annotated version of the HUD screenshot, with numbers corresponding with the following:
2. Crosshairs – your point of aim when targeting melee attacks and firearms
3. Name and level of the targeted enemy
4. Enemy health bar
5. Enemy stamina bar – when it falls to zero, the enemy is knocked out
6. Your health bar
7. XP progress towards the next level
8. Rage meter – kill enemies to fill it; when full it allows you to unleash the devastating Fury attack available to your particular character class

9. Upgrade indicator – appears when you have skill points to spend
10. Your stamina bar – stamina is necessary for swinging melee weapons, jumping and ramming. Taking damage also depletes it slightly.
11. Stance indicator (only visible during transitions)
12. Minimap – it displays points of interest and objectives nearby using the same symbols as the main map
13. Objective marker
14. Flashlight indicator
15. Equipped weapon icon and condition indicator

Enemies



Walker – the slow, shambling undead, roaming the island of Banoi, looking for flesh to devour. Walkers are most dangerous in groups where their speed is less of a disadvantage.



Infected – fast, agile and vicious, the infected attack any target they see, announcing their presence with a bone-chilling shriek. Taking them out from a distance or fighting one on one is the best strategy.



Floater – his bloated, partially decomposed body produces corrosive slime capable of hurting, blinding or disorienting enemies from a distance. Floaters are harder to kill, their tissues able to absorb a lot of punishment.



Ram – extremely tough, strong and ferocious, these undead were already mad before the outbreak. Now they single-mindedly pursue any survivors in sight and try to take them out with a single ramming attack. Frontal attacks are known to be ineffective against those terrifying undead specimens.



Butcher – meaner, tougher versions of the infected, Butchers slice and tear with whatever is left of their limbs. Their leaping attacks and lightning-quick reactions make them hard to fight with melee attacks. Attacking from a further distance helps.



Suicider – this poor creature trapped in a disfigured, pulsing form retains a semblance of awareness even though its instincts drive it to get close to an uninfected survivor and attack with a self-destructive explosion. Fighting suiciders in a confined space or from close range is... suicidal.

Credits

DEEP SILVER AUSTRIA

Development Director
Guido Eickmeyer

International Director Production
Christian Moriz

Producer
Sebastian Reichert

Assistant Producer
Thorsten Flügel

Creative Producer
Prachya "Isaac" Parakhen

Product Manager
Achim Meyer
Maik Stettner

Art Director
Alexander Stein

Compliance QA Manager
Christopher Luck

Localization Manager
Lukas Kotrly

Mastering
Daniel Gaitzsch

Deep Silver QA Manager:
Daniel Loos
Gert Doering

International Director Marketing
Georg Larch

Brand Management
Vincent Kummer
Malte Wagener

International PR
Martin Metzler

International Online Marketing
Jörg Spormann
Diplomatic-Cover

Graphics and Design
Christian Löhlein
Volta Design
Atomhawk Design
Realtime UK
Essential Creative

Video/Trailer Design
Anton Borkel

Axis Animation
Buddha Jones Trailers

US Marketing
Aubrey Norris
Jon Schults

UK Marketing
Paul Nicholls
Amy Namihas
Peter Ballard

France Marketing
Emmanuel Melero
Sophie Blandin
Barbara Allart

Spain Marketing
Roberto Serrano
Oscar del Moral
Carolina Moreno

Italy Marketing
Daniele Falcone
Tania Rossi

Benelux Marketing
Hans Lange

Nordic Marketing
Martin Sirc

AUT/CH Marketing
Mario Gerhold
Stephan Schmidt
Martin Wein

Revo Solutions QA Team
Vlad Olteanu
Iulian Lazar
Livi Fotea
Constantin Schohterus
Cristian Bot
Dragos Nae
Florin Ciutacu
Marius Avram
Leonard Laza
Dragos Carare
Adrian Madalin Predescu
Andrei Donosa
Cristian Liviu Damian
Roxana Vlad
Ionut Fota
Florin Nistorescu
Sorina Georgiana Zidaru

**Laboratoires
Bug-Tracker inc.
President & CEO**
Antoine Carre

**Vice-President of Strategic
Development**
Paquito Hernandez

Quality Director
Stéphane Maltais

Quality Assurance Analysts
Christina Verlinden
Francis Renaud

Production Manager
Magdalena Kielak-Lemay

Technical Standards Project Managers

Jean-Edwidge Edouarzin
Dominic Corbeil

Technical Standards Lead Tester Fausnel Meus

Technical Standards Assistants

Jonathan Niquet
Sinatra Suy

Technical Standards Testers

Steven Painchaud
Francis Renaud
Marc-André Lauzon
Mathieu Riley
Jacques Void
Kevin Brisebois-Lernieux
Patrick Pichette
Paul-André Renaud

Functionality Testers

Francois Lim
Dominic Aube
Patrick Rocheleau
Ambroise Nadeau

U-TRAX Quality Assurance B.V. Project Managers

Jelle de Vaal
Nuno Silvestre

Linguistic Testers

Andrew Ives [ENG]
Mathieu Sauvan [FRE]
Giulia Lampis [ITA]
Linda Geschwandtner [GER]
Javier Sancho [SPA]

GlobaLoc

The Game Localization Company
Horst Baumann
Daniel Langer

DESIGNED AND DEVELOPED BY TECHLAND

TECHLAND WROCŁAW

Creative Director
Paweł Marchewka

Executive Producer
Paweł Zawodny

Producer
Adrian Ciszewski

Associate Producer
Maciej Binkowski

Written by
Paweł Selinger
Harris Orkin
Michał Madej

CODE

Programming Leads
Bartosz Kulon
Grzegorz Świątowski
Janusz Gruca

Krzysztof Nosek
Marcin Żygadlo
Michał Nowak
Paweł Kubiak
Przemysław Kawecki
Tomasz Klin

Programming

Bartosz Podlejski
Łukasz Żarnowiecki
Maciej Kłokowski
Mateusz Hobbarski
Michał Szwaj
Mikołaj Kulikowski
Paweł Czubiński
Paweł Kołaczyński
Sebastian Chain
Sebastian Kowal
Szymon Fogiel
Wojciech Korycki

Additional Programming
Paweł Żuczek

Build Managers

Kornel Jaskuła
Piotr Sztepiuk

Compliance Specialist
Maciej Strużyna

**Lead Technical Artist & Shader
Programmer**
Maciej Jamrozik

Shader Programmers
Aleksander Netzel
Andrzej Cabaj

POWERED BY CHROME ENGINE

Technology Lead
Jakub Klarowicz

Engine Programming
Andrzej Zacharewicz
Grzegorz Wojciechowski
Marcin Piaskiewicz
Michał Mazanik
Michał Nowak
Paweł Nowak
Paweł Rohleder
Sławomir Strumiecki
Wojciech Krywółt

Additional Engine Programming
Grzegorz Świątowski
Jacek Małyżek
Krzysztof Nosek
Maciej Kłokowski
Paweł Czubiński
Paweł Kołaczyński
Tomasz Klin

Lead Tools Engineer
Bartosz Biern

Tools Programming
Konrad Kucharski
Marek Pszczółkowski
Michał Mocarski

Additional Tools Programming
Grzegorz Dulewicz
Katarzyna Wereska
Paweł Wojtasik

LEVEL DESIGN & LEVEL ART

Lead Level Designers
Adrian Sikora
Piotr Pawlaczyk

Project Senior Level Designer
Piotr Mistygacz

Level Designers
Michał Pałka
Michał Walek

Additional Level Design
Marta Maksymowicz
Adam Różycki

Additional Writing
Piotr Mistygacz
Piotr Pawlaczyk
Rafał W. Orkan
Paweł Krawczonek

Lead Level Artist
Szymon Urban

Level Artists
Michael Gmur
Piotr Wojtas
Paweł Maliński
Mateusz Piaskiewicz

Additional Level Art
Jakub Węglarz

ART & ANIMATION

Art Direction
Paweł Selinger
Szymon Urban

Lead Concept Artist
Waldemar Kamiński

Project Senior Artist
Wojciech Ostrycharz

Concept Art
Artur Sadlos
Grzegorz Przybys
Jakub Grygier
Konrad Czernik

Additional Concept Art
Konrad Okoński

UI/HUD Design
Piotr Michalczyk

Additional UI Art
Paweł Paliński

Lead Artist
Rafał Zerych

3D Artists
Arkadiusz Jarmuła
Bartłomiej Walendziak
Krystian Gołębczyk
Krzysztof Knefel
Łukasz Grabny
Mateusz Manes
Michał Witaszek
Przemysław Mirowski
Robert Walentynowicz
Sławomir Latos
Tomasz Wróbel

2D Artists

Waldemar Kamiński

Additional 2D Art

Marek Musiał

Lead Animator

Jan Borkowski

Lead Cutsene Animator

Dawid Lubryka

Lead FPP Animator

Kamil Franosik

Cutscene Animation

Hubert Jarnecki

Kamil Franosik

Paweł Sekal

Arkadiusz Tomczuk

Animation

Łukasz Muszyński

Dariusz Kaszycki

Jakub Brudny

Krzysztof Nowak

Bartłomiej Biesiekiński

Additional Animation

Mikołaj Krawcow

Motion Capture Specialist

Michał Stefański

Motion Capture Talents

Anita Balcerzak

Maciej Kowalik

Maciej Binkowski

Michał Szwed

Paweł Aksamit

Paweł Ferens

Paweł Semba

Sylvia Boroń

AUDIO

Audio Director & Composer

Paweł Błaszczak

Sound Effects Specialist

Piotr Niedzielski

Additional Sound Effects

Adam Skorupa

QUALITY ASSURANCE

QA Manager

Marcin Kruczkiewicz

QA Lead

Marcin Sobarski

QA Testers

Damian Gąsiorek

Jakub Piątkowski

Kacper Michalski

Kamil Szuwalski

Marcin Janicki

Paweł Wróblewski

Sebastian Czepczor

Tomasz Chorowski

Additional QA Testing

Marek Szumny

Krzysztof Justyński

Rafał Kachniarz

Jacek Misiak

BRAND MANAGEMENT

Lead International Brand Manager

Paweł Kopiński

International Brand Manager

Błażej Krakowiak

Junior International Brand Specialists

Przemysław Mróz

Radosław Grabowski

Website Designer

Bartosz Buczeluk

TECHLAND WARSZAWA

Lead Software Engineers

Krzysztof Salek

Tomasz Soból

Programming

Aleksander Kauch

Juliusz Toczyński

Kacper Kościński

Kamil Kaczmarski

Karol Kosacki

Krzysztof Jakubowski

Lead Level Designer

Marek Soból

Level Artists

Sebastian Miłosek

Jakub Rozenek

Studio Art Director

Krzysztof Kwiatek

Lead Artist

Remigiusz Nowakowski

2D Art

Artur Sabat

Krzysztof Pawlik

Tomasz Cwik

3D Art

Krzysztof Sapor

Damian Szymański

Łukasz Szymański

Michał Bystrek

Arkadiusz Ojczyk

Additional 3D Art

Arkadiusz Matuszewski

Tomasz Grenda

UI/HUD Design

Remigiusz Nowakowski

Additional Animation

Mariusz Skrzypczyński

QA Testers

Leszek Antkiewicz

Gabriel Starle

Krzysztof Markiewicz

US / ENGLISH VERSION

VO Casting & Direction

Haris Orkin

US Voice Talents

Phil LaMarr - Sam B

Kim Mai Guest - Xian Mei

David Kaye - Logan

Peta Johnson - Purna

Sumalee Montano - Yerema and

various characters

Tara Sands - Jin and various

characters

Joe Hanna - Ryder White and

various characters

Adam G - Mowen and various

characters

Kevin Daniels - Titus and various

characters

James Mathis - Matutero and

various characters

Leon Morenzi - Ope

Dave Wittenberg - Bobby and

various characters

Steve Blum - Sinamoi and various

characters

John Cygan - Dr. West and various

characters

Dave Franklin - Various characters

Cam Clark - Journalist and various

characters

Zach Hanks - Kevin and various

characters

Elizabeth Gilpin - Mother Helen and

various characters

Keo Woolford - Various characters

David Cooley - Various characters

Craig South - Various characters

Jon Johnson - Various characters

Carin Chea - Various characters

Michael Sun Lee - Various

characters

Joel Gelman - Various characters

Kamil Haque - Various characters

John Madison Tye - Various

characters

Zinnia Su - Various characters

Kim Compeau - Various characters

Andrew Meisner - Various

characters

Additional Voices

Adrian Wajda

Anita Balcerzak

Jolanta Solarz

Ksenia Solo

Maciej Kowalik

Marcin Misiura

Mateusz Mikołajczyk

Paweł Aksamit

Director of Localization

Michał Rainert

Localization & Testing

Marcin Nowacki

Szymon Frąszczak

Spanish Version by DL Multimedia

German Version by Violetmedia GmbH

Project Manager

Klaus Schmid

Italian Version by Vertigo

Translations srl
Project Manager
Davide Solbiati

Translators

Rossella Mangione
Danilo Spatafora

Proofing

Claudia Mangione

French Version by GORGONE PRODUCTIONS**CEO**

Eric Gleizer

Project Manager

Pierre Vandenbroucke

Lead Translator

Emmanuelle Roué

Translators

Angélique Fortun
Nataschia Veltri

Polish Version by Localsoft**Translators**

Andrzej Wróblewski
Andrzej Oleszak
Krystian Machnik
Karol Kacprzak
Andrzej Popowski

TECHLAND**CEO**

Paweł Marchewka

COO

Paweł Zawodny

CFO

Kamila Dudek

Retail Director

Karina Puchala

International Sales Director

Przemek Marmul

Acquisition Manager

Jakub Alcer

International Sales**Representative**

Anna Pisarska
Małgorzata Sobieszek

Senior Brand Manager PL

Tomasz Gawlikowski

Brand Manager PL

Małgorzata Galińska

Graphics Designer

Paweł Paliński

HR Manager

Natalia Selinger

HR Specialist

Katarzyna Borowiecka

Junior HR Specialist

Aleksandra Gwara

IT Manager

Sebastian Helios

IT/Administration

Marcin Stelmaszczyk

THIRD PARTY PARTNERS**Alvernia Studios**

GrupaMy
sointeractive

MOTION CAPTURE BY

metricminds

Cutscene Artists

Matthias Müller
Hakan Bilenler

Technical Artist

Christoph Schulte

Animators

Daniel Lange
Roger Rosa
Dimitri Joseph

Animation

Xantus

QA by TESTRONIC LABORATORIES**QA Manager**

Erik Hittenhausen

Senior QA Coordinator

Pietro Faccio

Senior Compliance Coordinator

Julian Mower

Lead QA Technician

Yassine Bouyengoulene

Compliance Platform Leads

Adam Biwojno
Adam Skalik

QA Technicians

Piotr Bedra
Marcin Krzysiak
Ela Pustul
Michał Raczynski
Daria Michałowska
Krzysztof Nizielski

Compliance QA Technicians

Przemek Bratkowski
Paweł Kolnierzak
Marcin Bartniczak
Daniel Jalocho

Localisation Coordinator

Antonio Grasso

Localisation QA Technicians

French: Laure Domec
Italian: Paolo Patatu
German: Björn Holste
Spanish: Fernando Serna Pain
Polish: Krzysztof Ślęczka
English UK: Per Timelin

LICENSED MUSIC

"Who Do You Voodoo"

Written by Christopher H. Knight,
Josef Lord, and Haris Orkin
Performed by Josef "J7" Lord and
Christopher H. Knight
Produced by Christopher H. Knight

TECHLAND SPECIAL THANKS

Bartłomiej Paul
David Freeman
Hannes Seifert
Helmut Hutterer
Jakub Alcer
Julian Kenning
Kacper Michalski
Krzysztof Jasiński
Łukasz Adziński
Tomasz Gruszka

Recast & Detour Navigation Library - Mikko Mononen

Our heartfelt thanks go to our
spouses, families and friends
for their understanding and
support.

We couldn't have done this
without you! You rock!

Warranty

Because of its complex nature, software can never be expected to be completely error-free. Therefore, Koch Media cannot guarantee that the contents of this product will meet your expectations, and that the software will run glitch-free under any possible conditions. Moreover, Koch Media assumes no warranty for specific functions and results of this software in excess of the current minimum standard of software technology at the time this program was created. The same applies to the accuracy and/or completeness of the accompanying documentation.

If the program should be defective upon delivery so that, despite appropriate handling, it cannot be used for the intended purpose, Koch Media will either amend the product, deliver a new copy, or refund the purchase price within two years of the date of purchase. This applies exclusively to products purchased directly from Koch Media.

To claim this warranty, you must send the purchased product, along with your proof of purchase and a description of the error to the following address: Technischer Dienst, c/o Koch Media GmbH, Gewerbegebiet 1, 6604 Höfen, Austria. Koch Media assumes no further warranties for any direct or indirect damages resulting from the use of the product, unless these damages were caused through malicious intent or gross negligence, or such a warranty is compulsory by law.

In any case, the amount of the warranty is restricted to the purchase price of the product. Under no circumstances will Koch Media assume warranty for any unforeseeable or non-typical damages. Any claims you may have against the distributor where you purchased the product are not affected by this.

Koch Media assumes no warranty for damages incurred through inappropriate handling, in particular failure to comply with the instruction manual, incorrect initial operation, inappropriate treatment or unsuitable accessories, unless Koch Media is responsible for such damages.

Technical Support

We have put this product through rigorous tests and you shouldn't experience any problems. However, it's impossible to test every configuration and should you experience any problems regarding this product, please go to <http://www.faq.kochmedia.co.uk> support section. Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified.

If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:

Technical Support Hotline

0906 732 9005 (calls are charged at 1.00 GBP per minute)

Available: Mon - Fr 11am - 7pm.

Weekends and Public Holidays 11am - 5pm

email: support@kochmedia.co.uk

Tips & Tricks hotline minute)

0906 906 0015 (calls charged at 1.50 GBP per

Available: Mon - Sun 9am - 12pm

Address:

Koch Media Ltd., Technical Support, The Bullpens,
Manor Court
Herriard - Hampshire - RG25 2PH

TO DIE FOR...



THE OFFICIAL GAME NOVELISATION.
READ IT NOW IN PAPERBACK

WIN prizes and find out more at deadislandbook.co.uk



TECHLAND

Dead Island© Copyright 2011 and Published by Deep Silver, a division of Koch Media GmbH, Gewerbegebiet 1, 6604 Höfen, Austria. Developed 2011, Techland Sp. z o.o., Poland. All rights reserved. Chrome Engine© Copyright 2011, Techland Sp. z o.o.

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

ECD900732
ECD900726