





**WARNING** Before playing this game, read the Xbox 360<sup>®</sup> 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 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 fatiqued.

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

# **ESRB Game Ratings**

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors indicate elements in a game that may have triggered a
  particular rating and/or may be of interest or concern. The descriptors appear
  on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org



# STORY

# JOHN MARSTON WAS A FORMER GANG MEMBER WHO REAPPRAISED HIS LIFE

and resolved to put his past behind him to settle down with his young family. As Marston changed, so did the landscape. The federal government set its sights on bringing their law to the whole country by any means necessary. When ruthless government agents kidnap John's wife and child, and threaten to kill them unless he brings his former gang to justice, John is left with no choice... To save his family, he must pick up his guns once more and hunt down the men he used to run with.

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# **GAME CONTROLS**

# XBOX 360 CONTROLLER



# ON FOOT

Left Trigger	Draw Weapon / Target
Left Bumper	(TAP) Draw / Holster / (HOLD) Weapon Wheel
Right Trigger	(While Holding Left Trigger) Fire Weapon / Punch / (Without Gun) Push
Right Bumper	Enter Cover / (While Holding Left Trigger) Melee Block
Left Stick	
Right Stick	Rotate Camera / Change Targets (Casual Mode)
Left Stick button	Crouch
Right Stick button	Look Behind / (While holding Left Trigger) Trigger Dead Eye
Y button	Mount Horse or Vehicle / Interact with Vehicle
B button Perform G	Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
A button	(HOLD) Run / (TAP) Sprint
X button	(HOLD) Run / (TAP) Sprint Jump / Climb / Hitch Horse
D-Pad UP	
D-Pad RIGHT	Right Shoulder Aim
D-pad DOWN	Zoom Out Mini-Map
D-pad LEFT	

# **XBOX LIVE**

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

# 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.

# ON HORSE / WEHICLE

	Draw Weapon / Target
Left Bumper	(TAP) Draw / Holster / (HOLD) Weapon Wheel
Right Trigger	(While holding Left Trigger) Fire Weapon
Right Bumper	(TAP) Slow/ (HOLD) Stop
Left Stick	Movement
Right Stick	MovementRotate Camera / Change Targets (Casual Mode)
Left Stick button	N/A
Right Stick button	Look Behind / (While holding Left Trigger) Trigger Dead Eye
Y button	Dismount
B button Perform Greeting,	/ Focus on Important Event / (With Weapon Drawn) Reload Weapon
A button	(HOLD) Trot / (TAP) Gallop / (Hold near companion) Match speed
X button	Jump / Hitch Horse / Rear
D-Pad UP	
D-Pad RIGHT	
D-pad DOWN	Zoom Out Mini Map
D-pad LEFT	Zoom Out Mini Map. Left Shoulder Aim
BACK button	Satchel

# HEADS UP DISPLAY



# 1 MINI MAP

Shows your current position and important icons indicating mission objectives, characters and important events.

# DEAD EYE METER

This red meter shows the amount of Dead Eye you have. Dead Eye slows down time making it easier to hit your target. Using Dead Eye will slowly empty your Dead Eye Meter. The meter will regenerate over time. Killing enemies will fill it faster.

# 3 AMMO

Displays the amount of ammunition you possess.

# **4** TARGET RETICULE

Indicates where your shots will be fired.

# 5 HELP MESSAGES

Help messages will pop up periodically with descriptions of your objectives and advice.

# 6 HEALTH

Your health is represented with a darkening red screen. The darker the screen, the closer you are to death. Avoid damage to allow your health to regenerate.

# 7 WANTED INDICATOR

Displays the nature of your crime and the price on your head.



# 8 FAME, HONOR AND MONEY INDICATORS

These meters will appear when you have performed actions that change your level of fame, honor or money.

# 9 HORSE STAMINA METER

This blue meter shows your horse's stamina. You can tap ② to spur your horse to make it run faster. Over spurring your horse when its stamina is low will slow the horse down and eventually lead to you getting bucked off. You can also hold ③ to make your horse automatically match the speed of your companions on horseback. The stamina bar will turn green when your horse is following.

# **10** WEAPON WHEEL

Bring up the weapon wheel by holding LB. Navigate to the weapon you want to wield by using RIGHT STICK. Change weapons within each class by tapping right or left on the D-Pad. Release LB to change to the new weapon.



# MULTIPLAYER

# **GETTING STARTED**

Before getting into Multiplayer for Red Dead Redemption, you must first sign into a gamer profile with an Xbox Live Gold Membership. You can enter Multiplayer two ways. Selecting Multiplayer from the main Red Dead Redemption Title Screen will take you into a Public Free Roam Session. You may also select Multiplayer from the Single Player Pause Menu, where you'll have the option to join a Public or Private Session. Players are also able to band together and form posses of up to 8 players.



# FREE ROAM

Free Roam is the entry point into multiplayer where you are free to go nearly anywhere with up to 15 other players. This is also where you can pick your unique character in the **Outfitter**. You'll use this character in both Free Roam and some Competitive modes. Players are also able to band together and form posses of up to 8 players. You can choose people to enter your posse by hitting BACK and separately inviting each of the players. If you receive a posse invite,



tap BACK and accept the invitation. If you're far away from the leader, you'll be given the option to warp to the posse leader. Posse members share a common player color on the mini map and will stay grouped together in any gang matches unless teams are unbalanced. You can chat with anyone in your posse or other players who are near your location. Hold up on the D-Pad to make an announcement to everyone in your Free Roam Session. Quickly travel in Free Roam by visiting one of the Transport locations found in every major town.



# INITIATING COMPETITIVE MODES FROM FREE ROAM

When in Free Roam, you will come across gateway markers in towns that will automatically launch Competitive modes in that area. These will send an invite to every player in the session that they can opt into if they choose. You are also free to choose game playlists and invite other players to compete by pressing BACK and selecting the game you would like to start.

# LEVELING UP

Everything you do in Multiplayer will earn you Experience Points (XP). This is a score that will lead to you leveling up and unlocking new weapons, new playable characters to choose from, better mounts and more advanced and hardcore versions of the standard multiplayer games.

# **GANG HIDEOUTS**

When playing in Free Roam you will come across gang hideouts throughout the world. These are dangerous areas where you will have a task to complete while battling outlaw gang members. Successfully completing the challenges in these areas will lead to an increase in your XP.

# **HUNTING GROUNDS**

Scattered throughout Free Roam are Hunting Grounds, where dangerous animals like bears and cougars will attack you and your posse in waves. After completing these areas, you will be rewarded with additional XP.

# MULTIPLAYER CHALLENGES

As you level up in Multiplayer, new Multiplayer Challenges will open up. You can read about each of them in the Journal, found within the Pause Menu. Completing the first level of a Multiplayer Challenge will open up additional levels and with each level completed, you'll be rewarded with XP.





AT ANY TIME YOU CAN TAKE PART IN VARIOUS COMPETITIVE MODES EITHER IN A FREE-FOR-ALL MODE WITH EVERY MAN FIGHTING FOR HIMSELF OR AS PART OF A GANG WHERE YOU ARE COMPETING AGAINST A RIVAL GANG OF PLAYERS.

# SHOOTOUT

The objective in a shootout is to kill as many other players as possible. The winning player is the one who reaches the score limit first or who has the highest score at the end of the time limit. There are both Free-For-All and Gang based versions of this mode.

# **CAPTURE THE BAG**

There are three modes in Capture the Bag: **Gold Rush**, where the world is populated with a number of bags and chests and the objective is for each player to capture as many bags as possible. Hold Your Own, where each team has a bag which they have to guard from being stolen by the other team. and Grab The Bag, where both teams go after one bag. Bags that are dropped may be picked up by other players. Players are capable of carrying two bags at one time, but carrying two bags will slow you down. A player or team wins by having the highest score at the end of the time limit, or by reaching a score limit before time runs out.

# **PLAYLISTS**

At any time, you are free to press BACK and select from a number of different multiplayer playlists. New playlists will unlock as you level up.





# TRAVEL

THERE'S A MASSIVE WORLD WAITING TO BE EXPLORED AND A NUMBER OF DIFFERENT WAYS TO GET AROUND:





# HORSES

You will encounter many different breeds of horse in the world, each with its own unique look and speed. Spending time with your horse will make him trust you, and increases his stamina bar. You can whistle for your horse at any time. You can also steal them from others or catch and break wild horses.

# STAGECOACH

There are usually stagecoaches loading and unloading passengers near the freight and train stations in each town. For a modest fare, stagecoaches can give you a ride to various locations in the world. Approach the stagecoach or whistle for it to stop and climb in.



# **TRAINS**

Head to the nearest train station to ride the railroad between major towns.

all on-screen information that has been presented so you can go back and check anything you may have missed or forgotten.

# **STRANGERS**

Helping out people in trouble can earn you extra money and increase your honor and fame. You will encounter characters marked with a '?' on the map, who will give you objectives and missions to undertake. These tasks can be started, continued and completed at any time. This journal section will track each of the objectives given by the strangers you meet.

challenges while exploring the world. Shooting animals will contribute to completion of various Sharpshooter and Hunting Challenges. Picking herbs will contribute to the completion of Survivalist Challenges. This section of the journal tracks the progress of all your in-game challenges and describes what is needed to progress to the next challenge level.

# THERE ARE A NUMBER OF DIFFERENT OUTFITS AVAILABLE, SOME WITH THEIR OWN UNIQUE BENEFIT.

To acquire a new outfit, you must complete a set of challenges. Once any one of the challenges has been completed, a list showing the full set will appear in your journal. Each of the listed challenges must then be completed to gain the various scraps needed to make up the outfit.









HOW PEOPLE INTERACT WITH YOU WILL BE LARGELY AFFECTED BY THE CHOICES YOU MAKE.



# FAME

Fame is gained by killing people, doing jobs, completing challenges, finishing tasks, helping strangers, and winning duels and games. With fame comes great rewards: the cost of bribes comes down and lawmen may start to turn a blind eye to transgressions but people are more likely to ask you for help.



# HONOR TITLES | FAME TITLES

PEACEMAKER (
HONEST JOE

GREENHORN BUCKAROO

DRIFTER MERCENARY

GUNSLINGER

ROAD AGENT DESPERADO GUNSLINGER LEGEND

# HONOR

You will often be presented with a choice of actions and the decision you make will affect your honor, either positively or negatively. High honor will award you with discounts in stores, more pay for jobs and witnesses turning a blind eye to your criminal behavior.





MOST TOWNS AND SETTLEMENTS HAVE SOME FORM OF LAWMEN, BE IT A SHERIFF, A MARSHAL, THE POLICE OR THE ARMY; IF YOU'RE CAUGHT COMMITTING A CRIME, YOU WILL BE PUNISHED.



# WANTED LEVEL AND THE BOUNTY ON YOUR HEAD

If a crime you committed is reported to the law, you will get a Wanted Level and a Bounty on your head. The higher these are, the more lawmen will join the pursuit. You will remain Wanted as long as lawmen or civilians can see you. You can lose your Wanted Level by breaking their line of sight and hiding from the law. Even if you manage to evade the law posses, deadly bounty hunters will come after you. You can pay off your bounty with cash at one of the local Telegraph offices or clear your name with pardon letters, which are found throughout the world.

# **EYEWITNESSES**

Stop eyewitnesses from reporting your crime to the nearest lawman by bribing them or killing them.



# **BOUNTY HUNTING**

You can help local law enforcement by capturing wanted criminals. Wanted Posters are put up at prominent locations in each town, like railway stations, sheriff offices and police buildings. Take down the poster to begin a Bounty Hunter Mission. Criminals can be taken in dead or alive.



# WEAPONS

THERE ARE A NUMBER OF DIFFERENT WEAPONS TO CHOOSE FROM INCLUDING PISTOLS, RIFLES, SHOTGUNS, SNIPER RIFLES, THROWING KNIVES, A LASSO AND MORE. YOU ARE ABLE TO USE ONE WEAPON AT A TIME.

# DEAD EYE

# DEAD EYE ALLOWS YOU TO EXPERIENCE THE LIGHTNING REFLEXES OF A GUNSLINGER.

There are three levels of Dead Eye. The first type is available early in the game and allows you to shoot at will through the reticule while time is slowed down. The second type allows you to paint targets automatically by moving the reticule over enemies. The final and most advanced type of Dead Eye allows you to manually paint your own targets on specific body parts by pressing RB while in Dead Eye mode. You will get larger amounts of Dead Eye filled in the meter by achieving head shots and spectacular kills.

# ECONOMY

YOU'LL NEED PLENTY OF MONEY TO TRACK DOWN YOUR FORMER GANG MATES. YOU'LL FIND MANY WAYS TO MAKE MONEY ON YOUR TRAVELS: EARN IT, WIN IT, OR STEAL IT.



# **JOBS**

There are various jobs you can take to earn some cash like working as a Nightwatch or Horsebreaking.

# GAMBLING

There are a number of gambling activities found in towns and settlements including Poker, Blackjack, Five-Finger Fillet, Horseshoes and more. Take part in any of these to win, or lose, money.

# SHOPS

Various shops can be found throughout the world. Gunsmiths sell the latest weaponry and ammunition, Doctors sell remedies with a range of health benefits, and Merchants sell many other useful items to help you along the way but if you're strapped for cash, you can sell these items as well.



Ireasure maps highlight terrain features that hint to the location of undiscovered treasure. Explore the world to find landmarks that match the treasure map, and search the area for signs of a buried chest. One treasure leads to another on the Treasure Hunter's Challenge.



Red Dead Redemption has an autosave function that is enabled by default. The game will then automatically save your progress after you complete a mission or any significant task while you are playing through the game.

# **SAVING IN TOWNS**

You can save your game by going to sleep at any of the purchased, rented or provided safehouses. Saving the game will advance time 6 hours. You can also pick up extra ammunition or change your outfit in your room. If you get separated from your horse, he will be waiting for you at the hitching post outside your house.

# SAVING IN THE WILDERNESS

You can save your game from anywhere in the wilderness. Choose the Camp item from your satchel to set up camp and save. In addition to saving, camps provide you with additional ammunition. They also allow you to change into any outfits you have unlocked and quickly travel to any town you have previously visited.

You will start the game with a basic campsite that you can set up on any flat piece of ground in the wilderness outside of a town. You can also purchase an improved campsite that will give you a larger ammunition boost.

# CREDITS

# PRODUCERS

Steve Martin David Kunkler

### TECHNICAL DIRECTOR Ted Careon

LEAD DESIGNER Christian Cantamessa

# ART DEPARTMENT DIRECTOR

Joshua Bass

# PRODUCTION John Ricchio

Fric Smith Glen Hernandez Adrian Castaneda

# WRITTEN BY

Dan Houser Michael Unsworth Christian Cantamessa

# ART DIRECTOR Daren Bader

I FAD ARTIST

Nick Trifunovic

# ASSISTANT ART DIRECTOR

George Davis

# CONCEPT ARTISTS

David Hong Hethe Sudrow

# Jason Castagna

TECHNICAL ARTISTS Steven Waller Kelby Fuchs Ilchul Shin

# Kyle Hansen

I FAD IN GAME ANIMATOR Sangsoon Parks

# DongJun Kim

Eliot Tokoroyama Jae Chung Josh Lange Kirk Cumming

# LEAD CUT SCENE ANIMATOR

Sean Letts

# **CUT SCENE ANIMATORS**

Alan O'Brien Tim Webb

# CUT SCENE SUPPORT Gabe Landers

# STRUCTURE ARTISTS

Jody Pileski Matt Clyne Rhizaldi Bugawan Zach Mangan Chris Furst Charlene Dunn John Wang Jude Liberty Kouros Moghaddam Mike Hughes Phillin Escobedo Rvan Pearo

Scott Stoahs Tom Carroll

# I FAD TERRAIN ARTIST

# Jesse Yerkes

TERRAIN ARTISTS Brian Falotico Mike Nagatani

# Tom De La Garza Adam Hernandez Ren Herrera

Brad Nelson Chris Deboda Dennis Logashov Grant Werner Hank Jiang Hee Chang Hong Hoang Patrick Jamaa Scott Schoennagel Scott Smalley Yeon-Seon Kim

# PROP ARTISTS

Jason Muck Allan Veletanlic CHARACTER ARTISTS

JungHyun Lim Darrick Pister Andrew Wilson David Riewald Marcellus Barnes Taewoo Roh Nicole Griffee-Zuniga Yeah lean Kim

# LIGHTING ARTISTS

Wallace Robinson Ruben Tavares Edgar Acevedo

# III ARTISTS

Todd Moulton Alex Stodolnik Jerome Lacote

# VFX ARTISTS

David McGrath Ted Bradshaw

# LEAD SYSTEMS PROGRAMMER

Michael Krehan

# LEAD AI PROGRAMMER Fredrik Farnstrom

AI PROGRAMMERS

# Christopher Rakowsky

Jonathan Martin LEAD GRAPHICS PROGRAMMERS

# Steve Reed

GRAPHICS PROGRAMMERS Raymond Kerr Alan Goykhman Dan Walsh Mark Robinson

# Randy Liu ANIMATION

PROGRAMMERS Bryan Musson Charles Fubanks

# LEAD GAME PROGRAMMER Michael Currington

# **GAME PROGRAMMERS**

Andrew Gardner Jason Knobler Kenii Takeuchi

# PHYSICS

PROGRAMMERS Eric Cosky Jeff Roorda Robert Percival

# TOOLS PROGRAMMERS Jason Jurecka

Robert Suh **UI PROGRAMMERS** 

# Daniel Diaz

Ryan Satrappe Marshall Ross MULTIPLAYER LEAD

# Tom Shepherd MULTIPLAYER

PROGRAMMERS Ali Siddiqui Mark Beazley

# LEAD CROSS-PLATFORM PROGRAMMER

Tim Laubach CROSS-PLATFORM

# PROGRAMMERS Patrick Flanagan

Jay Hsia

LEAD MISSION DESIGNER Silas Morse

# MISSION DESIGNERS Chris Berg

Daniel Bulla David Avi Mendelsohn Nicholas Zippmann Donald Jones John Diaz Patrick Dempsey

# I FAD AMRIENT DESIGNER Alan Blaine

# AMRIENT DESIGNERS

Ghyan Koehne

# Mauro Fiore Steve Messinger Alisha Thaver Benjamin Johnson David Stinchcomb

Donnie Cornwell Jeff Junio Melissa Sawicki Rvan Dormanesh Ryan Paradis

# William Gahr LEAD MULTIPLAYER

Kris Roberts

# MULTIPLAYER DESIGNERS

Chris Bourassa John Sripan Michael Bagley Troy Schram Yomal Perera

# AUDIO DEPARTMENT

# AUDIO PROGRAMMERS

Corey Shay Robert Katz LEAD AUDIO DESIGNER

Jeffery Whitcher

# AUDIO DESIGNERS

Steven von Kampen Christian Kieldsen Corey Ross

# Jason Umbreit

Michael Crespo Stephen Russo Aaron Robuck Chris Vaughn David Branscom Geoff Show Greg Rice Luke Brody Jow Malayawetch Nick Rodney Joev Willard Tom Kane Tvson Hiener

# CHIEF SOFTWARE

David Etherton TECHNICAL DIRECTOR

# Eugene Foss DIRECTOR OF

TECHNOLOGY Derek Tarvin

# ASSOCIATE PRODUCERS Michael Alan Erickson

Tom Hiett

# PHYSICS PROGRAMMERS Justin Link

Nathan Carlin Hank Sutton

### ANIMATION PROGRAMMERS

Brian Sabin Etienne Boulanger-Lapointe James Miller

# FFFFCTS PROGRAMMERS

Christopher Perry Pete Brubaker

# TOOLS PROGRAMMERS Adam Dickinson

Daniel Archard SYSTEMS PROGRAMMERS Russ Schaaf

# Svetoslav Todorov AUDIO PROGRAMMERS

Matthew Smith Alastair MacGregor

# NETWORK PROGRAMMERS

Kevin Baca Rob Trickey

# DESIGN

Kirk Boornazian

GENERAL MANAGER Alan Wasserman

# HIIMAN RESOURCES Sarah Shafer

OFFICE MANAGER Chrie Walle

# I.T. DIRECTOR Michael Mattes

David Counts Paul Anderson FACILITIES MANAGER Dan Brockman

PRODUCER Leslie Benzies

# ART DIRECTOR Aaron Garbut

ASSOCIATE ART DIRECTOR Michael Kane

# TECHNICAL DIRECTOR Adam Fowler

ASSOCIATE TECHNICAL DIRECTOR Phil Hooker

# ANIMATION SUPPORT

Mondo Ghulam ASSISTANT PRODUCER

# William Mills CUTSCENE ANIMATION

Dermot Bailie Felipe Busquets Geoffrey Fermin Gus Braid Michael Mangus Santiago Hurtado

# ANIMATION RIGGING ARTIST Matt Rennie

CUTSCENE CAMERAS

# Luke Howard CUTSCENE

RESOURCE ASSISTANT Kathryn Bodev LEAD TECHNICAL ARTIST

# Rick Stirling VFX ARTIST

Malcolm Shortt GRAPHIC DESIGNERS Stuart Petri

Steven Walsh Jill Menzies Fuan Duncan ILLUSTRATOR

# Alisdair Wood UI PROGRAMMER Gareth Evans

# LEVEL DESIGN Alwyn Roberts

Brenda Carey Conor McGuire Robert Bray Rowan Cockcroft Ben Barclay

DEVELOPMENT SUPPORT

Andrew Bailey-Smith

MUSIC PRODUCER Craig Conner LEAD AUDIO Matthew Smith

SENIOR AUDIO PROGRAMMER

Alastair MacGregor

ADDITIONAL DIALOGUE EDITING

Will Morton Allan Walker Jon McCavish

AUDIO DESIGNER George Williamson

DIALOGUE ASSISTANT Lindsay Robertso

AUDIO DEVELOPMENT **ASSISTANT** Rebecca Johnson

CAMERA PROGRAMMER

Colin Entwietle

GRAPHICS PROGRAMMER Mark Nicholson Andrzei Madaiczyk

GAME PROGRAMMERS Chris Swinhoe

James Broad Chi-Wai Chiu

PS3 RENDERING PROGRAMMER Alex Hadiadi

INFORMATION SYSTEMS

Ian McFarland Pete Andrews Marc Guerin Rufus Hamade Jonathan Martin Andrew Gibson

PRODUCTION

Christina Harvey

Anita Norfolk Philip Ho

NA MANAGER Craig Arbuthnott

LEAD TEST ANALYSTS

Steev Douglas Neil Corbett Brian Kelly Chris Thomson John Archibald

TEST TOOL SUPPORT Thomas Philips

**BUILD ENGINEERS** 

Neil Walker

Ross McKinstray TEST

Amit Chandarana Andrew Auckland Andrew Caira Andrew Scotland Ayden Saffari Ben Jackson Blair Thorburn

Charles Czerkawski Christopher Speirs Ciaran Muldoon Colin Howard David N. Anderson David Mueller Donald Hutchison Fionn Wright

Fraser Morgan Gemma Horsburgh Gordon McKenzie Graeme Hutton Graeme Wright lain Downie James Adwick Jamie Trimmer

Jen Mordue John Pettie John Sloan Innathan Foot Katie Pica Keith Thorburn

Liam Ross Mags Donaldson Mark Beagan Michael Burton Mike MacMillan

Nicholas Browning Oliver Elliott Pasha Kornivenko Paul Kowal

Peter Brittain Rory Jepson Ross Parker Sam Chivers Scott Butchard Sean Casey Steff McMullan

Tarek Hamad Tim Fletcher Vasiko Manjgaladze Will Haslewood William Halley

IΤ Lorraine Stark Christine Chalmers Dave Campbell

Paul Sharkey (STAR

EXECUTIVE PRODUCER Sam Houser

**VP OF CREATIVE** Dan Houser

VP OF PRODUCT DEVELOPMENT

Jeronimo Barrera ART DIRECTOR

Rob Nelson **V**P OF QUALITY ASSURANCE Jeff Rosa

PRODUCER Josh Needleman

ASSOCIATE PRODUCER Rich Rosado

SOCIAL CLUB PRODUCER Brand Inman

SENIOR LEAD ANALYST Lance Williams

IFAD ANALYST

Christopher Mansfield TEST TEAM

Adam Tetzloff Brian Alcazar Bryan Rodriguez Chris Choi Christopher Mansfield Christopher Plummer Curtis Reyes Gene Overton Helen Andriacchi James Dima Jameel Vega Jay Capozello Lloyd Thompson Marc Rodriquez

Matthew Forman Michael Piccolo Mike Hona Mike Nathan Oswald Greene Peter Woloszyn Phil Castanheira Rich Huie Sean Flaherty

Steve Guillaume Tamara Carrion TECHNICAL MANAGER Fthan Abeles

TECHNICAL ANALYST Jared P Raia

BUSINESS DEVELOPMENT DIRECTOR Sean Macaluso

SOUNDTRACK SUPERVISION Ivan Pavlovich Andi Hanley

Rod Edge Lazlow Anthony Litton David Scott Forest Karbowski Gail Bennington Jaesun Celebre Luke Howard Marisa Palumbo

Michael Unsworth

Nick Giovannetti

PRODUCTION TEAM

Paul Martin Peter Adler Ryan Pate Rocco Cambareri Shawn Allen Stephen Glenn Ted O'Brien

Tyler Garrison Vincent Parker MOTION GRAPHICS

Stephen Ellis Jasmina Mathieu SENIOR ANIMATION

SPECIALIST Abraham Ahmed

RESEARCH Gregory Johnson Sanford Santacroce Ayana Osada ROCKSTAR

PUBLISHING TEAM

Adam Stennett Adam Glogower

Adam Tedman Albert Marshall Alden Na Alex Bertie Alex Moulle-Berteaux Alpher Xian

Amelise Javier Andrea Stapleton Andrew Gibson Andrew Kleszczewski Anaus Wona Anthony Macbain Ben Jenninas Ben Sutcliffe Bill Woods Brand Inman Bruce Dugan

Chris Madawick Chris Peterson Christian Capitan Christopher Fiumano C.I. Gibson Cristiana Colombo Craig Gilmore Daniel Einzig

Daniel Heacox Dave Malcom David Gomez David Manley Elizabeth Satterwhite Emmanuel Tramblais

Federico Clonfero Fred Navarrete Gareth Evans Gauri Khindaria Gena Feist Greg Lau

Greg Weller Hamish Brown Heloise Williams Hugh Michaels lan McFarland Ifeoma Obi Jack Melnick Jack Rosa James Crocker Jeff Mayer

Jelsen Lee Innocent Jennifer Kolbe Jerry Chen Jochen Färber Jochen Till John Gordon Jordan Chew John Webb Jordan Liles

Josh Moskovitz Juraen Mol Kaiser Hwang Keichia Bean Kerry Shaw

Laura Battistuzzi Leigh Harris Lucien King Maikel Van Diik Mark Adamson

Marz Yamaguchi Mathias Breton Matt Smith Michael Zigon

Mike Torok Mike Wolfe Monica Puricelli

Patrick Conrov Patricia Pucci Paul Devonshire Paul Martin Paul Nicholls Paul Yeates Pei Chien Pete Andrews Pete Shima Peter Field Philip Doust PJ Sim Ramon Stokes Raquel Garcia Ray Smiling Richard Barnes Richard Cole Rita Liberator Rob Spampinato Robert Gross Roger Bova Rowan Haiai Roxanna Vizcarra Sandra Louis Sarah O'Leary Sean Hollenbach Sean Mackenzie Sean McGrath Seb Belcher Seckin Oezduendar Shakira Wood Silvia Cabrera

Neil Stephen

Nick Snell

Nijiko Walker

Nikki Lewis

Onno Bos

Nicholas Patterson

Nick Giovannetti

Nick Van Amburg

Zephorah Nure CKSTAR

Simon Ramsev

Stanton Sarjeant

Siobhan Boes

Stephen Bliss

Timm Chartier

Zachary Gershman

Stuart Petri

Suzzee UY

STUDIO PRESIDENT Gordon Hall

LEAD LEVEL DESIGNER

Anthony Gowland LEVEL DESIGNERS

David Roberts Simon Iwaniszak Sean Fitzpatrick Paul Colls Anthony Minghella

PROGRAMMING Richard Frankish Steve Wilson

TEST Nick Robey

Mark Bentley Dan Webster Sam Fowler

Chris Waring Ebrahim Fadia

Amy Pineault Andy Welihozkiy Barry Cullen Jr. Beniamin Wilson Rill French Brandon LaCava Brian Jennings Cameron Cogan Chris Oat Dan Conti Daniel Salsberg David Gosselin David LoVecchio Dervck Morales Dr. lan Lane Davis Drew Medina Eric Anderson Gareth Cox Gary Conti Greg Bourque Hugues St.Pierre James Garcia Jarred Vaughan Jeff Dicker Jeremy Tudisco Joe Jobst Joe Ries John Carbone Joshua Hoaglund Joshua Landry Ken Davis Kevin Mov Kevin Wasserman Matt Durgavich Matt Persing Meng Tan Michael Bahurinsky Nicholas Howe Nick Greco Parker Davis Rex Bradford Robert Moore Scott Cameron Shawn Shoemaker Stephen LaValley Steve Genovese Steve Hartman Steve Nadeau Tim Samuels

# Tom Henderson ROCKSTAR NE SUPPORT Aimee Mottram

Elizabeth Higgins Jeff Desharnais Nathan Raymond Eric Costa

# ROCKSTAR NE ADDITIONAL HELP Barry Cullen Jr. Geordi Filiotis Mike Fox

STUDIO HEAD Mark Lloyd

DEPUTY QUALITY ASSURANCE MANAGER

Tim Bates

SENIOR QA SUPERVISORS Charlie Kinloch Kevin Hobson

# NA SUPERVISORS

Steve McGagh Phil Alexander Andy Mason Eddie Gibson Lee Johnson Matthew Hewitt Philip Deane

# SENIOR LEAD TESTERS

Dave Lawrence Jonathan Ealam André Mountain Mike Bennett Mike Emeny Rob Dunkin Will Riggott LEAD TESTERS

# David Sheppard James Cree Pete Broughton Pete Duke

Ben Holgate Craig Reeve Dan Goddard Dave Fahy lan McCarthy Mike Blackburn Richard Kealey Simon Watson

# GAME TESTERS

Andrew Heathershaw Andy Parker Ashley Kearton Ben Newman Christopher Fowler Christopher Hyde David Evans Emma Marshall Gemma Harris Gemma James George Richards Jase Trindall Kieran McClung Lindsey Bennett Marcus Pratt Matt Rowley Matt Timewell Matthew Deamer Mike Griffiths Nathan Buchanan Nathan Glasgow Nick Dablin Rachael Walker Rogan Ogden Ross Field Scott Keenan Tim Leigh Toby Hughes

# SENIOR LOCALIZATION SUPERVISOR

Chris Welsh

# LOCALIZATION SUPERVISORS

Paolo Ceccotti Dominic Garcia François-Xavier Fouchet

# SENIOR LOCALIZATION TESTERS

Benjamin Giacone Domhnall Campbell Luca Castiglioni

Naomi Long Tomàs-David Sallarès

LOCALIZATION TESTERS Luis Angel Galindo Muñoz Andrea Malerba Andrew Mariuchno Benjamin Welby

Bobby Simpson Christian Jungers David Hoyte Iglesias Flisa Olmedo Camacho

Emanuele Orlando

Teresa Manco IT SUPERVISOR Nick McVey

Lukasz Bogaj Maksims Avotins Martin Schwitzner

Paul Seipt Rafael A. Lage Moraña Sebastian Huland Serge Boguslavskij Soichi Yasato

Thierry Stokman Vladimir Gorelov

ENE & DIALO MOTION CAPTURE CUTSCENE DIALOGUE DIRECTED BY:

Rod Edge CUTSCENES MIXED BY: David Scott

# Isabell Schulz

Felix Braconnier

THE CAST	
John Marston	
John "Jack"Marston Jr	
Abigail Marston	
Uncle	
Dutch Van Der Linde	
Bonnie MacFarlane	
Drew MacFarlane	
Marshal Leigh Johnson	
Deputy Marshal 1 (Jonah)	
Deputy Marshal 2 (Eli)	
Norman Deek	
Nigel West Dickens	
Professor Harold Macdougal	
Seth Briars	
Welsh (Alwyn Lloyd)	
French (Leander Holland)	
Irish	
Bill Williamson	
Captain Vincente De Santa	
Landon Ricketts	
Andreas Müller	
Colonel Agustin Allende	
Abraham Reyes	
Luisa Fortuna	
Miranda Fortuna	
Emilio Fortuna	
Luisa's Mother	
Luisa's Father	
Javier Escuella	
Edgar Ross	
Archer Fordham	
Mrs. Ditkiss	
Mrs. Bush	
Preacher	
Jenny	
Paperboy	
Jake	
Simon	
Amos	
Pretty Waiter	
Nastas	
Moses Forth	
Shaky	
Carlos	
Captain Espinoza	
Outlaw on Horse	
Government Clerk	
Honeymooner Woman	
Honeymoon Man	
Mexican Army Officer	
Bank Employee	
Uriah Tollets	
Eva Cortes	
Sam Odessa	
Charles Kinnear	
Strange Man	
Basilio Aguirre Olmos de la Vargas	
Jimmy Saint	
Cannibal (Randal Forrester)	Raymond McAnally

Oliver Philips	Sherman Howard
Abner Forsyth	Bill Raymond
Fiddler (Nathan Harling)	Wayne Alan Wilcox
Fiddler's Wife (Rose Harling)	Aimee McCabe
Andrew McAllister	Jim Conroy
Nun	Begonya Plaza
D.S. MacKenna	Jay O. Sanders
Billy West	John Gabriel
Zhou	Grant Chang
Desperate Woman	Maria Couch
Jeb Blankenship	.Bryan Shany
Mario Alcalde	Juan Carlos Hernande
Miss Horlick	Lauren Klein
Harold Thornton	Angus Hepburn
Elizabeth Thornton	Stephanie Hepburn
Silas Spatchcock	Erik Bergmann
Aldous Worthington	Sherman Howard
Phillip Ross	Bill Raymond
Bureau Agent (Howard Sawicki)	Patch Darragh
Clara LaGuerta	Ashley Albert
Andrew Holifield	Daniel Hall
Clyde Evans	Bruce MacVitte
Mr. Philmore	Jay O. Sanders
Emily Ross	Maria Couch
Foreman (Juan de la Vara)	Juan Javier Cardenas
Walton Lowe	PJ Sosko
Aquila	Murphy Guyer
Multiplayer Narrator	Burt Pence

# JOHN MARSTON MOCAP PERFORMED BY:

Rob Wiethoff, Marc Menchaca, Daniel Hall, Chris Comfort

# OTHER CHARACTERS PERFORMED BY:

Alex Estornel, Alison Paul, Alysha Wheeler, Angel Alicea, Angus Hepburn, Anthony De Longis, Antonio Jaramillo, Ashley Albert, Barry Lynch, Benjamin Byron Davis, Benjamin Smith, Berto Colon, Bettis Richardson, Bill Raymond, Blanco the horse, Brad Carter, Brain, Brendan Wayne, Brennan Brown, Brian Allen, Bruce MacVittie, Bryan Schany, Carlos Antonio, Carlos Cervantes, Channing Chase, Chantz Simpson, Chuck Kelley, Dan Campbell, Daniel Hall, Daron McFarland, David Foss, David Powledge, Devon Reilly, Declan Mulvey, Don Creech, Elisa Rodriguez, Enrique Rodriguez, Fay Dewitt, Francesca Galeas, Frank Noon, Gerardo Rodriguez, Grant Chang, Hector Luis Bustamante, Holter Graham, Irene De Bari, Jaesun Celebre, Jane Montosi, Jay O. Sanders, Jeffrey Hawkins, Jessica Aerin, Jim Conroy, Jim Bentley, Joe Gately, Joe Ochman, John Bellah, John Gabriel, Joseph Anthony, Joseph M. Eddy, Josh Anthony, Joshua Bass, Juan Carlos Cantú, Juan Carlos Hernandez, Kate Simse Kevin Glikmann, Kharrison Sweeney, Kristin A. Jacobs, Lauren Klein, Luke Howard, Mark LB Porter, Maria Couch, Melissa Coleman, Miriam Cruz, Nicole Sciacca, Nikki Snelson, Paul Mullan, Paul DeBoy, Patch Darragh, Raymond McAnally, Rob Nelson, Robert Shampain, Rod Edge, Rosa Nino, Ross Hagen, Sara Shearer, Sean S. Allison, Sherman Howard, Sophia Marzocchi, Spider Madison, Steve J. Palmer, Thomas Mikusz, Vanessa Huntoon, Wayne Alan Wilcox, Kristen Williams, Yvette Yates, Chris Comfort

## FACIAL ANIMATION:

Ido Gondelman and Image Metrics

Kathy Knowles, A-Max Entertainment, Telsey + Company

Justin Talley, Russell Gearhart, Graham Brenner, Martin Dicicco

### LOCATION SOUND:

Soundelux, John Moros & Rory Cash Livestock: Jack Lilley - Movin on Livestock

# WEAPONRY RENTAL:

Hand Prop Room & Weapons

# SPECIALIST PROPS:

Dan Brockman

Aaron Phillips, Abdel Gonzáles, Abe Bradshaw, Adam Beesley, Adam Tetzloff, Adrian Johansson, Adrian Vargas, Adriana Millan, Alain Fortuney, Alberto Zeni, Aliza Shane, Alejandro K. Brown, Alex Busse, Alex Castillo, Alex Mendoza, Allen Enlow, Alixander Nedrick, Amy Landon, Ana Maria, Andrew Leigh, Andy Bean, Angus Hepburn, An-Quoc Hoang, Anthony Ina, Anthony "Top Dogg" Gittens, Anthony Litton, Anthony Neal, A.J. Castro, Austin Rausch, Ariel Bonilla, Barak Hardley, Beatrice Clairay Wetcher, Ben Wilson, Bert Pence, Bettis Richardson, Billy Ray Orme, Bob Dibuono, Bobby Neely, Brandi Vergow, Branton Box, Brenda Banda, Brennan Brown, Brendan Kelleher Rose, Brian Block, Brian Flora, Brian Knudson, Brian Novelli, Brian Wiggins, Brittney Walker, Bruno Irizarry, Bryan Rogers, Caitlin Bebb, Calo Rodriguez, Calvin "CalKutta" Winbush II, Carlos Barry Avalos, Carlos East, Carlos Andes Gómez, Carlos Herran, Carlos Wladimir Jiménez, Carlos Linares, Carlos Reig-Plaza, Carlos Rubio, Carol Borias, Carolina Hoyos, Carter Hudson, Casandra Morena Lombera, Casey Brown, Casey Mongillo, Catherine Satterwhite, Cindi Buckwalter, Ciro Montefusco, Channing Delph, Chato, Charles Self, Charlotte Rae, Chookie Sibou, Christian Roreau, Christopher Haas, Christopher Murney, Christopher Rocha, Christopher Stapleton, Christopher Watson, Christy Cole, Clark Watts, Claudia Acosta, Claudia Velasco, Clifford-Anthony Guerrier, Clint Browning, Colin Nissan, Conor Fay, Corey Carthew, Damian Lea, Demian Boergadine, Daniel Angus Cox, Daniel Genalo, Daniel Goldstein, Daniel Ledesma, Daniel Neiden, Daniel Taylor, Daniel Van Thomas, Danni, Danny Molina, Danny Ross, Darlene Vogel, David Chandler, David Clark, David Forseth, David Hanzal, David Isaacs, David W. Lindsay, David Lyerly, David McDonald, David Pittu, David J. Prince, David Santana, David Scott, Deric McGee, Diego Guidiu, Doctah-Daiv, Drew Smith, Dustin Pearlman, Eamonn Farrell, Edixon Caridad, Eduardo Torres Tornero, Elsa Morales, Elisabeth Ness, Elizabeth Cook, Emilia Belloni-Kim, Emilio Paul Tirado, Emily Murphy, Enrique Juliá, Eric Fleming, Erica Lutz, Erick Bolivar, Erik Wetz, Esteban Pez, Ethel Carbone, Eva Hughes, Fernando Gaviria, Fidel, Floyd VanBuskirk, Forest Karbowski, Franceska Clemens, Francisco Ramos Abello, Frank Noel, Frank Pando, Fred Armisen, Freddy Ortiz, Gail Bennington, Gary Chan, Gary Littman, Gary E. Smith, Gena Feist, Genaro Sanchez Jr., George Capacete, George T. Irvin Jr., Georges Batholin, Gerardo Rodriguez, Gilbert Cruz, Gilmer N. Barahona, Giorgio Angelini, Giselle Castellanos, Giselle Rodriguez, Glenna Grant, Gonzalo Luna, Greg Gibson, Gregory Johnson, Gregory Wolfe, Guadalupe Daniel Garcia, Gustavo Flores, Gustavo "Suavo" Vargas, Hadley Tomicki, Hap Lawrence, Hector Ruiz, Herbert Dean Jones III, Hillary Scott, Hoi Yee Ho, Hunter Canning, Ian Cohen, Ivan Bernal, J. Nicholson, Jackie Hurtado, Jaime Alvarez, Jameel Vega, James Edward Becton, James Eakin III, James Martinez, James Mount, James Redfern, Jamie Davyous Owens, Jasmina Mathieu, Jason X. Jasso, Jason R. Hughes, Jason Ralph, Jason Retana, Jason B. Schmidt, Jason K. 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Brodie, Lea Graham, Lenny Citrano, Leon Pease, Lloyd Knight, Lloyd Anthony Thompson, Loren Schofield, Lorena Ortiz, Lucas Wotkowski, Luigi Laguna, Luis Robledo, MacAulay Flynt, Maine Anders, Mando Alvarado, Manny Garcia, Marc Lynn, Marc Rodriguez, Marco A. De La Cruz, Marco Peláez, Marco S. Rodriguez, Marcos Akiaten, Margarita Reyes, Maria Parra, Mariel Parra, Mariel Pérez, Marisa Palumbo, Mark Adair-Rios, Massimiliano Fulan, Matt Damhave, Matt Lasky, Matthew Carlson, Matthew Martin, Matthew P. McCarthy, Matthew Metzger, Matthew Million, Matthew Piazzi, Matthew Pozzi, Matthew Rimmer, Max Hamilton, Max Williams, Meg DeFrancesco, Megan Thomas, Michael Abbott Jr., Michael Barth, Michael Bower, Michael Hogan, Michael Marcus, Michael Ramos, Michael Ruesga, Michael Sodikoff, Miguel Angel Gomez, Mike Fox, Mike E. Jones, Mike Rose, Modesto Lacén, Natalia Ortiz, Navin Reddy, Neil Magnuson, Nelson Diaz, Nicolas Flower, Nicolas Valentin, Nicole Sciacca, Nick Drago, Nick Gallo, Nick Ventrudo, Noah Watts, Noe Ramirez, Norman Chiu, Orlando Rios, Oscar Orosco, Oskar Rodríguez, Pancho Cardena, Patricia Maldonado, Patricio Mardones, Patrick Brown, Patrick Deetjen, Patrick DeSantis, Patrick Dollaghan, Patrick Godfrey, Paul Barris, Paul Dworak, Perry Silver, Peter Adler, Peter Lam, Peter Zinn, Peter Zusman, Pili Montilla, Philip Castanheira, Phil Heisman, Phil Clark, Phillip Watt, Priscilla López, R. Keith Finch, Randall Rodriguez, Raúl Castillo, Reinaldo Garrastazu, Ricardo Mamood-Vega, Richard Holland, Richard Mark Jordan, Richard Tom, Richard Stello Vazquez, Richard Ryder Washburn, Richie Mac, Rick Negrón, Rob Reilling, Robbie Collier Sublett, Robert Bagnell, Robert O'Gorman. Robert G. Levitt, Robert Tung, Robert Rexx, Roberto Fabiani, Roberto Gomez, Rocco Cambareri, Rocco Rosanio, Rodrigo Guzman, Rodrigo Rojas, Roger Craig Smith, Roman Caballero, Ron Bennington, Ronnie Alvarez, Roy Weiss, Ruben Kane, Rudy Alvarado, Russell Forman, Russell Horton, Ry Higdon, Ryan Adamson, Ryan Mattew, Ryan McKane, Ryan Pate, Ryan Steer, Ryan Washburn, Sal Lopez, Sally Block, Sally Stanley, Samson A. Crouppen, Sandra R. Kisling (Sotomayor), Sandy Lamarre, Scott Ashby, Scott Taylor, Sean Kenin, Sergio Calderon, Shaquan "Sosadagr8" Sutherland, Simon Hammerstein, Sir William Bailey III, Shawn Allen, Shawn Breathwaite, Shuang Wu, Stephanie Kinna, Stephen Bienskie, Stephen Snedden, Steve Cotsalas, Steve Matteucci, Steve Myers, Steven Rimpici, Tad Wilson, Tatum Strum, Taylor Flowers, Ted O'Brien, Ted Morgan, Terrence McCrossan, Thom Shaedel, Todd Susman, Todd Weissfeld, Tom Ciappa, Tom Dheere, Tom Hewitt, Tom Konkle, Tom Vergow, Tamara Carrion, Tomas Ceja, Tommy Zurhellen, Tony Chiroldes, Tony Lima, Tony Mesones, Travis Brorsen, Travis Fairchild, Travis Otten, Trent Dean Trinidad Zues Nizelli, Troy Hall, Troy Lavallee, Tyler Bunch, Valeria Soto, Vaneik Echeverria, Vanessa Mojica, Victor Caballero, Vida Ehn, Victor Tang, Virgilio Davis, Walter Emanuel Jones, Wendoliza, Wendy Susana Bonilla, Wil Wheaton, Will Beinbrink, Will Manning, Will Robinson, William James Hamilton, Winston Willingham, Woody Jackson, Wyman Meers, Yorke G. Fryer, Zack Fahey, Zahn McClarnon, Zak Orth, Gerardo Rodriguez.

PEDESTRIAN DIALOGUE BY: Michael Unsworth, Gregory Johnson, Lazlow, Rupert Humphries, Ayana Osada, Vincent Parker, Anthony Litton, Hugh Michaels,Sanford Santacroce, Naomi Waletzky PEDESTRIANS DIRECTED BY: Lazlow, John Zurhellen, Anthony Litton, Couzin Ed ADDITIONAL DIALOG EDITINE: Conor Murphy, Eric Strausser

DIALOGUE RECORDED AT: Rockstar Games, Juice West, Great City Production, Buttons Sound FOLEY RECORDED AT: Digit Audio, Footsteps Post-Production Sound Inc, DBC Sound Inc INTERPETERS: Greg Johnson, Carlos Antonio, GregLau, Angus Wong

### RED DEAD MEDIA

# THE BLACKWATER LEDGER AND SILENT FILMS WRITTEN BY:

Dan Houser, Lazlow, Michael Unsworth

### SILENT FILMS:

"THE DANGERS OF DOCTORS AND PATENT MEDICINES" AND "DAMSELS CAUSING DISTRESS"

# ANIMATION AND MOTION GRAPHICS:

Stephen Ellis and Jasmina Mathieu

# MUSIC COMPOSED BY:

Chris Heckman

# ORIGINAL SCORE COMPOSED & ARRANGED BY

Bill Elm, Woody Jackson

Davey Chedwiggen - Drums and Percussion

Mike Bolger - Orchestration and Flugel Horn

Gus Siefert - Bass

John Kirby - Harpsichord, B3, Pump Organ, Piano

Amir Yagmai - Whistle and Violin
Justin Smith - Violin

Tommy Morgan - Harmonica

Joey Waronker - Drums and Percussion

Jason Schwartzman - Drums and Harpsichord

Tommy Larkin - Timpani Blake Colie - Dub Drums

Pablo Calogero - Bass Flute, saxophone

Stuart Cole - Trumpet

David Ralicke - Tuba, Bass Trombone, Mellophone

Truth And Soul - Additional Instrumentation

Recorded and mixed at Electro-Vox Recording Studios, Los Angeles, CA

COMPASS (Red Dead On Arrival Version)

Written by Jamie Lidell
Performed by Jamie Lidell
Published by Warp Music Publishing
(p) 2010 Warp Records Limited

# FAR AWAY

Written by Jose Gonzalez Performed by Jose Gonzalez Published by Songs Publishing (p) 2010 Mute Records

# BURY ME NOT ON THE LONE PRAIRIE

Performed by William Elliot Whitmore (p) 2010 Rockstar Games

### DEADMAN'S GUN

Written by Chris Holmes
Performed by Ashtar Command.
Published by Chrysalis Music.
(p) 2010 Rockstar Games

# BCIAL CLUB

Sign up for Rockstar Games Social Club and extend your Red Dead Redemption experience. Participate in individual and community challenges from within the game, track your stats against your friends and the rest of the gaming community, join in on special Social Club-only events, and do all this while earning exclusive rewards.

To join in-game, press the ♥ button on any Social Club pause menu screen, or visit rockstargames.com/socialclub

# DON YOUR GENTLEMAN'S ATTIRE

Sign in to Rockstar Games Social Club in-game to unlock the bonus "Gentleman's Attire" outfit. This outfit will be available the next time you save your game at a Camp or Safehouse, and will grant access to a special "High Stakes Club".



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