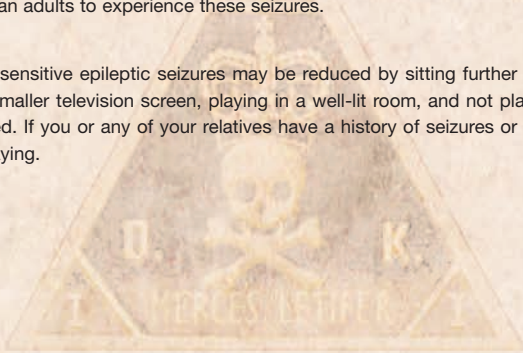

SAFETY INFORMATION

ABOUT 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 sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.



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4.

Getting Started

CONTROLS OF THE PROFESSIONAL

Reload Weapon	R
Crouch/Sneak	Left CTRL
Run	Left Shift (hold)
Move Left	A
Move Right	D
Move Up	W
Move Down	S
Use Action	E (tap)
Action List	E (hold)
Drop Item	G (tap)
Throw Item	G (hold)
Pickup Item	SPACE
Pickup List	SPACE (hold)
Map	M
Fire/Use weapon	Left Mouse button
Holster weapon	Right Mouse button (tap)
Open inventory	Right Mouse button (hold)
Close Inventory	Release Right mouse
Open Sniper Scope	X
Close Sniper Scope	X
Zoom Sniper Scope	Mouse wheel
Scroll through actions	Mouse wheel
Scroll through inventory	Mouse wheel

Creating a profile

PROFILE MANAGEMENT

Before embarking on a career as a Hitman, the professional first prepares a profile. This profile will keep a record of progression and preferences, along with weaponry choices, funds and other equipment and items acquired.

From the Profile manager screen, the professional chooses New Profile and enters a name for the profile. If a profile has been previously created, this can then be selected by the professional from the Profile manager screen to resume the selected career. Profiles can also be deleted from the Profile manager screen.

Difficulty

Once the professional has created a profile, he will then choose a difficulty level. There are 4 different difficulty settings:

- **ROOKIE**
For the inexperienced, and those new to the world of the assassin. There are no limitations upon how many saves can be made whilst attempting a mission.
- **NORMAL**
Suitable for those comfortable with contract killing. 7 saves are allowed in mission.
- **EXPERT**
For the practiced and experienced. 3 saves only are permitted whilst in mission.
- **PROFESSIONAL**
For the true Professional only. No saves are permitted once a mission is in progress.

A MANUAL FOR THE PROFESSIONAL

This manual provides an insight into the mind and practices of the professional Hitman. For the purposes of this manual we will refer to the Hitman as the professional. We will explore the complexities, skills and the intricacies with which the professional conducts his craft.

The professional techniques outlined in this manual differ in complexity and have been graded accordingly on their difficulty to execute using the following legend.



Notoriety

ANONYMITY, THE DISGUISE OF THE PROFESSIONAL

Longevity in the profession is dependant on transparency in the world. The professional seeks solace in a world where the only way to carry out this sort of work is with anonymity.

The professional avoids the blood bath wherever possible, this will attract the unwanted eyes of the law or multiple witnesses and an audit trail to his door.

When the professional takes civilian lives there will be invariably, CCTV footage on tape and witnesses at the scene of the crime, for this the professional will gain notoriety. As notoriety increases, the ease with which the professional can carry out his next contract reduces.

If a witness lives, then the professional's notoriety will increase, the professional negates this by making sure that he is not discovered on a job, and that there are no witnesses or clues left on the scene. The professional can assess the successfulness and his notoriety following a contract through the media. If there have been witnesses, the newspaper is his best way of finding out.

Further insurance can be taken out by the professional when in areas covered by CCTV cameras, by ensuring that all video-surveillance tapes are destroyed.

The professional should look out for newspapers whilst on location. These may detail previous targets and missions, and may even give a clue to your identity.

6.


Up Close and Personal

CLOSE COMBAT

The professional uses close hand combat skills to eliminate the mark with minimum noise and when dealing with unforeseen circumstances. The majority of these skills are ideal in firearm-restricted areas.


HEAD USE



 Position yourself in front of the victim using the **W,A,D,S** keys, then press the **Left Mouse button** to Head Butt them.



THE PUNCH



 Whilst the victim is dazed, position yourself in front of them using the **W,A,D,S** keys, then press the **Left Mouse button** to punch.

DISARMING

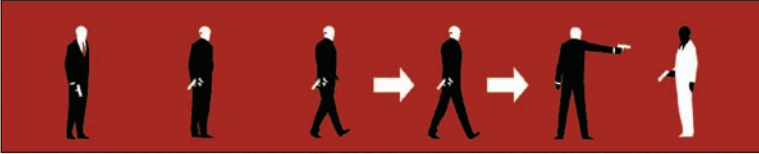


  Position yourself in front of an armed victim using the **W,A,D,S** keys, then press the **Left Mouse button** to disarm them.

Note: During the struggle there is every possibly that the firearm may go off accidentally

CONCEALMENT OF WEAPONS

The professional carries out his work wherever possible using tools that can be concealed about his person. The professional has a number of tools at his disposal that when concealed can go undetected within most public areas.



Walk towards the mark using the **W,A,D,S** keys, hold the **Right Mouse Button** to access the Inventory and select a firearm. Press the **Left Mouse button** to discharge the firearm. Holster and conceal the firearm by then tapping the **Right Mouse button**.

FIBRE WIRE

The fibre wire is the most difficult of the professional's weapons to use but the easiest to conceal. It is also the quietest and most efficient tool to use to avoid raising an alarm.



Select the Fibre Wire from the inventory, then press and hold the **Left Mouse button** to tighten the Fibre wire and automatically enter sneak. Use the **W,A,D,S** keys to manoeuvre behind the mark, then release the **Left Mouse button** to strangle them.

Note: If you are spotted or you fail to execute this move in one fluid movement, your intended victim may become alerted, and attempt to raise an alarm or attack!

THE ELEVATOR

The professional often looks for secluded areas away from CCTV and civilian witnesses to eliminate a guard or mark. Elevators provide a great space in which to do this.



Whilst in an elevator, access the roof hatch by pressing the **E** key. Equip the Fibre Wire from the inventory, and then look towards the open hatch. Whilst a victim is visible below, press the **E** key to strangle and lift your victim up and out of the elevator.

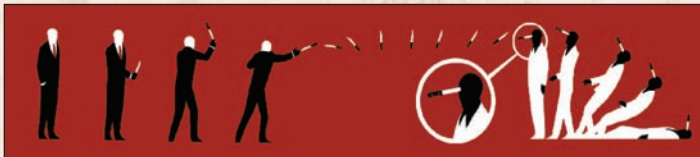
8.

KNIVES

Knives are another silent, easy to conceal, efficient means for the professional to eliminate the mark on a contract.



Select the knife from the inventory. Enter sneak by pressing and holding the **Ctrl key**, and sneak towards the mark. Whilst behind the victim, press the **Left Mouse button** to silently slit the mark's throat.



To throw a knife, aim at the victim using the Mouse, then press and hold the **G key**, and finally release to kill your mark.

SYRINGES

The professional uses two types of syringes. The aesthetic syringe (non lethal) is an effective way to sedate guards and civilians obstructing the professional's path. This reduces the professional's notoriety in limiting the amount of civilian casualties on a contract. The poison syringe (lethal) is used to eliminate the mark either directly or can be used to administer poison to food and drink allowing the professional to terminate the mark from a safe distance.



Select the Syringe type you require from the Inventory, then sneak up behind the victim using the **Ctrl and W,A,D,S keys**. Once behind them, press the **Left Mouse button**, to inject the poison into the victim's neck.

POISON

The professional often studies behavioural patterns, and then uses poison to eliminate the mark with clinical precision from a safe distance.



Stand in front of the food or beverage, open the inventory and select the required Syringe. Aim the crosshair using the Mouse at the food or beverage, and press the **Left Mouse button** to poison.

The professional will use any means at his disposal to gain a strategic advantage required to successfully execute his contract.

HUMAN SHIELD

The professional, when backed into a corner must take every advantage to safe guard his exit from the scene; this may mean using a human life as a protective shield.



First equip a firearm from the inventory. Approach the victim from behind and press the **E key** to grab the victim and use them as a Human shield



To reload a firearm whilst using a victim as a human shield, press the **R Key**





When out of danger, press the **E key** once again to knock the Human shield unconscious. Alternatively press the **G key** to push the Human shield to the floor, once their purpose has been served.

10.

THE JUMPER

The professional can use the veil of suicide when presented with huge height and a target.



  Walk up behind the mark using the **W,A,D,S keys**, when close enough press the **Left Mouse button** to push the mark over a ledge or railing.

Agility


TRAVERSING THE ENVIRONMENT & ALTERNATIVE ENTRY

The professional looks for the most anonymous path through the environment and will exhaust all possible avenues of access to the mark in preparation for a contract.

Climbing and sealing


JUMPING WALLS



 Approach the wall using the **W,A,D,S keys**, then push forward towards the wall with the **W key** to automatically jump it.

JUMPING BALCONIES



 Approach the balcony using the **W,A,D,S keys**, then push forward towards the edge of the balcony with the **W key** to automatically jump across it.

CLIMBING THROUGH WINDOWS



Approach the open window using the **W,A,D,S** keys, then push forward towards the window with the **W** key to automatically climb through it.

WALKING A LEDGE



Approach the ledge using the **W,A,D,S** keys, then push towards the ledge to automatically climb onto it.

CLIMBING DRAIN PIPES



Approach the drainpipe using the **W,A,D,S** keys, then push towards the drainpipe to automatically climb onto it. Press the **W** key to ascend, and the **D** key to descend.

CLIMBING LADDERS



Approach the ladder using the **W,A,D,S** keys, then push towards the ladder to automatically climb onto it. Press the **W** key to ascend, and the **D** key to descend. Press **Ctrl** to drop of the ladder.

12.

Subterfuge Techniques

Disguises and concealments

The professional will often apply subterfuge techniques to evade detection and introduce the element of surprise on an unsuspecting mark.

DISGUISES

The professional seeks anonymity on a contract, acquiring disguises from changing areas, rooms and opportunistically from the people wearing them. These disguises allow the professional to infiltrate and move undetected through areas of high security. Similarly when dressed as workers the tools of that profession will be carried and can be used as weapons without raising suspicion, for example a workman will carry hammers and nail guns, gardeners carry shears etc.



Stand near the dead or unconscious body, and then press the **Space bar**, to change into the disguise.

CONCEALMENT OF BODIES

The professional carries out his work exercising discretion. When unplanned terminations are made during a contract, the professional quickly seeks out a hiding place to conceal the body or bodies.




Stand near the dead or unconscious body, then press the **E key**, to begin dragging the body. Press the **G key** to then drop the body.

DISPOSAL OF BODIES

On more complicated contracts, unplanned casualties may occur. These terminations can jeopardise cover, alert security and arouse suspicion in the mark. The professional avoids this at all costs, quickly adapting to the environment, disposing of bodies in freezers, showers and badly lit areas.



 Stand near the dead or unconscious body, then press the **E** Key to begin dragging the body. Press the **E** key to open the lid of a container, then press the **E** key once again to dump the body inside.

Ingression

Doors, locks and security

The professional is an expert locksmith with a number of specialist tools and distraction techniques at his disposal to gain access to the highest secured areas.


SURVEILLANCE AND COMMUNICATION TECHNIQUES

Knowledge is integral to the professional's survival, every detail is meticulously researched so that all possible scenarios, exits and escape routes and have been thoroughly explored.

COMMUNICATION

The professional often applies subtle communication techniques on staff members to gain layout and location information.




 Walk towards the person using the **W,A,D,S** keys, then press the **E** Key to initiate conversation.

SURVEILLANCE

The professional will often scope out a room before entering it, negating any unnecessary surprises and ensuring that nothing is left to chance.



 Approach the door using the **W,A,D,S** keys. Press and hold the **Ctrl** key to crouch in front of it, then press the **E** key to look through the keyhole. Press the **E** key once again to exit this view.

14.

LOCK PICKS

The lock pick comes as a default tool used by the professional on every job; this is easily concealed and is not detectable by hand held or walkthrough detection devices. The professional can also purchase enhanced lock picks for slicker, speedier access.



🌿🌿🌿 Approach the locked door using the **W,A,D,S keys**, then press the **E key** to begin picking the lock.

KEY CARD AND READER/WRITING DEVICES

In areas of high security the professional will require access key cards to gain access to the mark. These key cards can be stolen from rooms or security when on a contract.



🌿🌿🌿 Approach the locked door using the **W,A,D,S keys**. Pressing the **E key** will equip the key card and open the door.

BREAKING LOCKS

Things occasionally go wrong on a job and the professional will need to gain entry to an area quickly without time to use a lock pick. The professional when faced with no other option can gain access by shooting the lock on the door. This only works on conventional door locks and not key card areas. This is the riskiest solution as the noise of shooting the lock may alert security or discovery of a damaged door.



🌿🌿🌿 Select a firearm from the inventory, walk up to the door, and aim the crosshair at the lock using the **Mouse**. Press the **Left Mouse button** to fire and break open the lock.

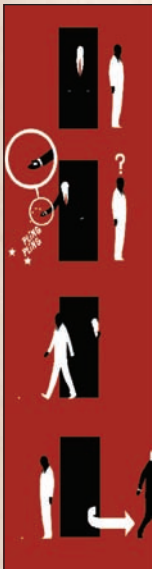
HIDING IN THE CLOSET



Stand in front of the closet using the **W,A,D,S** keys, then press the **E** key to enter the closet. Press the **E** key when inside, to exit the closet.

Distraction techniques

The professional makes extra time on a contract for himself and gains access to high security areas using a range of distraction techniques.



THE COIN

The professional will often throw an item found on a job e.g. coin, into a guarded area to force security to investigate the created distraction. These techniques are often used by the professional to lessen civilian and security casualties on a contract, or to enable an undetected passage into high security areas.

Select a coin from the inventory (or equip another small item to throw) then press and hold the **G** key to prepare to throw. Aim the cross hair with the **Mouse**, and then finally release the **G** key to throw the item.



MANIPULATION OF LIGHT

Lights can be shot out using a firearm and power junction boxes shut down to plunge an area into darkness again forcing security to investigate.

The professional will manipulate light where ever possible to remain anonymous.

Stand in front of the switch/junction box and press the **E** key to plunge the room/area into darkness.

Lights can also be destroyed. Equip a firearm from the inventory, aim the cross hair at the light source using the **Mouse**, and press the **Left Mouse button** to fire a shot and destroy it.

16.

Tools of the Trade

Tools are the only things in the professional's life that can be truly relied on. Each of the professional's tools is studied and mastered so that the correct application is used upon every contract; guaranteeing anonymity and minimum exposure out in the field.

Firearms. situational & equipment

PISTOLS AND HANDGUNS

The professional opts for the pistol and handgun for its power and size. Pistols and handguns are easily concealed and once silenced a highly effective means of eliminating the mark. The professional will only use these weapons, when in close proximity to the mark, as they offer limited clip capacity and accuracy over long distances.



ASSAULT RIFLES

The professional opts for assault rifles as an option, only when cornered or in clutch situations. The size and noise of assault make them very difficult to conceal. In its favour, the assault rifle does however offer the professional a range of 300m but must be used with single shot and burst fire to offer any kind of accuracy.



SUB-MACHINE GUNS

The submachine gun offers the professional a high rate of fire, lightweight manoeuvrable option when in close proximity to the mark. The submachine gun like the assault rifle is the least subtle choice when on a job which doesn't offer the accuracy or anonymity of a silenced weapon.



SHOTGUNS

The shotgun is devastating in close quarters but makes a lot of noise! The professional again will only resort to using this type of weapon when backed into a corner or as a last resort.



SNIPER RIFLES

The professional's choice, the sniper rifle is the most powerful and accurate means of eliminating the mark. This weapon can be silenced and used long distance from a safe vantage point then broken down into a concealed briefcase.

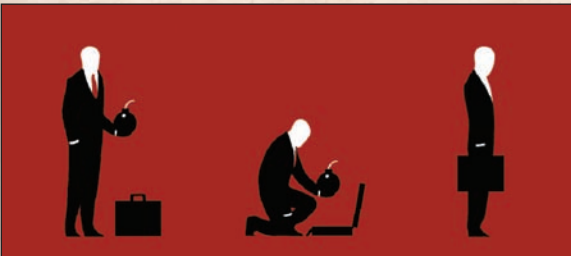


The Sniper rifle is the favourite weapon of the professional and when mastered the most deadly ally.



REMOTE BOMBS

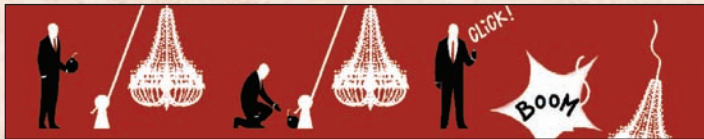
The remote bomb is another useful tool for the professional that can be planted in a mark's room then detonated from a safe distance.



The professional uses explosives intelligently and strategically to eliminate the mark.

18.

RIGGING BOMBS



An explosive device placed on the fixing point of a chandelier will not only eliminate the mark successfully, but also be perceived initially as an accident, ensuring a smooth exit from the scene. There are other ways in which the professional can choreograph a hit to be perceived 'accidental'.

THE FALL

The professional looks for opportunistic suspended items in the world that could kill a mark. These can be bought crashing down with clever use of explosives, shooting glass or fixture points using a high powered weapon such as a sniper rifle.

ENVIRONMENTALIST

The professional has an eye for ingenious ways of dressing a hit as an accident. For example, when presented with a kitchen, the professional sees the gas hob and its explosive potential. The professional weighs up every opportunity on a contract so that the hit looks as much like a freak accident where ever possible.

BINOCULARS

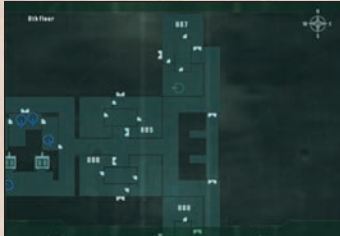
The professional's best tools for surveillance work. Binoculars provide excellent tools for surveying and spying on the marks behavioural patterns from safe distances.

MISSION BRIEFING



The mission briefing is carried by the professional throughout the contract so that objectives and mark information can be referred and that nothing is left to chance.

MAPS



Detailed maps and intelligence are paramount to the success of a contract. The maps are used by the professional throughout a contract as his main navigational means. The map and its attention to detail ensures the professional never gets lost and that detailed intelligence on guards, security and where to find the mark is at his fingertips at all times. The professional chooses to buy additional information and intelligence on more complicated jobs to ensure that everything goes smoothly. Any additional information on a contract that is purchased

by the professional is always marked on the map.

Compensation

PAYMENT

The professional takes payment in un-marked notes, which can be easily transferred to an off shore bank account avoiding detection. The professional is paid according to risk, and the social or political prominence of the mark. The higher the profile and complexity, the higher the price.

The professional often receives bonuses for executing a contract quickly, smoothly and without trace. Additional money can be made for retrieving suitcases and money from safes on the scene if the opportunity

Note: Replaying a mission can earn you more money, however only the difference between the initial and new earnings will be rewarded.

SPENDING

The professional leads a frugal existence, preferring to not draw attention to himself with erratic spending. The professional chooses to spend money on new tools, information and when required cleaning services on contracts that have gone badly with high civilian casualties.

INTELLIGENCE



The professional chooses to purchase information ahead of a contract, information aiding completion of the mission's objectives and the mission as a whole. Target location information (room location, behaviour, location to be expected at) as well as access information (disguise requirements, location of off limit areas, key carded doors, frisk and search points and possible smuggle opportunities). The professional will often try to purchase structural information for the location in question.

Purchasing Agency pickups – These are additional items the professional can purchase to aid completion of the contract. Placed and marked on the map as agency pickups, there may sometimes be a contact employed by the agency to deliver valuable information.

20.

Weapons & Tools

The professional often elects to purchase upgrades for their specialized weapons. These weapons are always untraceable and therefore have to be ordered through a trusted fence before they can be purchased. The professional chooses the best tools and weapons on the market:



ADVANCED LOCK PICKS - Will allow the professional to pick locks faster.

ADRENALINE - Recovers part health loss.

KEVLAR VEST - Will allow the professional to absorb some projectile hits.

PAINKILLERS - Gives the professional a small health boost.



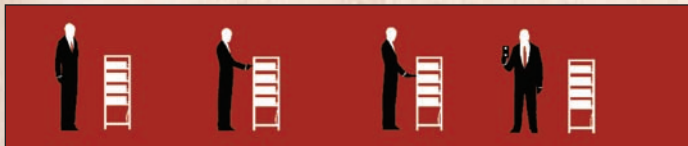
Cleaning


The professional, performs all his own cleaning where possible, but occasionally will need to hire in external help if he has had to make an emergency exit when a contract has gone really badly. Non disposed of bodies can be taken care of and bribes used to reduce notoriety.

Note: Replaying a mission and finishing with a lower notoriety value than originally awarded, will in turn lower your current notoriety level.

Recovering surveillance tapes

The professional meticulously plans the contract ahead using information provided in the brief from the agency. From the brief the professional will know where CCTV cameras are located but sometimes whilst under pressure the professional will need to perform an unplanned for action that may be caught on camera. The professional will always, (circumstances allowing) carry out his own cleaning on an untidy contract. The professional locates the CCTV control room and removes all evidence.



 Stand in front of recording unit using the **W,A,D,S** keys then press the **E** key to remove the tape.

Bench marking performance



Although the professional will choose not to reveal employment history, many assassins will wish to evaluate and compare their skills against other professionals around the world.

After each successful mission, (providing the professional has access to an online connection) the professional can submit mission data and rank himself against all those who have attempted the same.

Note: If previously saved mission progress is loaded during a mission, this mission data cannot then be submitted online.

Post mission

Once the professional has successfully completed a mission, several expenses will often need to be addressed. These expenses cover a number of different circumstances, for example the retrieval and replacement of items left at the scene (suits, and any custom weaponry for example). It also may be the case that a number of potential witnesses have been left at the scene. These can both jeopardize your anonymity (refer to page 5) and make future contracts that much harder to complete efficiently.

Additionally, the unlawful killing of innocents and law enforcement officials will in turn raise the profile of any completed missions. This can also be an expense to the professional, but the Agency will charge accordingly for the killing of innocents and officers in duty. Unnecessary publicity is bad for business; this will contribute to the final **DAMAGE CONTROL** penalty, displayed post mission. All of the expenses (whether they be they mandatory or optional) can be dealt with by the professional upon successful completion of the mission.

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 Michael Bach Jensen
 Mircea Marghidanu
 Allan Merrild
 Morten Mikkelsen
 Kasper Høy Nielsen
 Martin Pollas
 Jon Rocatis
 Henning Semler
 Gyula "Luppy" Szentirmay
 Torsten Kjær Sørensen
 Andreas Thomsen

Script Writer
 Greg Nagan

Additional Programmers
 Peter Andreasen
 Jesper Christiansen
 Henrik Edwards
 Martin Gram
 Martin Lütken
 Michael Juel Nielsen

Additional Artists
 Michael Bing
 Alan Cameron Boyle
 Miklos Búte

Johan Flod
 Mads Prahm
 Morten "Mazy" Hedegren
 Michael Heilemann
 Balázs von Kiss
 Peter von Linstow
 Roberto Marchesi
 Peter Eide Paulsen
 Rasmus Poulsen

Additional Animators
 Anders Haldin
 Gabor Horvath
 Craig Kristensen
 Martin Madsen
 Doron Meir
 Simon Sonnichsen
 Kim Zoll

Additional Sound Designer
 Peter Wendelboe Hansen

Additional Engine Programmers
 Thomas Jakobsen
 Ulf Johansen
 Steffen Toksvig

Additional Script Writer
 Morten Iversen

Music
 Music Composed and Produced
 by Jesper Kyd (Score)

Music Performed by the Budapest
 Symphony Orchestra (Score)

QA
 Petronela Cimpoesu
 Hugh Grimley
 Klavs Kofod
 Janus Rau
 Oliver Winding

Additional QA
 Natasza Ashkanani
 Christian Egense Jørgensen
 Mikkel Havmand
 Frederikke Hoff
 Uffe Holm
 Tatiana Midrigan Højengaard
 Marja Kontinen
 Jakob Mygdin
 Thomas Møller
 Kristian Rise
 Jakob Rød

Management
 Janos Flosser
 Morten Borum

Section Management
 Martin Amor

Jacob Andersen
 Karsten Hvidberg
 Jens Peter Kurup
 Karsten Lund
 Martin Pollas
 Mads Prahm

Support
 Mette Agerbæk
 Else Andersen
 Michael Andersen
 Ulla Goldberg
 Anni Greve Andersen
 Fredrik Ax
 Kjartan Vidarsson
 Jakob Bondesen
 Charlotte Delran
 Chris Edgar
 Peter Fischer
 Cæcilie Heising
 Thomas Howalt
 Tatiana Midrigan Højengaard
 Niels Jørgensen
 Søren Reinhold Jensen
 Christoffer Kay
 Jørgen Larsen
 Tamir Lomholt
 Karsten Lund
 Ulf Maagaard
 Foad Mojib
 Jonas Nielsen
 Rune Petersen
 Mads Prahm
 Genevieve Ripeau
 Niels Ole Sørensen
 Martin Schröder
 Christine Thårup

Voice Casting and Direction (US)
 KBA Voice Production

Featuring the Voice Talents of
 David Andriole
 David Bateson
 Barbara Bernád
 Brian Beacock
 Joan M. Bentsen
 Michael Benyer
 Nicole Black
 Scott Bullock
 Billy Cross
 Christopher Curry
 Vinny Curto
 Mark Deakins
 Christine Dunford
 Wayne Duvall
 Alfred Fair
 Crispin Freeman
 Jorge Garcia
 Grant George

Jessica Gee
 Bob Glouberman
 Francois Eric Grodin
 Nemi Fadlallah
 Jean Claude Flamant
 Thor Frølich
 Heather Halley
 Danielle Hartnett
 Stew Herrera
 Tish Hicks
 Stephani Hodge
 Tray Hooper
 Roger L. Jackson
 Peter Jessop
 Bill Jurney
 Barry Gordon Mc. Kenna
 Mark Klastorin
 Celestino Lancia
 Noah Lazarus
 Micheal Lindsay
 Deborah Marlowe
 Jennifer Martin
 Don Mathews
 Vivienne McKee
 Jim Meskinen
 Ennis Morris
 Bob Neches
 Byrne Offutt
 Jeremy C. Petreman
 Carlos Reig Plaza
 Billy Pope
 Earth Miller Bernard Reeves
 Sam Riegel
 Daniel Riordan
 Paul Rugg
 Sam Sako
 Pete Scherer
 Karen Strassman
 Mathew Stravitz
 Miles Stroth
 Jim Thornton
 Trey Turner
 Sal Viscuso
 Wade Williams
 Laura J.K. Wrang

Voice Recording Studio (US)
 Studiopolis

Additional Voice Direction (DK)
 Thomas Howalt

Additional Recording Studio (DK)
 Ranum Studios, Copenhagen

Mocap actors
 Christopher (Jack) Corcoran
 Tina Robinson
 Bo Thomas
 Jamie Treacher

Cellist
 Helle Sørensen

Additional Artwork
 supplied by Mine Loader
 Software Co., Ltd.

Music



"Double Trouble" Performed by
 John Mayall's Bluesbreakers
 Courtesy of The Decca Record
 Company Ltd

Licensed by kind permission from
 the Film & TV licensing division.
 Part of the Universal Music
 Group.

'Double Trouble' composed by
 Otis Rush. Published by Conrad
 Music, A Division of Arc Music
 Corp.

"White Noise" performed by The
 Vacation. Written by Ben Tegal &
 Steve Tegal. Produced by Tony
 Hoffer. Published by Chrysalis
 Music Limited.

Appears by kind permission of
 Chrysalis Music and The Echo
 Label (P) & (C) The Echo Label
 Limited 2004

Taken from the album "Band
 From World War Zero"

Published by Zenith Publishing
 Ltd. © 2003 Zenith Publishing
 Ltd. Written by P Watts/S Gillett/J
 Reeve. Performed by 'Airbiscuit'
 from the album Caldo-Freddo.
 Recording Copyright 2003 Zenith
 Café Ltd

www.airbiscuit.net -
 www.zenithcafe.co.uk
 info@zenithcafe.co.uk

Tomorrow Never Dies (Karaoke
 version)Music : Rosendahl /
 Christensen. Lyrics : Rosendahl /
 Rosendahl. Performed By Swan
 Lee. Karaoke version sung By
 Barbara Bernád.

Tomorrow Never Dies (Original
 version) Music : Rosendahl /
 Christensen. Lyrics : Rosendahl /
 Rosendahl. Performed By Swan
 Lee. Original version sung By
 Pernille Rosendahl

Franz Schubert (1797): Ave Maria.
 The work is in the Public Domain.

Artists: Daniel Perrett, Soprano.
 Praxedis Rütli, Soprano. From the
 album Tudor4 7029 Ave maria.
 Zürcher Sängerknaben.
 Conductor: Alphons von Aarburg.
 © 1995 Tudor Recording AG,
 Zürich / Switzerland

Slasher

Music and lyrics: Bo Heidelberg &
 Kim G. Hansen. Performed by
 Institute for the Criminally Insane

Uses Bink Video Technology.
 Copyright © 1997-2006 by RAD
 Game Tools, Inc

Multiplayer Connectivity
 by Quazal

Notes



26.

Notes



INTELLECTUAL PROPERTY RIGHTS STATEMENT AND LIMITED WARRANTY

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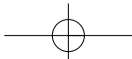
SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.



PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

[Precautions]

When inserting this disc in the PC always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use a cracked, warped or irregularly shaped disc, or one that has been repaired with adhesives, as it could lead to malfunction or damage to your PC.

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CUSTOMER SERVICE HELPLINE: 0870 9000 222

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Interactive Limited
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

UK 0905 506 0053 75P PER MINUTE

ROI 156 099 9269 €1.25 PER MINUTE

Calls cost 75p/€1.25 per minute at all times - over 16's only

Calls from mobiles and some networks may cost more.

Please ask bill payers permission before calling; this service is subject to availability.

**The PEGI age rating system:
Le système de classification d'âge PEGI :
El sistema de clasificación por edad PEGI:
Il sistema di classificazione PEGI
Das PEGI Alterseinstufungssystem**

Age Rating categories:

Les catégories de
classification d'âge :

Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Nota: ¡Variará en función del país!

Nota: Può variare a secondo del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu:

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE



DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG



DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN



FEAR
LA PEUR
TERROR
PAURA
ANGST UND
SCHRECKEN



SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT



VIOLENCE
LA VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>