

# BULLY™

SCHOLARSHIP EDITION



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### ABOUT THIS BOOK

Since publishing the first edition there have been some exciting new developments. This second edition has been updated to reflect those changes. You will also find some additional material has been added. Entire chapters have been rewritten and some have simply been deleted to streamline your learning experience. Enjoy!

## GETTING STARTED

### Operating Systems

Windows XP

Windows Vista

### Minimum System Requirements

Memory: 1 GB RAM

4.7 GB of hard drive disc space

Processor: Intel Pentium 4 (3+ GHz)

AMD Athlon 3000+

Video card: DirectX 9.0c Shader 3.0 supported

Nvidia 6800 or 7300 or better

ATI Radeon X1300 or better

Sound card: DX9-compatible

### Installation

You must have Administrator privileges to install and play Bully: Scholarship Edition. If you are unsure about how to achieve this, please consult your Windows system manual.

Insert the Bully: Scholarship Edition DVD into your DVD-ROM Drive. If AutoPlay is enabled, the Launch Menu will appear otherwise use Explorer to browse the disc, and launch.

Select the INSTALL option to run the installer.

Agree to the license Agreement.

Choose the install location:

by default we use "C:\Program Files\Rockstar Games\Bully Scholarship Edition"




Installation continued

Once Installation has finished, you will be returned to the Launch Menu.

If you do not have DirectX 9.0c installed on your PC, then we suggest launching DIRECTX INSTALL from the Launch Menu. This will require you to reboot your computer after installation has finished.

CONFIGURATIONS

Controller Set Up Page

Configuration	Mouse and Keyboard / Joypad Sets the control method to either Mouse and Keyboard or Joypad.
Redefine Controls	To redefine your controls highlight the specific action you wish to change and press either [ENTER] on the keyboard or the  button if you are using Xbox 360® controller. Then press the appropriate key or button to remap your controls.
Restore Defaults	Restores your current controller method to its default mapping.

CONTROLS

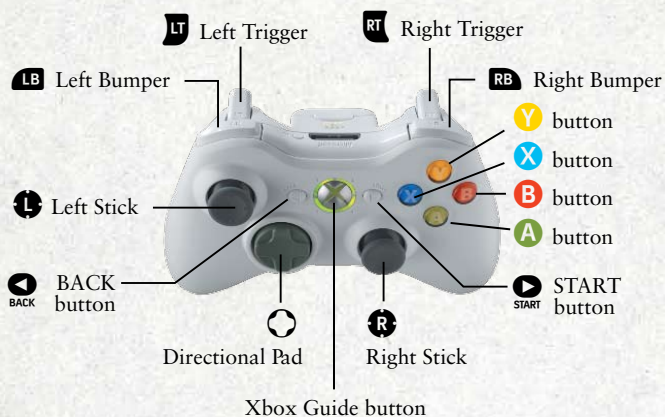
Controls: Standard

Show Secondary Tasks	Arrow Left
Show Tasks/Objectives	Arrow Right
Zoom In	Arrow Up
Zoom Out	Arrow Down
Map Menu	Tab
Pause Menu	ESC
Melee Attack	Left Shift
Sprint	Left Alt
Jump	Space
Grapple/Interact/Dismount (Bike & Vehicle)	R
Lock On/Punch (On Bike)	Right Click
Cycle Weapon Left	Scroll Wheel Up
Weapon Fire/Punch (Bike)/ Hand Brake (Vehicle)	Left Click
Cycle Weapon Right	Scroll Wheel Down
Look Back	X
Crouch	C
Move Left	A
Move Forward/Accelerate (Bike & Vehicle)	W
Move Right	D
Move Back/Brake & Reverse (Bike & Vehicle)	S
Un-equip Weapon	Click Wheel

## CONTROLS *(continued)*

### Controls: Xbox 360® Controller

Bully: Scholarship Edition is also compatible with the Xbox 360 controller. Plug in any Xbox 360 controller, go to the CONTROLS option in the in-game menu, then select to enable Xbox 360 Compatible Controls.



### Controls: On Foot

- Y button: grapple/interact
- X button: melee attack
- B button: jump
- A button: sprint

Left Analog Stick: move  
Right Analog Stick: camera

BACK: map  
START: options

Left Stick: click to look back  
Right Stick: click to crouch  
D-pad Left: show secondary tasks  
D-pad Right: show primary tasks  
D-pad Up/Down: zoom  
Left Trigger: lock on  
Left Bumper: cycle previous weapon  
Right Trigger: fire weapon  
Right Bumper: cycle next weapon

### Controls: On Bike

- Y button: dismount
- X button: brake/reverse
- B button: jump
- A button: accelerate

Left Analog Stick: steer bike  
Right Analog Stick: camera

BACK: map  
START: options

Left Stick: click to look back

D-pad Left: show secondary tasks  
D-pad Right: show primary tasks

Left Trigger: punch left/lock on  
Left Bumper: cycle previous weapon

Right Trigger: punch right/fire weapon  
Right Bumper: cycle next weapon

### Controls: In Vehicle

- Y button: dismount
- X button: brake/reverse
- A button: accelerate

Left Analog Stick: steer vehicle  
Right Analog Stick: camera

BACK: map  
START: options

Left Stick: click to look back

D-pad Left: show secondary tasks  
D-pad Right: show primary tasks



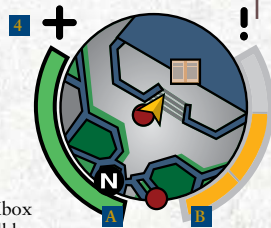
## INTERACTIONS

At some point you will need to find your way around the school and learn how to tell the time. This can be helpful to locate missions, find objectives and interact with your fellow classmates. Besides, it's no fun to skip class if you didn't even know it had started.



### IN GAME

- 1. Clock:** The clock will be present on-screen whenever time is a factor for Jimmy's current activity.
- 2. Item:** Jimmy's currently selected item is displayed here. Items can be cycled through using the mouse scroll wheel, or the Right Bumper and Left Bumper on the Xbox 360 controller.
- 3. Interaction:** When the R key or the Left Trigger on the Xbox 360 controller is pressed, the social interaction menu will be displayed showing the potential interactions open to Jimmy.
- 4. Map and Status Window:** The map is essential for navigation, Jimmy's position is at the centre, and the map will rotate so that the direction he is walking in is at the top of the map.



**A. Health bar:** Shows Jimmy's current health – increase health by buying a soft drink from one of the many vending machines.

**B. Trouble meter:** This meter will fill as Jimmy commits misdemeanours, turning yellow, then orange and finally red as the level increases. Authority figures will pay more attention to Jimmy as this meter fills.

## CLASSES

Fortunately, it can be helpful for your stay at Bullworth to attend classes. So, if you find the time, you will learn all the tricks to taking over the school - how to fight those menacing jocks, win over the girls, dodge the prefects, make some stink bombs and much more.



### Mathematics

You'll be okay. It's multiple choice.



### English

Mastery of the English language is highly impotent in the world of business.



### Biology

Try not to puke and don't forget, it's worse on the frog than it is on you.



### Art

The only thing you need to know is that it's taught by Ms. Phillips. (You'll understand when you get to class.)



### Music

Learn how to bang on your desk in harmonious discontent.

## CLASSES *(continued)*



### Geography

It's just like putting push pins on that map in your bedroom, only you have no idea where the pins go.



### Chemistry

If you ever wanted to learn how to make stink bombs and firecrackers, then you may not want to miss this class.



### Photography

Become the town Paparazzi, and more importantly, this is also taught by Ms. Phillips.



### Gym

Learn everything you need to know to wrestle your way to the top of the pile... while wearing tights.

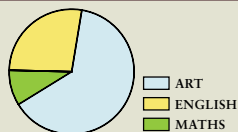


### Shop

Get your hands dirty in something other than mischief. Tune some bikes and get better rides.

### Fun Facts

The pie chart shows that 65% of students favour Art class with Ms. Philips over Mathematics and English.



## SCHOOL SUPPLIES

Bullworth is ruled like any other school – survival of the fittest, or the most prepared.

### Firecracker *(See Figure 1.)*

These can get you in some unwanted trouble, but they are ever so much fun. Whatever you do, don't drop them in the school toilets!



Figure 1.

### Slingshot *(See Figure 2.)*

The only thing you need to worry about is hitting your target. This trusty companion comes with an endless supply of ammo and can't be confiscated. So get in some practice on some targets and get used to relying on it for ranged attacks.



Figure 2.

### Skateboard *(See Figure 3.)*

Ideal for escaping any of the lame authority figures and an easy way to zip around the map. It's also fun to hitch a ride on the back of cars going to town.



Figure 3.

### Stink Bomb *(See Figure 4.)*

Imagine what you would stink like if you didn't shower for a year and then went swimming in a pool of rotten eggs. It's just like that, only worse, and in a bottle. Just be careful not to get caught in the rancid cloud yourself.



Figure 4.

### Marbles *(See Figure 5.)*

If you want to "play" marbles, then go home. These are used for pranks. Try dropping some of these near busy doorways.



Figure 5.



## SCHOOL SUPPLIES *(continued)*

### Itching Powder *(See Figure 6.)*

Why should you use it? Because it's always fun to watch someone fidgeting and scratching themselves uncontrollably. It's also useful to slow down prefects who are chasing you.



Figure 6.

### Carton of Eggs *(See Figure 7.)*

A staple item for any prankster and a necessary gift for any open windows. Simple to use too, just throw and splat!



Figure 7.

### Spud Gun *(See Figure 8.)*

The name says it all. Launch some of Idaho's finest all across Bullworth.



Figure 8.

### Bottle Rocket Launcher *(See Figure 9.)*

Not only are they fun to send zipping through the air, they make a nice little ka-boom too.



Figure 9.

### Spray Paint *(See Figure 10.)*

**Jimma Muzere**



Figure 10.

### Rubber Band Ball *(See Figure 11.)*

For those that can locate all of the missing rubber bands around Bullworth, you won't be disappointed.



Figure 11.

### Camera *(See Figure 12.)*

Everyone loves pictures, especially ones from the girls' dormitory. Also a great way to capture all of the pranks you pull on unsuspecting classmates.



Figure 12.

### Soda *(See Figure 13.)*

Contrary to popular opinion, drinking soda can be good for you, especially when you are in need of some health.



Figure 13.

### Apples *(See Figure 14.)*

Healthy to eat, but more fun to throw. Try tossing some of these around the cafeteria.



Figure 14.

### Banana *(See Figure 15.)*

If you see these on the floor, don't walk over one unless you want to split.



Figure 15.

## BULLWORTH SOCIETY

One of the most important things to learn at Bullworth is your place in the social hierarchy. You'll have to navigate your way through several different school groups as you try to take over the school. But be careful as you win the approval of some groups; the others will not look kindly upon you climbing the ranks.

### Nerds

These are the strong minded individuals on campus who usually find themselves in trash cans or inside their own lockers. On the outside, they may look weak, but they can become an important ally. They also know how to make stink bombs, itching powder and control the spud cannon so you might want to reserve that wedgie for the preppies.



### Preppies

They are rich and they are troublesome. While they may have nicer uniforms, they are not immune to pranks. If they try and bother you, let them know you mean business and decorate their prized Harrington House with a carton of eggs.



### Jocks

These muscle heads may not be smart, but they sure are tough. The only thing they love more than sports is bullying the nerds, so if you see one of your classmates on the receiving end of a wedgie, try lending a hand. But be careful, you may find yourself outnumbered.



### Greasers

These are the big kids on campus and they are certainly not a group you want to mess with. They wear leather jackets and hang out at the auto shop all day talking about greaser stuff. So be careful if you need to venture to one of their hang outs, they don't like anyone stepping on their turf.



### Prefects

These are the lame authority figures in blue jackets who enforce the rules. If you miss class or bully another student, they will be all over you like flies on today's lunch special. Sometimes an apology can get them off your back, other times you will just need to run and hide. If you get caught, you might be looking at some detention time.



### Girls

Probably the best group of students on campus and certainly the most attractive. They can come from different types of social cliques, but they all respond well to gifts. You may find yourself with a few girlfriends so watch out, they are all the jealous type.



### Teachers

We all know teachers. They teach, give out quizzes and generally annoy you. At Bullworth, this is no exception. The only advice that can be shared is to pass your classes; you will get rewards that help you throughout the school year. Your only other choice is truancy, which can be just as rewarding.



### Townies

This is pretty much everyone that doesn't live on Bullworth campus and they don't like students. When you visit town make sure you stay out of trouble because they have no problem calling the cops who won't be as nice as the prefects.









## CREDITS

### ROCKSTAR VANCOUVER

PRODUCTION	Jeronimo Barrera Steve Martin	TECHNICAL ARTIST	Cory Lake
ART DIRECTION	Steven Olds	ENVIRONMENT ART	Andrew Wood Jae Young Lee
DESIGN DIRECTION	Mike Skupa Sergei Kuprejanov	CHARACTER ART	Jared Fry Amy Dolphin Loksoon Lim Mike Gillen
TECHNICAL DIRECTION	Mike Slett Peter Grant		
WRITTEN BY	Dan Houser Jacob Krarup	ANIMATION DESIGN	Mark Tennant
ASSISTANT PRODUCER	Mike Lee	ANIMATION	JJ Gonzales Ryan Schacter Steven Kong
DESIGN	Chris Stimson Josh Needleman	CUTSCENE ANIMATION	Duncan Shields Joseph Nasrallah Justin Bullard
AI	Scot Fraser Warren Johnson		
AI SCRIPTING	Tony LaBorie	GRAPHIC ART	Dave Byun
GAMEPLAY PROGRAMMING	Mike Waltman Alex Hadjadj Mike Morace Pete Veys Stephen Johnson Troels Gram Elliot Potter	CONCEPT ART	Ken Nicholls
		AUDIO CODE	Shae Archibald Tom Schulz
		SOUND DESIGN	John McCulloch
		QA MANAGER	Anim Ali
ANIMATION CODE	Liberty Walker Jonathan Yim	QA	Carlo Audia Kelly Grimes Ken Chu Norm “Tubbz” Brown
GAMEPLAY SCRIPTING	Jason Au Mark McIntyre Matt Norman Roberto Alcantara Raul Figueroa Cruz Rui Campos Terry Litrenta Scott Penman	SUPPORT	Dave Toews Kelly Gibson

## CREDITS

### ROCKSTAR TORONTO

STUDIO PRESIDENT	Kevin Hoare	ARTISTS CONTINUED	Paul MacPherson Pete Armstrong Raymond Dela Cruz Yun Kyung Suh
CREATIVE DIRECTOR	Greg Bick		
PRODUCER	Rob Nelson	ANIMATION	Abraham Ahmed Benjamin Chue David Saguil John Kim
LEAD PROGRAMMERS	Oscar Valer Frank Kozuh		
PROGRAMMERS	Andy Kwiatkowski Alan Van Arden Frank Chen Geoff Herbynchuk Grant Kim Karim Hemraj Matthew Puthiampadavil Nick Snell Stephen Orr Terry Litrenta	AUDIO DESIGN	Steve “Knuckles” Donohoe
		QA MANAGER	Arthur Chiang
		QA	Chris Conway
		PRODUCTION ASSISTANT	Norm “Tubbz” Brown
		SUPPORT	Lisa Olsen Matthew Flewelling
DESIGNERS	Dan Van Zant Damian Ebanks John MacPherson Jonathan Hodge	ROCKSTAR GAMES NYC	
LEAD GAMEPLAY SCRIPTER	Matt West	EXECUTIVE PRODUCER	Sam Houser
GAMEPLAY SCRIPTING	Colin Orr David Yang Reginald Woods Scott Penman	VP OF CREATIVE	Dan Houser
		ART DIRECTOR	Alex Horton
		VISUALIZATION DIRECTOR	Steven Olds
LEAD ARTISTS	Chris Babic Denny Borges Kevin Freitas	VP OF PRODUCT DEVELOPMENT	Jeronimo Barrera
ARTISTS	Anthony Joseph Daniel Ebanks Denis Cawson Gary Yeung Jasmine Wong Kelly Grimes Luke Shelswell Matt Kazan	PRODUCER	Neil McCaffrey
		VP OF QUALITY ASSURANCE	Jeff Rosa
		SENIOR LEAD ANALYST	Lance Williams



## CREDITS

PROJECT LEADS	Adam Tetzloff Jay Capozello Marc Rodriguez	PRODUCTION TEAM CONTINUED	Ian Stynes Brian Scibinico Jonathan Endicott Kerry Shaw John Zurhellen Lazlow Jones
ROCKSTAR TEST TEAM	Brian Alcazar Brian Planer Bryan Rodriguez Chris Choi Christopher Mansfield Christopher Plummer Curtis Reyes Devin Smither Gene Overton Helen Andriacchi Jameel Vega James Dima James Eckersley Matt Capozello Matthew Forman Michael Piccolo Mike Hong Mike Nathan Oswald "OZ" Greene Peter Woloszyn Phil Castanheira Rich Huie Sean Flaherty Tamara Carrion William Rompf	MOTION GRAPHICS  SUPERVISING SOUND EDITOR  VOICEOVER DIRECTOR	Maryam Parwana  Nicholas Montgomery  William DeVizia
		VOICES	
TECHNICAL MANAGER	Ethan Abeles		Jimmy Hopkins: Gerry Rosenthal Gary Smith: Peter Vack Pete Kowalski: Matt Bush Derby Harrington: John LaVelle Johnny Vincent: Rocco Rosanio Russell Northrop: Cody Melton Earnest: Jesse Tendler Algie: Brett Tabisel Lola: Phoebe Strole Beatrice: Caitlin Greer Mandy: Elena Franklin Zoe: Molly Fox Melvin: Charlie Saxton Pinky: Kaija Matiss Tad: Baron Vaughn Clint (AKA Henry): Justin Mortelliti Dr. Crabblesnitch: Ralph Gunderman Dr. Slawter: Kurt Rhodes Mr. Hattrick: Charles Turner Mr. Galloway: Robert Stanton Mr. Burton: Michael Boyle Dr. Watts: Jarel Davidow Miss Danvers: Lori Funk Edna: Kathy Rossetter Hobo: Angus Hepburn Ms. Philips: Blair Ross Brandy: Emire Lena Chad: Brandon Gill Ricky: TJ Del Reno Damon: Ben Curtis Thad: Kevin Cahoon Bo: Jason Fuchs Casey: Dimitri Michann
TECHNICAL ANALYST	Jared Raia		
BUSINESS DEVELOPMENT DIRECTOR	Sean Macaluso		
PRODUCTION TEAM	Rod Edge Eli Weissman Francesca Clemens Phil Poli Jaesun Celebre Anthony Carvalho Peter Adler Caleb Oglesby Robert Karol Anthony Litton		

## CREDITS

Peanut: Joe Aro Tobias Mason: Dennis Ostermaier Edgar Munsen: Jan Milewicz Norton: Adam Chandler-Berat Davis: Geoff Wigdor Gord: Andrew Gehling Bif Taylor: Andrew Rannells Juri: Lloyd Floyd Constantinos & Mascot: Mathew Stadelman Parker: Cory Anker Ted Thompson: Alex Cendese Zack Owens: Adam Sietz Karen: Cai Oglesby Hal: Leonard Spinelli Cornelius: Chaz Stevens Mr. Wiggins: Gary Yudman Bethany Jones: Lane Keough Sheldon: John Magaro Melody: Shannon Amabile Ivan: Cohile Brocato Dan: Matt Sauerhoff Mrs. Peabody: Flo Salant Mr. Luntz: Sean Eden Mrs. McRae: Susan Blommaert Gurney: Dave Isaacs Mrs. Carvin: Patricia Kilgoriff Kirby: Chris Kromer Officer Monson: Mike Plant Trent: Jaime McAdams Tom: Conor Paolo Edward: Ryan King Gloria: Lea Ostner Lance: Dylan Schneider Bryce: Ben Levin Denny: Vincent Lombardi Troy: Evan Weinstein Christy: Maine Anders Maria Theresa: Kanika Looby Donald: Jimmy Walsh Ms. Isaacs: Tiffany Little-Canfield Karl Branting: Wilhelm Lewis Pedro: Daniel Tay Fatty: Ryan Cotler Neil: Jesse Lenat Mrs. Lisburn: Dody Goodman Eunice: Cody Rose Omar Romero: James Kennedy Miss Abby: Stephanie Hepburn Mihailovich: Gregory Korostishevsky	Ray: John Walker Bucky: Tim Wersan Luis: Adam Scarimbolo Betty: Saetha Ebans Mr. Moratti: Vincenzo Sanseviero Mr. Doolin: Howard Ross Mr. Smith: Tom Mardirosian Mr. Huntington: David White Fenwick: Robert Whaley Mr. Gordon: Todd Susman Nate: Sean Morgan Mr. Bubas: Tony Call Trevor: Adam Serwer Handy: Paul Diomedede Mom: Geneva Carr Stepfather: Michael Cullen Mr. Johnson: Todd Pistone Bob: Tom Vergow Theo: Scott Smith Mr. Carmichael: Douglas Keeve O'Rourke: Tom Zurhellen Paris: Gaylord Rice Dr. Bambillo: Bryan Doerries Krakauer: Walter Mueller Officer Ivanovich: Ron Reeve Officer Morrison: James Norton Mr. Buckingham: Michael Bower Mr. Salvatore: Steve Carlesi Angie: Sue Jean Kim Mr. Oh: Andrew Pang Crystal: Mikki Officer Williams: Chad Coleman Wade: Matt Monroe Nicky Charles: Roderick Covington Mr. Huntingdon: David White Lefty: Louie Torrellas Delilah & Jezebel: Madena Parwana Otto Tyler: Ian Stynes Freeley: Anthony Macbain Hector: Jay Capozello Duncan: Adam Tetzloff Lucky: Mike Nathan Vance: William DeVizia Ms. Rushinski: Francesca Clemens Justin: Jaesun Celebre Stan: Jon Young Mr. Castillo: Mark Rodriguez Chuck: Anthony Litton Miss Kopke: Kerry Shaw
---	--

## CREDITS

Mr. Ramirez: Gregory Johnson Mr. Svenson: Pete Adler Dorsey: Anthony Carvalho Leon: Lance Williams Max: Lenny Grossi Mr. Sullivan: Sanford Santacroce Alfred: Andy Hanley Gregory: Rob Karol Asylum PA & Inmate: Kerry Shaw Asylum Inmate: Anthony Litton Asylum Inmate: Francesca Clemens Asylum Inmate: Ian Styne Asylum Inmate: Jaesun Celebre Asylum Inmate: William DeVizia Rudy (Bum Santa): Michael Pemberton Fake Santa: Sean Flaherty Miss Peters: Saidah Ekulona Elf 1: Vince Parker Elf 2: Rita Liberator Generic Mom: Mary Palumbo Generic Boy: Doug Feder Generic Girl: Francesca Clemens  Christmas Kids: Jonathon Bick Kate Maclean Owen Bick Stacey-Lee Meloche Taylor Brown  Christmas Parents: Dan Van Zant Lisa Olsen Matthew Flewelling Norm “Tubbz” Brown Rob Nelson  Elves: Dan Van Zant Jonathan Hodge Kevin Freitas Norm Brown Rob Nelson  Crowd: Marisa Palumbo Ayana Osada Jaesun Celebre Eli Weissman Francesca Clemens John Zurhellen	ADDITIONAL DIALOGUE	Jacob Krarup Hugh Michaels John Zurhellen Gregory Johnson Ayana Osada Nick Giovannetti Daniel Van Zant Michael Zoccano Sanford Santacroce  Daniel Zaitchik Peter Vack Darrin Malone Justin Mortelliti Jesse Tendler Brett Tabisel Caitlin Greer Phoebe Strole Elena Franklin Molly Fox Lori Funk Kurt Rhoads William McCall Matt Bush Brian Podnos Robert Lenzie Charlie Saxton Mike Boyle Linda Nelson Blair Ross Alex Cendese A.J. Shively Brandon Gill Jarel Davidow Cody Melton Emire Lena Jamar Cargo Timothy Kubart Josh Tyson Adam Chandler Berat Amanda Goodman  Perspective Studios  Telsey & Company
	MOTION CAPTURE PERFORMED BY	
	MOTION CAPTURE RECORDING	
	CASTING BY	

## CREDITS

ORIGINAL MUSICAL SCORE WRITTEN AND PERFORMED	Shawn Lee	ROCKSTAR NYC PUBLISHING TEAM CONTINUED	Marlene Yamaguchi Mayumi Kobayashi Mike Cala Mike Torok Nathan Stewart Nick Giovannetti Nick Van Amburg Paul Martin Paul Yeates Pete Shima Ray Smiling Richard Cole Robert Gross Rodney Walker Rowan Hajaj Sean Hollenbach Sean Mackenzie Stanton Sarjeant Stephen Bliss Steve Hahnel Steven Knezevich
ENGINEERED FLUTE AND SAX TRUMPET TROMBONE	Pierre Duplan Andy Ross Dominic Glover Michol Thompson		
MUSIC SUPERVISORS	Ivan Pavlovich Andi Hanley		
ROCKSTAR NYC PUBLISHING TEAM	Adam Tedman Alden Ng Alex Moulle-Berteaux Alice Chuang Alison Brash Andrea Stapleton Andrew Kleszczewski Angus Wong Anthony Macbain Bill Woods Brian Noto Bruce Dugan Bryan Wall Cassandra Nyugen Christopher Fiumano Daisuke Taoka Daniel Einzig Darlan Monterisi David Santana Fred Navarrete Gary Dale Gauri Khindaria Greg Lau Jack Rosa Jared Raia Jean Paul Moncada Jeff Mayer Jennifer Kolbe Job Stauffer Jordan Chew Josh Mirman Justin Hills Kath Horton Keicha Bean Koji Nonoyama Lyonel Tollemache Mark Adamson	ROCKSTAR LONDON PRODUCT DEVELOPMENT AND PUBLISHING	Alessandra Morra Ben Jennings Ben Sutcliffe Chris Madgwick CJ Gibson Craig Gilmore David Manley Graham Ainsley Greg Weller Hamish Brown Heloise Williams Hugh Michaels James Crocker Jurgen Mol Laura Battistuzzi Linda Vezzoli Lucien King Marie Bailey Matt Smith Neil Stephen Nijiko Walker Paul Nicholls Peter Field Philip Doust



## CREDITS

ROCKSTAR LONDON PRODUCT DEVELOPMENT AND PUBLISHING CONTINUED	PJ Sim Richard Barnes Tanya Holland TJ Usher	SENIOR LEAD TESTERS	Mike Emeny Steve McGagh Phil Deane Rob Dunkin Eddie Gibson Jonathan Ealam Steve Bell
EUROPEAN PUBLISHING TEAM	Simon Ramsey Dave Malcolm Leigh Harris Onno Bos Maikel Van Dijk John Gordon Emmanuel Tramblais Jochen Till Jochen Färber Michael Zigon Federico Clonfero Monica Puricelli Cristiana Colombo Raquel Garcia Ana La Fuente David Gomez Diego Tobon Anthony Dodd Corine Checko Martin Alway Nguyen Doan Nicole Mucumbitsi Paris Vidalis Paul Hooper	LEAD TESTERS	Will Riggott Jon Gittus Dave Lawrence Mike Bennett Jonathan Stones André Mountain Dan Goddard Pete Broughton
		QA TESTERS	Tat Kong Leong Dave Fahy Matt Lunnon Peter Duke Jim Cree Toby Hughes David Evans Ben Newman David Sheppard Simon Watson Ian McCarthy Richard Hole James McDonnell Chris Hyde Ross Field Andy Heathershaw Nick Sell Lindsey Bennett Gemma Harris Tim Leigh Mike Blackburn Jason Trindall Mike Griffiths Joby Lockett Craig Reeve Nathan Buchanan Carl Young
ROCKSTAR LINCOLN QA			Chris Welsh
QUALITY ASSURANCE MANAGER	Mark Lloyd		
DEPUTY QUALITY ASSURANCE MANAGER	Tim Bates		
SENIOR QA SUPERVISORS	Charlie Kinloch Kevin Hobson		
QA SUPERVISORS	Phil Alexander Matt Hewitt Andy Mason Lee Johnson	LOCALISATION SUPERVISOR	

## CREDITS

SENIOR LOCALISATION TESTERS	Dominic Garcia Paolo Ceccotti Francois Fouchet Naomi Long	CORE TEAM CONTINUED	Nick Greco Nico Corrao Paul Jury Robert Hannigen Rusty Rountree Scott Haraldsen Shawn Shoemaker Stephen Guberski Steve Hartman William French
LOCALISATION TESTERS	Chris Bengner Jesús Pérez Rosales Dennis Reinmueller Michele Kribel Tomàs-David Sallarès Gianpiero Ferraro Domhnall Campbell Luca Castiglioni Michael Aigner Benjamin Giacone	ADDITIONAL WORK	Barry Cullen Dan Holbert Jim Buck (Twitchy Thumbs Entertainment, Inc.) Joseph M. Jobst Joe Pikop Kevin Moy Kevin Wasserman Kristen Overmyer Mike Fox Parker A. Davis Raul Cabrales Robert J. Moore Sean McCarthy Shanti Gaudreault Stephen LaValley Tim Samuels
IT SUPERVISOR	Nick McVey		
ROCKSTAR NEW ENGLAND			
CORE TEAM	Brian Jennings Bryan Silva Dan Conti Dan Read Daniel Salsberg Daniel Aaron Sproul David Gosselin David Lennon Drew Medina Eric Anderson Eric Dannerhoj Gary Conti Greg Bourque Hugues St-Pierre Dr. Ian Lane Davis Jae-Suk Jo Jamie Gotch Jarred Vaughan Jason Lamparty J.D. Solilo Joshua Landry Josh Phelan Jude Beers Kabir 'KB' Oshodi Karen Wolff Michael Blanchette Mike Ciano Natalia Vladislav- ovna Muray	ROCKSTAR NEW ENGLAND SUPPORT	Aimee Mottram Debbie Waggenheim Dianne Bishop Eric Costa Jeff Desharnais Ken Davis Laura Winik Nathan Raymond Ron J. Rosenberg Sandy O'Toole Tina Gauthier

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Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of the several ways listed below.

Before contacting Technical Support, please be prepared. In order to assist you efficiently, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows:

## Contact Details:

- Your name.
- E-mail address, daytime telephone number or postal address.
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing.

## System Details:

- PC brand name and model.
- Processor speed and manufacturer.
- CD-ROM Drive speed and manufacturer.
- Total amount of system RAM.
- The make and model of your video card / 3D Accelerator together with amount of video RAM.
- The make and model of your sound card.
- Mouse and driver information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

**NOTE: PLEASE DO NOT CONTACT TAKE 2 INTERACTIVE'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.**

They are neither permitted nor qualified to supply such information.

## OUR TECHNICAL SUPPORT CONTACT DETAILS

Post	Take-Two Interactive Technical Support Unit A, Sovereign Park Brenda Road Hartlepool TS25 1NN
Telephone	(0870) 1242222 / calls charged at the national rate (7 days a week from 8am to 10pm (GMT) excluding bank holidays) Nederland 0900-2040404 (EUR 0,70ct p/m) België 0902-88078 (EUR 0,74ct p/m)
Fax	(01429) 233677
E-mail	take2@europesupport.com tech.support@take2europe.com
Website	www.take2games.co.uk

## AUSTRALIA AND NEW ZEALAND CUSTOMERS ONLY TECHNICAL SUPPORT:

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

**Australia:** 1902 262 606 calls charged at \$2.48 + GST per minute  
(higher from public phones and mobiles)

**New Zealand:** 0900 54263 call cost \$1.99 + GST per minute.

Check with whomever pays the bill before calling.

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