

Important Health Warning About Playing Video Games

Photosensitive seizures

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

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

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

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

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

TABLE OF CONTENTS

Getting Started.....	3
Controls	4
Controller.....	4
Mouse/Keyboard.....	5
The Story	6
The Game.....	7
Levels of Difficulty.....	7
Saving and Loading.....	7
Mission Rating.....	8
Main Menu	9
Heads-Up Display	11
In-Game Menu.....	15
Movement and Actions	16
Movement Types	16
Actions	16
Interactions with the Environment.....	18
Interactions with Enemies.....	19
Weapons and Equipment.....	20
Weapons	20
Equipment.....	22
Special Modes	23
Morphine Mode.....	23
SS Uniform Mode.....	24
Collectibles and Skills.....	25
Collectibles.....	25
Skills.....	25
Stealth Tactics.....	27
Enemies	29
Credits	31
Special Thanks	35
Support.....	36
Warranty.....	37

GETTING STARTED

INSTALLATION OF VELVET ASSASSIN

1. Insert the DVD into your DVD-ROM drive.
2. In case, the autoplay function of your PC is activated, the setup program of Velvet Assassin will be started automatically. In case, the autoplay function of your PC is deactivated, open 'My Computer' and double-click on the icon of your DVD-ROM drive. Now, double-click the „Setup.exe” to start the setup program of Velvet Assassin.
3. Follow the instructions of the setup program.

RUN VELVET ASSASSIN

In order to start Velvet Assassin after its installation, simply double-click the Velvet Assassin icon on your desktop, if you installed it, or open the start menu and choose:

Programs -> Velvet Assassin -> Play Velvet Assassin

See chapter 'Main Menu' for information on how to start a new game or load a previously saved game.

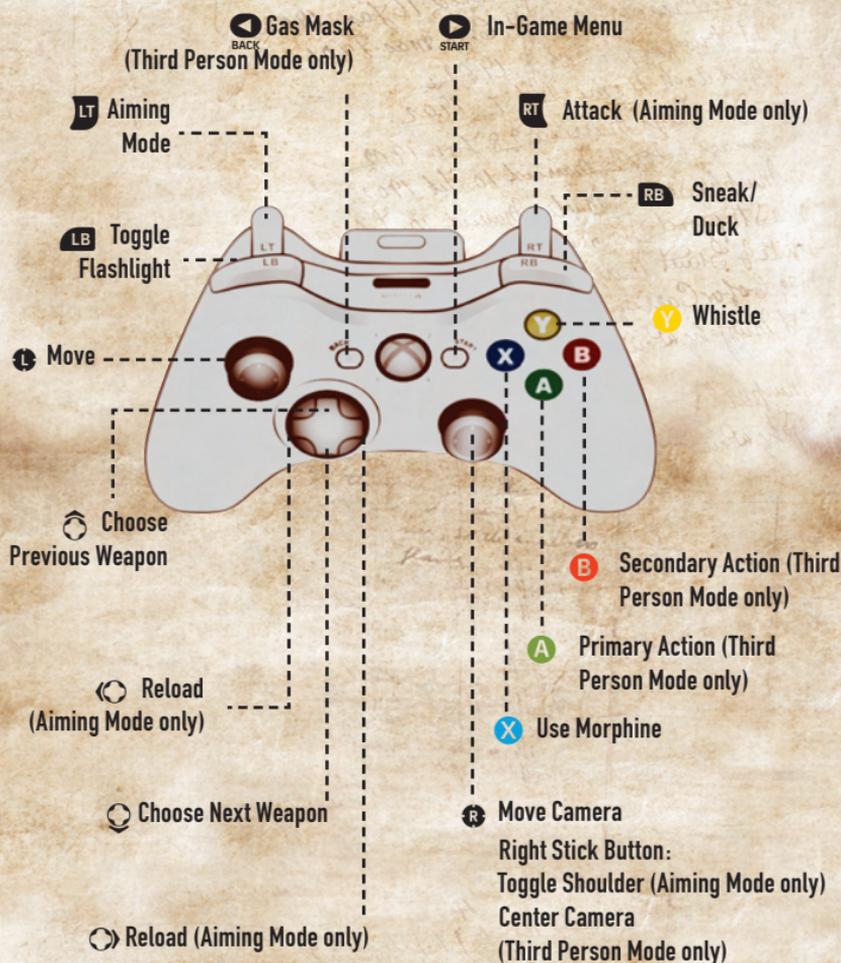


CONTROLS

Velvet Assassin allows you to either use a mouse and a keyboard, or an Xbox 360 Controller.

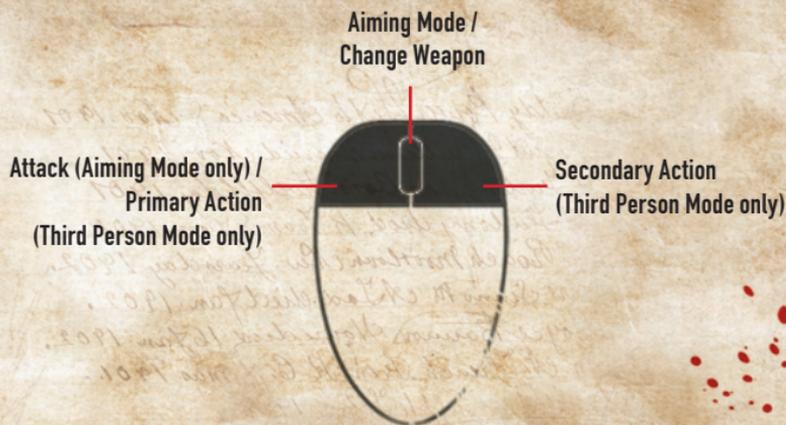
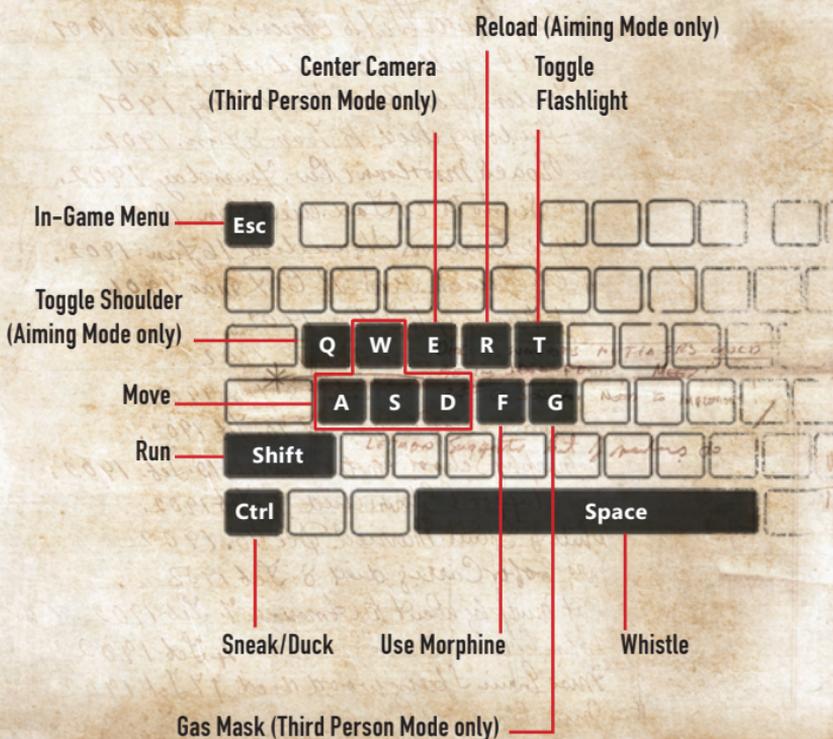
Depending on the controls you use, there are different options to customize them. Customization is available within the 'Controls', see chapter 'Main Menu'. The default configuration is:

XBOX 360 CONTROLLER



CONTROLS

MOUSE / KEYBOARD



THE STORY



As World War II is waged outside of a lonely hospital window, it also plays out inside the mind of Violette Summer. While in a coma, the British intelligence agent relives the horrors she experienced while sabotaging the Nazi regime. Velvet Assassin reveals the revulsions of war that are never spoken aloud.

Go through missions all across Europe to sneak up on enemies and pull the pins from their belted grenades, infiltrate a Nazi prison to slip cyanide to a comrade faced with torture, slink through the shadows to finish off your unsuspecting enemies with single, perfectly-aimed shots and use a range of attacks to help sabotage the Nazi empire!

Through Violette's feverish dreams, you will experience what she experienced, walk where she walked, and kill those she killed.



THE GAME

LEVELS OF DIFFICULTY

Before you start a new campaign, you can choose between two levels of difficulty:

Normal (for less experienced stealth action players)

Agent (for experienced gamers).

Note:

Once you have chosen a level of difficulty, you cannot change it during the current campaign.

SAVING AND LOADING

As the story evolves, the game will automatically save the player's progress every time you pass a checkpoint.

You can load previously-saved games by accessing the 'Load Game' option in the Main Menu or by choosing 'Last Checkpoint' in the In-Game Menu if you are currently within the game.

In case there are no previously saved games, you will need to start a 'New Game'. This option can be found within the Main Menu as well.

MISSION RATING

Whenever you have completed a mission, there will be a screen shown with selected statistics about your gameplay approach. From these statistics a player rating is deduced.



Possible player ratings are:

- Rookie (lowest)
- Soldier
- Agent
- Assassin (best)

Depending on the percentage of silent kills you performed and the collectibles you picked up you will obtain a different rating. The more collectibles you found and the higher your silent kill ratio is, the better your rating will be.

MAIN MENU

In the Main Menu you can perform different actions:

RESUME CAMPAIGN

This automatically loads your last saved checkpoint.

NEW GAME

Start a new campaign. You will be asked to choose a level of difficulty, see section 'Levels of Difficulty' in chapter 'The Game'.

LOAD GAME

Choose a specific previously saved game to load.

OPTIONS

Adjust various in-game options and see the developer credits:

BRIGHTNESS

Adjust the overall 'Brightness Level' within the game. (Default: 0)

AUDIO

Adjust the 'Master Volume', 'Effects Volume', and 'Music Volume'.

CONTROLS

ACTIVE CONTROLLER:

Choose your preferred controls. In order to select 'Gamepad' you have to install and connect a Xbox 360 Controller first.
(Default: Mouse/Keyboard)

SENSITIVITY:

Adjust the sensitivity of your right stick. (Default: 2)

INVERT X-AXIS:

Invert the horizontal axis of your right stick. (Default: Off)

INVERT Y-AXIS:

Invert the vertical axis of your right stick. (Default: Off)

TOGGLE SNEAK:

There are two different modes to choose from:

Off = Press and hold to sneak

On = Press to start/stop sneaking

(Default = On)

TOGGLE AIMING MODE:

There are two different modes to choose from:

Off = Press and hold for Aiming Mode.

On = Press to enter/leave Aiming Mode.

(Default = Off)

CUSTOMIZE CONTROLS:

Change the mapping of actions on your preferred controls. The default mapping is described in chapter 'Controls'.

CREDITS

Get to know the people behind Velvet Assassin.

EXIT

Choose this option to quit Velvet Assassin.

HEADS-UP DISPLAY

The Heads-Up Display (HUD) will give you valuable information about Violette's state, her equipment and possible actions as well as important events.



13.Messages

7.Pick-up Items

Experience Points (EXP) are a red collectible. With every one collected, you can upgrade your character's skills.



3.Cross-Hair

Red Collectible

Get the soldier out of the way. I only had to creep up on him.



10.Morphine Bar

12.Interactions

15. Keys and Codes

11.Disguise Bar

HEADS-UP DISPLAY

1. Weapon

The weapon you have equipped.

2. Ammo

How much ammo you have left in your cache.

3. Cross-Hair

Helps you aim when using ranged weapons.

4. Health

How much health you have left.

5. Armor (Vest)

Indicates that you have picked up a vest for better protection against bullets.

6. Morphine Syringes

How many morphine syringes you have left (white) and how many you can still pick up (grey).

7. Pick-up Items

Items that you have picked up recently.

8. Purple Silhouette

Indicates that you are hidden in the shadows and therefore invisible to enemies up to very close distances – but only if you were not spotted before.

9. Damage Indicator

Is shown whenever Violette gets hurt.

10. Morphine Bar

Is shown in Morphine Mode only. Indicates how long the Morphine Mode will last.



11. Disguise Bar

Is only shown when wearing the SS uniform. Indicates the proximity of enemies.



12. Interactions

Are offered when you can perform specific interactions.

13. Messages

Tutorials, mission objectives or event messages will be displayed here.

14. Subtitles

Are shown whenever Violette or someone else is speaking nearby.

15. Keys and Codes

Indicates that you have picked up a key or a code. A question mark means you lack a key or code.

IN-GAME MENU

By pushing 'Esc' or the 'START button' respectively during a mission you will get access to the In-Game Menu.

MISSION

Shows everything concerning your current mission. You can have a look at your open mission objectives, inspect the mission map, and watch the mission briefing again.

CHARACTER

If you have earned a skill point, this is where you can upgrade your skills. Moreover, you can see your current campaign statistics.

INVENTORY

View all the items that you currently possess.

COLLECTIBLES

View all the collectibles you have found so far.

OPTIONS

Brings up the Options screen, see chapter 'Main Menu'.

LAST CHECKPOINT

Loads the last saved game.

RESTART MISSION

Restarts the current mission.

QUIT TO MENU

Ends the current game and quits to the Main Menu.

MOVEMENT AND ACTIONS

In this chapter the basic movements and actions the player can perform are described.

MOVEMENT TYPES

There are two different types of movements:

WALK/RUN

You move with normal speed, but your enemies might hear your footsteps if you are too close to them.

SNEAK

You move much slower, but silently!

Good to know!

Watch out for shards of glass lying on the ground! Moving over them creates noise – even when sneaking.

ACTIONS

CHOOSE WEAPON

Swap through the weapons available in your inventory.

TOGGLE AIMING MODE

You need to switch to Aiming Mode for firing and reloading weapons. But note that you cannot perform any interactions with the environment or with enemies while being in Aiming Mode.

SHOOT

When in Aiming Mode you can fire the currently equipped weapon.

MOVEMENT AND ACTIONS

RELOAD

Reloads the currently equipped weapon if the weapon is not fully loaded yet and ammunition is left. This action is only available in Aiming Mode.

USE MORPHINE

Activates Morphine Mode if you have any morphine syringes left. See section 'Morphine Mode' in chapter 'Special Modes' for more information.

WHISTLE

You can lure enemies by whistling as long as you are not wearing a gas mask.

TOGGLE GAS MASK

Puts on or takes off a gas mask which protects you against toxic gases. This action is not available in Aiming Mode.

TOGGLE FLASHLIGHT

Turns on/off your flashlight to illuminate dark areas.

Good to know!

Shoot explosive barrels, gas barrels, or oil puddles to get rid of nasty nearby enemies!

INTERACTIONS WITH THE ENVIRONMENT

You will encounter various places where you can manipulate and interact with different kind of objects. You can:

- Unlock and open doors
- Peek through keyholes
- Climb ladders and fences
- Jump over gaps
- Crawl through ducts and holes
- Open safes to get hold of sensitive content
- Open weapon lockers and gain access to various weaponry
- Move, climb on, and jump down from crates
- Use levers
- Turn off radios
- Turn off the light by breaking fuse boxes
- Turn on or off machines
- Hide and change clothing in wardrobes and toilets
- Pick up and drop enemies' bodies
- Pick up items like medikits, collectibles, ammo, letters, and much more...

Good to know!

There might be situations in which you are able to interact with special objects, especially if they are related to (secret) objectives, like:

- Plant explosives
- Destroy wooden shelves blocking a passage
- Push a statue
- Climb through an open window
- Move a painting
- Drop a cyanide pill

MOVEMENT AND ACTIONS

INTERACTIONS WITH ENEMIES

GRENADE KILLS

During your missions you will encounter certain enemies having grenades mounted on their belts. If you get close to their back, you can trigger their grenade which results in a huge explosion a few seconds later.

SILENT KILLS *

You can take out enemies silently with special killing moves, if you sneak up behind them first.



WEAPONS AND EQUIPMENT

WEAPONS

During your missions you will find several weapons in weapon lockers. Picking up and exchanging weapons is possible at these weapon lockers only. In order to remain agile you can only carry one weapon of each type (Knife, Pistol, and Rifle) at the same time as well as a limited amount of ammunition.



COMBAT KNIFE The Fairbairn-Sykes knife is the perfect weapon for silent and deadly fighting behind enemy lines.



COLT M1911 Best used to kill single enemies from short distances or out from cover.

Additional magazines: 2
Number of bullets per magazine: 7



LUGER Popular and powerful, but noisy weapon.

Additional magazines: 2
Number of bullets per magazine: 8



FLARE GUN Fires single flares which let the target go up in flames.

Additional magazines: 5
Number of bullets per magazine: 1

WEAPONS AND EQUIPMENT



G43 SNIPER RIFLE A very accurate weapon, used to take out targets at great distances.

Additional magazines: 2

Number of bullets per magazine: 5



SHOTGUN Lethal at short distances, but rather useless at greater distances because of the wide spread of its shot.

Additional magazines: 2

Number of bullets per magazine: 6



STG44 ASSAULT RIFLE An assault rifle used to take out multiple enemies fast and precisely.

Additional magazines: 2

Number of bullets per magazine: 30

Good to know!
Use your ammo sparingly.
You won't find much!



EQUIPMENT

The **Vest** gives you additional protection and helps you to withstand enemy attacks better.

The **Gas Mask** helps you to remain unharmed in areas filled with poisonous gases.

The **Flashlight** might prove to be helpful in dark surroundings.

Good to know!

Use your flashlight with caution as enemies might be able to spot you when you use it!



SPECIAL MODES

MORPHINE MODE

Whenever Violette is going through her memories and recalls an extremely stressful situation, she starts shaking from her fever dreams. Then, her nurse in the hospital injects her with morphine to calm her down. As Violette cannot differentiate between reality and dream in her state of coma, she embeds the morphine into her past and it helps her to cope with a difficult situation in her mission.

GAMEPLAY EFFECT:

Whenever you use one of the morphine syringes you collected, time slows down. Everything around you, even your enemies, is frozen. During this mode, you can deal with the situation at hand, i.e. bring down an enemy with a silent kill or try to hide somewhere but other actions are not possible. Moreover, you should keep in mind that the Morphine Mode lasts for a few seconds only – indicated by the 'Morphine Bar' in the HUD.

Good to know!

While being in Morphine Mode, you can even kill enemies from the front.

SS UNIFORM MODE

In some missions you will find an SS uniform which you can use to disguise yourself. But changing clothes is possible in wardrobes and toilets only.

GAMEPLAY EFFECT:

While wearing the SS uniform, Violette looks and moves like her enemies. This allows you to cross areas guarded by German soldiers without being detected right away. But if you get too close to your enemies or draw a weapon, they will become suspicious and uncover you as a spy! The reddish screen and the decreasing 'Disguise Bar' will help you identify any upcoming danger.

Good to know!

Proper sneaking is impossible while wearing the SS uniform boots. Enemies will hear your footsteps on short distances.



COLLECTIBLES AND SKILLS

COLLECTIBLES

Collectibles are valuable items you can find at various places throughout the game. By picking them up you earn Experience Points (EXP). For every 1,000 EXP collected, you get an upgrade star which you can use to upgrade your skills.

In order to check how many EXP and upgrade stars you already got, open the In-Game Menu and select the 'Character' option.

Good to know!
The most valuable collectibles are rare and hard to find. So keep an eye out for them!

SKILLS

GAME PAUSED

★ 0 unused

Morphine	★ ★ ★ ★ ★
Stealth	★ ★ ★ ★ ★
Strength	★ ★ ★ ★ ★

Level of Difficulty: Normal
Missions Accomplished: 9 of 12
Secret Objectives Found: 0 of 7
Collectibles Found: 0
EXP Points: 5000 EXP
Skill Points: 5 Stars

Increase the number of hits you can take

Finish Cancel

A screenshot of the in-game menu. The background is dark with a character model of a woman in a leather jacket and pants. The menu is overlaid on the left and center. It shows a list of options on the left: Mission, Character, Inventory, Collectibles, Options, Last Checkpoint, Restart Mission, and Quit to Menu. The 'Character' option is selected. The main area shows 'GAME PAUSED' at the top, followed by '★ 0 unused'. Below that are three skill rows: 'Morphine' with 5 stars, 'Stealth' with 5 stars, and 'Strength' with 5 stars. To the right of these is a character model. Below the skills is a table of stats: Level of Difficulty (Normal), Missions Accomplished (9 of 12), Secret Objectives Found (0 of 7), Collectibles Found (0), EXP Points (5000 EXP), and Skill Points (5 Stars). At the bottom, there is a prompt 'Increase the number of hits you can take' and two buttons: 'Finish' and 'Cancel'.

By upgrading **Morphine** you will either be able to carry more morphine syringes or the Morphine Mode duration increases. The effect is alternating. Maximizing this skill results in being able to carry three morphine syringes while the Morphine Mode duration increases by one third.

By upgrading **Stealth** you will be able to move faster when sneaking. Maximizing this skill enables you to sneak up on your enemies easily.

By upgrading **Strength** the amount of damage you can take before dying increases. Maximizing this skill enables you to better withstand enemy attacks.



STEALTH TACTICS

THE FOLLOWING TACTICS MIGHT HELP YOU TO HANDLE VARIOUS SITUATIONS:

IMPORTANCE OF SNEAKING:

As you make less noise when sneaking, you minimize the chance of being heard by your enemies.

MOVING IN THE SHADOWS:

As long as you keep in the shadows, enemies can spot you from very short distances only. Thus, keep an eye on the purple silhouette around Violette's body indicating that you are hidden in the shadows.

HIDING IN BUSHES OR BEHIND OBSTACLES:

Make clever use of hiding in bushes or behind obstacles to avoid combat with the enemy.

SILENT KILLS:

Instead of shooting and arising attention you can also kill your enemies silently after sneaking up on them.

DISTRACTING ENEMIES:

You can use the silenced Colt to distract enemies. Just shoot close to an enemy from a secure distance in order to make him leave.

USE MORPHINE:

Use morphine when a guard is about to spot you. Then, while being in Morphine Mode, hide somewhere else or eliminate him by performing a "Silent Kill".

ENVIRONMENTAL PUZZLES:

Watch out for environmental situations that might help to avoid confronting the enemy e.g. crates that can be pushed in front of a floodlight, or water puddles that can be set under high voltage.

Good to know!

You can kill multiple enemies by combining a grenade kill with proper timing or a well placed whistle.

SS UNIFORM:

Use the SS uniform to pass by enemy soldiers without being recognized as a spy.

HIDE ENEMIES' BODIES:

Drag the bodies of the enemies you have killed into the shadows so that their comrades do not find them so easily.

WHISTLING:

Lure an enemy to a position where you can bring him down easily.

PEEKING THROUGH KEYHOLES:

Check through the keyhole before you open a door to find out what is there and prepare yourself.

Good to know!

In case you are seriously injured and no suspicious or alerted enemies are nearby, take a rest to recover some health.

ENEMIES

DURING THE CAMPAIGN YOU WILL ENCOUNTER VARIOUS ENEMIES WITH A DIVERSE ARSENAL OF WEAPONS. A COUPLE OF THEM ARE PRESENTED HERE.



The powerful and devastating flamethrower of the **Flamethrower Unit** makes this enemy very dangerous.



The **Officer** is an especially tough enemy, with his ability to call for reinforcements by simply whistling. He becomes an unpredictable danger if you draw his attention.



Colonel Willi Schützel a.k.a. 'The Butcher of Paris' is a high ranked and gruesome member of the Gestapo. He does not have any scruples killing even civilians that are only supposed to be Resistance members in the cruelest ways one can imagine.

Good to know!

Aim for the tank on the back of a Flame-thrower Unit. It is much more vulnerable than the soldier himself.

CREDITS

VELVET ASSASSIN

A Game by
Sascha Jungnickel
Marc Möhring

in Cooperation with
Claus Wohlgemuth
Tom Jachmann

developed by

REPLAY STUDIOS GMBH

Hamburg, Germany

MANAGING DIRECTOR

Marc Möhring

CREATIVE DIRECTOR

Sascha Jungnickel

TECHNICAL DIRECTOR

Christian Schüler

PRODUCER

Stephan Beier

ASSOCIATE PRODUCER

Jurie Horneman

PROJECT MANAGER

Robert Clemens

LEAD GAME DESIGNERS

Sascha Jungnickel

ASSOCIATE GAME DESIGNER

Stephan Schwake
Boris Bauer

SCRIPT WRITER

Claus Wohlgemuth

ENGINE PROGRAMMERS

Christian Schüler
Jörn Müller
Richard Case
Tobias Sicheritz
Florian Dohrendorf
Peter Ohlmann
Tom Jachmann

GAMEPLAY PROGRAMMERS

Boris Bauer
Claus Praefcke
Christian Teister
Richard Case
Dr Tilman Mehler

AI PROGRAMMER

Dr Tilman Mehler
Richard Case

TOOLS PROGRAMMER

Christian Schüler
Florian Dohrendorf
Jörn Müller
Richard Case

ADDITIONAL PROGRAMMING

Timur Cavusoglu
Christian Bazant
Thomas Bredl

LEAD LEVEL DESIGNER

Claus Praefcke

LEVEL DESIGNERS

Mario Janiszewski
Michael Schulz
Jens Jankuhn

LEAD ARTIST

Andreas Hackel

ARTISTS

Matthias Kummer

Young-il Shim

Per Niemann

Nils Deitmers

Mario Janiszewski

Robert Lühmann

CHARACTER ARTISTS

Yu-Chung Chen

Daniel Moreno

CONCEPT ARTIST

Claus Wohlgemuth

ANIMATION

Aaron Marroquin

ADDITIONAL ANIMATION

Robert Lühmann

SOUND DESIGNER

Carsten Brüggmann

LOCALIZATION MANAGER

Stephan Schwake

PR MANAGER

Inga Mittendorf

QA LEADS

Daniel Schöpferlen

Roger Joswig

QA TESTERS

Fabian Schaub

Martin Cabrera

Sabrina Hahn

Markus Schüßler

Daniel Alles

Björn Schlichting

ADMINISTRATION

Ute Mohr

Biljana Stojkovic

Kira Weimer

CREDITS

PARTNERS

3D ARTIST

Volker Grabs

CHARACTERS

Virgin Lands Animated Pictures

3D WEAPON MODELS

Rabcat Computer Graphics

MOTION CAPTURING

metricminds

MUSIC

Mona Mur
Dynamedion

ADDITIONAL SOUNDS

Thomas Wilmering
Hermann Kopp

VOICE RECORDINGS VIOLETTE SUMMER DIRECTOR

Rob VanAlkemade, cityfish.org

CO-DIRECTOR

Lani Minella, AudioGodz

LINE EDITOR

Barry Leitsch Audio Studios

RECORDING STUDIO

Marc Graue Voice Over Studios

VOICE TALENT

Melinda Cohen

VOICE RECORDINGS NPC CHARACTERS BY TONEWORX GMBH

RECORDING MANAGER

Mathias Geissler

SOUND ENGINEER

Markus Heyseler

EDITOR

Martin Schmidtke

VOICE TALENTS

Sascha Draeger
Kai-Hendrik Möller
Konstantin Graudus
Tobias Schmidt
Angela Quast

SOUTHPEAK GAMES US

CHIEF EXECUTIVE OFFICER

Melanie Mroz

CHIEF FINANCE OFFICER

Andrea Jones

SECRETARY

Greg Phillips

BUSINESS DEVELOPMENT

VICE PRESIDENT OF BUSINESS DEVELOPMENT

Chris Lax

DIRECTOR OF CORPORATE DEVELOPMENT

Scott Silverman

DIRECTOR OF OPERATIONS

Eric Bradford

PRODUCT DEVELOPMENT EXECUTIVE PRODUCER

David Dienstbier

PRODUCT DEVELOPMENT EXECUTIVE PRODUCER

Tim Hesse

ASSOCIATE PRODUCER

Jason "JD" Livergood

PRODUCTION COORDINATOR

Keith Weber

SALES

VICE PRESIDENT OF NORTH AMERICAN SALES

Brian Garrison

REGIONAL SALES MANAGER

Laura Franzen

REGIONAL SALES MANAGER

Joy Ferris

CHANNEL MARKETING COORDINATOR

Maegan Eason

SALES SUPPORT COORDINATOR

Jaclyn Pellock

MARKETING

VICE PRESIDENT OF MARKETING

Richard Iggo

PRODUCT MARKETING MANAGER

Aubrey Norris

ASSISTANT PRODUCT MANAGER

Blake Hockenbrough

EVENT COORDINATOR

Jonathan Rosales

CREATIVE SERVICES

VICE PRESIDENT OF CREATIVE SERVICES

Scott Jenkins

ART DIRECTOR

Omar Mejia

TRAFFIC MANAGER

Leah Windom

MULTIMEDIA PRODUCER

Daniel Ford

PHP NINJA

Eric Lorentz

GRAPHIC DESIGNER

Andria Phillips

PROJECT COORDINATOR

Josh Hoover

GONE, BUT NOT FORGOTTEN

Nigel Lowrie

SOUTHPEAK GAMES EU

EUROPEAN MANAGING DIRECTOR

Jonathan Hales

EUROPEAN SALES DIRECTOR

Felix Bradshaw

EUROPEAN PR MANAGER

Rob Burman

UK SALES MANAGER

Simon Cowley

PRODUCT MARKETING MANAGERS

Sarah Brockhurst

Ed Blincoe

PR & MARKETING EXECUTIVE

Victoria Smith

Uses Bink Video. Copyright (C) 1997-2009 by RAD Game Tools, Inc.

Uses shaderMagic Effect System. © 2005-2009 by Coreplay GmbH

FMOD Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2009.

SPECIAL THANKS

SPECIAL THANKS TO

ME Enterprises GmbH
Fierst, Pucci & Kane LLP
Rode + Mathé Rechtsanwälte
Microsoft
NVIDIA
Intel
AMD / ATI
Firelight Technologies
RAD Game Tools
Coreplay
CyanTest
iBeta Quality Assurance
Team Vienna
The Freesound Project
dtp entertainment AG
Atari France
Graeme Struthers
Dörthe Möhring
Kathrin Albers
Brian Grigsby/Rupert Easterbrook
Christian Schmitz
Christoph Simon
Victor Jones
Melinda Cohen
Thomas Baur
Markus Windelen
Eckbert Latza
Phillip Weiss
Pierre Langer
Hendrik Lesser

Jan Bodenstein
Alex Ruzhentsev
Boris Guerchouni
Olga Latyaeva
Ralph Ulrich
Troels B. Folman
Peter Chung
Gerhard Leo
Yomi
Pitar
Oskar
Sandbox Strategies
Corey Wade
Bill Linn
Edith Yang
John Kopp
Rob Fleischer
Jay Fitzloff
Shaun Norton

SUPPORT

If you are experiencing technical difficulties, please email us at

CUSTOMERSUPPORT@SOUTHPEAKGAMES.COM

WARRANTY

Definitions: The term „Software“ as used in this Limited Warranty means the computer programs contained on the computer media in this package, together with any updates subsequently supplied by SouthPeak Interactive, LLC („SouthPeak“). The term „Related Materials“ means all of the printed or other materials, if any, provided in or with this package or later supplied, or made available (including, but not limited to, in electronic form via the Internet), by SouthPeak for use with the Software.

Warranty Limited To Physical Media: SouthPeak warrants, to the original retail customer only („you“), that the computer media containing the Software is free from physical defects in physical materials.

The duration of this warranty is 90 days from date of purchase by you. If you discover within that period a failure of the computer media to conform to the foregoing warranty, you must notify SouthPeak in writing promptly, but in no event later than 120 days after the date of purchase by you.

Visit www.southpeak.com or contact SouthPeak at the address on the back cover of this booklet, for detailed instructions for making warranty claims.. Within a reasonable time after you notify SouthPeak and provide your receipt or other proof of date of purchase, SouthPeak will, in its sole discretion, (a) repair or replace the Software and/or Related Materials, at SouthPeak's expense, or (b) refund the entire retail license fee for the Software and Related Materials.

This Limited Warranty represents the entire and only agreement regarding the warranties applicable to the Software and the Related Materials, and these remedies are your exclusive remedies for any breach of warranty.

What Is Not Covered: This warranty does not cover the Software or Related Materials themselves, and does not cover computer media that has been lost or stolen, or damaged by accident, misuse, or modification, and does not cover any hardware or software not supplied by SouthPeak.

DISCLAIMER OF WARRANTY: THE FOREGOING WARRANTIES ARE IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, AND ANY AND ALL IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED.

LIMITATION OF LIABILITY: SOUTHPEAK SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, INDIRECT OR OTHER SIMILAR DAMAGES, EVEN IF SOUTHPEAK HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, REGARDLESS OF ANY FORM OF THE CLAIM (INCLUDING, BUT NOT LIMITED TO, PRODUCT LIABILITY, BREACH OF CONTRACT OR NEGLIGENCE).

IN NO EVENT SHALL SOUTHPEAK'S LIABILITY FOR ANY DAMAGES TO YOU OR ANY OTHER PERSON EVER EXCEED THE RETAIL LICENSE FEE PAID FOR THE SOFTWARE, REGARDLESS OF ANY FORM OF THE CLAIM.

Governing Law: This agreement shall be governed by the law of the Commonwealth of Virginia and applicable United States federal law, and the choice-of-law provisions of Virginia law shall not be applied to substitute the law of any other State or nation.

This Limited Warranty is intended to follow and be governed by applicable law and shall apply to the fullest extent permitted by applicable law, but shall not, and shall not be interpreted or construed as seeking to, apply in any way that is prohibited by applicable law.

The United Nations Convention On Contracts for the International Sale of Goods shall not apply to SouthPeak's sale, or your purchase, of the Software or to this Limited Warranty. This Limited Warranty gives you specific legal rights; you may have other rights which vary from Nation to Nation.

