XCOM 2

PC
DVD-ROM
SOFTWARE

NVIDIA GAMEWORKS

FaceFX

FIRAXIS GAMES

2K

SYSTEM REQUIREMENTS

MINIMUM

OPERATING SYSTEM: Windows® 7, 64-bit

PROCESSOR: Intel Core 2 Duo E4700 2.6 GHz or AMD Phenom 9950 Quad Core 2.6 GHz

MEMORY: 4GB RAM

HARD DRIVE: 45GB available space

GRAPHICS: 1GB ATI Radeon HD 5770, 1GB NVIDIA GeForce GTX 460 or better

DIRECTX: DirectX 11

SOUND CARD: DirectX compatible sound card

DVD-ROM DRIVE: Required for disc-based installation

RECOMMENDED

OPERATING SYSTEM:Windows® 7, 64-bit

PROCESSOR:3GHz Quad Core

MEMORY:8GB RAM

HARD DRIVE:45GB available space

GRAPHICS:2GB ATI Radeon HD 7970, 2GB NVIDIA GeForce GTX 770 or better

DIRECTX:DirectX 11

SOUND CARD: DirectX compatible sound card

DVD-ROM DRIVE:Required for disc-based installation

OTHER REQUIREMENTS AND SUPPORT

Initial installation requires one-time Internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Microsoft Visual C++2012 and 2013 Runtime Libraries and Microsoft DirectX.

XCOM 2 uses the my2K service. Please visit the my2k support page for any troubleshooting issues
http://support.2k.com/hc/en-us/articles/201335163-my2K-Frequently-Asked-Questions

STEAM

XCOM 2 is powered through Steam, an online game platform and distributor. Steam allows for automated updates, easy access to DLC, and a quick way to join up with your friends for Multiplayer games. Steam is required to play *XCOM 2* and an Internet connection will be required only when you first run the game. See the Installation section for more details, or visit
http://store.steampowered.com/ for more information about the service.

CONTROLS

GENERAL

NAVIGATE UP/DOWN/LEFT/RIGHT . . . .[↑]/[↓]/[←]/[→] or
[W]/[S]/[A]/[D]

CONFIRM ACTION. . . . .[ENTER] or
[SPACEBAR]

CANCEL ACTION. . . . .[ESC] or
Right Mouse Button

THE AVENGER (General Controls also apply)

NEXT SOLDIER (in Armory) . . . .[TAB] or
Mouse Button 4

BRIDGE/GEOSCAPE . . . .[1]

RESEARCH (top level Strategy HUD) . . . .[2]

ENGINEERING (top level Strategy HUD) . . . .[3]

ARMORY (top level Strategy HUD) . . . .[4]

COMMANDER'S QUARTERS (top level Strategy HUD) . .[5]

SHADOW CHAMBER (top level Strategy HUD) . . . .[6]

GEOSCAPE

MOVE CAMERA . . . .[W]/[S]/[A]/[D]

TACTICAL (General Controls only active in Pause Menu)

OPEN SHOT HUD/CONFIRM ACTION . . . .[SPACEBAR]/[ENTER]

NEXT UNIT/TARGET . . . .[TAB] or
Mouse Button 4

PREVIOUS UNIT/TARGET . . . . .Left [SHIFT] or
Mouse Button 5

ABILITY 1-10. . . . . [1]–[0]

OVERWATCH. . . . . [Y]

RELOAD . . . . [R]

CAMERA MOVE UP/DOWN/LEFT/RIGHT. . . . . [W]/[S]/[A]/[D]

CAMERA ROTATE LEFT/RIGHT . . . . [Q]/[E]

CAMERA TOGGLE ZOOM LEVEL. . . . . [G]/[T]

CAMERA FREE ZOOM . . . . Mouse Wheel

ASCEND/DESCEND FLOOR. . . . . [F]/[C]

END TURN. . . . . [END] or
[BACKSPACE]

CALL SKYRANGER . . . . [P]

WAYPOINT MOVEMENT . . . . Hold [CONTROL] +
Right Mouse Button

MOVE UNIT TO CURSOR . . . . Right Mouse Button

QUICK SAVE . . . . [F5]

QUICK LOAD . . . . [F9]

GAME SCREEN

1. CONCEALMENT STATUS

The hooded icon and blue overlay indicates the enemy is unaware of your squad's presence. Your squad begins most missions in Concealment; use this advantage to engage the enemy on your terms.

2. OBJECTIVES

Displays and tracks your primary and secondary mission objectives. The primary objective for most missions is to kill all enemies, however there are a variety of secondary objectives to complete on a per-mission basis.

3. END TURN/SQUAD SELECT/CAMERA ROTATE/CALL SKYRANGER

These buttons can be used to end your turn, switch between squad members, rotate the camera, or call a Skyranger for evac.

4. UNIT FLAG

Shows detailed info for the currently selected soldier, including: Health, Armor, Action Points, Cover Status, Overwatch/Concealment Status, and any Positive or Negative Status effects.

5. WEAPON/AMMO

Displays weapon and ammo information for the currently selected soldier.

6. ACTIONS

Shows all of the actions available for the selected soldier, including relevant contextual abilities such as Hack, Interact, and Open/Close. Click once on any action icon to view its effects. Actions that cannot be performed are greyed out and may show a number indicating the number of turns required before the action can be used again. Red/Yellow/Grey icons above the action bar indicate the number of enemies within the soldier's line of sight.

7. SOLDIER NAME/SPECIAL ACTIONS

Displays the name, class, and rank of the selected soldier along with any special actions that soldier may be able to perform.

TACTICAL LAYER

The tactical layer of XCOM 2 consists of gameplay that occurs while on a mission. Most tactical maps in XCOM 2 are procedurally generated, offering a different experience each time you load into a mission.

HEALTH

The square markers on the Unit Flag represent an individual soldier's health. You can restore a soldier's health or stabilize a critically wounded soldier in the field via Medikits or the Gremlin drone, used by the Specialist class. Medikits must be built via Engineering and equipped on a soldier.

NOTE: Soldiers killed in combat cannot be resurrected and are permanently removed from your squad. Active soldiers can attempt to extract the bodies of dead, unconscious, or critically wounded comrades using the Carry Body action. Successfully extracting a dead soldier allows you to keep any weapons, items, and equipment that they were carrying, while critically wounded soldiers heal over time and can rejoin your squad.

MOVEMENT

Each soldier has 2 Action Points that can be spent on movement, attacks or abilities. These are represented by "pips" on the Unit Flag. When selecting a

soldier, a Blue outline displays the movement range for a single Action point, and a Yellow outline displays the "Dashing" movement range for 2 Action Points.

 To maintain concealment, use Waypoint Movement by holding [CTRL] while selecting tiles to specifically set a unit's path.

NOTE: Areas marked with a red eye icon break concealment when entered. Additional icons indicate if movement through a tile can break concealment by making too much noise (i.e. breaking glass) or if the unit will pass through an environmental hazard such as fire.

COVER

Cover is essential for troop survival in any encounter and reduces the chances of your units being hit by enemy fire. Most physical objects on the map provide some form of cover, represented by a shield icon. A half-shielded icon represents low cover, and a full shield icon represents high cover. High cover provides the greatest defensive position for your soldiers, but low cover is better than no cover at all.

NOTE: A yellow shield icon indicates an enemy currently flanks the unit in that direction. A red shield icon indicates the unit will be flanked if they move to that location.

CONCEALMENT

Most missions begin with your squad in Concealment, meaning the enemy is totally unaware of their presence. Concealment is represented by a blue overlay in the corners of the screen and a hooded figure icon, located at the top of the screen and on the Unit Flag. Firing a weapon, moving into an enemy's line of sight (represented by a red eye icon), or making too much noise breaks Concealment for your squad. Use Concealment to set up ambushes and engage the enemy on your terms.

ACTIONS

Actions are commands your squad can perform during a mission. All soldier classes share a few basic actions:

FIRE WEAPON: The unit attacks their designated target. Highlight a target to view the unit's odds of landing a successful hit, the projected damage and the chance for a Critical hit.

RELOAD: Causes the soldier to reload their weapon. If a weapon's magazine is empty, the soldier must take a reload action before firing again.

OVERWATCH: The unit remains in position and automatically attacks any enemy that attempts to move within its line of sight with an Aim penalty. When activated in Concealment, Overwatch only triggers when Concealment is lost.

HUNKER DOWN: The unit gains a defensive boost, but their line of sight decreases until the next turn.

HACK: Certain objects and enemies can be hacked, shutting them down or placing them under your team's control. Move a squad member within hacking range and select the Hack action to make an attempt. There are multiple hacking tiers for units, which impact the rewards obtained from a successful attempt. All squad members can hack, but only the Specialist class can hack mechanical/robotic enemies using the Haywire Protocol ability.

INTERACT: Used to open or close doors, plant explosives, or for any action that requires interacting with the environment.

LOOT: Enemies have a chance to drop loot which contains resources and equipment when defeated. When dropped, the loot displays a radius marker and a turn timer. Move a unit within the radius marker before the timer expires to collect the loot. Loot can be destroyed if the enemy is killed using an explosive. Loot on the map that has not expired when the mission is completed will automatically be recovered.

EXTRACTION: Extraction points are used to rescue VIPs and fallen squad members, as well as to end a mission if all soldiers are extracted. Select the Call Skyranger action in the upper-right corner of the screen to set an extraction point, indicated by a colored grid. Red areas indicate invalid locations; the grid must be entirely blue in order to successfully place the extraction point. Certain mission types have pre-placed extraction zones.

CARRY: Use this action to pick up a fallen or wounded solider. Successfully deliver a fallen soldier to an extraction point to retain any items/equipment they carry or prevent them from bleeding out.

Each soldier class has several unique abilities, with additional abilities unlocked each time the unit gains a rank. Certain Facilities can also provide additional abilities in the field.

SOLDIER CLASSES

A soldier's class determines their role on the battlefield. Each class has several unique abilities that can be unlocked as they gain ranks, divided into two areas of specialization.

RANGER

Rangers are masters at remaining undetected and highly effective at close range encounters. The Scout specialization focuses on abilities that maintain concealment. The Assault specialization provides abilities that focus on the Ranger's combat and movement options.

SPECIALIST

Specialists use the Gremlin drone to assist their squad in the field. Battle Medic abilities can heal or provide additional bonuses to allies, while Combat Hacker abilities boost the Specialist's aptitude to break into and attack enemy systems.

GRENADIER

Grenadiers like to hit hard with big, heavy weapons and things that go boom. Demolitions Expert specialization provides abilities that improve the effectiveness of explosive weaponry, including the Grenadier's grenade launcher. The Heavy Gunner specialization grants the Grenadier abilities that increase effectiveness of armor and the heavy cannon.

SHARPSHOOTER

The Sharpshooter is an expert with sniper rifles and pistols. Sniper abilities focus on long-range attacks, while Gunslinger abilities improve the Sharpshooter's skill with pistols.

PSI OPERATIVE

Born from advanced research into ADVENT technologies, Psi Operatives are the latest addition to the XCOM squad. Little is known about their abilities, but it's rumored they can boost ally effectiveness or disrupt enemy actions in the field. Psi Operatives rank up through training in the Psi Chamber as opposed to their performance in the field.

STRATEGY LAYER

The strategy layer of *XCOM 2* represents all actions taken between missions. These include deciding your next mission and expanding the Avenger– XCOM's mobile headquarters.

THE AVENGER

A massive mobile base liberated from ADVENT, the Avenger is the place XCOM calls home. You begin with only a few basic facilities; the majority of rooms in the Avenger are filled with alien debris. As the need for new facilities arises, you can assign engineers to clear these rooms and gain valuable resources in the process.

STARTING FACILITIES

COMMANDER'S QUARTERS: View the monthly Avenger report, XCOM Archives, and current objectives.

BRIDGE: Access the Geoscape, search for ADVENT activity, and grow the Resistance.

RESEARCH: Research and development happens here. You are prompted to visit when new research projects are available, but note that only one project can be researched at a time. You can also view Research Archives and a list of current scientists.

ARMORY: Come here to view and manage your soldiers: give promotions, customize their names and appearances, recruit new soldiers, change loadouts, and apply weapon upgrades. View the Memorial to witness those who have fallen in battle.

ENGINEERING: Build new items, weapons, armor, and facilities here. You can also view your current inventory and list of engineers.

BAR/MEMORIAL: Current staff can be seen unwinding after battles and work here. A Memorial to fallen soldiers can also be viewed.

LIVING QUARTERS: Soldiers, engineers, and scientists live here. Visit to view a list of current personnel and their current assignment.

STAFFING

You can assign scientists, engineers, and Gremlins to specific rooms to provide bonuses, such as reduced research times or increased healing for wounded soldiers. Note that engineers are required to excavate new rooms in the Avenger before new facilities can be built.

GEOSCAPE

Accessible from the bridge of the Avenger, the Geoscape is where you oversee the operations of XCOM. Here you can scan for hostile alien actions, contact resistance cells, seek out valuable resources, and move the Avenger. Click the scanning icon next to the Avenger's current location to begin monitoring ADVENT activity and advance time.

DARK EVENTS: The ADVENT is hard at work on their own plans to topple the Resistance that, if completed, provide bonuses to the enemy. Dark Events notify you of the ADVENT's progress towards completing their goals. Choosing specific Guerrilla Ops missions allows you to counter their progress.

MISSION TYPES

CRITICAL MISSIONS: Objectives focus on disrupting the ADVENT's mysterious Avatar Project.

GUERRILLA OPS: Completing these missions disrupts the ADVENT's secondary objectives (Dark Events) and helps to supply the resistance.

RESISTANCE COUNCIL MISSIONS: Completion strengthens and spreads the resistance.

RETALIATION MISSIONS: Stop the ADVENT from taking out resistance outposts and save as many people as possible.

RUMORS FROM THE RESISTANCE: Investigate rumors to potentially discover valuable resources and information. These missions do not deploy your squad, but require a set amount of time to complete.

AVENGER DEFENSE MISSIONS: The Avenger has come under attack from ADVENT forces and must land for repairs. Defend the Avenger until repairs are complete.

SUPPLY LINE RAIDS: Attack ADVENT supply lines and claim valuable resources.

ALIEN FACILITY MISSIONS: Bring down critical ADVENT facilities and prevent them from contributing to the Avatar Project.

MULTIPLAYER

XCOM 2 lets players face off in head-to-head squad-based combat against other human competitors online using squads comprised of a mix of XCOM soldiers, ADVENT, and aliens. You can also use a LAN to play local multiplayer matches.

RANKED MATCH

Ranked matches count toward your standing on the XCOM 2 Leaderboards, found on the Multiplayer menu.

QUICK MATCH

Selecting Quick Match will automatically search for the next available unranked public match.

CUSTOM MATCH

Host a custom Public or Private match match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

CHARACTER POOL

The Character Pool allows for units to be customized that will then populate in-game when recruiting new soldiers or as VIP's in missions.

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Warner Guinée

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K ASIA TEAM

Asia Sr. Publishing Director
Jason Wong

Asia Sr. Marketing Manager
Diana Tan

Asia Sr. Brand Manager
Tracey Chua

Asia Marketing Manager
Daniel Tan

Product Executives
Rohan Ishwarlal
Sharon Lim

China Senior Brand Manager
Jason Dou

Japan Marketing Manager
Maho Sawashima

Korea Marketing Manager
Dina Chung

Localization Manager
Yosuke Yano

Localization Assistant
Yasutaka Arita

TAKE-TWO ASIA OPERATIONS

Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT

Erik Ford
Syn Chua
Ellen Hsu
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Henry Park
Fred Johnson
Julius Chen
Ken Tilakaratna
Albert Hoolsema

2K CHINA QUALITY ASSURANCE

QA Director
Zhang Xi Kun

Localization QA Manager
Du Jing

Localization QA Project Leads
Chu Jin Dan
Zhu Jian

Lead QA Tester
Shigekazu Tsuuchi

Senior QA Testers
Qin Qi
Kan Liang
Cho Hyunmin

QA Testers
Ning Xu
Tan Liu Yang
Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng

Junior QA Testers
Mao Ling Jie
Yan Yan
Zhou Qian Yu
Song Shi Xue
Zhao Yu
Li Ling Li
Wang Ce
Liu Kun Peng
Zou Zhuo Ke
Tang Dan Ru
Cheng Xue Mei
Xiao Yi

IT Engineers
Zhao Hong Wei
Hu Xiang
Li Ting Zhu

FOX SOUND STUDIOS

Rick Fox
Victoria Fox

CAST

Central
Brian Bloom

Shen
Carlye Pollack

Tygan
Gary Anthony Williams

Advent Speaker
Brandon Keener

Councilman
Jon Bailey

Soldiers/Additional Voices
Chris Jai Alex
Cherise Boothe
Feodor Chin
Brian T. Delaney
Dimitri Diatchenko
Greg Eagles
Kate Higgins
Andrew Kishino
Misty Lee
Erica Luttrell
Elizabeth Maxwell
Matt Mercer
Dave B. Mitchell
Sumalee Montano
Melissa Pino
Jonathan Roumie
April Stewart
Courtenay Taylor
Rick Wasserman
Fryda Wolff

VO Directors
JB Blanc
Liam O'Brien
Amanda Wyatt

FRENCH CAST

Central
Pierre Tessier

Shen
Adeline Chetail

Tygan
Philippe Catoire

Advent Speaker
Cyrille Monge

Councilman
Pierre Dourlens

Soldiers/Additional Voices
Jessica Barrier
Christine Bellier
Audrey Botbol
Julia Boutteville
Fabien Briche
Pascal Casanova
Marie Chevalot
Catherine Desplaces
Cathy Diraison
Geneviève Doang
Nadine Girard
Claudine Gremy
Damien Hartmann
Laëtitia Lefebvre
Fabrice Lelyon
Bertrand Liebert
Stéphane Marais

Bruno Meyere
Jean-Marco Montalto
Bertrand Nadler
Benjamin Pascal
Jean-Philippe Pertuit
Véronique Picciotto
Geoffrey Vigier
Isabelle Volpe
Marie Zidi

GERMAN CAST

Central
Erik Schäffler

Shen
Antje von der Ahe

Tygan
Thomas Dehler

Advent Speaker
Renier Baaken

Councilman
Manfred Erdmann

Soldiers/Additional Voices
Achim Barrenstein
Andrea Dewell
Birte Siehling
Christoph Maasch
Dirk Harddegen
Gergana Muskalla
Gero Wachholz
Gisa Bergmann
Heiko Grauel
Julia Rothfuchs
Katalyn Bohn
Katrin Laksberg
Marco Reinbold
Michael Lucke
Nina Hecklau
Nora Johkosha
Oliver Schmitz
Peter Dischkow
Peter Wenke
Pirkko Cremer
Renier Baaken
Sabina Godec
Sandra Lühr
Sebastian Huther
Stefan Senf
Steffen Wilhelm
Tanja Landgraf
Tanja Lipinski

ITALIAN CAST

Central
Zanotti Paolo

Shen
Francese Chiara

Tygan
Pandolfi Silvio

Advent Speaker
Corbetta Oliviero

Councilman
Ciravolo Natale

Soldiers/Additional Voices
Appetiti Luca
Atepi Giuliana
Avateneo Giovanna
Baldoin Diego
Bertocchi Alice
Bongiorni Alice
Brioschi Domenico
Caggiula Beatrice
Calatroni Jacopo
Ciravolo Natale
Colombo Sonia
Conte Alessandro
Corbetta Oliviero
De Cesarei Jenny
Decio Carlo
Ferrari Stefano
Francese Chiara
Fumagalli Davide
Germano Alessandro
Lussiana Alessandro
Magri Rebecca
Marchingiglio Gabriele
Marenghi Maura
Matera Lucy
Molos Eleni
Morese Deborah
Palumeri Federico
Pandolfi Silvio
Perilli Francesca
Schiroli Elisa
Sorrentino Katia
Starna Stefano
Testa Alessandro
Tretto Francesca

SPANISH CAST

Central
Vicente Gil

Shen
Olga Velasco

Tygan
Adolfo Pastor

Advent Speaker
Carlos López Benedí

Councilman
Ángel Amorós

Soldiers/Additional Voices
Alfredo Martínez
Alma Naranjo
Ana Isabel Rodríguez
Ana Jiménez
Ana Plaza
Arantxa Franco de Sarabia
Arturo López
Carlos López Benedí
David Blanco
Emma Cifuentes
Enrique Suárez
Gema Carballedo
Javier Gámir
Juan Carlos Lozano
Juan Navarro
Juan Rueda
Marta Méndez
Marta Sáinz
Miguel Ángel Pérez
Olga Velasco
Ramón Reparaz
Roberto Cuadrado
Rosa Vivas
Salomé Larrucea
Salvador Serrano
Sergio Goicoechea
Silvia Salgado
Yolanda Pérez

UK CAST

Soldiers/Additional Voices
Adam Howden
Alan Turkington
Beatriz Romily
Denise Gough
Kezia Burrows
Naomi Mcdonald
Russ Bain
Sandy Batchelor
Shane Taylor
Whitney Boyd

Motion Capture Performers
Ray Carbonel
Paul Ghiringhelli
Thomas Gorrebeeck
Lucas Hatton
Jamerson Johnson
Edward Kahana
Lyndsy Kail
Noah Lahat
Gary Neil
Danielle O'Dea
Lucas Okuma
Carlye Pollack

Allen Pontes
Dennis Ruel
Sari Sabella

VO RECORDING STUDIOS

Lime Studios

Dialog Recordist
Tom Paolantonio

Producer
Susie Boyajan

Polarity Post Studio

Dialog Recordists
Jerel Bromley
Miik Dinko
Jim Lively

VO EDITORS

Supervising Dialogue Editor
Dante Fazio

Additional Editors
Austin Krier
Garrett Montgomery M.P.S.E.
Rick Polanco
Stephen Selvaggio
Anthony Sorise
Robert Weiss

Music Composed by
Tim Wynn

Cinematic Sound Design - Source Sound, Inc.

Sound Supervision
Charles Deenen
Tim Gedemer

Lead Sound Designer
Csaba Wagner

Dialog & Foley Supervision
Braden Parkes

Sound Editors
Paul Gorman
Mike Schapiro
Colin Hart
Ricardo Hernandez
Jim Schaefer
Travis Pratert
Bryan Jerden

Mixers
Tom Brewer
Charles Deenen

Concept Artwork - Opus Artz

Concept Artists
Chee Ming Wong
Bjorn Hurri
Alex Heath
Daniel Matthews
Felix Bauer-Schlichtegroll

Cinematic Production Services - Waterproof Studios Inc.

Director of Business Development
Carl Whiteside

Chief Technology Officer/ Chief Science Officer
Martin Kumor

Chief Financial Officer
Albert Lim

Creative Director
Ian Fenton

Director
Matt Holdenried

Studio Producer
Jo'Sun Fu

Production Coordinator
Colin Davidson

CG Supervisor
Aaron Zacher

Rigging Lead
Arron Robinson

Senior Modeler
Max Wahyudi

Modelers
Bo Yeon Kwon
Manuel Armonio
Richard Trska

Senior Animator
Blake Piebenga

Animators
Richard Gillies
Kelly Starke
Alex Ushijima
Rob Yau

Lighting Lead
Max Wahyudi

Compositing and FX Lead
Winston Fan

Compositing Artist
Guillem Rovira

Unreal Engineers
Trent Atwood
David Cheung

Cinematic Production Services - HALON
Entertainment LLC

Cinematic Director
Daniel D. Gregoire

Supervisor
Ryan McCoy

Engine Specialists
Jason Choi
Youna Kang

Engine TD
Casey Christopher Benn

Cinematic Animators
Igor Choromanski
Andrew Moffett
Garrett O'Neal
Todd Patterson
Andrew Rose
Ruel Smith
Randy Wilson
Timothy Xenakis
Paolo Joel Ziemba

Motion Capture Actors
Richard Dorton
Alina Andrei

Comp Artist
Bryan Locantore

Modelers
Alex Chiles
Maggie Chung
Timothy C. Graybill
Christina Hall
Brian Magner

Storyboard Artist
Vania Astari Arrifin

Concept Art
One Pixel Brush

Senior Producer
Patrice Avery

Producer
Richard Enriquez

Production Assistant
Taylor Finan

Additional Motion Capture Facilities provided by Profile Studios

Additional Support

Additional Animation
Scott Dossett

Additional Environment Modeling
Gameshastra Solutions

Cinematic Production Services: Applied Cinematics
Mike O'Rourke
Jason Flynn

Additional Development: The Workshop

Project Lead/Producer
Mike Luyties

Lead Programmer
Mark Domowicz

Lead Artist
Sunni Han

Code
Rick Matchett
Aaron Smith
Adam Smith
Yu Tak Ting
Bryan Topp
Chang You Wong

Art
Gary Huang
Brett Lo
Mario Wiechec
Paul Wu

Production

Executive Producer
Matt Stokes

Also For The Workshop

President/CEO
Peter T. Akemann

General Manager
Christopher A. Busse

Chief Technical Officer
Charles Tolman

Head of Operations
Tiffany Tolman

Office Assistant
Andra Petru

SPECIAL THANKS

Strauss Zelnick
Karl Slatoff
Lainie Goldstein
Dan Emerson
Jordan Katz
David Cox
Steve Glickstein
Take-Two Sales Team
Take-Two Digital Sales Team
Take-Two Channel Marketing Team
Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
Greg Gibson
Take-Two Legal Team
Ashish Popli
Chris McCown
David Boutry
Juan Chavez
Rajesh Joseph
Gaurav Singh
Alexander Raney
Barry Charleton
Mehmet Turan
Jon Titus
Gail Hamrick
Tony MacNeill
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Christina Vu
Betsy Ross
Pete Anderson
Oliver Hall
Maria Zamaniego
Nicholas Bublitz
Nicole Hillenbrand
Danielle Williams
Gwendoline Oliviero
Ariel Owens-Barham
Kyra Simon
Visual Concepts

AGENCIES

Access Communications
Freddie Georges Production Group
Kathy Lee-Fung
MODCo Media
Modus Operandi
Petrol

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