

# GUNFIGHTER II

REVENGE OF JESSE JAMES



**REBELLION**

**Ubi Soft**  
ENTERTAINMENT SOFTWARE

## Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 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 an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51289

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 134KB minimum • Analog Control Compatible: analog sticks only • Optional Controller(s): SLEH-00007

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# GUNFIGHTER II

## REVENGE OF JESSE JAMES

### CONTENTS

STORY	2
GETTING STARTED	2
NAVIGATING THE MENUS	3
Main Menu	4
Options Menu	4
CONTROLS CONFIGURATION	5
Controls on analog controller (DUALSHOCK ®2)	5
Controls on G-con™ 2	6
Controls on G-con™ 45	6
Setting up G-con™ 45 or G-con™ 2 <i>(with AV cable)</i>	7
Setting up G-con™ 45 or G-con™ 2 <i>(with RFU adaptor or Euro-AV cable)</i>	7
POSSIBLE CONTROLLER CONFIGURATIONS FOR GUNFIGHTER™ 2	8
One Player	8
Two Players / Two Guns	9
THE GAME	9
How to pause the game	10
How to reload	10
PLAYING THE GAME	10
GAME INTERFACE	10
WEAPONS	11
BAD GUYS	11
Deputy	11
Renegade Soldier	11
Bounty Hunter	12
Gang Member	12
Bandit Pugilist	12
CIVILIANS	13
PICK-UPS	13
SCORING	15
CHARACTERS	16
Jesse James	16
Zee	16
Bob Younger	16
Sheriff Barnes	17
General 'Deadeye' Jameson	17
UBI SOFT TECHNICAL SUPPORT	18
WARRANTY	19
CREDITS	20

# GUNFIGHTER II

REVENGE OF JESSE JAMES

## STORY

The infamous General 'Deadeye' Jameson has stolen a shipment of gold bullion headed for Fort Knox.

That no-good son-of-a-gun has it stashed in the town of **Deadcrow's Gulch**, under the watchful eye of crooked Sheriff Barnes.

Soon as he heard where they were keeping the loot, Jesse figured he'd saddle up and go 'liberate' that gold.

Along for the ride is Jesse's girl Zee and his new partner-in-crime, 'Bad' Bob Younger.

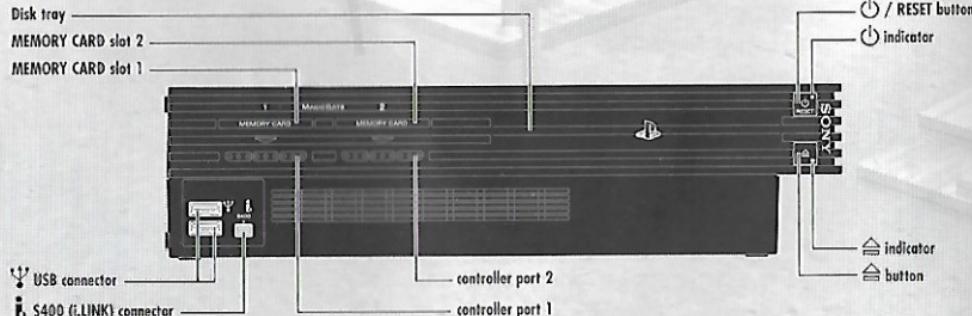
**But here's the twist, folks:** Bob secretly blames Jesse for the death of his brother at the hands of the Carson Gang.

**BETTER WATCH YOUR BACK, JESSE JAMES!**

## GETTING STARTED

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the [**⊕**]/RESET button. When the [**⊕**] indicator is green, press the [**⊖**] button. The disc tray opens.
4. Place the GUNFIGHTER 2 - Revenge of Jesse James disc on the disc tray with the label side facing up. Press the [**⊖**] button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Only MEMORY CARD slot 1 is supported.



# CONFEDERATE II

REVENGE OF JESSE JAMES

At boot-up, the Ubi Soft logo, Rebellion logo and the introductory FMV sequence can each be skipped individually by pressing the **X** button on an analog controller (**DUALSHOCK® 2**), or by pressing the **Trigger button** if the player is using a Light Gun. The player can skip both logos and the introductory FMV sequence by pressing the **START button** on an analog controller or **G-con™ 2** or by pressing the **A, B and Trigger buttons** at the same time if the player is using a **G-con™ 45**.

**LANGUAGE SELECTION:** You can play the game in one of five languages – *English, French, Spanish, Italian and German*. When starting, the game will automatically default to the language which the **PlayStation®2's Internal System Configuration** is set to though this setting can be changed in the **Options Menu**.

**LOADING A GAME:** Saved data is automatically loaded during the startup sequence prior to the main menu. This is the only point within the game at which loads are performed.

**NOTE:** It is not recommended that you insert a **memory card (8MB) (for PlayStation®2)** after boot up. Please ensure the **memory card (8MB) (for PlayStation®2)** is in memory card slot 1.

**SAVING A GAME:** The player's progress and score can be saved once the game is over if the player has achieved a new high score, or unlocked a mode, or cheat within the game. High scores are also saved for the Arcade modes. Changes in the Options Menu are automatically saved. Please ensure the **memory card (8MB) (for PlayStation®2)** is in memory card slot 1.

## NAVIGATING THE MENUS

**To change the Highlighted Menu Option:** Press **Up/Down** on the **Directional button** on analog controller (**DUALSHOCK® 2**), **G-con™ 2**, or **A/B buttons** on a **G-con™ 45**.

**To Select a Menu option:** Press the **X** button on analog controller (**DUALSHOCK® 2**) or aim with the **Light Gun** and press the trigger at the desired menu selection.



## MAIN MENU

**Story:** The player begins a new game, playing through each of the levels until there are no credits or lives left. If a new Spur mode is unlocked, the player will be able to start from this new mode on subsequent plays. Mini games and extra credits are unlocked as the player successfully completes levels in the game.

**Arcade:** Arcade levels are unlocked when the level has been reached in Story mode.

**Mini Games:** Initially only *Tequila Sometima* is playable. As the player successfully completes levels in the game, other mini games become available.

**Options:** Opens the Options Menu. Most of these options can also be accessed in-game by pressing the START button.

## OPTIONS MENU

### CONFIGURE CONTROLLER:

#### Duck Options:

**Reverse Duck:** The player can select whether the **O** button or **L1** button causes the player to stand up to shoot or to duck.

**2 Player Duck:** This is for 2 players mode. The player can select:

**Player 1 Ducks:** Controller in controller port 1 only is able to duck for both players.

**Player 2 Ducks:** Controller in controller port 2 only is able to duck for both players.

**BOTH Duck:** Both players are able to duck. Please note that when either player ducks in this mode, the other player is also forced to duck.

**Vibration:** This option only applies if using an analog controller (**DUALSHOCK®2**). The player can select to have **Vibration on** or **off**.

**Calibrate guns:** Takes the player to the calibration screen. To calibrate the Light Gun, aim at the target in the center of the screen and pull the trigger. A cross will appear on the screen. If the position of the cross corresponds accurately with your aim, the Light Gun has been calibrated successfully. If the cross does not appear in the correct position, repeat the process. When the Light Gun has been calibrated press the **A** or **B** button to proceed to the next screen. See below for more information on using the Light Gun.

#### Sound:

**Adjust SFX volume:** Select this option to listen to and change the sound effects settings in the game.

**Adjust Music Volume:** Select this option to listen to and change the music settings in the game.

# GUNFIGHTER II

REVENGE OF JESSE JAMES

**Sound Output Stereo/Mono:** Pressing the **X** button (or the Light Gun trigger) on the stereo option turns the stereo mode on and off.

**Screen Adjust:** If playing with an analog controller (DUALSHOCK®2), use the directional buttons or the left analog stick to centre the screen. If using a Light Gun, shoot at the arrows to centre the screen and press the A or B button to accept.

**Language:** Select this option to change the language of the game.

**Cheats:** Select this option to enter a cheat code to unlock a feature or to activate a feature which has already been unlocked.

**Save Options:** Select this option to save your option choices.

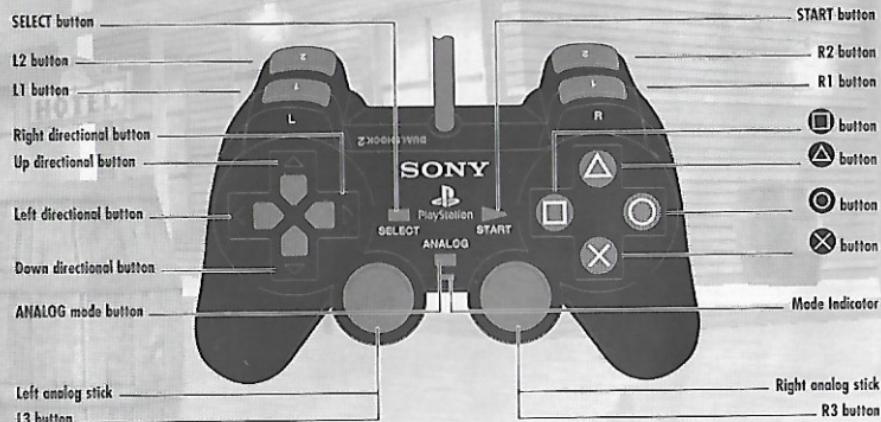
**High-Scores:** Select this option to view the high scores.

**Credits:** Select this option to view the credits.

## CONTROLS CONFIGURATION

### CONTROLS ON ANALOG CONTROLLER (DUALSHOCK®2)

If you don't have a Light Gun, you can play GUNFIGHTER™ 2 with an analog controller (DUALSHOCK®2) or an analog controller (DUALSHOCK®).

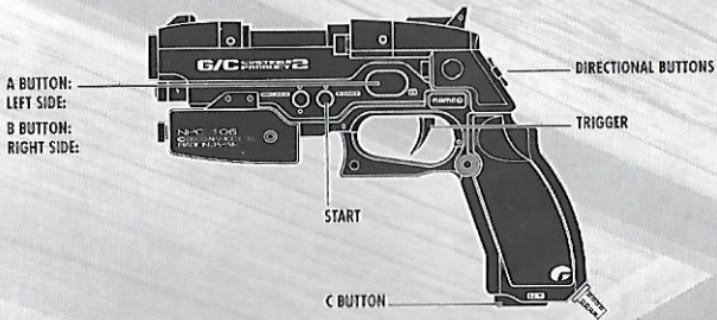


<b>X</b> button or <b>R1</b> button	to	Fire
<b>○</b> button or <b>L1</b> button	to	Stand up to shoot
<b>START</b> button	to	Pause/Options
Directional buttons	to	Move target reticule
<b>L2</b> button	to	Centre reticule

# CUNFICHEER II

REVENGE OF JESSE JAMES

## CONTROLS ON G-CON™ 2



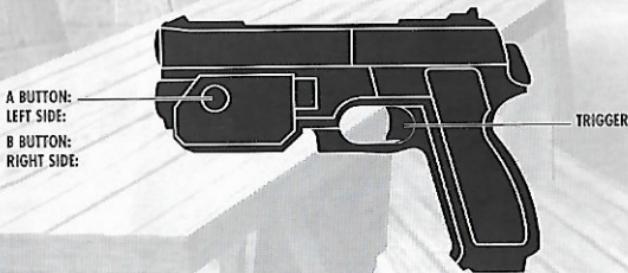
### In game:

Trigger	to	Fire
Directional buttons, A, B or C button	to	Reload
START	to	Pause the game

### In the menus:

Aim and press the trigger at the desired menu selection.  
Press Up/Down button to change the highlighted menu option.

## CONTROLS ON G-CON™ 45



### In game:

Trigger	to	Shoot
A button	to	Reload
A, B button and Trigger	to	Pause the game

### In the menus:

Aim and press the trigger at the desired menu selection.  
Press A and B buttons to change highlighted menu option.

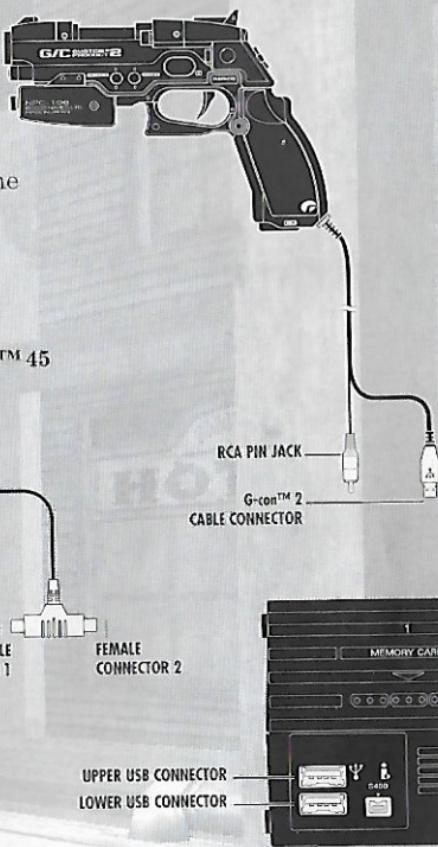


## SETTING UP G-CON™ 45 OR G-CON™ 2

(with AV cable)

For the G-con™ 45 and G-con™ 2 the gun needs to be connected to the television input in the following way:

- If you are using an AV cable, remove the yellow Video connection from your TV.
- Insert the Video connection into the Female connector of the G-con™ 45 or G-con™ 2's AV cable.
- Connect the Male connector of the G-Con™ 45 or G-con™ 2's AV cable to your TV.



## SETTING UP G-CON™ 45 OR G-CON™ 2

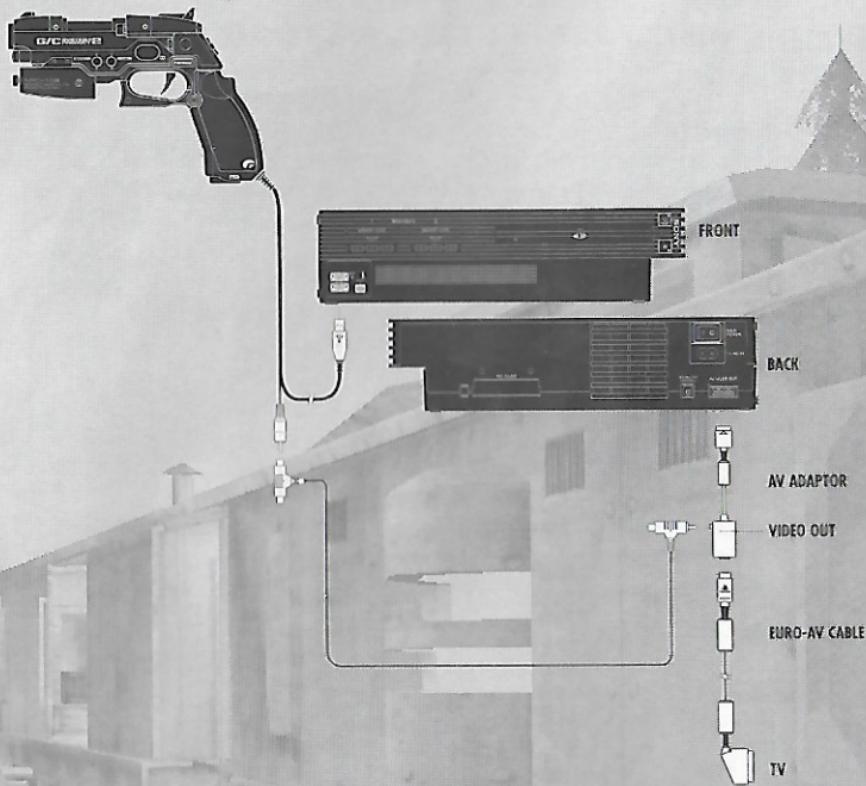
(with RFU adaptor or Euro-AV cable)

If you are using an RFU adaptor or Euro-AV cable, you will need an AV adaptor (SCPH 10130 E).

- With the arrow mark facing out, securely insert the AV adaptor into the AV MULTI OUT connector on the rear of the console.
- Insert your RFU adaptor or Euro-AV cable into the AV MULTI OUT connector on the AV adaptor.
- Insert the RCA pin jack of the G-con™ 45 into the VIDEO OUT on the AV adaptor.

# GUNFIGHTER II

REVENGE OF JESSE JAMES



## POSSIBLE CONTROLLER CONFIGURATIONS FOR GUNFIGHTER™ 2

### ONE PLAYER

Depending on which controller the player is using follow these instructions:

- **Analog controller (DUALSHOCK®2)**  
Plug the analog controller (DUALSHOCK®2) into Controller port 1.
- **G-con™ 45**  
Plug the G-con™ 45 into Controller port 1.
- **G-con™ 2**  
Plug the G-con™ 2 into any USB connector.

# GUNFIGHTER II

REVENGE OF JESSE JAMES

## TWO PLAYERS / TWO GUNS

Depending on which combination of controller the players are using follow these instructions:

- **2 analog controllers (DUALSHOCK®2)**

Plug one analog controller (**DUALSHOCK®2**) into Controller port 1 and the other into controller port 2.

- **G-con™ 45 & analog controller (DUALSHOCK®2)**

Plug the analog controller (**DUALSHOCK®2**) into any controller port and the **G-con™ 45** into the remaining controller port.

- **G-con™ 2 & analog controller (DUALSHOCK®2)**

Plug the **G-con™ 2** into any USB connector and the analog controller (**DUALSHOCK®2**) into controller port 2.

- **G-con™ 2 & G-con™ 45**

Plug the **G-con™ 2** into any USB connector and the **G-con™ 45** into controller port 2.

- **G-con™ 2 & G-con™ 2**

Plug one **G-con™ 2** into any USB connector and the other **G-con™ 2** into the remaining USB connector.

## THE GAME

In the game, the player is automatically taken through the levels from position to position. At any position the player will be attacked by enemies, who are also capable of ducking and emerging. To progress to the next position the player must kill all the enemies attacking the player. Most enemies can be killed with just one hit, but certain characters like the bosses and Gatling gunners will take more hits to kill.

The player must use caution, as not all the characters in the game are enemies. If the player shoots an innocent character who is not trying to attack the player, they will have a small amount of time deducted.

The player moves through a level clearing each position of enemies until they reach the boss or bosses at the end of the level. As well as requiring more hits to kill, the bosses are generally more accurate and may have more complex behaviour than the other enemies in the game.

# GUNFIGHTER II

REVENGE OF JESSE JAMES

## HOW TO PAUSE THE GAME

The player can pause the game by pressing the START button on an analog controller (DUALSHOCK® 2) and G-con™ 2.

For the G-con™ 45 the player must press the A, B buttons and the Trigger all at the same time.

## HOW TO RELOAD: THE DUCK POSITION

The player can carry a maximum of 6 bullets in their pistol as displayed at the bottom right of the screen. When the player uses their last bullet, they must reload to begin shooting again. The player reloads by moving into the duck position. When in the duck position, the player takes cover and cannot be harmed. However, whilst ducked the player cannot attack and thus cannot progress through the game.

## PLAYING THE GAME

### GAME INTERFACE :



- 1 ACE CARDS:** Jesse begins the game with four health points, represented by four ace cards. Jesse loses one card each time he is struck by a bullet, knife, bottle, fist or dynamite explosion. You can restore health by shooting the Cans of Beans which are scattered throughout the game.
- 2 TIMER:** You have a limited amount of time to make it through each level. If you run out time, you die.
- 3 AMMO:** When you're out of ammo, you can reload by moving into the duck position. Here, you cannot be harmed. You cannot attack either, so stop hiding and get shooting – time's a-wasting!

# COWFIGHTER II

REVENGE OF JESSE JAMES

## WEAPONS :

**SIX SHOOTER:** As its name suggests, Jesse's weapon of choice holds six bullets at a time. When the chamber is empty, Jesse must duck and reload.

**SHOTGUN:** Has a wide radius of fire.

**GATLING GUN:** Spitting round after round from its rotary barrel array, Richard J. Gatling's invention was the world's first rapid-fire automatic weapon. When the going gets tough, Jesse will holster his six shooter, man the nearest Gatling Gun emplacement and let rip.

## BAD GUYS:

Crooked lawmen, cowboys, banditos - these are the fellas a-pointing and a-shooting. Get 'em before they get you!



DEPUTY



RENEGADE SOLDIER



# GUNFIGHTER II

REVENGE OF JESSE JAMES



GANG MEMBER



BOUNTY HUNTER



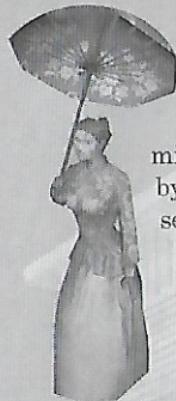
BANDIT PUGILIST



# COWGIRL II

REVENGE OF JESSE JONES

## CIVILIANS:



Pick your targets carefully, mind. Shooting an innocent bystander will get you valuable seconds deducted from the timer.



CIVILIAN

## PICK-UPS :

Throughout the game, you will have a chance to collect various pick-ups. Don't forget them, while you are shooting enemies...



**CAMPFIRE BEANS:** The staple diet of every good cowboy. Shoot the can of beans to restore one of Jesse's health cards.



**WANTED POSTER:** Shoot down a poster advertising the price on Jesse's head and earn yourself an extra continue credit.



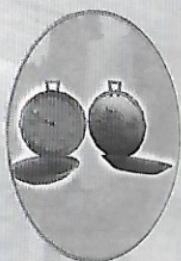
# GUNFIGHTER II

REVENGE OF JESSE JAMES



+2 Secs

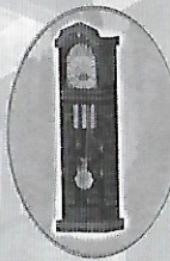
**TIME PICK-UPS :** SAND TIMER, POCKET WATCH, CARRIAGE CLOCK, GRANDFATHER CLOCK:  
Time is precious and running out fast. Shoot these items to add valuable seconds to the clock.



+4 Secs

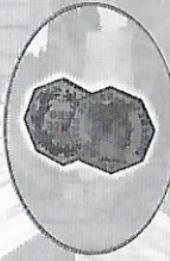


+8 Secs

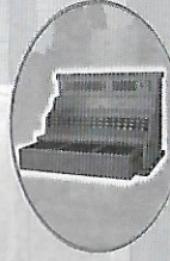


+12 Secs

**MONEY PICK-UPS:** DIME, BUNDLE OF CASH, CASH REGISTER, BAG OF GOLD, GOLD BAR: Jesse's eyes light up at the sight of gold. Shoot these items to increase your \$ points.



COINS  
\$100 (per coin)



CASH REGISTER  
\$500



BAG OF GOLD  
\$ 1,000



BUNDLE OF CASH  
\$ 2,000



GOLD BAR  
\$ 4,000

# CONFEDERATE II

REVENGE OF JESSE JAMES

## SCORING:

Like the most famous outlaws, Jesse is a wanted man with a price on his head. No filthy outlaw is worth the grit in his boots without being worth somebody's payday.

With every money pick-up and enemy you shoot, your notoriety increases, as does the price on your head! Get a high enough score and you can unlock new weapons...

### Enemy Scoring:

To be truly infamous shoot everything you see. Shoot the same enemy several times to boost your score!

*All scoring is in \$*

	1 Hit	2 Hits	3 Hits	4 Hits	5 Hits
HEAD	100	200	400	500	1000
BODY	40	60	80	120	200
LEGS	30	50	70	100	150

*Examples:*

**Shoot Head then Head then Body :**

$$\$100 + \$200 + \$80 = \$380$$

**Shoot Head then Body then Head:**

$$\$100 + \$60 + \$400 = \$560$$

**End of level \$ score :**

Your end of level score is the sum of:

+	Points (hits scoring and pick-ups)
	Time remaining: \$1,000 x Secs
	Accuracy: \$1,000 x % accuracy

*You can unlock a multiplier in the arcade mode which can boost this score.*

*You can unlock secret weapons if your final score is high enough!*

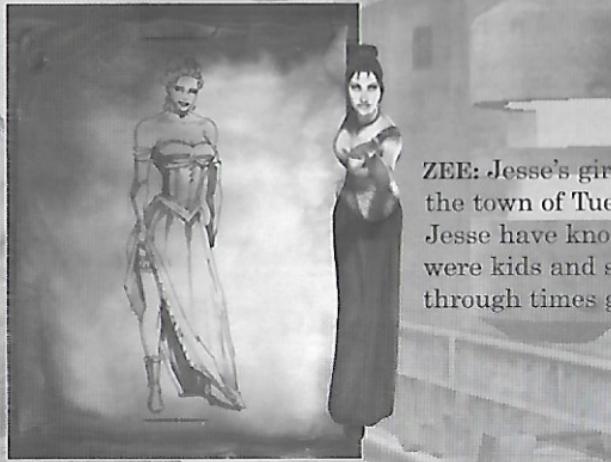
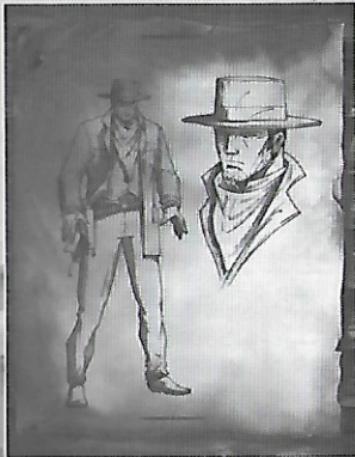
# GUNFIGHTER II

REVENGE OF JESSE JAMES

## CHARACTERS:



**JESSE JAMES:** Just as famous for his showmanship and generosity as for his daring heists, Jesse James is the bank, train and stagecoach robber who is fast becoming the most legendary gunslinger and outlaw in the Wild West.



**ZEE:** Jesse's girl is a tough young lady from the town of Tuenola, Missouri. Zee and Jesse have known each other since they were kids and she'll stick by her man through times good and bad.



**BOB YOUNGER:** 'Bad' Bob knows Jesse from their days together in the infamous James-Younger Gang. He secretly blames Jesse for the death of his brother Cole Younger at the hands of Teddy 'The Rat' Griswold and is waiting for the opportunity to take his revenge.

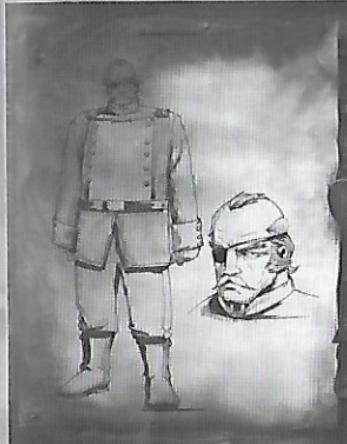


# GUNFIGHTER II

REVENGE OF JESSE JAMES



**SHERIFF BARNES:** Aided by a team of merciless deputies, Barnes runs the town of Deadcrow's Gulch with a ruthless contempt for the lives and welfare of its citizens. Crooked as a snake, this is one bad Sheriff.



**GENERAL 'DEADEYE' JAMESON:** A former Union officer who earned his fearsome reputation by laying waste to countless Confederate settlements during the American Civil War. It's a brave man who messes with Deadeye and his band of renegade soldiers.





## UBI SOFT TECHNICAL SUPPORT

### UBI SOFT UK TECHNICAL SUPPORT

Please be as specific as you can be about the problem that you are experiencing and have the below details available:

- The product you are experiencing a problem with.

#### SUPPORT OPTIONS

You can contact Ubi Soft Technical Support by phone

**Ubi Soft Technical Support:** 0870 739 7670

**Hours:** Monday To Friday 8.00am – 11.00pm GMT

**Ubi Soft Hintline:** 0906 906 0200

Call Charged will be made at £1.50 per minute.

Call length will vary but usually lasts 3 to 4 minutes.

*Please ask the Bill payer's permission before using this number.*

#### ON-LINE SUPPORT OPTIONS

Ubi Soft offers on-line support options for software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>.

If you have a specific problem that is not addressed on our site or has not been rectified by our first stage support, you can send your question to us via e-mail at: [techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk).

**Mailing Address:** Ubi Soft Entertainment Ltd.  
Chantrey Court,  
Minorca Road,  
Weybridge,  
SURREY KT13 8DU.



## WARRANTY

Ubi Soft guarantees to the original buyer of the product that the disc supplied with this product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase.

Please return any defective product to: Ubi Soft Entertainment Ltd., Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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# CONSPIRACY II

REVENGE OF JESSE JAMES

## CREDITS

### REBELLION CREDITS

**Developed By:**  
Rebellion

**Creative Director:**  
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**Technical Director:**  
Chris Kingsley

**Producer:**  
Ed Woolf

**Lead Programmer:**  
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**Lead Artist:**  
Richard Whitelock

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Laurence Finn

**Tools/Engine:**  
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Morgan Parry  
Richard Rice

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Kostas Diamantis  
Joe Gelder  
Diarmuid O'Connor  
Andrew Stewart  
Scott Pritchard

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David Walsh

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Kostas Diamantis

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Mark Bradshaw  
Reuben Fleming  
Nick Sibbick

**Level Design**  
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Chris Gilbert  
Andrew Palmer

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Tom Bible  
Nimrod Productions

**Speech**  
Tom Bible  
Paul Mackman  
Aaron Swartz  
Tess Rapell  
Sparkey Clarke  
Robert Le Plar  
Randall Bell

**Music**  
Nimrod Productions  
**Rebellion Head Of Programming:**  
Kevin Lea

**Script**  
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Paul Mackman  
**Quality Assurance:**  
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**International Content Director:**  
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**International Content Manager:**  
Fabrice Pierre-Elien

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**Producer**  
Anne Villeneuve

**Game Content Manager**  
Jean-Christophe Petit

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**Worldwide Tests Manager**  
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**Local Tests Manager**  
Cristian Giuglea

**Lead Tester**  
Mircea Nutu

**Testers**  
Romeo Rosu  
Liviu Galateanu  
Claudiu Alin Arman

**Localisation Director**  
Coralie Martin

**Project Manager**  
Loic Jacolin

### 1ST PARTY APPROVAL

**European 1st Party Approval Manager**  
Romain Vazeille

**US 1st Party Approval Manager**  
Dave Costello

### EMEA MARKETING

**Marketing Director**  
Laurence Buisson

**Brand Group Manager**  
Thomas Petersen

**Product Manager**  
Rémi Perreault

**Strategic Marketing**  
Sébastien Dore

### US MARKETING

**Marketing Manager**  
Tony Kee

**Brand Manager**  
Sarah Orting

## Customer Services Numbers

• Australia	1300 365 911	Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
• Österreich	0820 500 535	0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
• Belgique/België/Belgien	011 516 406	Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
• Danmark	33 26 68 00	Man-Torsdag 9:16:30 Frø 10:15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.
• Suomi	0600-411911	17.00-21.00 ma-to, 0.79 Euro/min. Täitä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.
• France	0820 31 32 33	Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
• Deutschland	01805 766 977	0.12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.
• Ελλάδα	(00 301) 677 7701	Εθνική Χρέωση. Παρακαλούστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπέρτησης Πελατών μόνο για θέματα υποστήριξης υλικών των προϊόντων PlayStation.
• Ireland	0818 365065	All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
• Israel	09 971170	Please call these Customer Service Numbers only for hardware support of PlayStation products.
• Italia	848 82 83 84	Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.
• Malta	21 344700	National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
• Nederland	0495 574 817	Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.
• New Zealand	09 415 2447	National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.
• Norge	820 75 050	Mon-fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.
• Portugal	707 23 23 10	Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica [hardware] apenas para produtos da PlayStation.
• España	902 102 102	Tarifa nacional. Al llamar a estos numeros del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.
• Sverige	08 587 822 40	Mån-Tors 8-17 Frø 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.
• Suisse/Schweiz/Svizzera	0848 84 00 85	Tarif appels nationaux / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.
• UK	08705 99 88 77	National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.