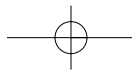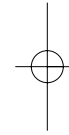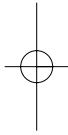OUTSIDE FRONT COVER
PLACEHOLDER

⚠ **WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

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; and 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.

INTRODUCTION

THE GAME

CONFLICT: DENIED OPS™ features two agents from the CIA's Special Activities Division (SAD). Their mission: to prevent a third-world dictatorship from gaining nuclear weapons. This mission that will take them across three continents and pit them against the ambitious, powerful, dangerous men who control the nuclear arms smuggling trade.

With the ability to play as either agent, you can switch between two very different characters, maneuver them rapidly into position, and take full advantage of their individual skills and weapons. This is the essence of the game: each agent working with and protecting the other to create the perfect Denied Ops team.

CONFLICT: DENIED OPS also lets you take part in co-operative and competitive play over Split Screen, System LINK and Xbox LIVE®.

THE FORCE

The Special Activities Division (SAD) is a clandestine unit within the CIA, responsible for covert paramilitary operations. The division numbers less than a hundred agents, pilots and specialists — all selected from the ranks of retired US Army Special Forces, Delta Force and Navy SEALS, or from civilian organizations such as the FBI and SWAT. All agents specialize in advanced weaponry, guerrilla warfare, and the use of explosives and evasion techniques.

Working in small teams and conducting covert operations deep behind enemy lines, SAD agents do not carry anything that would associate them with the CIA or the United States. If captured, their existence will be officially denied.

PERSONNEL

LINCOLN GRAVES

Sniper. Age 47. Native Alaskan. Ex-Marine. Ex-Delta Force. Veteran of every US military campaign from Grenada to Iraq. Played a major role in America's unconventional war in Afghanistan, operating covertly against al-Qaeda and the Taliban. Consummate professional. In amazing physical condition for his age. Devoted husband with two grown daughters. Committed Christian and patriot.

REGGIE LANG

Heavy weapons specialist. 28 years old. Hails from Miami, Florida. Sporting prodigy. Abandoned football career following 9/11 attacks and joined the FBI's Critical Incident Response Group. Instrumental in the capture of many high-profile al-Qaeda terrorist suspects, including Abu Zubaydah in Pakistan. An impetuous and fearless warrior. This will be his first mission for SAD.

Xbox LIVE®

Play anyone and everyone, any time, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live

Modem

Computer

Internet Connection

Network Connections

Router

Network Cables
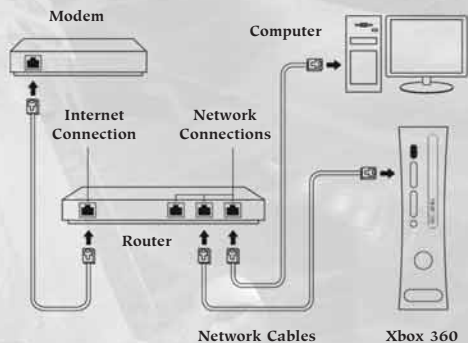
Xbox 360

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young gameplayers can access based on the content rating. For more information, go to www.xbox.com/familysettings

USING THE Xbox 360® CONSOLE

1. Set up your Xbox 360 video game system by following the instructions in the Xbox 360 Instruction Manual.
2. Press the power button and the Ring of Light will light up.
3. Press the eject button and the disc tray will open.
4. Place the CONFLICT: DENIED OPS disc on the disc tray and close the disc tray.
5. Follow all on-screen instructions and refer to this manual for more information about playing the game.

4

Xbox 360® CONTROLLER

Xbox Guide button

LT (left trigger)

RT (right trigger)

LB (left bumper)

RB (right bumper)

Y (Y button)

L (left thumbstick)

B (B button)

A (A button)

X (X button)

(directional pad)

R (right thumbstick)

BACK (BACK button)

START (START button)

DEFAULT CONTROLS

▪ Some CONFLICT: DENIED OPS controls will produce different effects when pressed (or pulled) than when pressed (or pulled) and held.

MENU CONTROLS

⬡	Select option
A	Confirm/Next menu
B	Cancel/Previous menu

5

BASIC GAME CONTROLS

🕹/🕹	Move forward/back
Ⓐ	Action button
Ⓡ	Look/Move crosshairs
◯	Toggle Normal/Night Vision
Ⓑ	Switch characters
◀ BACK	Objectives Screen
▶ START	Pause Menu

BASIC WEAPON CONTROLS

RT	Fire weapon
(🕹/🕹)	Strafe left/right
Ⓧ	Reload weapon
Ⓨ	Toggle alternate fire (weapon attachment)
▼R	In First Person View, toggle Scope Aimed View
⌃	In Scope Aimed View, toggle Scope Zoom
RB	Quick-throw grenade

GUN CAMERA (GRAVES ONLY)

⌃	In First Person View, toggle Gun Camera up
◀◯	In First Person View, toggle Gun Camera left/right

GUN LEAN

◀◯ (hold)/ ◯▶ (hold)	Gun lean left/right

STANCE

▼L	Toggle Kneel/Stand
▼L (hold)	Toggle Prone/Stand

AGENT ORDERS

LB (hold)	Open Agent Orders
LT	Order Agent to "Advance to position"/ Perform Context order
LT (hold)	Order Agent to "Follow me"
Aim + LT	Take out specific target
LB	Order Agent to "Give suppressive fire"
⌃	Order flashbang on crosshairs (set with Ⓡ)
◯	Order incendiary grenade/proximity mine on crosshairs (set with Ⓡ)
◀◯	Order frag grenade on crosshairs (set with Ⓡ)
◯▶	Order smoke grenade on crosshairs (set with Ⓡ)
LB (hold) + Ⓨ	Order grenade launcher/12-gauge shotgun assault

INVENTORY

Y (hold)		Open Inventory
L		Select weapon/item
◀ ◯		Select primary weapon
◯ ▶		Select sidearm
◯̂		Select rocket launcher (Lang only)

GRENADE INVENTORY

RB (hold)		Open Grenade Inventory
L		Select weapon/item
◯̂		Select flashbang
◯̲		Select incendiary grenade (Lang only)/ Select proximity mine (Graves only)
◀ ◯		Select frag grenade
◯ ▶		Select smoke grenade
RB		Throw grenade

BASIC VEHICLE CONTROLS

A		Embark/Disembark
Y		Switch vehicle weapons
X		Switch positions

TANK/APC — DRIVER

L		Accelerate/Reverse/Rotate
L̲		Align turret to tank
RT		Fire main gun (with second Agent in Gunner position)
R		Rotate turret (with second Agent in Gunner position)
R̲		Toggle Chase Camera/Close Camera

TANK/APC — GUNNER

L		Accelerate/Reverse/Rotate (with second Agent in Driver position)
RT		Fire main gun
R		Rotate turret
R̲		Toggle Chase Camera/Close Camera

HOVERCRAFT — DRIVER

L		Forward/Strafe left/right
RT		Fire main gun
R		Rotate hovercraft
X		Switch positions (if available)
R̲		Toggle Aimed/Normal Cockpit View

HOVERCRAFT — GUNNER

RT	Fire heavy machine gun
R (button)	Rotate heavy machine gun
X	Switch positions (if available)
R (button)	Toggle Aimed/Normal Cockpit View

MULTIPLAYER ONLY

| LB (hold) | Team radio (game chat) |
| BACK | In-game scorecard |

GETTING INTO THE GAME

1. When the game starts, you are asked to either SIGN IN or CONTINUE WITHOUT A GAMER PROFILE. If you play the game without a gamer profile, you won't be able to manually save your progress.

2. Next, you are asked to select your storage device. This will be the location of your Autosave and all manual saves from the Pause Menu *(see page 20)*.

3. You continue to the Profile Screen, which offers the following options:

   ■ LOAD PROFILE — Choose a gamer profile from a list of existing profiles. From here you proceed to the Main Menu.

   ■ CREATE NEW PROFILE — Set up a new gamer profile, and proceed to the Main Menu.

   ■ DELETE PROFILE — Delete one or more gamer profiles.

   ■ EXIT — Quit the game.

Once you arrive at the Main Menu, select SINGLE PLAYER CAMPAIGN to learn the game basics. This option takes you to the first mission and guides you through the basic CONFLICT: DENIED OPS controls as you play.

   ■ Although most of the important controls are introduced during the first mission, keep the Controls section of this manual nearby for quick reference while playing.

SINGLE PLAYER CAMPAIGN

From the Main Menu, select SINGLE PLAYER CAMPAIGN. Then select NEW CAMPAIGN, and finally, select your level of DIFFICULTY.

NEW CAMPAIGN

An intro movie provides a full summary of the geo-political situation behind CONFLICT: DENIED OPS. A shorter movie then introduces the main characters: Graves and Lang. This then leads directly to the first mission: SANTA CECELIA MONASTERY.

As the mission progresses, new objectives appear on the Objectives Screen *(see page 15)*. You must complete these objectives in order to successfully finish the mission.

GAME SCREEN

The CONFLICT: DENIED OPS game screen is left uncluttered to give you a clear view of your surroundings. Get used to First Person View: looking around, turning and aiming your weapon. Try switching characters (default B).

The game has a number of on-screen icons and info panels, described here and on the following pages. Some of these are always visible; others appear briefly and then fade out.

OBJECTIVE MARKER ICON

Use the Objective Marker Icon as a directional guide. It indicates the direction to your next objective, and provides the distance to it in meters. Employ the Objectives Marker to locate objectives more rapidly and avoid getting lost.

- You can open the Objectives Screen (default ⬤) to read details of your objective at any time.

AGENT INDICATOR

In combat, it is imperative to keep in touch with your fellow Agent at all times. The Agent Indicator Icon is always visible; it helps you locate an Agent's exact position. The icon changes to indicate when you have issued a specific order to an Agent. *(See page 14.)*

HEALTH MONITOR

If an Agent is stunned, you will see an on-screen Health Monitor. This displays a time limit in which the Agent must be healed. Get close to the Agent and press the Action button (default Ⓐ) to heal your teammate.

- The Health Monitor remains on-screen until you have healed the stunned Agent.

WEAPON AIM RETICLE

The crosshairs help you aim your weapon. They are color-coded to identify different types of targets.

- RED — When targeting an enemy, the crosshairs turn red.
- YELLOW — Explosive objects such as barrels and gas canisters turn the crosshairs yellow.
- GREEN — Targeting a friendly turns the crosshairs green. (This is your warning: do not fire!)

WEAPON ICON

The weapon an Agent carries is always visible on-screen in First Person View. When a weapon is being fired (default 🔘), its icon shows the weapon's name and number of rounds remaining.

All weapons are automatically reloaded when their ammo runs out, but this takes valuable seconds. If you think a firefight is coming up, check your ammo and reload if necessary (default Ⓧ) — it could mean the difference between a live Agent and a dead Agent.

You can earn secondary attachments for your main weapon, such as the 40mm grenade launcher or 12-gauge shotgun. Press default Ⓨ to fast-switch between your main weapon and its attachment.

12-Gauge
4

5.56mm LMG
183

STANCE ICON/STANCE

When you alter an Agent's stance, the stance is shown as an on-screen icon, identified with the Agent's name. The stance you adopt in a particular situation is very important.

- While standing, you can move faster across the ground, but your fire is less accurate and you are an easier target.
- Kneeling (default toggle 🔘) makes you less of a target and gives you greater accuracy, but you move slower.
- For maximum accuracy, go prone (default toggle hold 🔘).

Graves   Lang

INVENTORY

Open the Inventory (default hold Ⓨ) to display an Agent's weaponry in a radial of on-screen icons.

- Press default ◯ to change your primary weapon.

GRENADE INVENTORY

Open the Grenade Inventory (default hold 🔘) to display a radial of on-screen icons showing the type and number of grenades an Agent is carrying.

Frag and smoke grenades are available to Graves and Lang during their first mission. You can unlock flashbangs, incendiary grenades and proximity mines as the game progresses.

Select the grenade (default ◯ for a frag grenade) and throw when ready (default 🔘).
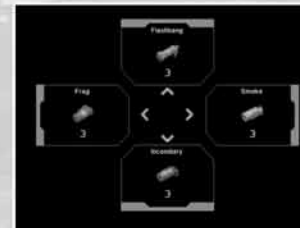
SNIPER SCOPE

The 7.62mm sniper rifle comes complete with a powerful x10 variable scope. Select SCOPE AIMED VIEW (default 🔘) to display a highly accurate x05 sniper crosshairs, perfect for long-range stealth kills. For extreme close-up kills, you can increase Scope Aimed View up to x10 magnification (default ◯).

NIGHT VISION

Toggle Night Vision (default ♀) when it is too dark to see clearly in normal light. Enabling Night Vision changes the display from color to monochrome.

HEALING

No matter how good you are, an Agent will take hits during a mission. Hits are shown graphically on-screen as red arcs (which also indicate the source direction of enemy fire). If an Agent is hit enough times to become "stunned," you have to revive him by going to his side, pressing the Action button (default Ⓐ) when prompted, and administering a shot of adrenaline.

- If you fail to heal an Agent within the on-screen time limit, you will fail the mission.

ON-SCREEN HELP

The Santa Cecilia Monastery mission includes helpful on-screen text that appears at key moments during the action. This text is intended to introduce features that are unique to CONFLICT: DENIED OPS, and give instructions on how to use them. Further tips appear on loading screens throughout the game.

ACTION BUTTON

In certain situations, positioning your character close to an object brings up an on-screen prompt. This prompt alerts you that you can perform a location-specific action. The game offers a wide variety of these actions, such as CLIMB LADDER, VAULT, HEAL, MOUNT HMG, EMBARK VEHICLE, etc. Press the Action button (default Ⓐ) to perform the action.

AGENT ORDERS

Rapid communication between Agents is vital to the success of a mission. It is important to give clear and concise orders to avoid misunderstandings. When you issue an order to an Agent, an icon appears briefly on-screen, and the Agent responds verbally. Agent Orders will help you co-ordinate and carry out successful assaults on well-defended positions.

FOLLOW   GO THERE   SUPPRESSIVE FIRE/
                                      AGENT ORDER

You can order an Agent to:

- Advance to a position (default **LT**).
- Follow you (default pull and hold **LT**).
- Lay down suppressive fire — to pin down enemies and keep their heads down while you advance (default **LB**).
- Perform a context order such as download data or open a door (default **LT**).
- Take out a specific target (default aim and pull **LT**).
- Carry out a grenade launcher/12-gauge shotgun assault (default press and hold **LB** and press **Y**).

Agent Orders also allow you to order an Agent to throw a grenade at a pre-defined point.

- Open Agent Orders (default hold **LB**).
- Set your crosshairs on a target (default hold **R**).
- Order a frag grenade (for example) to be thrown (default ◁▷).

OBJECTIVES SCREEN

Press default ◀ to open and close the Objectives Screen. Your mission objectives are listed on this screen, and checked-off as they are completed. Additional objectives are added to the list until a mission is successfully completed. Press the Action button (default Ⓐ) to get details on an objective.

TEAMWORK

Being successful in CONFLICT: DENIED OPS is all about working as a team. Plan ahead when moving through a mission, and make the most of each Agent's unique skills and strengths. Graves and Lang make a formidable fighting team when used correctly: get Lang to lay down suppressive fire while you assault a position; use Bounding Overwatch tactics to clear out a stairwell; set up a deadly crossfire and cut your enemies to ribbons.

FIRING FROM COVER

All weapons in CONFLICT: DENIED OPS provide an Agent with the ability to fire at enemies from behind cover. Pistols, the 12-gauge shotgun, and the 5.56mm LMG can all be used while leaning around a corner (default hold ◁▷ or ◁▷). The Gun Camera upgrade (default △, ◁▷ or ◁▷) on the 7.62mm sniper rifle gives Graves the added ability to fire over low cover as well as around it.

SUPPLY CRATES

SAD Agents have to move fast, so they travel light. Their explosive supplies are limited, so be on the look-out for supply crates that are often located in out-of-the-way places. These provide your only opportunity to re-supply with explosive ammunition (e.g. grenades) during a mission.

SUPPORT

The Special Activities Division's arsenal includes attack helicopters and the latest fighter jets. AH-64D Apaches and F-22s are standing by to provide close air support throughout the campaign. SAD also has its own fleet of Pave Low Helicopters to fast-rope Agents into combat or extract them upon successfully completing a mission.

TANKS, APCs, HOVERCRAFT

CONFLICT: DENIED OPS allows you to commandeer a range of vehicles during a campaign. You can choose the position of either Gunner or Driver, and even switch positions during combat. Take the time to get used to the different controls and capabilities offered by each vehicle.

CONTINUE CAMPAIGN

Choose CONTINUE CAMPAIGN from the Main Menu to resume a previously saved Campaign. Select a mission on the Geosphere to continue play.

CO-OPERATIVE

Co-operative play is an important part of CONFLICT: DENIED OPS, enabling you and a friend to play through the entire campaign story or individual missions. Select CO-OPERATIVE from the Main Menu and follow the on-screen instructions.

- You can play Co-operative Mode either in Split Screen or via System LINK or Xbox LIVE.

SPLIT SCREEN

Play Co-operative Campaign Mode or individual missions with a friend on a Split Screen display.

- This mode requires two Xbox 360 Controllers.

SYSTEM LINK

Connect two Xbox 360 Consoles.

- This mode requires that both players have their own displays.

Xbox LIVE

Play individual missions or Co-operative Campaign Mode with a friend online via Xbox LIVE. *(See page 4.)*

- This mode requires an Xbox LIVE Gold Membership.

CONTROLS

Individual character controls in Co-operative Mode are the same as those in Single Player Mode. There are no Agent Orders in Co-operative Mode.

MULTIPLAYER

CONFLICT: DENIED OPS offers multiplayer action for up to 16 players in three different modes of combat. Select MULTIPLAYER from the Main Menu to begin.

- You can play all Multiplayer Modes in Split Screen or via System LINK or Xbox LIVE.

MULTIPLAYER GAME MODES

- DEATHMATCH — Play an all-against-all Deathmatch game against other players. Players score one point per kill.

  To win: score the most kills within the time limit, or reach the score limit first.

- TEAM DEATHMATCH — Compete as a team against other players. Players divide into two teams, and teams score one point per kill.

  To win: as a team, score the most kills within the time limit, or reach the score limit first.

- CONQUEST — Play as a team against other players. Two teams compete to take and hold five positions. Positions are marked by flags located at strategic points in the game arena. Each player scores one point per a set time unit for each flag that player takes and holds. Players can re-spawn near any of the flags their team holds.

  To win: as a team, score the most points at the end of the time limit, or reach the score limit first.

ADDITIONAL MULTIPLAYER CONTROLS

Individual character controls in Multiplayer Mode are the same as those in Single Player Mode. There are no Agent Orders and no vehicles in the competitive game, and the following special controls are available:

LB (hold)	Game Chat
◄ BACK	In-game Scorecard

AWARDS

Select AWARDS from the Main Menu to see a list of awards gained during the campaign you have undertaken.

STATISTICS

- CAMPAIGN AGENT INFORMATION — All your Campaign and Multiplayer statistics, such as accuracy and weapon usage, are tracked here.

LEADERBOARDS

- CAMPAIGN — View the fastest times for completing Single Player and Co-operative Campaign missions.
- MULTIPLAYER — View Deathmatch, Team Deathmatch, and Conquest best scores from around the world. Check your friends' best scores, the cumulative totals from players around the world, and the best scores this week.

ACHIEVEMENTS

Achievements are awarded for a variety of gameplay feats, such as rescuing an important character or killing enemies in a certain way.

- Multiplayer Mode has its own set of achievements rewarding exceptional multiplayer feats in ranked games, such as capturing all the flags in a Conquest match or scoring a large number of consecutive kills.
- Check the Achievements list (from the Main Menu) in your Gamer Profile for a full list of citations and descriptions of how to achieve them.

OPTIONS

Select OPTIONS from the Main Menu to display a list of options. Adjust these options to adapt the game to suit your style of play, and to make the most of your display's capabilities.

- DISPLAY — Adjust Gamma Correction.
- CONTROLS — Adjust Controller Layout, Invert Y-Axis, and Help Messages.
- SOUND — Adjust Music Volume, FX Volume, and Speech Volume.

DOWNLOADABLE CONTENT

Select DOWNLOADABLE CONTENT from the Main Menu to see and select from a list of packages currently available for download to your Xbox 360 console from the Xbox LIVE Marketplace.

- You must join Xbox LIVE to use the Xbox LIVE Marketplace.

PAUSE MENU

The Pause Menu is available throughout the game (default ▶). You can use this menu to select and adjust the following options in-game:

- RESUME MISSION — Return to the game action.
- RESTORE CHECKPOINT — Return to the last checkpoint passed.
- LOAD GAME — Load a previously saved game.
- SAVE GAME — Save the game at your current position.
- RESTART MISSION — Start the mission from the beginning.
- PLAYERS IN GAME SESSION — Show a list of other players in a Multiplayer session.
- OPTIONS — Adjust game options *(see above)*.
- QUIT MISSION — Exit back to the Main Menu during a Single Player game.
- QUIT TO LOBBY — Exit back to the Lobby during a Multiplayer game.

SAVE GAME

You can save the game at any point by pressing ▶ to open the Pause Menu, and then selecting the SAVE GAME option.

The game also autosaves your progress to your selected storage device at the end of each mission during a Campaign.

CREDITS

**THIS GAME IS DEDICATED TO THE MEMORY
OF JON BRIDGES, 1982-2006**

PIVOTAL GAMES LIMITED

Managing Director
Jim Bambra

Technical Director
Alex McLean

Studio Manager
Louise Anderson

PRODUCTION

Senior Producer
Stuart Poole

Producer
Paul Jeal

Art Producer
Jon Kay

DESIGN

Executive Designer
Marc Curtis

Senior Designers
Steve Dunning
James Nicholls

Designers
Andy Ashwin
Guy Joyner
Darren Kirby
Adam Lusby
Terry Watts
Barnaby Zoeller

Scriptwriter
Ben Jailler

PROGRAMMING

Executive Software Engineers
Tim Cannell
Paul Dunning
Annette Garnier
Pete Long

Senior Software Engineers
Mark Barton
Tim Chapman
Julian Foxall
Seb Grinke
Shaun Hewitt
Martin Hutchings
David Tetlow

Software Engineers
Charles Blair
David Chalmers
Mark Harris
Liz Hodges
Matthew Hoyle
Michael Michaelides
Michael Neve
Ed Reid
Simon Smith
Tim Threlfall
Ralph Tittensor
Dan Wheeler
Duncan Williams

ENVIRONMENT ART

Environment Art Manager
David Cullinane

Art Resources Manager
Erol Kentli

Lead Artist
Martin Severn

Senior Artists
Peter Baldwin
Maff Evans
Guy Jeffries
Alan Thomas

Artists
Pete Austin
Dai Banner
Jon Bridges
David Calvin
Simon Chapman
Eddie Garnier
Ross George
Lisa Godwin
David Hennessy
Ryan Playle-Howard
Peter Smith
Paul Stonehouse
Alex Styles
Matt Trim
Raisa Tuomisto

Lead Technical Artist
Paul Truss

Technical Artist
Simon Evans

PIVOTAL GAMES LIMITED (continued)

CREATIVE MEDIA

Creative Media Manager
Ian Brindle

Senior Character Artist
Tessa Aurmoogum

Character Artists
Linus Lidberg
Nicholas Phillips

Concept Artists
David Grant
Jonathan Kay
Marcus Kielly

Video Artist
Craig Moroney

Cut-Scene Artists
Kevin Ackbar
Simon Suzuki

Senior Animator
Jamie Smith

Animators
Zsolt Avery-Tierney
Mark Bonaccorso

AUDIO

Head of Audio
Jon Vincent

QA

Senior QA Technician
Karl Stubbs

QA Technicians
Chris Bambra
Peter Hancock
Russell Jones
Eric Manktelow
Dan Waldron

IT

IT Manager
Alan Clark

Support Technician
Chris Knaggs

MUSIC

Richard Jacques

VOICE RECORDING

Recorded by
Side UK Ltd

Studio Engineer
Ant Hales

Voice Artists
Nonzo Alonzie
Nick Bolton
Brian Bowles
Richie Campbell
Tom Clark Hill
Chris Fairbank
Antonio Gil-Martinez
James Goode
Laurel Lefkow
Colin McFarlane
Noah Lee Margetts
Vincent Marzello
Ako Mitchell
Mark Monero
Kerry Shale

FMVS
Plastic Wax

SPECIAL THANKS

Jon Booth
Nick Cook
Claire Cooper
Andy Davidson
Stuart Griffin
Pete Johnson
Stacey Luton
Antony Peacock
Matt Rees

EIDOS INC.

*CEO & President,
Eidos North America*
Bill Gardner

*Executive Vice President
of Sales & Marketing*
Robert Lindsey

*Vice President,
Legal & Business Affairs*
Joe Cademartori

Vice President of Finance
Malcolm Dunne

*Vice President
of Human Resources*
Edie Dykstra

*Vice President
of New Business
Development*
Dave Clark

Director of Marketing
Matt Gorman

Marketing Manager
Matt Dahlgren

*Director
of Public Relations*
Michelle Seebach Curran

Public Relations Specialist
Stanley Phan

*Senior Media, Promotion
& Partnerships Manager*
Micheal Tran

Creative Director
Karl Stewart

*Creative Services
Project Administrator*
Julie Moretti

Graphic Designer
Connie Cheung

Junior Graphic Designer
Chris Cheng

Web Producer
Roderick van Gelder

Web Designer
John Lerma

Web Developer
Danny Jiang

National Sales Director
Joe Morici

Regional Sales Manager
Holly Robinson

*Senior Sales
& Marketing Analyst*
Ilana Budanitsky

*Legal & Business
Affairs Manager*
Clint Waasted

*Channel Marketing
Manager*
Leon Harmon Jr.

*Channel Marketing
Specialist*
Rafal Dudziec

*Channel Marketing
Representative*
David Bushee

Operations Manager
Gregory Wu

*Director of North American
Development Relations*
Nick Goldsworthy

Project Manager
Clayton Palma

Assistant Producer
Kari Hattner

*Product Specialist
Supervisor*
Jeff Lowe

Product Specialists
Tom Bengford
Stephen Cavoretto
Nick Cooprider

*U.S. Mastering
& Submissions Supervisor*
Jordan Romaidis

Event Specialist
Rudy Geronimo

*Senior Business
Development Manager*
Tom Marx

*New Media
Project Administrator*
Francesca Zuleta

Manual by
Hanshaw Ink & Image

Special Thanks
Peter Stern
Ida Diep
Hang Ngo
Christopher Sutphen
Eric Reichley

NOTES

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WARRANTY CLAIMS & PRODUCT SUPPORT

For warranty claims and product support please contact our Customer Services Department at **(650) 421-7670** or **support@support.eidosinteractive.com** or visit our website at **support.eidosinterative.com**. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. Customer Services Department personnel do not provide game hints, strategies or codes.

To initiate a warranty return, you will need a RMA# ("Return Merchandise Authorization") from our Customer Services Department. **(Any materials not containing a RMA# sent to Eidos may be returned unprocessed.)** In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty—our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing, the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

OUTSIDE BACK COVER
PLACEHOLDER