WARNING

Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.
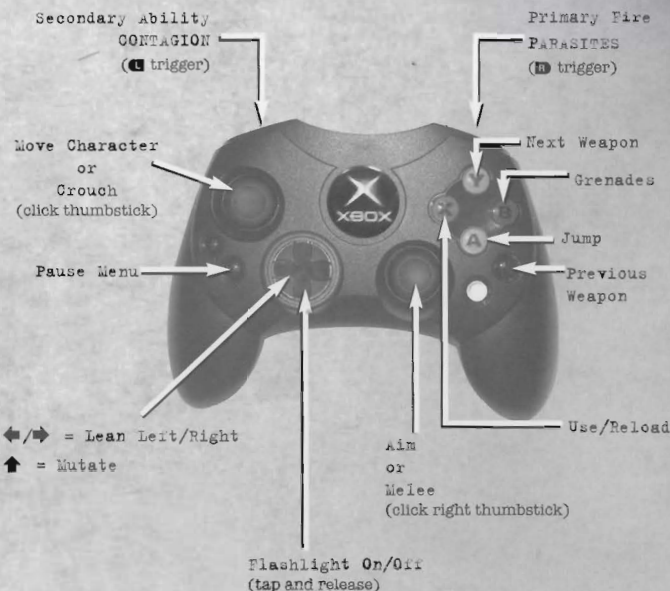
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

DEFAULT CONTROLS

NORMAL MODE

Secondary Ability
CONTAGION
(⚫ trigger)

Primary Fire
PARASITES
(⚫ trigger)

Move Character
or
Crouch
(click thumbstick)

Next Weapon

Grenades

Jump

Pause Menu

Previous
Weapon

⬅/➡ = Lean Left/Right

⬆ = Mutate

Use/Reload

Aim
or
Melee
(click right thumbstick)

Flashlight On/Off
(tap and release)

MUTANT MODE IN ALL CAPS

MENU/SUB-MENU NAVIGATION

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (⬆, ⬇, ⬅ or ➡ depending on the menu) to highlight a selection.
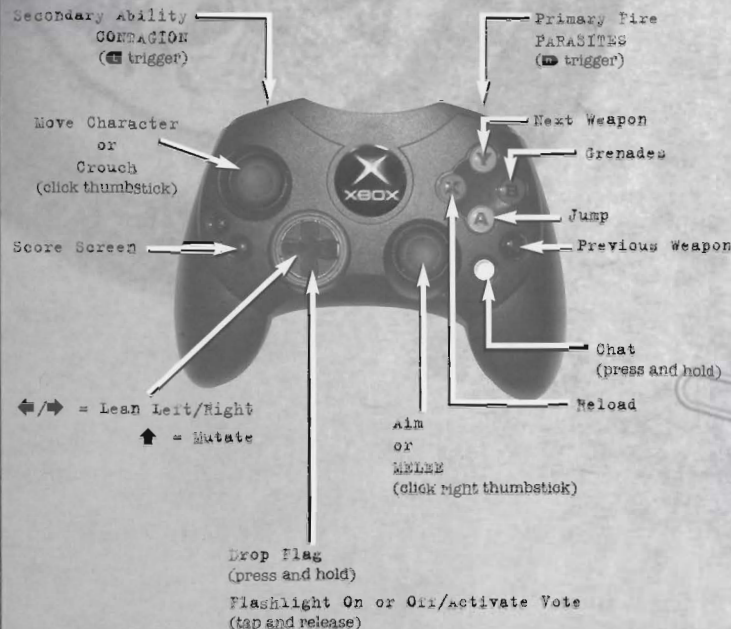
QUITTING A GAME IN PROGRESS

During the game, press the ⚫ button to display the Pause Menu. Press the D-pad ⬇ to select Main Menu, then press the ⚫ button. To confirm exiting the game, highlight Yes, then press the ⚫ button again.

DEFAULT CONTROLS

MULTIPLAYER MODE

Vote Menu	
⬆	= Abstain
⬇	= Cancel
⬅	= No
➡	= Yes

Secondary Ability
CONTAGION
(⚫ trigger)

Primary Fire
PARASITES
(⚫ trigger)

Move Character
or
Crouch
(click thumbstick)

Next Weapon

Grenades

Jump

Score Screen

Previous Weapon

Chat
(press and hold)

⬅/➡ = Lean Left/Right

⬆ = Mutate

Reload

Aim
or
MELEE
(click right thumbstick)

Drop Flag
(press and hold)

Flashlight On or Off/Activate Vote
(tap and release)

MUTANT MODE IN ALL CAPS

XBOX COMMUNICATOR HEADSET/VOICE CHAT

This product allows the use of the Xbox Communicator Headset. To turn the Xbox Communicator mute on or off, select Settings from the Main Menu and select Xbox Communicator. Within this menu, you will have the ability to turn mute on or off, select whether the voice output is heard through TV speakers and/or adjust TV speaker volume.

Note: During an Xbox Live match, your headset mute will default to on if it is plugged into your console after an Xbox Live match has already started.

Voice Chat: To toggle between Local, Team, and Global chat modes, press the ⚪ button. Voice chat is only available while in an Xbox Live match. For more information regarding Xbox Live features, see pg. 9-10.

The mysterious Grays have studied humanity for thousands of years. Earth's remote location in the backwaters of the galaxy made it an ideal location for the alien race to conduct research that is too dangerous to perform on any of their homeworlds. Embroiled in an interstellar war with an unknown enemy, the Grays were desperate to develop a super-weapon that would ensure their survival. The natural resources and large population of Earth, combined with the human leadership's corrupt accommodations provide the perfect facility for the Gray's biological warfare development.

In 1947, a Gray research ship experienced a major malfunction resulting in a crash near Roswell, New Mexico. The United States Government quickly covered up the truth, sealed off the site and recovered a badly wounded Gray named "Edgar" who was transported to Area 51 for study. In the time that followed, major elements of the government were co-opted by the powerful Illuminati, a secret organization of elitists dedicated to ruling the world from the shadows. The Illuminati used their influence to set a new secret agenda for Area 51. A major base was built over the initial laboratory that housed the crippled "Edgar", and the Grays established a research facility 3 miles below the desert surface. Since then it has served as the only secure landing site for all subsequent Gray vessels.

In time the Illuminati formed a Pact with the Grays, granting them needed resources (including humans for experiments) in return for exclusive access to Gray technology.

For the last 20 years human and Gray researchers have worked in tandem to great effect, creating a creature-weapon codenamed "Theta" intended for use in the distant alien conflict. One human scientist, Dr. Winston Cray, is working with the mysterious "Edgar" on perfecting a viral weapon. Cray believes mating this virus with the "Theta" project will yield the super-weapon the Grays have long sought.

Tipped off by "Edgar", Dr. Cray now struggles to prevent the Grays from completing their weapon and destroying Earth. Since the Illuminati control the laboratories of Area 51, Cray risks everything by calling for help. He released his viral weapon within the subterranean sections of the base with the intention of creating chaos and distraction within the Illuminati, hoping to stall completion of the Gray's plans and prompt interference from military forces on the surface. The resulting infection spread to the upper sections of the base and military commanders reacted quickly by sealing the area and calling in Military Hazardous Materials Teams. After the initial HazMat Team Delta went missing a second unit was dispatched. HazMat Team Bravo must discover the fate of Team Delta and discover the source of the deadly virus.

Campaign

You are Ethan Cole, a part of the Army's Hazardous Materials action and response team. As Ethan Cole, you'll follow the Area 51 storyline as you play through the game's many vast levels. You'll encounter many obstacles as you uncover the truth about Area 51.

To start your mission, select Campaign on the Main Menu. Once this option is selected, you'll need to Create a New Profile (see Profiles, next page).

Campaign Menu

Once you've created your Profile, you can select New Campaign to start from the beginning, or you can select Resume Campaign to continue a previously saved game.

Split Screen

This option allows you and friends to battle, selecting from available characters, weapons and up to 14 levels. Each player must first enter a Profile before the match can start (see Profiles, next page).

Once you've either selected or created a new profile, press the **Y** button to advance to the Split Screen Options menu.

Split Screen Options

Press the D-pad ← or → to adjust these two options:

Time Limit - You can set your game's Time Limit from No Limit to 60 minutes.
Score Limit - Set your game's Score Limit from No Limit to 200.

Once your options are set, select Continue and press the **A** button to view the Map Select screen.

Map Select

Available Maps

As you acquire new maps, you can add them to the maps listed under Map Sequence. Highlight the map you want to add, then press the **A** button.

Map Sequence

At the Map Select screen, you can press the D-pad ↑ or ↓ to highlight a level listed under Map Sequence. Press the **A** button to select the level you want to play first. The next level you select will be the second level you'll play and so on. Repeat this process to place the levels in the order you want to play.

Once you've set up your maps, select Launch to begin.
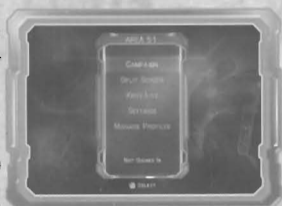
Manage Profiles

In order to save games and personal stats, you'll need to create a Profile, then save it to your hard disk. You can create a Profile without saving, but once you power down, your game's progress will be lost.

From the Main Menu, select Manage Profiles to view the Profiles screen. Highlight a profile, then press the Ⓨ button to access your Profile options.

Profile Name

Press the D-pad ⬆,⬇, ⬅ or ➡ to highlight a character, then press the Ⓐ button to select. Repeat this process to spell out your name, then select OK to accept the name.

Controls

To adjust options, you'll either highlight the option and press the Ⓐ button to "check" the option's box or press the D-pad ⬅ or ➡ to make an adjustment. At any time, though, you can press the Ⓧ button to select Restore Defaults and return the options to their default settings.

Invert Y Axis

If you're not comfortable with the game's default "Y Axis" (Up and Down) movement, you can select this option to invert the controls.

Horizontal/Vertical Sensitivity

You can adjust the sensitivity of the thumbsticks to move slower (⬅ adjustment) or faster (➡ adjustment) when you're playing the game.

Crouch Toggle On

Turn this option ON to have each press of the crouch button toggle between crouching and standing.

Vibration On

Turn the Xbox controller's vibration feature On or Off.

Auto-Switch Weapon

With this option selected, your weapon automatically switches to a newly picked up weapon.

Multiplayer Avatar

For multiplayer games, you can select an Avatar. Press the D-pad ⬅ or ➡ to cycle the available color schemes.

Campaign Difficulty

Set your Campaign difficulty to Easy, Normal or Hard*.

*Note: The Hard option is not available until you've completed the game at Normal difficulty.

Online Status

During an Xbox Live play session, selecting On informs other users of your online status. With the option set to Off, your online status will not be seen by others.

Autosave Status

You can set the game to Autosave your progress as you play in a Campaign. With Autosave set to On, your progress will be automatically saved each time you achieve an objective.

If Autosave is disabled, you'll be prompted whether or not you want to save your progress.

TAKE AREA 51 BEYOND THE BOX

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

CONNECTING

Before you can play Area 51 on Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect and select your country.

SIGNING IN

Before you can access Xbox *Live*, you'll need an Xbox *Live* Gamertag. Consult your Xbox *Live* documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox *Live* account. They can be read from your hard disk or a memory unit.

Press the Ⓐ button to go to the Xbox *Live* Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the Ⓐ button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code. You'll advance to the Profiles Screen (see Profiles, pg. 7). Select the profile you want to use to go to the Xbox *Live* Menu.

Quick Match

Pick your desired game type and Xbox *Live* will look for the best game for you to join. When a game is found, you'll join the battle.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.

OptiMatch

OptiMatch allows you to search Xbox *Live* for game hosts that match your exact specifications. You can specify your perfect match, including the Game Type, Minimum (number of) Players, Mutation Mode, Password or whether you want Voice Chat enabled.

Create Match

You can create your own Xbox *Live* play session with this option. Type in a Host Name, then set Game Type, Mutation Mode and Voice Chat options the way you want. Select Continue, then select values for Play Limit, Score Limit or Time Limit.

Vote Pass - Set the percentage of Yes votes needed for an in-game vote to pass. For example, the default value states that 50% of the votes are needed to kick a person or change maps.

Auto-Scale Maps - When this option is On, the maps will expand and contracted based on the number of players in the game. As more players join, more sections of the map will become available. Similarly, as players leave the game, various areas of the map will become inaccessible.

Friendly Fire - You can set a value toward the amount of damage Friendly Fire inflicts on your teammate. The higher the percentage, the more damage your teammate will endure.

After you've set your options, select Continue to go to the Map Select screen (see Map Select, pg. 6).

Friends

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

Players

This option gives you a list of the players you've most recently played online.

Edit Profile

See Profiles, pg. 7.

View Stats

You can see your Xbox *Live* performance statistics.

M-11 "SCORPION" PISTOL

- Projectile Type: 10mm jacketed hollow-point
- Dual-Wield: No
- Damage: Medium
- Accuracy: Medium
- Range: Medium
- Rate Of Fire: High
- Firing Mechanism: Semi-Auto
- Magazine Capacity: 8 Cartridges
- Scope: Red Dot, Holographic
- Secondary Ability: Combat Flashlight, White LED (85 lumens)

XM-32 "VIPER" ASSAULT RIFLE

- Projectile Type: 6.8mm full metal jacket, enhanced penetrator
- Dual-Wield: Yes
- Damage: Medium
- Range: Medium
- Rate Of Fire: High
- Magazine Capacity: 30 Cartridges
- Accuracy: Medium (semi-auto), low (automatic)
- Firing Mechanism: Selective Fire (semi-auto, full auto)
- Scope: Advanced Combat Optic, 1.5x zoom
- Secondary Ability: Combat Flashlight White LED (85 lumens)

M-170 "HAMMER" COMBAT SHOTGUN

- Army Designation: M-170 "Hammer" Combat Shotgun
- Projectile Type: 12gauge XXX buckshot, with secondary micro pellets for maximum dispersion
- Dual-Wield: Yes
- Damage: High
- Range: Low
- Accuracy: Low
- Rate Of Fire: Medium
- Firing Mechanism: Semi-Auto
- Magazine Capacity: 10 Shells
- Scope: None
- Secondary Ability: Fires 1 shell from both barrels simultaneously

SR-125 "WRAITH" SPECIAL PURPOSE RIFLE

- Projectile Type: 7.62mm SLAP (sabot light armor penetrator)
- Dual-Wield: No
- Damage: High
- Range: High
- Accuracy: High
- Rate Of Fire: Medium
- Firing Mechanism: Semi-Auto
- Magazine Capacity: 6 Cartridges
- Scope: Advanced Sniper Optic, 2x and 10x image stabilized zoom, integrated laser range finder

M-25 FRAG GRENADE

- Official Designation: M-25 HEDP (high-explosive, dual-purpose) Fragmentation Grenade
- Damage: Medium (RDX stabilized explosive)
- Range: Medium
- Secondary Ability: Contact fused or 2 second delay

AN/PEQ-61 "QUICKFIX" SCANNER

The "QuickFix" is a hand-held, multifunctional device used by Hazmat teams on special operations to quickly analyze, record and transmit data.

- 5" Organic Electroluminescent Display.
- Spectrum analyzer capable of sampling airborne particles to 1012 parts per million.
- Interrogative super-heterodyne variable-frequency laser capable of analyzing over 1,000,000 known substances.

Secondary Ability: Combat Flashlight, White LED (85 lumens)

JB GRENADE

- Army Designation: XM-197 "Jumpin' Bean" Experimental Grenade
- Damage: High (high-yield graviton-plasma implosion)
- Range: High
- Secondary Ability: If player unlocks "expert" mode the JB will fly direct to line of sight for optimal attack profile.

BBG

- Alien Designation: Unknown
- Projectile Type: Highly Charged Meson particles which cling to organic surfaces, rebound off all other materials
- Dual-Wield: No
- Damage: Medium
- Range: High
- Accuracy: High
- Rate Of Fire: Medium
- Magazine Capacity: 50 particle impulses
- Scope: None
- Secondary Ability: Integrated "intelligent" LiDAR beam, predicts Meson particle path, changes frequency when illuminating organic target

MESON CANNON

- Alien Designation: Unknown
- Projectile Type: Unstable (imbalanced antiquark ratio) Meson particle
- Dual-Wield: No
- Damage: High
- Range: High
- Accuracy: Medium
- Rate Of Fire: Low
- Magazine Capacity: 1 particle impulse
- Scope: None
- Secondary Ability: None

Specialist Ethan Cole

Ethan Cole is a mission specialist on Hazmat Team Bravo. A trained biologist, Cole's remarkable marksmanship and tactical skills have served him well in his Army career. Cole's primary responsibility on Hazmat Team Bravo is the operation of the AN/PEQ-61 "QuickFix" Scanner. If the team is to develop a countermeasure to a viral threat, the scanner will be the primary means of gaining information. The pragmatic son of a prominent doctor and respected college professor, Cole doesn't believe in little green men.

Major Douglas Bridges

Major Bridges is tough Special Forces officer in charge of the DoD's Quick Reaction Force. If a sensitive military installation experiences a "situation" they cannot control, Major Bridges and his QRF platoons are sent in to contain the threat and employ whatever countermeasures are deemed necessary.

Mitch "Crispy" Chrisman

Crispy attended West Point and almost got kicked out twice. While he barely managed to graduate with a pre-med degree, his constant practical jokes got him assigned to Hazmat Team Bravo as a Chief Warrant Officer. He is the team's medic and is cross-trained in communications.

Jack McCan

Jack McCan is the proud son of a military father and received a degree in biology from Stanford. He has repeatedly declined officer candidate school to stay in the field and remains a sergeant. An avid reader, he's never without a paperback tucked into his BDUs. He is the team's combat arm's specialist and microbiologist.

Anthony Ramirez

Captain Anthony Ramirez is a hard-nosed career soldier with 14 years of service in the United States Army. After commanding a platoon in Major Bridges' elite QRF, he was entrusted with command of Hazmat Team Bravo. He is in extremely good shape (working out an extra 2 hours a day over and above his standard PT regimen) and loves his protein bars. His primary responsibility is team command and control, but he is cross-trained in demolitions.

Dr. Winston Cray

Dr. Winston Cray is a scientist emeritus attached to Air Force Flight Test Center, Detachment 3 (AFFTC Det. 3) otherwise known as Area 51. Originally a scientist attached to Project Paper Clip, he was the first scientist on scene at the UFO crash-site in Roswell, New Mexico. Since that event, he has been in charge of all research involved with Aliens.

Mutant Scientist

Many of the research scientists trapped in the lower levels of Area 51 were exposed to an unknown mutagen. Possibly viral in nature, this mutagen triggered a rapid growth phase, greatly strengthening the skeletal and muscular systems. Similarly, the virus has caused a severe psychosis in all those infected.

Mutant Security Force

The security component of Area 51 was unprepared for a viral outbreak. Many of them were caught off guard and didn't have time to put on a gasmask. Those infected by the release of the virus mutated rapidly. They seem to retain enough of their humanity to use firearms in a rudimentary manner.

Mutant Leaper

As the virus continues to mutate its human host, the victim begins to completely devolve into an animalistic state. The Leaper is the final phase of human mutation and has lost all humanity. Leapers use all four limbs to move and climb surfaces. They possess wicked talons that can penetrate through body armor.

Mr. White

Mr. White is the Illuminati's representative to the Grays. Originally a scientific peer to Dr. Cray, Mr. White was seduced by the Illuminati and has become Dr. Cray's nemesis. After perfecting human cloning, Mr. White's research was used to create the BlackOps. Mr. White, ever the narcissist, created several clones of himself to ensure a power-base of loyal servants. Mr. White's cooperation with Gray's is carefully calculated to provide him the technology and weapons to eventually control the world.

Black Ops

BlackOps are cloned humans, the result of experiments with Alien / Human DNA recombination. These hybrids have excellent combat reflexes and are conditioned to obey orders from the Illuminati and Grays.

Black Ops Leader (Red)

Selected BlackOps are given cloaking armor enhancements and specialized tactical training. Used to command squads of ordinary BlackOps, the BlackOps Leaders are a serious threat and should be eliminated as quickly as possible.

Gray

Not much is known about the enigmatic Grays. Their first contact with humankind was the result of a scout ship that experienced a malfunction and crashed near Roswell, New Mexico in 1947. They communicate using gestures and telepathy. Rarely encountered, they prefer to dwell in the deep bowels of Area 51 experimenting with captive humans. The exact purpose of these experiments are known only to the Grays and their Illuminati counterparts.

Theta

The Theta is the ultimate biological weapon engineered by the Grays to spread a mutagenic virus as quickly as possible to any carbon-based enemy. Theta can communicate and command Leapers. Equipped with an electro-chemical pulse weapon, the Theta is an impressive killing machine. Rumors within the Illuminati elite talk of a "Super Theta" project.

Edgar

Edgar is a deformed and bloated Gray who is imprisoned by his fellow Grays and the Illuminati. Edgar's life, the little it encompasses, remains within a large glass container. This mechanical prison keeps Edgar alive as his blood is harvested to create the viral weapon. Edgar communicates via telepathy and retains the Gray's ability for limited telekinesis. Edgar appears to be lifeless, but his throbbing heartbeat and the eerie fluid moving through his veins warns otherwise. Edgar and Dr. Cray are allies against Mr. Whites and his nefarious plans.

HEALTH (Green)

SMALL

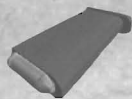LARGE
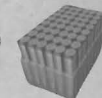
MUTAGEN (Orange)

SMALL

LARGE

SMALL M-11 PISTOL AMMO
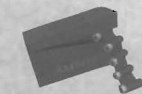
SMALL SR-125 SNIPER RIFLE AMMO

LARGE M-11 PISTOL AMMO

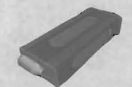LARGE SR-125 SNIPER RIFLE AMMO

SMALL M-170 SHOTGUN AMMO

SMALL M-25 FRAG GRENADE

LARGE M-170 SHOTGUN AMMO

LARGE M-25 FRAG GRENADE

SMALL XM-32 ASSAULT RIFLE AMMO

JB GRENADE

LARGE XM-32 ASSAULT RIFLE AMMO

MESON CANNON AMMO

Production
San Diego, CA
Executive Producer . . . . .Michael Gottlieb
Producer . . . . .Zach Wood
Associate Producer . . . . .Devin Shatsky
Assistant Producers . . . . .Jaime Bencia & John Stookey

Austin, TX
Producer . . . . .Daryl Allison
Assistant Producers . . . . .Ken Anderson & Rob Julien
Additional Production Support . . . . . .Jaimes Grieves & Craig McDonald

Engineering
Technical Directors . . . . .Andy Thyssen, D. Michael Traub, Steve Broumley,
                                         & Craig Galley
Rendering Leads . . . . .Darrin Stewart & Byron Hapgood
Engineers . . . . .Mark Billington, Rob Brannon, Jean-Paul Cossigny,
                                         Bryon Hapgood, Andrew Harp, Jeremy Howa, Stevan Hird,
                                         Jason Franklin, Nick Macron, Mike Reed, Kevin Sarfel,
                                         Darrin Stewart, Cary Tetrick, Brian Watson & Gary Weber
Additional Engineering . . . . .Sultan Ansari, Tomas Arce, David Kalina, Jim McHugh,
                                         Duang Nguyen & Chris Spears

Design
Creative Director . . . . .Jim Stiefelmaier
Design Manager . . . . .Chuck Lupher
Campaign Designers . . . . .Daryl Allison, Erin Anthony, Tom Bonner, Lucas Davis,
                                         Matt Green, Stevan Haird, Jeremy Howa, Chuck Lupher,
                                         Nick Macron, Todd Raffray, Rhea Shelley & Gary Weber
Multiplayer Designers . . . . .Bey Bickerton, Billy Browning, Lucas Davis,
                                         Eric Nava, Eric Seiler & D. Michael Traub
Additional Design . . . . .Amy Albertson, Justin Chin, Leo DeBruyn, Tom Hall,
                                         Kent Hudson, Artie Rogers, John Romero, Brandon Salinas,
                                         Rand Van Hossen, Harvey Smith & Matt Warchola
Original Story Concept & Script . . . . .Bey Bickerton, Justin Chin, Jim Stiefelmaier
                                         & John Watson
Writing & Editing . . . . .Cyrus Lum, Rhea Shelley, Harvey Smith & Jim Stiefelmaier
Additional Writers . . . . .Justin Chin, Tom Hall & Harvey Smith
Dialogue Script Editing . . . . .Blindlight
Dialogue Editing Producers . . . . . . .Matt Case & Andrew Helm
Dialogue Editors . . . . .Brad Baker, Marianne Krawczyk, Michael Traynor
                                         & Monica Zapeda

Art
Art Director . . . . .Pete Franco
Modeling/Level Lead . . . . .Dave Ancira
Level Lead . . . . .Michael McClelland
Technical Lead . . . . .Aaron Smischney
Animation Lead . . . . .Mookie Weisbrod
Artists . . . . .Ben Bonner, Carrie Meade, Alison Rogers,
                                         Lou Talamo & Michael Yong
Animators . . . . .Grayson Chalmers & Nick Carter
Additional Artists . . . . .Billy Browning, Ruben Garza, Tom Heimann, Trevor Lemoine,
                                         Cyrus Lum, Brad Marques, John Moore, Eric Nava,
                                         Eric Seiler, Jesse Slate, Shane Tarrant & Art Wong
In-Game Cinema Storyboards . . . . . . .Martin Stolts

Motion Capture Animation
Directors . . . . .Jimmy Almeida & Kevin Wang
Talent Casting . . . . .Blindlight
Actors . . . . .Jimmy Almeida, Josh Green, Myong Hong, Courtland Jones,
                                         "Military Mike" Mercurio, Matt Mullins & Benjamin Nicolas

Full Motion Video
Blur Studio

Still Images
Vision Scape Interactive

Audio
Audio Director . . . . .Marc Shaeigen
Sound Designers . . . . .Clark Crawford, Dylan Hunt, Adam Kay & Marc Shaeigen
Additional Sound Design . . . . .Eric Friend
Level Audio Implementation . . . . . . .Randy Buck, Dylan Hunt & Marc Shaeigen
Music Implementation . . . . .Dylan Hunt
Cut-Scene Editing & Mixing . . . . . . .Randy Buck
Localisation Audio Engineer . . . . . . .Jennifer Noonan
Audio Support . . . . .Andy Arthur & Jennifer Noonan
Music Composition & Production . . . . .Chris Vrenna
Additional Music Composition . . . . . .Rob King & Clint Walsh
Music Editing & Mixing . . . . .Adam Kay
Voice Recording/Processing . . . . . . .Soundelux DMG
FMV Sound Design . . . . .Soundelux DMG

Voice Actors

Ethan Cole	David Duchovny
Major Bridges	Powers Boothe
Edgar	Marilyn Manson
Dr. Cray	Ian Abercrombie
Mr. White	Phil Proctor
Ramirez	Marc Rodriguez
Crispy	Josh Keaton
McCan	Nolan North
Lt. Chew	Seng Spies
Marco	Sean Donnellan
Victor5	Brian Cummings
Additional Voices by	Steve Blum, Dan Hagen, John Vernon, Lori Allen, Brian Tochi, James McCaffery & Nicholas Guest

Midway QA – San Diego

QA Director	Paul Sterngold
QA Supervisor	Dan Wagner
Lead Product Analyst	Brien Atangan
Co-Lead Product Analyst	Steve Scott
Technical Standards Analysts	Rommel Abalos, Jennifer Johnson, Jared Hamiter, Jason Jorgensen, Chanel Penley, Rich Phim, Matt Staples & Jim Storey
Asst. Lead Product Analysts	Saleem Crawford & Jomel Fontanilla
Product Analysts	Rogelio Aguilar, Saleem Crawford, Brandon DeGuzman, Jomel Fontanilla, Tim Fellows, Jeff Heidenreich, Mike Bengle, Andres Nguyen, Stacy Norman, Shane Cruz, Brian O'Farrell, Isaac Orihuela, Bryk Paramoure, Ronald Salieza, Mark Scofield, Steve Scott, Zanantha Smith, Nick Waibel & Richard Eager

QA – Austin, TX

QA Manager	Mark Richards
Lead Product Analysts	Tim Johnson, Ray Hammer & Kent Raffray
Product Analysts	David Bjorndahl, Kevin Dixon, Valerie Head, Casey Mendenhall & Jacob Primeaux
Technical Standards Analyst	Ray Mitchell
Additional Testers	Nigel Sandy & Russell O'Henly

QA – Chicago

QA Director	Loren Gold
Lead Product Analyst	Timothy Waller
Product Analysts	Reggie Banks, Dave Bulvan, Andy Hernandez, Chris McFadden, Greg Banz, Warren Wilkes & Ki Wolf-Smith
QA Engineers	Robert Lathan & Richard Vrtis

Localization

MediaLocate

Localization Coordinators

Clement Matton, Ivan Glaze & Chris Giggins

Localization Product Analysts

Rogelio Aguilar, Sebastian Braun, Leonardo Capezzuto & Grace Sikorska

Midway Studios Austin

Studio General Manager	Denise Fulton
Studio Technical Director	Craig Galley
Studio Art Director	Cyrus Lum
Studio Creative Director	Harvey Smith
HR Manager	Renee Riggs
Office Admin	Carrie Barcroft
IT Manager	Paul Vaden
System Administrator	Billy Spears

Marketing & PR

Steve Allison, Reilly Brennan, Serene Chan, Tim Granich, Mona Hamilton & Natalie Salzman

Legal

Michael Burke, Debbie Fulton, Rob Gustafson & Cory Halpern

Print Design & Production

Creative Services – San Diego, Ca.

Creative Media

Sigo Cortes, Max Crawford, Beth Smukowski & Christa Woss

Blur Studio

Creative Director	Tim Miller
CG Supervisor	Dave Wilson
Animation Supervisor	Jeff Weisend
FX Supervisor	Kirby Miller
Producer	Sherry Wallace
Layout / Animatic	David Hibbelin
Modeling	Heikki Anttila, Corey Butler, Sze Chan, Jangwoo Choi, Jerone Denjean, Ian Joyner, Alexandre Litchinko, Dan Knight, Kevin Margo, Barrett Meeker, Sid Moye, Tuan Ngo, Cemre Ozkurt, Laurent Pierlot, Dan Rice, Brandon Rize, Jonas Thornqvist & Dave Wilson
Rigging	Carlos Anguiano, Sze Chan, Paul Hormis, Kull Shin & Sung Wook Su
Animation	Davy Sabbe, Wim Bien, Bryan Hillestad, Makoto Koyama, Omur Yeldan, Jason Talor, Ruel Pascual, Samir Patel, George Schermer, Gus Wartenberg & Jeff Weisend
Lighting and Compositing	Heikki Anttila, Corey Butler, Jerone Denjean, Kevin Margo, Brandon Rize & Dave Wilson
FX	Daniel Perez Ferreira, Seung Jae Lee, Kirby Miller & Sung Wood Su
Cloth Simulation	Carlos Anguiano & Paul Hormis
CG Character Technical Supervisor	Jon Jordan
Character Modeling QC Supervisor	Sze Chang
Mocap Supervisors	John Hunt & Eric Lalumiere
Mocap	Ryan Girard
Concept Design	Chuck Wojtkiewicz & Sean McNally
Story Development	Paul Talor
Coordinator	Debbie Yu
Production Assistant	Amanda Powell
Programming and Sys Admin	Duane Powell, Paul Huang, Matt Newell & Barry Robison
Mocap Talent	Gavin Carlton, Steve Gibbons, James Nymen, Richard Dachowicz, Elimu Nelson & James Silverman

Soundelux DMG

Supervising Sound Designer/Editor	B Dutch Hill
Voice Director	Kris Zimmerman-Salter
Mixing	Jon Osanich
Sound Design Editing	Pam Aronoff & Bryan Celano
Dialogue Editing	Brad Beaumont, David Grant & Justin Langley
Recording Engineer	Elliot Anders
Foley Recordist	Don Givens
Foley Walkers	Dane Bruce & Jeff Gunn
Production Coordinator	Sara Huddleston
Voice Over Coordinator	Jacquie Shriver
Production Assistant	Mark Campbell

Special Thanks

Ayzenberg, Barrett Foster, Christian Bunos, Darren Walker, David Zucker, Denis Ang, Greg Mucha, Jeremy Airey, Jill Kogut, Jim Gentile, John Podlasek, Judy Stubbington, Kudo, Mark Beaumont, Matt Vella, Nico Bihary, Nicole Garcia, Regan Kerwin, Russell Byrd, Sara Moschea, Steve Booth, Steve Crane, Tim Corbett & Trevor Snowden

Music

"Also Sprach Zarathustra"
Written by Richard Strauss
Published by CF Peters Corp. (BMI)
1932 to C.F. Peters, Leipzig

Production Babies

Test Subjects returned to Earth during the development of Area 51:
05/15/2003 – Paris Julianne Brownle
11/14/2003 – Julia Elizabeth Macron
08/24/2004 – Harry David Billinton
10/17/2004 – Amelia Patrycja Hunt
01/09/2005 – Anna Elise Stubbington
08/13/2005 – John Arnold Smischney

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