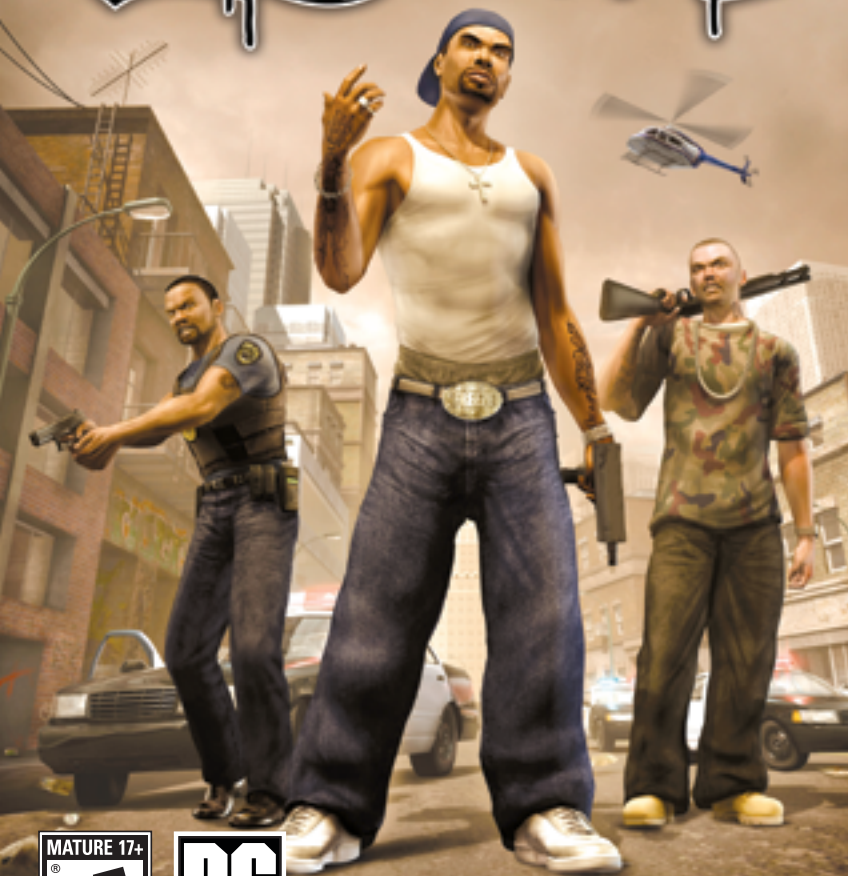


# 25 To LIFE



ritual



eidos

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## EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

## PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## HANDLING YOUR GAME DISC

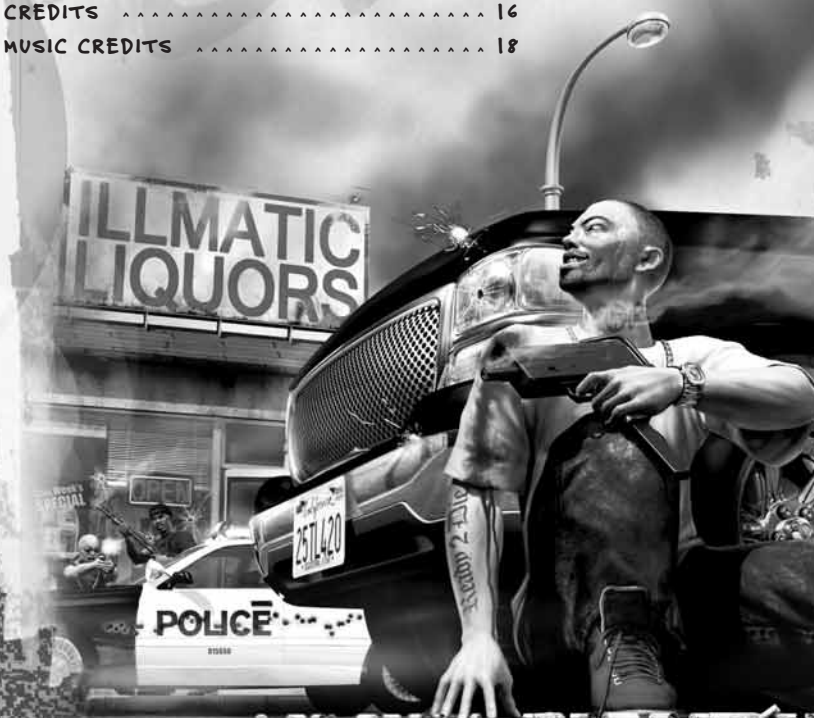
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.com](http://www.esrb.com).

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Bullets are flying. No matter what side you're on, you gotta shoot or die.

Are you a Criminal, Law Enforcement or someone who just wants to get the hell out?

Guess what. You're all three. Just make sure the blood in the streets belongs to someone else. You pull the trigger, you pull hard time or you pull eternity in a pine box. Pick your weapon.

In Single Player mode, fight through the mean streets on both sides of the law...

### ... AS FREEZE

Freeze is a thug and drug dealer who wants out. He figures his days are numbered if he doesn't escape the life. But not so fast — you don't just retire unless someone pops a cap in your brains and every other body part. You will pull one last job while Law Enforcement and thugs alike try to make this your last day on earth.

### ... AS DETECTIVE LESTER WILLIAMS

You know the streets as well as any Criminal. You'll put away a dirty cop as quick as a lawbreaker. Sometimes you'll work with a partner. He'll know how to cover your back. Just do the same for him or he'll bleed and die just like anyone else.

### ... AS SHAUN CALDERON, LEADER OF THE 22<sup>ND</sup> STREET D-BOYS

You're a gang leader, murderer and Freeze's best friend. Every choice you make is the one that keeps you in power.

## INSTALLATION

To install **25 TO LIFE™**, insert the game DVD into your CD/DVD-ROM drive. After a few seconds, the Launch Panel will appear. (If the Launch Panel does not appear when you insert the DVD, double-click the **My Computer** icon, then double-click the CD/DVD-ROM icon to display the Launch Panel.)

This program will guide you through the installation process via onscreen prompts.

- or -

- Click the **Start** button.
- Choose **Run** from the pop-up menu.
- Type **A:\setup** in the box provided (**A:** designates your CD/DVD-ROM drive letter).
- Click the **OK** button to begin the install program.
- When prompted, select the path and directory on your hard drive where you want to install the game. The default is **C:\Program Files\25toLife**. If you like, you can change this to your preferred location.

Click the **Readme** button to view important information about **25 TO LIFE**.

### UNINSTALLING

To uninstall **25 TO LIFE**, from your desktop select **Start ->All Programs ->Eidos ->25toLife ->Uninstall 25 to Life**. When prompted, click **Yes** to remove **25 TO LIFE** from your computer.

## STARTING UP

Once the game is installed and you are ready to play, click the **Play** button on the Launch Panel to start the game.

To begin playing the game at a later time, insert the DVD into the CD/DVD-ROM drive. After a few seconds, the **25 TO LIFE** Autorun program will appear via the AutoPlay feature.

- Click the **Play 25 to Life** button to start the game.

- or -

- Select **Start ->All Programs ->Eidos ->25toLife ->Play 25 to Life**.

To leave the game, click the **Quit** button.

# GETTING INTO THE GAME

## DEFAULT CONTROLS

### MENU NAVIGATION

Select menu item	.....	cursor keys	↑/↓
Change setting	.....	cursor keys	←/→
Confirm	.....	Enter	

### GAME ACTION

Walk	.....	Shift	
Move forward/backward	.....	W/S	
Lean left/right	.....	Q/E	
Crouch/Stand	.....	C/release C	
Jump	.....	Spacebar	
Aim/Look	.....	mouse	
Shoot/Swing weapon	.....	left-click	
Strafe left/right	.....	A/D	
Reload	.....	R	
Throw grenade	.....	G	
Next weapon	.....	mouse wheel	↓
Melee weapon toggle	.....	mouse wheel	↑
Use/Action	.....	right-click	
Taunt	.....	F	
Custom tag	.....	T	
1st person mode (camera lookaround)	.....	V	
Zoom/Precision aim	.....	Z	
Center view	.....	X	
Pause/In-game menu/ View Objectives (Single Player)	.....	Esc	
Scoreboard (Multiplayer)	.....	/ (backslash)	

On the Title screen, press **Enter** to begin.

### CREATING A PROFILE

You must create a profile to save your game progress through **25 TO LIFE**. The profile contains your saved game files, custom characters, option selections and online identity. Any time you want to play that profile you can select it (or other profiles you have created) before beginning play.

#### To create a profile name:

When prompted to create a profile, select **OK**, enter a profile name in the name field and then save your profile.

### MAIN MENU

- **SINGLE PLAYER** (page 7) – Get a bloody taste of life on both sides of the law. You'll be a Criminal and a member of Law Enforcement too. Select a difficulty level before starting play.
- **MULTIPLAYER ONLINE** (pages 12-15) – Join the Criminals or Law Enforcement and find out who rules in bloody wars, robberies gone bad, adrenaline-pumping police raids and intense turf warfare with up to 16 players. Customize your Criminals or Law Enforcement character and get ready to bleed.
- **MULTIPLAYER LOCAL NETWORK** (page 15) – Similar to Multiplayer Online, connect up to 16 players via a Local Area Network (LAN).
- **OPTIONS** – Adjust game settings.

**Note:** See page 12 for details on the **Friends** and **Log Out** options.

### SAVING GAME DATA

You will be prompted to save changes to game options or online data.

### PAUSE MENU

Press **Esc** to pause play and view the Pause Menu (screenshot, page 7). Your primary and secondary objectives are listed along with these options:

- **CONTINUE** – Return to play.
- **OPTIONS** – Adjust your aim and make sound changes. (For additional options, see below.)
- **QUIT** – Return to the Main Menu.

### OPTIONS

- **AIMING** – Select **Normal** or **Inverted**.
- **LOOK SENSITIVITY** – Adjust camera response time.
- **LOOK SPEED** – Adjust how fast the camera moves when you turn to look.
- **STEREO MODE** – Select **Stereo**, **Reversed Stereo** or **Mono** sound.
- **SOUND** – Adjust sound effects volume.
- **MUSIC** – Adjust music volume.
- **GAMMA** – Adjust the gamma level.
- **BLOOD & GUTS** – Set the display of carnage to **Enabled/Disabled**.
- **BLUR EFFECTS** – Toggle the visual effect when taking damage.
- **KEYBOARD BINDINGS** – Customize your control layout.
- **DONE** – Save changes and exit the game. Select **Yes** when prompted to save any changes made to your profile.

# GAME SCREEN



health  
radar  
crosshairs  
ammo remaining  
weapon held

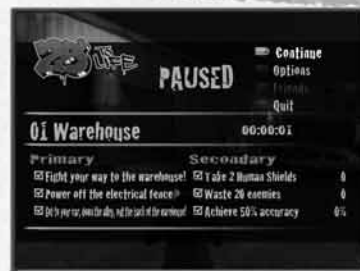
- **HEALTH** — When you have full health this icon is **green**. As you gradually take damage, your health icon changes from green to **red**.
- **RADAR** — In Single Player games, the radar indicates the direction of your enemies. In Multiplayer games, it displays the location of your teammates, the loot, the stash, tag areas and exit points, as well as the direction of enemy fire.
- **CROSSHAIRS** — Use this to aim weapons. When locked onto an enemy, the crosshairs turn **red**. When locked onto a non-combatant or friendly, they turn **green**. Head shots are the hardest to make but they're also the deadliest.
- **AMMO REMAINING** — The number on the left is ammo you have in reserve. Below the gun icon you see how many bullets are left in your clip. Press the **Reload** key (default **R**) to reload ammo. Reload is automatic when you empty the weapon AND you have reserve ammo.
- **WEAPON HELD** — Roll the mouse wheel **down** (default) to switch weapons.
- **ACTION ICONS** — (not shown) These icons appear when you can take a special action such as climbing over a fence, picking up a new weapon, kicking open a door or even grabbing a human shield. **Right-click** (default) to take action (page 7).
- **HINT POINTS** — (not shown) Walk into one of these for an explanation of a game feature.

# SINGLE PLAYER GAME

## MISSION BRIEFING/OBJECTIVES

Each level has primary and secondary objectives, explained on the **Mission Briefing** screen. Completing the primary objective is mandatory to finishing the level and unlocking additional game features. Nailing secondary objectives is not essential to success but may unlock cool items.

- Pause the game to view your objective completion status.
- Law Enforcement objectives may involve apprehending a suspect instead of using deadly force. Use a stun gun to subdue a suspect when required, then cuff 'em with a **right-click**.
- When you complete an element of any objective, a prompt appears at the top of the screen.



## ATTACKING

- **Left-click** (default) to fire or swing a weapon.
- Press the Throw Grenade key (default **G**) to throw a grenade, tear gas or pipe bomb.









## FIRST-AID KITS

Pick up first-aid kits to heal your wounds. Some only provide partial first aid and others give you 100% health.



## SPECIAL MOVES

Perform special moves by **right-clicking** (default) when an Action Icon appears at the bottom of the screen.

 <p><b>OPEN/CLOSE</b> — Kick open doors.</p>	 <p><b>PICK UP WEAPON</b> — Pick up a weapon lying in front of you. In exchange, you will lay down a weapon you're holding (of the same weapon type).</p>
 <p><b>ON/OFF</b> — Throw switches to turn power <b>on/off</b> to some system in the area.</p>	 <p><b>GRAB/RELEASE HUMAN SHIELD</b> — Sometimes you just gotta be really nasty. As a Criminal, grab the nearest person and hope the enemy cares enough not to blow the hostage away too. Your weapon will automatically switch to a handgun when you grab a human shield.</p>
 <p><b>CLIMB</b> — Climb up ladders. Grab the ladder and press the <b>W</b> and <b>S</b> keys.</p>	 <p><b>APPREHEND</b> — Arrest Criminals after taking them out with non-lethal means (Law Enforcement only).</p>
 <p><b>VAULT</b> — Jump over obstacles.</p>	 <p><b>NEXT SONG</b> — Find a boom box and <b>right-click</b> to tune in a new song.</p>

## USING WEAPONS

Weapons fall into four categories and vary depending on your Criminals or Law Enforcement status. When you pick up a weapon, you discard a weapon of the same type. You can return to that spot later and trade a weapon for the one you discarded. Your weapons include:

- Handguns, including dual pistols.
- Shotguns, automatic rifles and sniper rifles.
- Hand-to-hand weapons such as baseball bats or stun guns.
- Thrown explosives such as grenades and molotovs.

## FIREARMS

Roll the mouse to aim your weapon. The targeting crosshairs turn red when over the enemy. Left-click to fire.

- Press the **Z** key to toggle tight-aiming on and off. This gives you a zoomed-in view, with better aim.
- Press the **Reload** key (default **R**) to reload.
- **Right-click** (default) to pick up weapons dropped by slain enemies.
- Press **Q/E** to peer around corners and take a protected shot.

## GRENADES/BOMBS

Roll the mouse to aim your grenade or bomb, aiming with the cursor in the same way as aiming your guns. Press the **Throw Grenade** key (default **G**) to toss the explosive. The longer you depress the key, the farther you will throw.

## HAND-TO-HAND WEAPONS

These include clubs, nightsticks, knives and stun guns. Stun guns and zappers knock someone out; that person is down for the count. Law Enforcement can apprehend a downed suspect for additional points and objective credit.

# WEAPONS

Here's a sampling of available weapons. There are plenty more....

## HANDGUNS

**9MM SEMI-AUTO:** Loved by Criminals and hated by Law Enforcement, the semi-auto 9mm features a 30-round clip.

**.357 CAL:** The classic police sidearm with excellent hitting power and surprising range.

**.44 AUTO:** Huge firepower in a small semi-automatic package.

## RIFLES/SHOTGUNS/AUTOMATIC WEAPONS

**SHOTGUNS:** Blow someone up big time at close range. Shotguns can be stock Law Enforcement 12-gauge models or illegal sawed-off scatterguns.

**MP SILENCED SUB-MACHINE GUN:** Some people think this is the best sub-machine gun ever made. At 800 rounds per minute, there's enough slugs for everyone.

**AK ASSAULT RIFLE:** Now you're playing Army. Rapid-fire and monster hitting power make this the weapon to fear on any battlefield.

**SNIPER RIFLE:** Get a huge range advantage and take someone out before they even see you. Press the **Z** key to zoom the scope in tight for the perfect shot.

## BOMBS

**CONCUSSION GRENADE:** This police weapon is used to shock victims instead of kill them. Explodes with a glass-shattering shock wave but no shrapnel.

**FLASH GRENADE:** Explodes with a blinding flash.

**TEAR GAS CANISTER:** One snort of this causes the victim's eyes to start burning as they gasp for air.

**PIPE BOMB:** This is plumbing stuffed with black powder. Total devastation for the do-it-yourselfer.

**MOLOTOV:** It's a bottle full of gasoline. Roll the mouse to adjust the trajectory of your throw. And make it a good throw! Gas can splash back and turn you into thug flambé.

## THUMP 'EM, STICK 'EM, SHOCK 'EM

**BASEBALL BAT, TIRE IRON, BATON:** Short on bullets? Crack some heads!

**KNIFE:** Old school, but effective.

**STUN GUN:** Deliver 50,000 volts of agonizing incapacity. Get real close to use it.

# ONLINE CUSTOMIZE GAME FEATURES

You can customize your characters, weapon loadout and the tag you spray on buildings during both Multiplayer Online and LAN games. These options appear in both Multiplayer Online and LAN games.

## CUSTOMIZING YOUR CHARACTER

Criminal or Law Enforcement, if you are going to end up bleeding in the streets, at least have cool clothes when you hit the pavement. **25 TO LIFE** lets you customize everything about your character. From skin color, clothes and jewelry to beards and ski masks, you can create a totally unique character.

- Dress like the rest of your posse for quick identification during intense online battles. Criminals can wear Clan colors and Law Enforcement can wear agency uniforms.
- To customize your character in Multiplayer mode, select **Customization** once you have logged in.
- You can save up to four custom Criminals and Law Enforcement characters to use during Multiplayer games. Each character can have different weapon loadouts.

### To customize a character:

1. Select **Customize Characters** from the Customize Menu. Next, select the character you want to customize.
2. Select **Edit Name** to give each character preset a name.
3. Select **Edit Clothing** to customize the look of your Criminals or Law Enforcement character. Start from scratch and choose to modify your character's head, body, arms, hands, legs and feet. Or choose **Select Prebuilt** and scroll through a list of prebuilt characters. Select **Clear/Reset** to start over.



## USING YOUR CUSTOM CHARACTER IN MULTIPLAYER GAMES

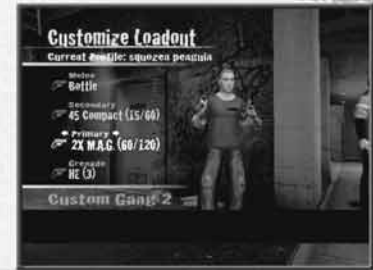
On the Customize Menu, the dot next to the character's name indicates which character will be used in Multiplayer games. The red dot indicates the Criminals character; the blue dot indicates the Law Enforcement character.

To switch the dot to another character, select the character on the Customize Menu. The dot will move to that character when you back out, regardless of whether or not you edited the character.

## EDITING YOUR WEAPON LOADOUT

You can customize weapon loadouts during both Multiplayer Online and Multiplayer System Link gameplay.

1. Select **Customization**, select **Customize Characters**, select your character and then select **Edit Loadout**. You can edit and save a different loadout for each custom character.
2. There are four categories (or weapons "slots") to set: **Melee**, **Secondary**, **Primary** and **Grenade**. In each category, use the cursor keys to toggle between weapon choices.
  - **Melee** weapons are hand-held weapons such as a baseball bat and hammer, and non-lethal weapons for Law Enforcement such as the stun gun and zapper.
  - **Secondary** weapons are handguns, including automatic handguns such as the Mak, M.A.G. and 9mm auto.
  - **Primary** weapons are your big guns – everything that's rifle-sized. These include the AK, shotguns, 2x M.A.G. and sniper rifles.
  - **Grenades** are lobbed weapons, including pipe bombs, flashbangs and tear gas.
3. Once you finish editing your weapon loadout, press **Esc** to return to the previous menu. You will be prompted to save/overwrite your settings before returning to the Multiplayer Menu. Remember to select **Yes** to save any changes you made to your character.



## CREATING A CUSTOM TAG

The tag editor lets you create a custom tag for spray painting on buildings during online games.

- Select **Customization**, then **Custom Tags**. You can create up to five letters, choosing the color for the inside, outline and accent.



# MULTIPLAYER ONLINE GAME

## MULTIPLAYER MENU

- **QUICK MATCH** – Get in on the first available game. If no games are available, you have the option to create (Host) one.
- **FIND MATCH** – Set a Map Name and Game Type and find a game that fits your search parameters. All available games will appear on the Search Result screen.
- **CREATE MATCH** – Create an online game and set its parameters (page 13).
- **CUSTOMIZATION** – Personalize your online character's looks and the guns you'll use, and create your tag.
  - **CUSTOMIZE CHARACTERS** – Personalize your own character (page 11).
  - **CUSTOMIZE TAG** – Create your personal tag (page 11).
  - **VOICE SETTINGS** – Adjust the Voice Chat settings.
  - **GAME SETTINGS** – Adjust game settings (page 5).
- **FRIENDS** – Search for recent players or send a Friend Request (page 14).
- **MY CLAN** – Create a Clan or see if you have been invited to join a Clan (page 14).
- **STATS AND RANKINGS** – View online game stats for yourself and other players.
- **PLAYERS** – View recent players.
- **LOG OUT** – Exit Multiplayer mode.

## ONLINE GAME MODES

- **RAID** – It's time for the Criminals to pay! Law Enforcement attempts to raid a Criminals hangout where they are protecting their **stash**. The Criminals must defend their turf and prevent the Law Enforcement team from making a bust. The Law Enforcement team's goal is to infiltrate, grab the stash and return it to the SWAT van (or other location) at the start point.
- **ROBBERY** – Criminals go from their spawn point to a target location and pick up the loot object. Criminals carrying loot run more slowly, requiring team assistance. Criminals must take the loot to available drop-off points. Cops spawn on the opposite side of the map and attempt to prevent successful theft of loot.
- **TAG** – Represent your set! Two rival gangs of Criminals clash to claim their turf. Each team "owns" turf by controlling tag locations across the level. When you come across an empty tag location, **hold down the right mouse button** until your character is done tagging. You can also tag over a rival team's tag; doing so will give your team control of that section of turf. A Criminals team wins the round if they control the most tag locations for the longest time or if they control all of the tag locations on the level at one time.



- **WAR** – This mode is an all-out, team-based deathmatch. The round ends when the time limit or score is reached or when one team is completely eliminated. Be sure to check out the different options that you can configure for this mode (such as **Friendly Fire On**, etc.) when hosting this type of game.

## Modifying the Spawn Rules:

You can modify the Spawn rules in the online game modes.

- You can choose **Respawn Off**, a pure player-elimination based mode.
- With **Respawn On**, a player who is killed will re-spawn quickly. A Criminal who is "arrested" will receive a time-based re-spawn penalty.
- The host can determine the re-spawn rules, such as **Respawn On** or **Off** and set a fixed number of team re-spawns.

## HOSTING AN ONLINE GAME

To host a game, select **Create Match** on the Multiplayer Menu, set the specifics for your game, and select **Start Game**. Game settings options are:

- **GAME MODE** – Choose the kind of game you want to play. This will determine which maps are available for selection.
- **MAP** – Pick a location for your game.
- **TIME LIMIT** – Set the game to last from 1 to 20 minutes.
- **SCORE LIMIT** – Set the limit for the winning score, or set no score limit.
- **MAX PLAYERS** – Choose to play with from 2 to 16 players.
- **ROUNDS** – Set the max number of rounds for your game.
- **RESERVED SLOTS** – When set to **Public**, anyone can join your hosted game. If you set this option to **Private**, only your Friends, Clan-mates and people you invite by name can join your game.
- **CYCLE TEAMS** – When set to **On**, players switch sides between rounds.
- **FRIENDLY FIRE** – When set to **On** you can injure or kill teammates.
- **RANKED MATCH** – When set to **On**, your statistics are recorded for rankings. Turn this **Off** for practice with your Clan or Friends, or if you don't want statistics to be reported for the match.
- **TEAM SPAWNS** – Set the number of Spawn tickets for each team. Each ticket allows one player to respawn. Run out of tickets for your team and it's down to elimination rules – you die and it's over!

## TEXT CHAT

Type out and broadcast chat messages. Create a message and press **Enter** to send it.

## PLAYERS

This shows a list of players you have teamed with/against during the online session.



## READY UP ON THE STAGING SCREEN

This is the screen you see before starting online play. Make final game setting changes, chat, or look up Friends before starting the game. Select **Ready** to signal that you want to begin play, or select **Force Match Start** to quickly start the game and put the unready players back into the lobby.



## FRIEND LIST

From the Lobby, select **Friends** to view your current Friends; incoming, outgoing and pending Friends requests; and the Recent Players list. From here, you can see the online status of established Friends and join a Friend's active **25 TO LIFE** game. You can have a maximum of 100 established Friends, pending Friend Requests and Friend Invites combined. Delete outdated Friends to make room for more.

- **ACCEPTING FRIENDS' REQUESTS** – To accept a Friend request, select **Friends**, select **View Incoming Requests**, and then select the name of the player who sent the request to accept or decline the offer. Once you accept, the icon changes to the **Established Friends** icon. To permanently block Friend Requests from another player, select **Block** on pending invitation.
- **SENDING INVITATIONS** – Select **Invite** to invite players currently online to your game. Using the keyboard, enter the player's name (do not include the Clan abbreviation), then press **Enter** to send the invitation. If the player accepts the invitation and there is room in your game, the player will automatically join the game. This option is only available to the Host of the current match.
- **INGAME PLAYERS OPTIONS** – While in-game, go to the Pause Menu, select **Players**, and then select **Send Friend Request** to send a quick invitation to an active player in the game. You can also send Clan and Match invitations from this menu, as well as configure other settings.

## CLANS

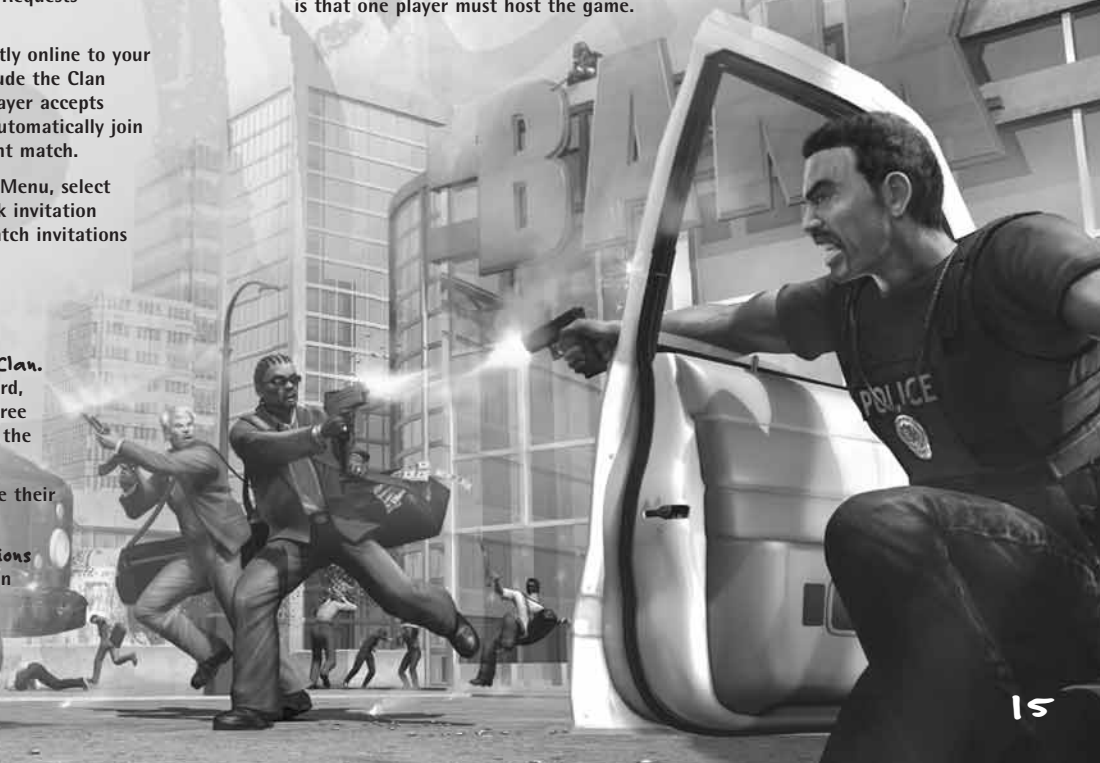
Create or join a Clan of Criminals or Law Enforcement.

- **CREATING YOUR CLAN** – On the Multiplayer Menu, select **My Clan**. On the Clan screen select **Create** and, using the virtual keyboard, name your Clan and create the **Clan Abbreviation** (the first three letters that appear in brackets before your name). You are now the leader of this Clan.
- **MEMBER LIST** – View a list of players in your Clan. You can see their online status and join games with your Clan members.
- **SENDING INVITES** – Once you create your Clan, select **Invitations** on your Clan screen. Using the virtual keyboard, enter the screen name of the person you want to invite to join your Clan.

- **ACCEPTING AN INVITATION TO JOIN A CLAN** – If you have an invitation to join a Clan, an icon will appear in the lower right corner of the screen. To accept the invitation, select it on the Invitations Menu and then select **Yes**.
- **LEAVING THE CLAN** – Select **Leave Clan** to give up your Clan membership. If you are the only member, the Clan will cease to exist.
- **POSTING NOTICES** – If you are the leader or an officer, you can post notices using the keyboard. If you are a member of a Clan, you can read notices when you select the **View Notices** option.

## MULTIPLAYER LOCAL NETWORK GAME

Multiplayer Local Area gameplay is the same as Multiplayer Online gameplay. All that's required is that one player must host the game.



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Julian James, Adam Braswell, Erik Genc

**Special Thanks**  
Jonathan Kemp, Sheila Leung,  
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Malachi Boyle, Barbara Kennigott,  
Manuela Tehrani, John Miller,  
Jake Neri, Dan Wasson, Adrienne Perry,  
Matt Gorman, Mike Schmitt,  
Jamie Bartolomei, Dan Johnson,  
Brian Venturi, Tony Pittorino,  
Rebecca Tolliday and Nathan Maddams  
@ Plastic Wax, Josh Schwartz  
@ Post Josh, Nathan "Extra" Richart,  
Angel Herrera, Rick Healy,  
Jordan Romaidis, Lynn Farmer,  
Tom Marx, Travis O'Guinn,  
Aaron Safronoff, Rafal Dudzic,  
Sharon Gamble, Kari Hattner,  
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**Advisors**  
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Ken Yamada

**Zachary Kilberg**  
Daryl Harper  
Adam Harrington  
David Collins  
Tonya Powell

**Voice Casting**  
Judy Henderson and Associates  
Annie @ STARS Agency

**Voiceover Recordings**  
Night Owl Studios, engineered  
by Kent Miller & Glenn Lorioe

**Additional Voiceover Recordings**  
The Annex, engineered  
by Chris Cooper

**Motion Capture**  
Motion Analysis Studios  
Kristina Adelmeyer  
Matt Bauer  
Jeff Sventy  
Scott Gagain

**Motion Actors**  
Chris Robbins  
Londale Theus  
Rachelle Divitto

**Story Board Artist**  
Kevin Farrell

**Interface & Style Consultants**  
Morningbreath, Inc.

**Graffiti Artists**  
Dug, Rize & Trem

**Additional Consultants**  
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Suzanne Engo  
Cody McMurtry  
Todd France  
Joe Quixc  
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**Programmers**  
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Bryant Collard  
Dwain Skinner  
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Brian Green  
Bryce Thomasen  
Dan Silver  
Joe Barnes  
Matt Parrish  
Paul Blagay  
Shon Love  
Travis Nixon  
Tyler Colbert

**Artists & Level Designers**  
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Abe Day  
Brian Safarik  
Bryson Jack  
Chris Neville  
Eric Boden  
Evan Beutenmuller  
Jason Price  
Jim Jung  
Joe Cosman  
Joe Williamsen  
Johnny Breeze  
Mike Thompson  
Mike Lott  
Mikhail Merkurieff  
Nathan Lindsay  
Skyler Flygare  
Steve Coss

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Vince Bracken

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Nate Fuller  
Gary Rowberry  
Justin Turner  
Levi Lewis  
Jonny Hart  
Chris Turner

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**Lead Programmer**  
Ken Harward

**Programmers**  
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Squirrel Eiserloh  
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Roger Kort  
Josh Martel  
Chris Stark

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Richard Gray  
Shawn Ketcherside  
Reid Kimball  
Russell Meakim  
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**Artists**  
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Rich Fleider  
Michael Groark  
Aaron Hausmann  
Steve Hornback  
Bobby Hutson  
Wyeth Johnson  
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Jason Muck  
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Frank Pierce  
Rungy Singhal

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Mason Lucas

**Office Manager**  
Lisa Loewenke

**Special Thanks**  
Dave Bonora  
Steve Hessel  
Doug Service

## HIGHWAY 1 PRODUCTIONS INC.

**Original Design**  
Highway One Productions Inc.

**Storywriter**  
P. Frank Williams

**Producer**  
Dan Wasson

## EXTERNAL TEAMS

**Voice Actors**  
Rashaad Ernesto Green  
as Andre "Freeze" Francis  
James Martinez as Shaun Calderon  
Nicole Leach as Detective Mendoza  
Daniel Whitner  
as Detective Lester Williams  
Unique Stewart as Darnell Francis  
Monique Curmen as Monica Francis

**Fidel Vicioso as Riggs/  
Manuel Saragosa**

**Additional Voices**  
Mario Alvarado  
Andrew Chaikin  
Roger L. Jackson  
Oscar Juarez  
CJ Nordé Jr.  
Tommy Sheperd  
David Skillman  
Shannon Tilton  
Duane Lawrence

**Zachary Kilberg**  
Daryl Harper  
Adam Harrington  
David Collins  
Tonya Powell

**Voice Casting**  
Judy Henderson and Associates  
Annie @ STARS Agency

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Matt Bauer  
Jeff Sventy  
Scott Gagain

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Chris Robbins  
Londale Theus  
Rachelle Divitto

**Story Board Artist**  
Kevin Farrell

**Interface & Style Consultants**  
Morningbreath, Inc.

**Graffiti Artists**  
Dug, Rize & Trem

**Additional Consultants**  
Carlito Rodriguez  
Suzanne Engo  
Cody McMurtry  
Todd France  
Joe Quixc  
Parry Moss

## CRYSTAL DYNAMICS

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**Localization Producer**  
Marianne Arotzarena

**Creative Services Producer**  
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Michael Smith  
Brandon Fernandez  
Ryan Goldsberry  
Ben Harrison

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Estuardo Sandoval

**Environment Artists**  
Caleb Strauss

**Chris Anderson**  
Shao Wei Liu

**Voice Editor**  
Jae Shin

**Character Designer**  
Dave Gustlin

**Sound Designers**  
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Karl Gallagher

**Project Director**  
Noah Hughes

**Designers**  
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Rolef Conlan  
Alex Vaughan

**Test Manager**  
Chris Bruno

**Multiplayer Lead**  
Daniel Kim

**Assistant Multiplayer Lead**  
Oliver Piega

**Leads**  
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Gregg Stephens

**Compliance Specialist**  
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David Pogan  
Matt Trudell  
Ian Marsden  
David Bushee  
Joe Greer  
John Teymoorian  
Tyler Wilmoth  
Sean Laurie  
Jason Johnson  
Gerard Gust  
Bill Gahr  
Brandon Reed  
Jon Brown  
Nicholas Lutz  
Darren Krommenhock  
Tony Perata

# MUSIC CREDITS

"Enemies"  
Performed by Xzibit  
Produced by J-Beats  
Album Title: Man vs. Machine  
Courtesy of Loud Records, LLC.  
By arrangement with Sony BMG Music Licensing.  
Written by J. Jackson and A. Joiner  
Published by Voco Music d/b/a Alexra Music o/b/o itself and  
Hennessey for Everyone Music (BMI)/My Own Way (ASCAP).  
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"Where The Hood At"  
Performed by DMX  
Produced by Tuneheadz  
Album Title: Grand Champ  
Courtesy of Ruff Ryders/The Island Def Jam Music Group  
under license from Universal Music Enterprises  
Written by E. Simmons, D. Dean, K. Dean,  
A. Hardy and M. Williams  
Published by Universal Music Publishing Group o/b/o Boomer X  
Publishing Inc. and Swizz Beatz (ASCAP)/CAK Music, Inc. o/b/o  
itself, Cold Chillin' Music Publishing and Songs of Marl  
(ASCAP)/Ryde or Die Publishing (ASCAP)/EMI April Music Inc.  
o/b/o itself and Dead Game Publishing (ASCAP).  
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"Cerca de mi Neighborhood"  
Performed by Tego Calderon  
Produced by Tego Calderon  
Album Title: El Enemy de los Guasibiri  
Courtesy of El Abayarde Records, Inc.  
Written by Tegu Calderon  
Published by El Abayarde Music, Inc.  
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"Run"  
Performed by Ghostface Killah featuring Jadakiss  
Produced by Rza  
Album Title: The Pretty Toney Album  
Courtesy of The Island Def Jam Music Group  
under license from Universal Music Enterprises  
Written by D. Coles, R. Diggs, J. Phillips and J. McElveen  
Published by EMI April Music Inc. o/b/o itself, Justin Combs  
Publishing Co., Inc. and Jaewon's Publishing (ASCAP)/Careers-  
BMG Music Publishing, Inc. o/b/o Ramecca Publishing (BMI)  
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"Black Steel In the Hour of Chaos"  
Performed by Public Enemy  
Produced by Hank Shocklee and Carl Ryder  
Album Title: It Takes a Nation of Millions to Hold Us Back  
Courtesy of The Island Def Jam Music Group under license  
from Universal Music Enterprises  
Written by J. Boxley, W. Drayton, C. Ridenhour and E. Sadler  
Published by Songs of Universal Inc. o/b/o Def America Songs,  
Inc. and Your Mother's Music, Inc.  
(BMI)/Reach Global Songs (BMI)  
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"Code of the Streets"  
Performed by Gang Starr  
Produced by DJ Premier and Guru  
Album Title: Hard To Earn  
Courtesy of Virgin Records America, Inc.  
under license from EMI Film & Television Music  
Written by K. Elam, C. Martin and R. Russell  
Published by Universal Polygram International Publishing Inc.  
(ASCAP)/EMI April Music Inc. o/b/o itself, Gifted Pearl Music  
and III Kid Music (ASCAP)  
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"Ghetto Star"  
Performed by 2Pac featuring Nutso  
Produced by GO Twice  
Album Title: Better Dayz  
Courtesy of Interscope Records  
under license from Universal Music Enterprises  
Written by T. Shakur, S. Cole and G. Banks  
Published by Universal Music Corp. (ASCAP)/Nutso Publishing  
(ASCAP)/A Gee In Tha Bank Publishing (ASCAP)  
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"Criminal Minded"  
Performed by Boogie Down Productions  
Produced by Scott La Rock  
Album Title: Criminal Minded  
Courtesy of Bun Bun Music  
Written by S. La Rock, L. Parker and J. Thomas  
Published by Bun Bun Music (ASCAP)  
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"Dark Corner"  
Performed by Jay Live  
Produced by J Row  
Album Title: Unreleased Track  
Courtesy of Recognize Reel Records  
Written by J. Burris and J. Robey  
Published by Live Lit' J Music (ASCAP)/J Row Ya (ASCAP)  
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"Bad Company"  
Performed by Grafh  
Produced by The Arkitekt  
Album Title: Unreleased Track  
Courtesy of Epic Records under license  
from Sony BMG Music Entertainment  
Written by P. Bernard, S. Campbell and M. Leathers  
Published by EMI April Music Inc. o/b/o itself and Boozshi  
Publishing (ASCAP)/Phil Clinton Publishing (SESAC)  
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"Yes, Yes, Y'all"  
Performed by Gelo Boys  
Album Title: The Foundation  
Produced by Scarface for Skinny Gangsta Music  
Courtesy of Rap-A-Lot Records  
Written by B. Jordan and W. Dennis  
Published by N-The-Water Publishing, Inc. (ASCAP)  
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"Nolia Clap"  
Performed by UTP Playas  
Album Title: Nolia Clap  
Produced by XL for XL Production,  
Slice T for Slice of Life Production & Juvenile  
Courtesy of Rap-A-Lot Records  
Written by C. Nicholas, T. Gray, D. Grison and D. Robertson  
Published by Breka Music Publishing (BMI)  
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"God With the Flow"  
Performed by Asim featuring Jae Millz  
Produced by P Money  
Album Title: Unreleased Track  
Courtesy of Bad Boy Records  
Written by L. Watson, J. Mills and P. Wadams  
Published by EMI Blackwood Music Inc. o/b/o itself and Justin  
Combs Publishing Co., Inc. (BMI)/Grind Music Inc./Jae Millz  
Publishing (BMI)/BTJ Publishing (BMI)  
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"Yes Sir"  
Performed by Guerilla Black  
Produced by Gabriel Rene for Renaissance Productions  
Album Title: Guerilla City  
Courtesy of Virgin Records America, Inc.  
under license from EMI Film & Television Music  
Written by Charels Williamson and Gabriel Rene  
Published by Dollar Figga Music (ASCAP) & Renaissance  
Publishing (ASCAP), administered Reach Global, Inc.  
Renaissance Publishing (ASCAP)  
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"Black Cop"  
Performed by KRS-One  
Produced by KRS-One  
Album Title: Return of the Boom Bap  
Courtesy of Jive Records.  
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Written by L. Parker  
Published by Zomba Enterprises Inc. (ASCAP)  
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"More or Less"  
Performed by Shyne  
Produced by Kanye West  
for Konman Entertainment/Roc The World  
Co-Produced by Brian "Allday" Miller for U&C Music  
Album Title: Godfather Buried Alive  
Courtesy of The Island Def Jam Music Group  
under license from Universal Music Enterprises  
Written by J. Barrow, K. West, B. Miller,  
F. Gorman and J. Bradford  
Published by Universal Polygram International Publishing Inc.  
o/b/o Solomon's Works, Inc. (ASCAP)/EMI Blackwood Music Inc.  
o/b/o Please Gimme My Publishing/Stone Diamond Music Corp.  
(BMI)/Jobete Music Co., Inc. (ASCAP)/  
Brian Miller Publishing (ASCAP)

"More or Less" contains a sample of the recording "Rose"  
written by Janie Bradford and Freddie Gorman, published  
by Stone Diamond Music Corp. (BMI)/Jobete Music Co., Inc.  
(ASCAP). Performed by Lamont Dozier. Courtesy of Geffen  
Records under license from Universal Music Enterprises.  
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"To the Finish"  
Performed by Jackpot  
Produced by Jackpot  
Album Title: Unreleased Track  
Courtesy of 20 Inch Entertainment  
Written by C. Moore  
Published by Publishing Designee of Christopher Moore  
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"In the City"  
Performed by Franchise  
Produced by Nomadic (K. Gallu-Badat) for Nomadic Trackz  
Album Title: Unreleased Track  
Courtesy of Nomadic Trackz and Nathaniel Stroman  
Written by N. Stroman and K. Gallu-Badat  
Published by Publishing Designee of Nathaniel Stroman  
(BMI)/Nomadic Trackz (BMI)  
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"Shot-gun"  
Performed by Blaze feat/Esham and ABK Colton Grundy  
Psychopathic Records  
Written by Madrox & Blaze, ABK, and Esham Produced by Level  
Published by Psychopathic Music Publishing Ltd.  
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"Somos Cabrones"  
Performed by Locura Terminal  
Infierno a La Gloria  
Fonovisa Records  
Written & Produced by Locura Terminal  
Published by Locura Music Publishing  
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"Prisonero"  
Performed by Locura Terminal  
Written & Produced by Locura Terminal  
Published by Locura Music Publishing  
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"Freeze's Anthem"  
Performed by Pook Diesel  
Produced by PMG  
Album Title: 7 Days in the Life of Pook Diesel  
Courtesy of PMG  
Published by Pook's Shizzle (ASCAP)/Fat Frequencies  
(ASCAP)/Mothered and Covered Music (ASCAP)  
Written by Paul Watson III, Tony Minter and Richard Garcia  
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"You Got Life"  
Performed by Shade Sheist & N.U.N.E.  
Produced by The S.O.C.  
Album Title: Unreleased Track  
Courtesy of Red Handed Recordings  
Written by H. Ansari, C. McCauley and T. Thompson  
Published by Sound Mind State Muzik (ASCAP)/PYO Publishing  
(ASCAP)/N With The Words Music (ASCAP)  
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"Look Out"  
Performed by Blaze feat/Level  
Psychopathic Records  
Written by Blaze & Level  
Produced by Fritz the Cat  
Published by Psychopathic Music Publishing Ltd.  
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"Jellystickle"  
Performed by Tech N9ne featuring E-40  
Produced by Rick Rock  
Album Title: Everready (The Religion)  
Courtesy of Strange Music Inc.  
Written by A. Yates, R. Thomas and E. Stevens  
Published by Music of Windswept o/b/o itself,  
Music of QD3 & EGN Arts  
(ASCAP)/EMI Music Publishing  
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"My Wife, My Bitch, My Girl"  
Performed by Tech N9ne  
Produced by Rick Rock  
Album Title: Everready (The Religion)  
Courtesy of Strange Music Inc.  
Written by A. Yates and R. Thomas  
Published by Music of Windswept o/b/o itself,  
Music of QD3 & EGN Arts  
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"On the Run"  
Performed by Yukmouth  
Produced by Yong Fifty  
Album Title: Unreleased Track  
Courtesy of Rap-A-Lot Records  
Written by Jerold Ellis Jr.  
Published by Missing Link Music LLC  
o/b/o Mr. Ellis Publishing (BMI)  
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