

COMING FALL 2005

THE SUFFERING™

TIES THAT BIND

PC
CD-ROM
SOFTWARE



MIDWAY
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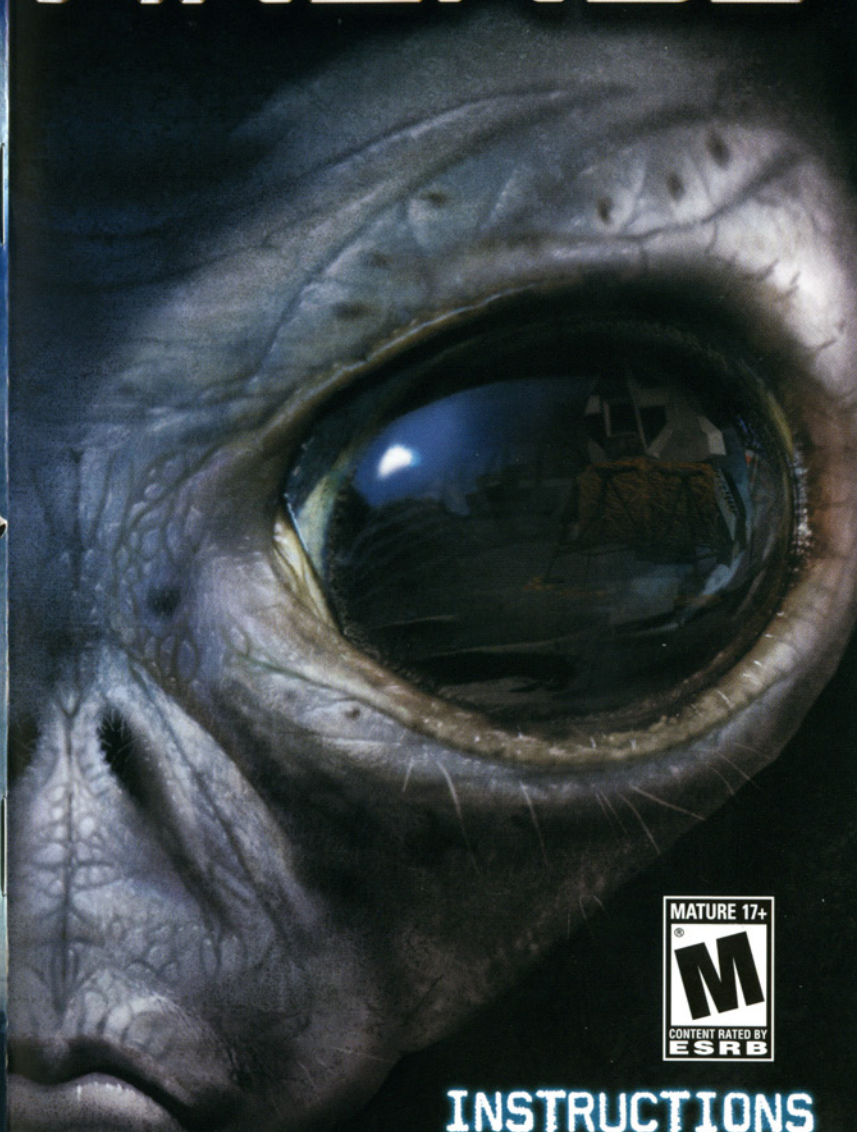
PlayStation 2

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
for updated rating
information.

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AREA-51®



MATURE 17+
M
CONTENT RATED BY
ESRB

INSTRUCTIONS

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SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

CPU

Intel 1.4GHz processor
AMD 1.2GHz processor

Note: Area 51 does not support the Thunderbird 1200+ processor

RAM

256 MB

VIDEO CARDS

ATI

ATI Radeon 9200
ATI Radeon 9500
ATI Radeon 9600
ATI Radeon 9700
ATI Radeon 9800
ATI 8500 All-In-Wonder
ATI 9000
ATI X300
ATI X600
ATI X800

Nvidia

Nvidia Geforce FX 5200
Nvidia Geforce FX 5600
Nvidia Geforce FX 5700
Nvidia Geforce FX 5800
Nvidia Geforce FX 5900
Nvidia Geforce FX 5950
Nvidia Geforce GT 6600
Nvidia Geforce GT 6800
Nvidia Geforce 3
Nvidia Geforce 4

Note: Area 51 does not support the Nvidia Geforce MX Series video card.

INTEL GRAPHICS MOTHERBOARDS

GMA900
915G
915GM-FR

HARD DRIVE SPACE

3GB

CD/DVD DRIVES

4x CD-ROM

OPERATING SYSTEMS

Windows XP
Windows 2000

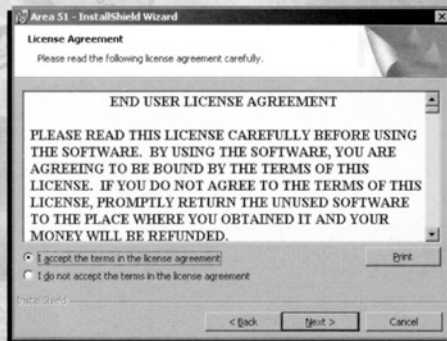
AUDIO

Sound Cards need to be DirectX 9.0b compatible.

INSTALLING AREA 51

Insert your "Area 51" CD #1 in your CD-ROM drive. This will open the Auto run "InstallShield® Wizard" window. **Note:** Area 51 installation requires all three discs included in the packaging.

Click "Next" to view the End-User License Agreement. In order to install Area 51, you'll need to accept the terms of the agreement, then click "Next" again.



The default destination folder for Area 51 is displayed (C:\Program Files\Midway Games\Area 51\), but you can click "Change" to install the game in the directory of your choice. When you're happy with your destination folder, click "Next" to continue.

At this point, you're ready to install Area 51. Before you install, you're offered the option to review or make changes to the installation settings. To do this, select "Back". If you're ready to install Area 51, select "Install".

The setup program will automatically detect whether you have the required version of DirectX installed on your computer. If necessary, your DirectX program will be updated to run Area 51.

Once the game is installed, you can choose to view the "Read Me" file. Area 51 automatically places a shortcut on your desktop and adds the game to your Windows start menu.

To start the program, click "Midway Games\Area 51" from the program group in the Windows Start menu.



AREA 51: THE STORY

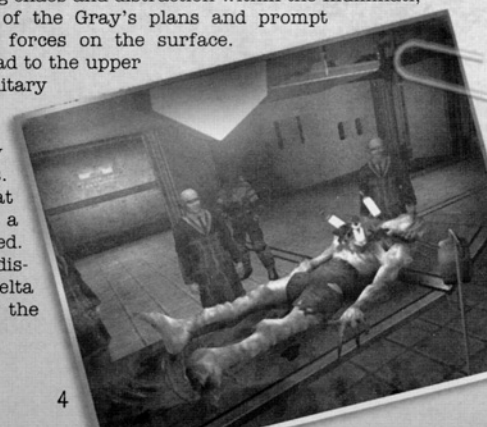
The mysterious Grays have studied humanity for thousands of years. Earth's remote location in the backwaters of the galaxy made it an ideal location for the alien race to conduct research that is too dangerous to perform on any of their homeworlds. Embroiled in an interstellar war with an unknown enemy, the Gray's 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 Gray's 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 Gray's 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.



CONTROLS

KEYBOARD/MOUSE CONTROLS

KEY/BUTTON

MOVEMENT

W	.Move Forward
S	.Move Backward
A	.Strafe Left
D	.Strafe Right
Spacebar	.Jump
Q	.Lean Left
E	.Lean Right
L Ctrl	.Crouch
Shift	.Walk
Caps Lock	.Walk/Run Toggle
Tab	.Use/Pick Up
F	.Toggle Flashlight
Mouse	.Look

KEY/BUTTON

COMBAT

Left-Mouse Click	.Primary Fire
Right-Mouse Click	.Secondary Fire
X	.Toggle Mutation
C	.Melee
G	.Grenade
R	.Reload
[.Next Weapon
]	.Previous Weapon
Mousewheel	.Change Weapons

KEY/BUTTON

WEAPONS

1	.Scanner
2	.Pistol
3	.SMP
4	.Shotgun
5	.Sniper Rifle
6	.BBG
7	.Meson Cannon

KEY/BUTTON

MULTIPLAYER

F1	.Toggle Vote Menu
F2	.Vote Yes
F3	.Vote No
F4	.Vote Abstain
M	.Score
N	.Drop Flag
T	.Chat
Y	.Team Chat

KEY/BUTTON

INTERFACE

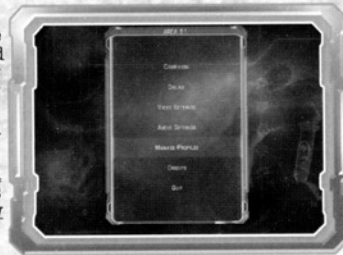
Esc	.Pause
F12	.Screenshot

MAIN MENU

CAMPAIGN

You are Ethan Cole, a specialist in the Army's Hazardous Materials action and response team. As 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. The **Edit Profile** option is available to make changes to your profile (see **Profiles**, next page).

Databank

As you progress through the Campaign, you can scan top secret files that you can access using this option.

Secrets

As you achieve milestones during campaign mode, secret videos will be unlocked.

Extras

Select from a variety of bonus video clips included on the CDs. As you progress through the game, you'll unlock other videos you can then choose from.

ONLINE

For details regarding Online play, see pages 8 - 10.

VIDEO SETTINGS

BRIGHTNESS & CONTRAST

Use your mouse to move the slider and adjust **Brightness** or **Contrast**.

GAMMA

Use your mouse to move the slider and adjust the monitor **Gamma** setting.

RESOLUTION

Depending on your video card's capability, you can set the resolution of your monitor from a minimum setting of 640 x 480 up to 1280 x 1024. On a high-end card, you can select as high as 2048 x 1536.

HIGH DETAILED TEXTURES

Depending on your video card, the level of Textures you select can affect the speed of the game. Turn this option **ON** to increase the texture level.

AUDIO SETTINGS

Use the slider bar to adjust the game's (Sound) **Effects**, **Music** or **Speech** volume levels.

MANAGE PROFILES

At the Manage Profiles screen, select any profiles you've created. If you haven't created a profile, select **Create New Profile**, name the profile and you'll go to the Create Profile screen. For more information, see **Profiles**, next page.

PROFILES

In order to save games and personal stats, you'll need to create a Profile, then save it to your hard drive.

PROFILE NAME

Type in the name you want to-for your profile. **Note:** The game will support a maximum of 20 characters and a minimum of 3.

CONTROLS

To adjust options, you'll either highlight the option and select it to "check" the option's box or move the slider to make an adjustment. At any time, though, you can select **Restore Defaults** to 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.

Mouse Sensitivity

You can adjust the sensitivity of the mouse to move slower (← adjustment) or faster (→ adjustment).

Crouch Toggle On

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

Auto-Switch Weapon

This option automatically switches to a newly picked up weapon.

Key Mappings

Click on this selection to remap the keyboard keys to your liking. Select the control, then press the new key you'd like to use to control that particular function. Repeat this process to change any of the key controls listed.

Note: When you make changes to Key Mappings, changes will be applied to all of your saved Profiles.

MULTIPLAYER AVATAR

For multiplayer games, you can choose from a variety of Avatars by pressing ← or → on the cursor keys or by using the mouse.

CAMPAIGN DIFFICULTY

Set your Campaign difficulty to **Easy**, **Medium** or **Hard***

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

ONLINE STATUS

During a 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.

AREA 51 ONLINE

LOGIN

Before you can play Area 51 online, you need to connect via high speed or broadband Internet connection. At the Login screen, enter an **Email** address and **Password** to create an account. You'll then need to select or create a profile (see **Profiles**, pg. 7).



ONLINE MENU

JOIN GAME

Use this option to see and connect to internet servers. Use the **Join Filter** options to be specific about the type of game you want to join. Select an option, then press the cursor keys ← or → to change the options. When you're done, select **Continue** to go to the Join Game screen.

Join Filter

Game Type

This filter displays only the game type that you have selected. Choose from **Any**, **Deathmatch**, **Team Deathmatch**, **Capture the Flag**, **Capture and Hold** or **Infection**.

Min Players

This option will filter out any numbers lower than the number you select. Choose from **Any** or **1** to **15** Players.

Mutation Mode

This filter checks for what games out there have a specific mutation game being played. Select from **Any**, **Change at Will**, **Human Lock**, **Mutant Lock** or **Human vs Mutant**.

Password

This option will filter out servers that have password protection on them. Choose from **Any**, **No** or **Yes**.

Max (Maximum) Ping

This filter allows you to display servers that are communicating to the clients the fastest. For example, if you select 600, you're telling the game to accept no players pinging higher than 600. Choose **Any** or choose a ping speed between 100 and 600.

Join Game

The Join Game screen displays the available game servers to choose from.

Sort by Ping - You can sort the servers by the ping speed. This will allow you to select a server that has a faster internet connection.

Details for Server - Use this option to study the details of the server's game setup. It displays the player list, many details about the game, as well as **Game Type** and the **Current Map**.

Once you've adjusted the options, double-click the desired server to join. You can also select **Join Game** found on the Player List screen.



AREA 51 ONLINE

HOST GAME

To host a game, select this option. You'll be taken to the host game screen where you can type in the server name. You can also set up a Password, edit the Game Type, mutation and whether the server should be private.

Mutation Mode is an option that allows you to adjust whether players can mutate during gameplay.

Select Continue, then select values for Player 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 contract 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.

Map Select

Available Maps

As you acquire new maps, you can add them to the maps listed under Map Sequence.

Map Sequence

At the Map Select screen, select a level listed under Rotate Sequence. 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 Server to begin.

FRIENDS LIST

When you log on, select this option and see if your listed friends are online.

RECENT PLAYERS

Select this option to view all players you've recently played online.

EDIT PROFILE

When you select this option, the Edit Profile options are displayed, so you can make changes to your profile (see Profiles, page 7, for more information).

VIEW STATS

As you play online matches, your stats will accumulate. Use this option to see what kind of numbers you're putting up.

SIGN OUT

Disconnect from Area 51 Online.

ONLINE MENU

During the game, press the Esc key to bring up the Online Menu.

SUICIDE

Selecting this option will instantly kill your character. You will then reset elsewhere on the map. **Note:** Using this option will penalize you or your team one point.

SWITCH TEAM

Select this option to leave your current team and join the opposition.

VOTE MAP

Online players can vote to change the current map.

VOTE KICK

Online players can vote to decide to kick someone out of the game.

FRIENDS

This option displays a list of your designated friends.

PLAYERS

View a list of the players currently playing in the game.

PROFILE OPTIONS

See Profiles, pg. 7.

AUDIO SETTINGS

See Main Menu, pg. 6.

VIDEO SETTINGS

See Main Menu, pg. 6.

SERVER OPTIONS

If you created the server, you can make changes to these server settings:

CHANGE MAP

Go to the Map screen, and change the current map.

KICK PLAYER

You can use this option to remove a player from the game.

TEAM CHANGE PLAYER

Make player changes to each team.

RESTART MAP

Restart the current map.

RECONFIGURE SERVER

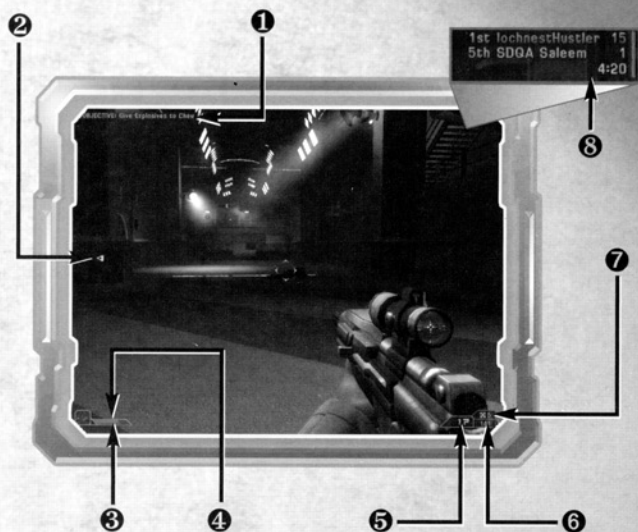
If you created the server, you can make changes to the server setup.

SHUTDOWN SERVER

You can end the game using this option.



THE HUD



1. STATUS MESSAGES

Messages appear during the game to instruct you, display an item you've picked up or show the name of the multiplayer opponent that took you out. In Online play, messages from your opponents will also appear here.

2. OBJECTIVE ARROW

When you're given a specific objective, an arrow (or arrows) will help guide you to your objective. The objective's distance counts down as you get closer.

3. HEALTH METER

This meter displays your current amount of Health. When your Health Meter's green bar completely diminishes, you're dead.

4. MUTAGEN

This meter displays your current amount of Mutagen. When your Mutagen Meter completely diminishes, you won't be able to mutate.

5. AMMO IN THE CHAMBER

As you fire, this number counts down. When you reload, the ammo in reserve will diminish.

6. TOTAL AMMO REMAINING

This number indicates the amount of ammo, aside from the ammo in the chamber. Obviously, when this reads zero, you're out.

7. GRENADES

This number displays the amount of Grenades you currently have. *Note:* A square icon next to the number indicates a standard grenade, and a circular icon represents a Jumping Bean (JB) grenade (see *JB Grenade*, pg. 16).

8. ONLINE PLAYERS/SCORES

During online play, names of players and their scores appear in the upper right portion of the screen.

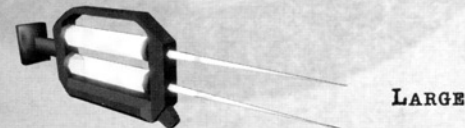
PICKUPS

HEALTH (Green)

Derived from inert polymers and single-celled deep-sea organisms this serum stops bleeding and promotes rapid cellular regeneration. Available in different size doses for traumatic wounds.



SMALL



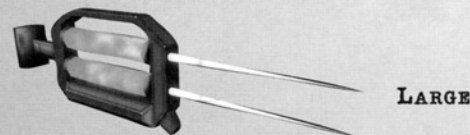
LARGE

MUTAGEN (Orange)

You can only stay mutated for a limited amount of time (represented by the orange bar above your health bar in the HUD) before you must revert back to your human form to recharge mutant energy. Finding and injecting these mutagen syringes into your system rapidly replenishes that energy.



SMALL

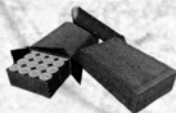


LARGE

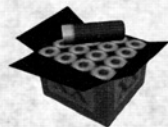
WEAPON PICKUPS



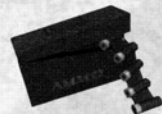
SMALL M11 PISTOL AMMO



LARGE M11 PISTOL AMMO



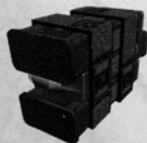
SMALL M170 SHOTGUN AMMO



LARGE M170 SHOTGUN AMMO



SMALL XM32 ASSAULT RIFLE AMMO



LARGE XM32 ASSAULT RIFLE AMMO

WEAPON PICKUPS



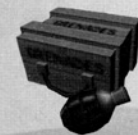
SMALL SR125 SNIPER RIFLE AMMO



LARGE SR125 SNIPER RIFLE AMMO



SMALL M25 FRAG GRENADE



LARGE M25 FRAG GRENADE



JB GRENADE



MESON CANNON AMMO

AREA 51 WEAPONS

M-11 "SCORPION" PISTOL

Projectile Type : 10mm jacketed hollow-point
Dual-Wield : No
Damage : Medium
Accuracy : Medium
Range : Close
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



AREA 51 WEAPONS

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



AREA 51 CHARACTERS



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 a 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.



AREA 51 ENEMIES

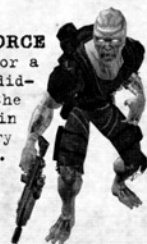


MUTANT SCIENTIST

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 powerbase 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.



AREA 51 ENEMIES

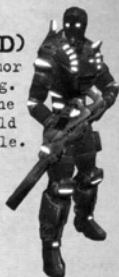


BLACK OPS

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. Gray are allies against Mr. White and his nefarious plans.



CREDITS

PRODUCTION

San Diego, CA
Executive ProducerMichael Gottlieb
ProducerZach Wood
Associate ProducerLevin Shatsky
Assistant ProducersJaime Bencia & John Stookey

Austin, TX

ProducerDaryl Allison
Assistant ProducersKen Anderson & Rob Julien
Additional Production SupportJames Grieves & Craig McDonald

ENGINEERING

Technical DirectorsAndy Thyssen, D. Michael Traub, Steve Broumley, & Craig Galley
Rendering LeadsDarrin Stewart & Byron Haggood
EngineersMark Billington, Rob Brannon, Jean-Paul Cossigny, Bryon Haggood, Andrew Harp, Jeremy Howa, Stevan Hird, Jason Franklin, Nick Macron, Mike Reed, Kevin Saifel, Darrin Stewart, Gary Tetric, Brian Watson & Gary Weber
Additional EngineeringSultan Ansari, Tomas Arce, David Kalina, Jim McHugh, Duang Nguyen & Chris Spears

DESIGN

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Design DirectorChuck Luper
Campaign DesignersDaryl Allison, Erin Anthony, Tom Bonner, Lucas Davis, Matt Green, Stevan Hird, Jeremy Howa, Chuck Luper, Nick Macron, Todd Rairay, Rhea Shelley & Gary Weber
Multiplayer DesignersBey Bickerton, Billy Browning, Lucas Davis, Eric Nava, Eric Seiler & D. Michael Traub
Additional DesignAmy Albertson, Justin Chin, Leo DeBruyn, Tom Hall, Kent Hudson, Artie Rogers, John Romero, Brandon Salinas, Rand van Possen, Harvey Smith & Matt Warchola
Original Story Concept & ScriptBey Bickerton, Justin Chin, Jim Stiefelmaier & John Watson
Writing & EditingCyrus Lum, Rhea Shelley, Harvey Smith & Jim Stiefelmaier
Additional WritersJustin Chin, Tom Hall & Harvey Smith
Dialogue Script EditingBlindlight
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Dialogue EditorsBrad Baker, Marianne Krawczyk, Michael Traynor & Monica Zapeda

ART

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Modeling/Level LeadDave Ancira
Level LeadMichael McGlelland
Technical LeadAaron Smischney
animation LeadMookie Weisbrod
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animatorsGrayson Chalmers & Nick Carter
additional ArtistsBilly Browning, Ruben Garza, Greg Hargrove, Tom Heilmann, Trevor Lemoine, Cyrus Lum, Brad Marques, John Moore, Eric Nava, Eric Seiler, Jesse Slate, Shane Tarrant, Mike Taylor & Art Wong
In-Game Cinema StoryboardsMartin Stoltz

CREDITS

MOTION CAPTURE ANIMATION

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

Full Motion Video

Blur Studio

Still Images

Vision Scape Interactive

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

MOCK SCIENCE

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Programmers Doug Gesler & Alex Duran

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 Beng Spies
Marco Sean Donnellan
Victor5 Brian Cummings
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Studio Creative Director Harvey Smith
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CREATIVE MEDIA

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BLUR STUDIO

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Animation Supervisor Jeff Weisend
FX Supervisor Kirby Miller
Producer Sherry Wallace
Layout / Animate David Kibbelin
Modeling Heikki Anttila, Corey Butler, Sze Chan,
. Jangwooo Choi, Jerome Lenjean, Ian Joyner,
Alexandre Litchinko, Dan Knight, Kevin Margo,
Barrett Neeker, Sid Moye, Tuan Ngo,
Cemre Ozkurt, Laurent Pierlot, Dan Rice,
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Gus Wartenberg & Jeff Weisend
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Kevin Margo, Brandon Riza & Dave Wilson
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Kirby Miller & Sung Wood Su
Cloth Simulation Carlos Anguiano & Paul Hormis
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Character Modeling QC Supervisor Sze Chang
Mocap Supervisors John Bunt & Eric Lalumiere
Mocap Ryan Girard
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Mocap Talent Gavin Carlton, Steve Gibbons, James Hynes,
Richard Machowica, Elimu Nelson
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Mixing Tom Ozanich
Sound Design Editing Pam Aronoff & Bryan Celano
Dialogue Editing Brad Beaumont, David Grant & Justin Langley
Recording Engineer Elliot Anders
Foley Recordist Lon Givens
Foley Walkers Zane Bruce & Jeff Gunn
Production Coordinator Sara Huddleston
Voice Over Coordinator Jacquie Shriver
Production Assistant Mark Camperell

MUSIC

"Also Sprach Zarathustra"
Written by Richard Strauss
Published by C.F. Peters Corp. (BMI)
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TEDOX

NOTES

AREA-51



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