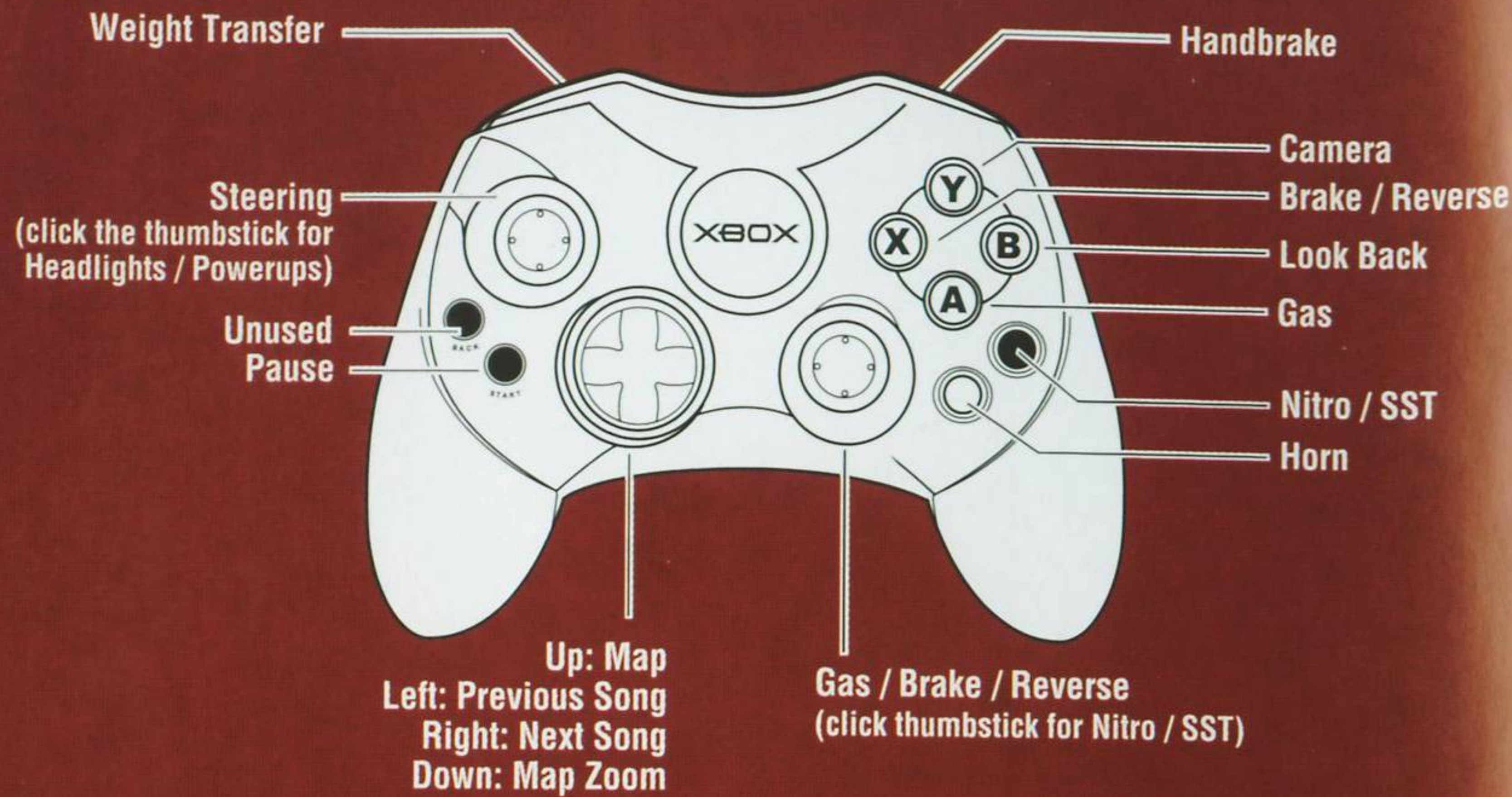# XBOX™ CONTROLLER CONFIGURATIONS

AUTOMATIC TRANSMISSION (DEFAULT CONTROLS)
Other automatic transmission configurations can be found in the Options menu

Weight Transfer

Handbrake

Steering
(click the thumbstick for
Headlights / Powerups)

Camera
Brake / Reverse
Look Back
Gas

Unused
Pause

Nitro / SST
Horn

Up: Map
Left: Previous Song
Right: Next Song
Down: Map Zoom

Gas / Brake / Reverse
(click thumbstick for Nitro / SST)

MANUAL TRANSMISSION (CONFIGURATION A)
Other manual transmission configurations can be found in the Options menu

Brake / Reverse

Gas

Steering
(click the thumbstick for
Headlights / Powerups)

Camera
Weight Transfer
Look Back
Handbrake

Unused
Pause

Nitro / SST
Horn

Up: Map
Left: Previous Song
Right: Next Song
Down: Map Zoom

Shift Up / Shift Down
(click thumbstick for Nitro / SST)

XBOX

LIVE ONLINE ENABLED

湾岸
MIDNIGHT CLUB II

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.

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 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 on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox™ video game system documentation contains important safety and health information that you should read and understand before using this software.

湾岸 MIDNIGHT CLUB II

GETTING STARTED

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the Midnight Club 2 disc on the disc tray with the label facing up and close the disc tray.

5. Follow the on-screen instructions and refer to this manual for more information about playing Midnight Club 2.
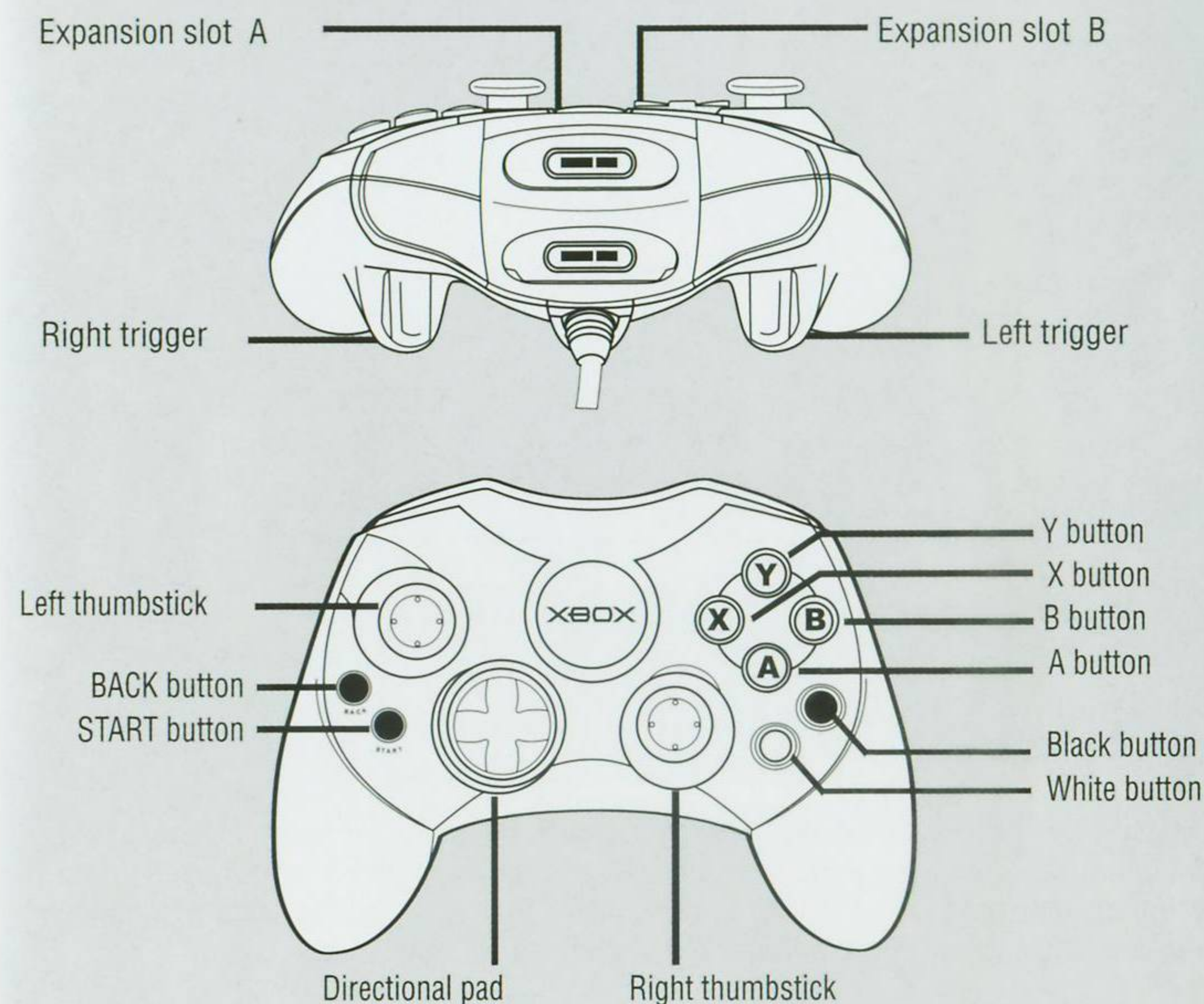
Disc tray
Power/reset button
Eject button

XBOX

Microsoft

Controller port 1
Controller port 2
Controller port 4
Controller port 3
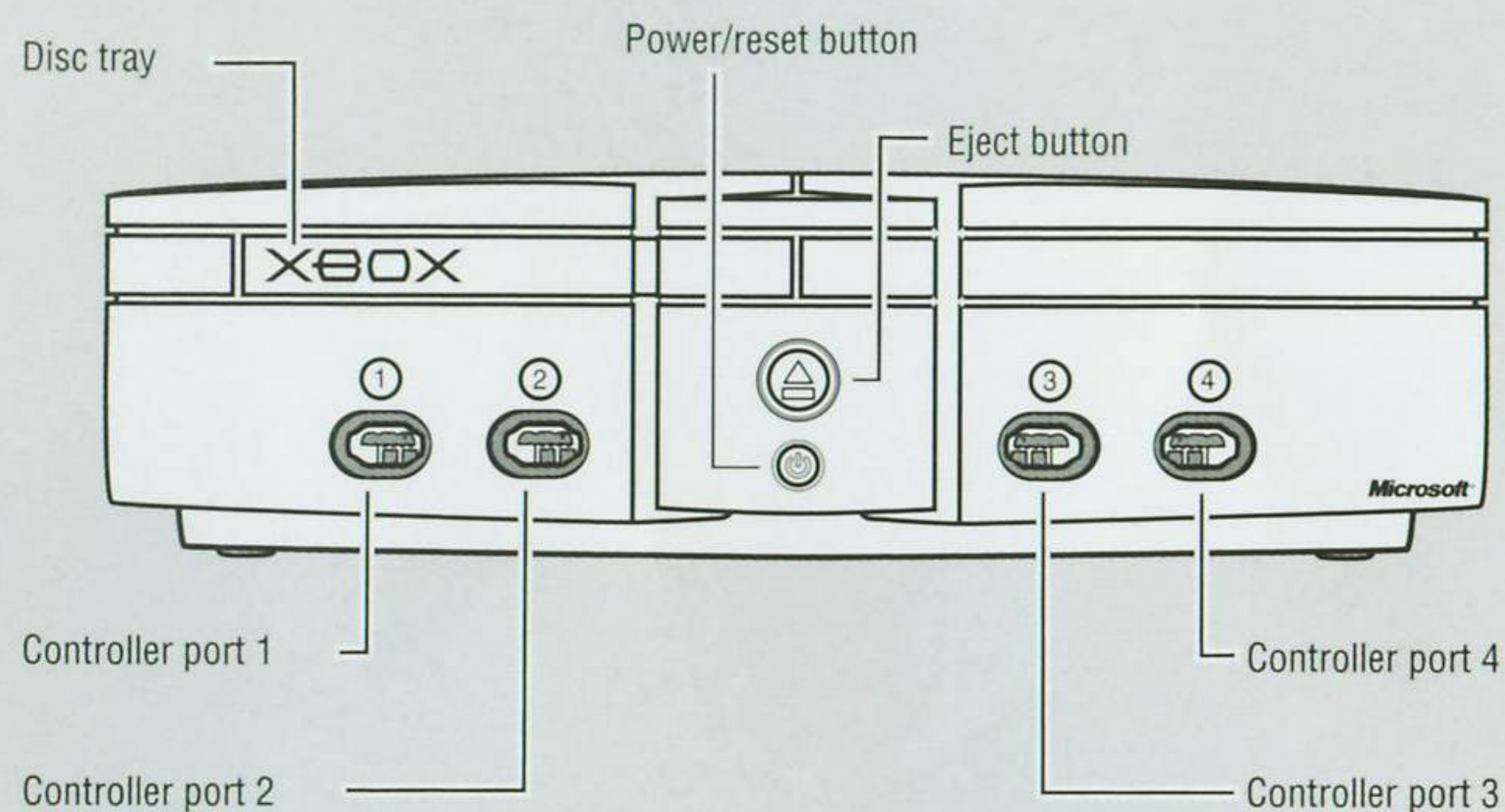
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.

• Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

• Do not leave a disc in the Xbox console for extended periods when not in use.

• Do not move the Xbox console while the power is on and a disc is inserted.

• Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Midnight Club 2.

Expansion slot A
Expansion slot B

Right trigger
Left trigger

XBOX

Left thumbstick
Y button
X button
B button
A button

BACK button
START button

Black button
White button

Directional pad
Right thumbstick

Default Controls
(AUTOMATIC TRANSMISSION)

Right Trigger- Handbrake
Left Trigger - Weight Transfer (For motorcycles)
Right Thumbstick - Gas/Brake/Reverse (Click the thumbstick for Nitro/SST)
Left Thumbstick - Steering (Click the thumbstick for Headlights/Power Ups)
Y - Camera
B - Look Back
X - Brake/Reverse

A - Accelerate
White - Horn
Black - Nitro/SST
D Up - Map
D Left/Right - Previous/Next Song
D Down - Map Zoom

湾岸 MIDNIGHT CLUB II

The History of The Midnight Club

In secret gatherings around the world a mysterious group of urban street racers - known as the Midnight Club - race for pride, power and glory in sleekly customized tricked-out sports cars. Racing through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the Midnight Club.

Or so you've heard.

While you're cruising through the dark streets, you spot a tricked out low-rider speeding and weaving through traffic. Intrigued and looking for thrills, you make your presence known to him with a few of your own daring maneuvers. After introducing himself with a sneer, he throws down the gauntlet and speeds off. Determined to get in the club, you race off after him with reckless abandon. Once you've followed and matched your new adversary move for move on a mad chase through the city, finally he pulls over. He dares you to meet him and his friends at midnight. You've got your shot. Victory will earn you membership in the club, which comes with pride, thrills and glory.
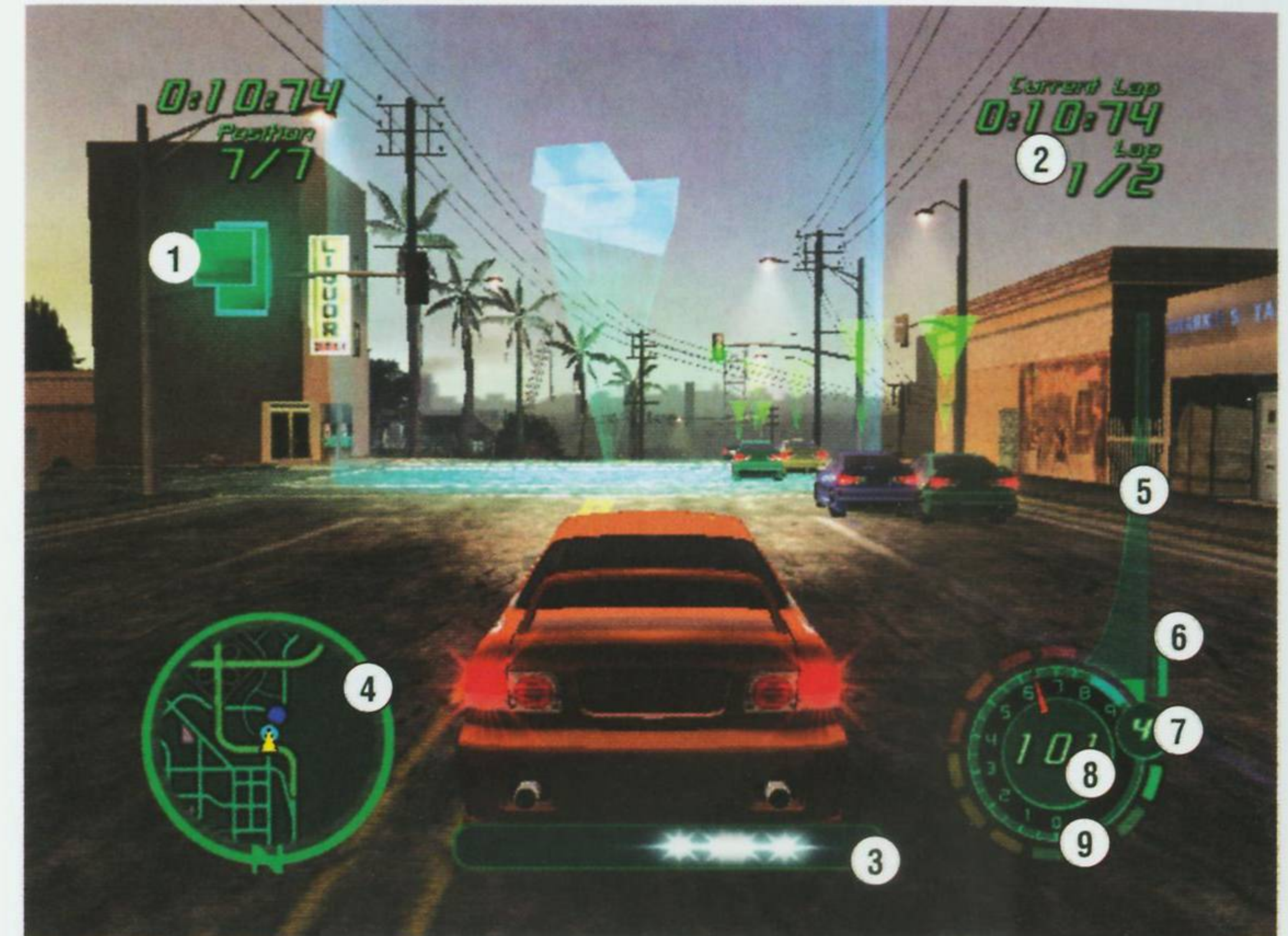
You're on your way...

湾岸
MIDNIGHT CLUB II

Heads-Up Display / HUD

1. **Arrow:** The arrow directs you to the nearest checkpoint / Hookman.
2. **Current Lap:** Time for your current lap, number of laps and current race position.
3. **Rearview Mirror:** Shows the position and distance of the players behind you. Bigger, brighter headlights mean a closer opponent.

4. **MAP:**

   Yellow Triangle - Player
   Red Triangle - Main Character
   Green Triangle - Other Opponents
   Light Blue Circle - Immediate Checkpoint
   Dark Blue Circle - Secondary Checkpoint
   N - North
   Flashing Perimeter - Police Attention

5. **Turbo Gauge:** Measures the level of boost you'll get from a slipstream turbo or burnout. Your turbo gauge must be full in order to turbo, but you may burnout with the gauge at any level above zero.
6. **Nitrous Gauge / Slip Stream Turbo:** Displays the number of nitrous shots remaining in the tank.
7. **Gear:** Current gear.
8. **Tachometer/Speedometer:** RPM redline and vehicle speed in MPH.
9. **Damage:** Displays current vehicle damage.

湾岸 MIDNIGHT CLUB II

QUICK START

Scroll over to ARCADE in the menus and select CRUISE mode. If you and a friend both want to play, toggle over to 2-PLAYER. For controls, refer to the back cover of this manual. Even though you don't have much of a car to work with yet, just the Cocotte, this is a great way to familiarize yourself with Los Angeles and get a feel for the game before you start your racing career.

湾岸 MIDNIGHT CLUB II

CAREER MODE

Earning respect is why racers brave the Midnight Club, and winning races is the only way to claim it. More often than not, victory will also deliver your opponent's pink slip, and the only thing sweeter than dominating on the street is locking up a new ride.
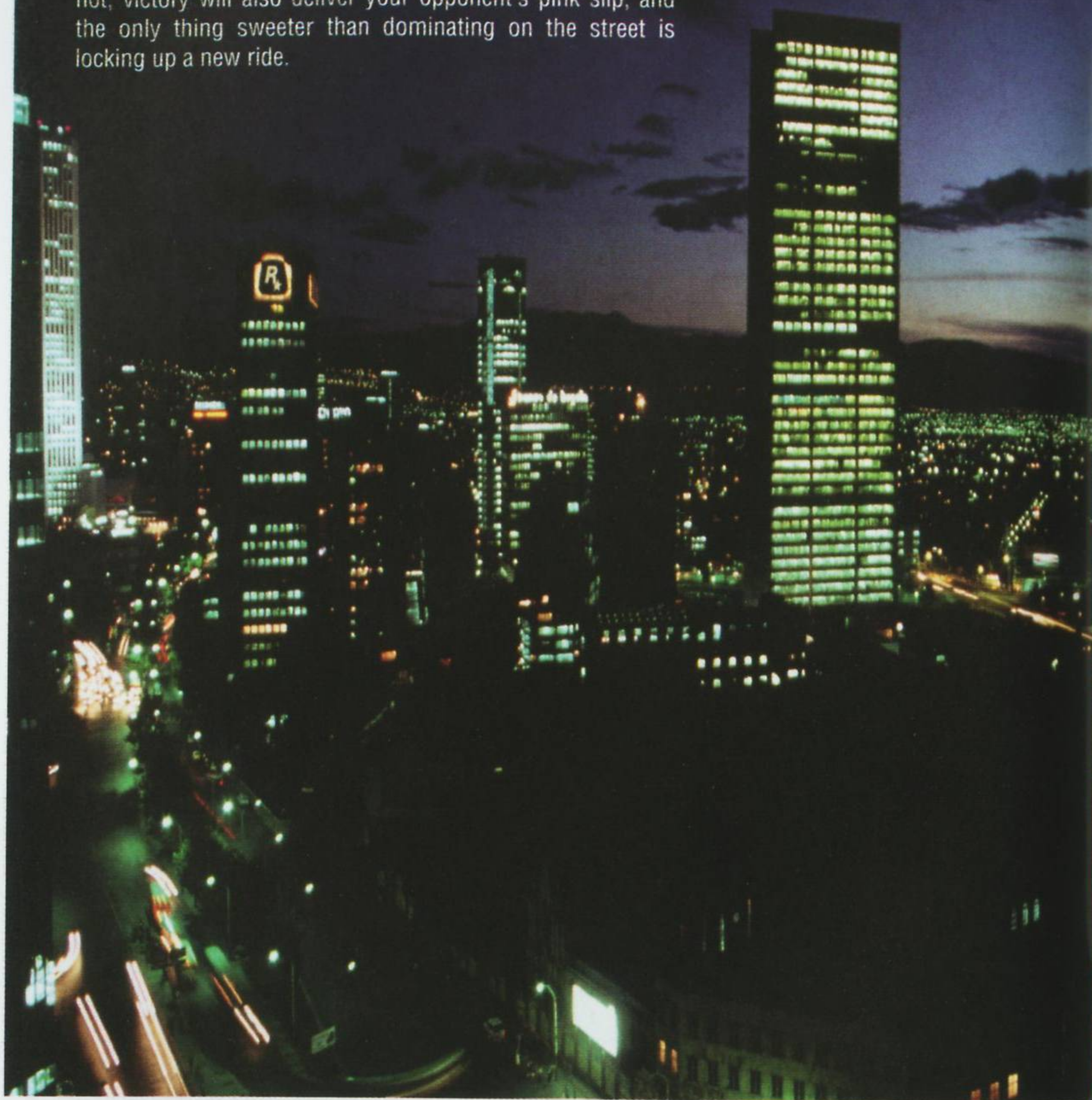
Los Angeles

LOS ANGELES

STREET REPORT: A balance of remote winding hills, expansive open highways, and thoroughfares. Arid, drought-plagued climate results in optimal traction. Precipitation is a relatively null race variable.

TRAFFIC STUDY: Over-populated and with a poor mass-transit system, Los Angeles is notorious for its traffic congestion. Although such traffic is much less of a concern late at night, local nightlife restrictions result in above average recreational cruising.

湾岸 MIDNIGHT CLUB II

Los Angeles

SANTA MONICA

HOLLYWOOD

DOWNTOWN

WATTS

LAX AIRPORT

INDUSTRIAL DISTRICT
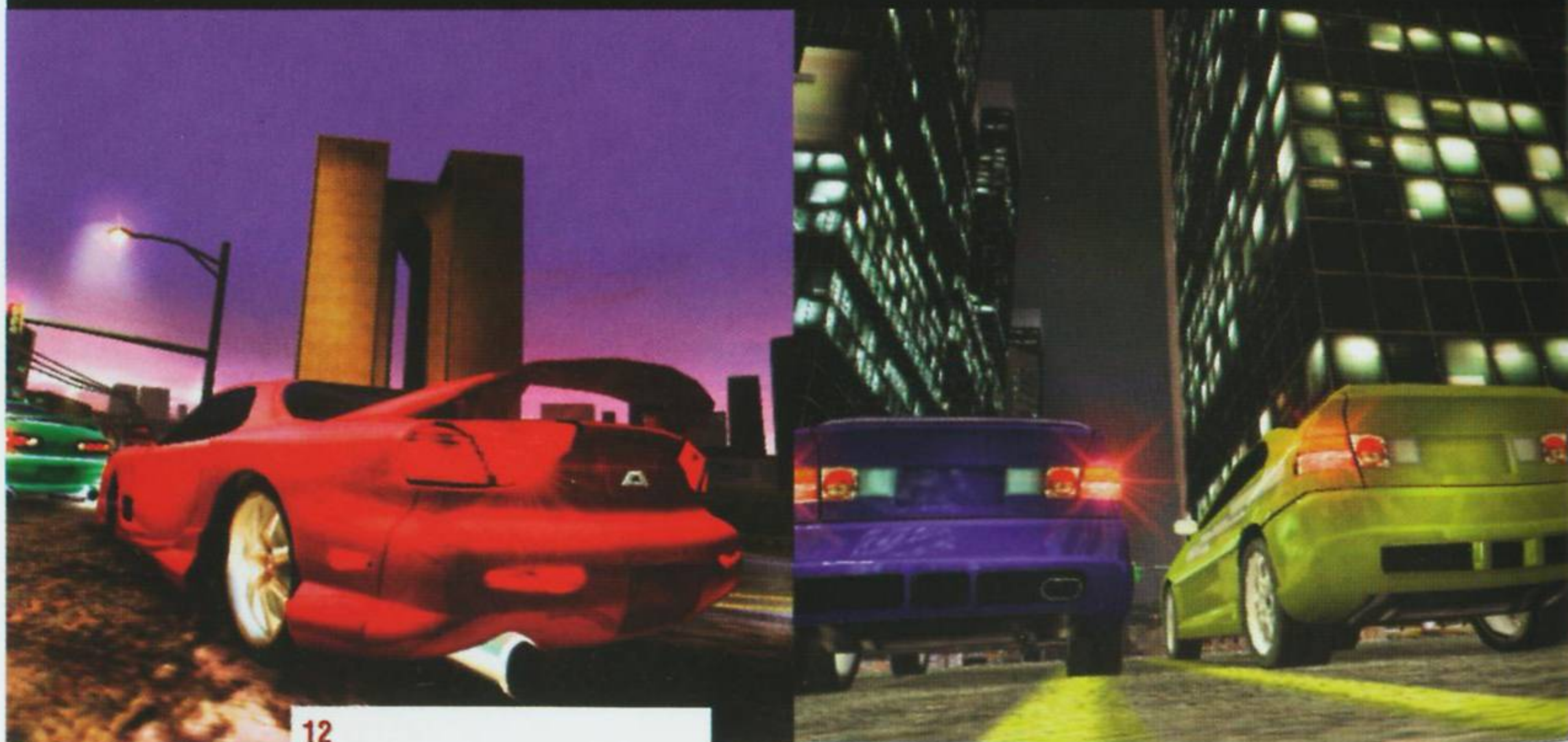
TIPS

TAIL-SLIDING (left thumbstick + right trigger):
Maximize control time during races by tail-sliding through turns.

FLASHING HEADLIGHTS (Click the left thumbstick):
Signal an opponent by flashing your headlights; if he/she wants to race, then it's on.

GAS STATION PUMPS:
Clip one of these while trimming the fat off that final curve and kiss your car goodbye. Nudge an opponent into a pump and watch them go up in flames.

POLICE COPTER:
LAPD's street crime unit has been relying on helicopter support for decades now. Be as wily and fast as possible to avoid detection from and subsequent capture on the ground.

THE FOLLOWING CONTROLS ARE ONLY AVAILABLE IN CAREER MODE AFTER THEY HAVE BEEN UNLOCKED.

SLIP STREAM TURBO (draft opponent + Black button):
Line up in the wake of the car ahead of you, watching air streams and listening for draft noise. Stay in this sweet spot for a few moments until the meter fills with red then hit the turbo (Black button) to slip ahead of your opponent with blinding speed.

BURNOUT (right trigger + A button):
Pull and hold the handbrake (right trigger) and press the gas (A button) at rest or low speeds. When the meter tops out and turns red, release the handbrake. You can also turn the car while burning out to turn in place. Keep an eye on the redline damage this causes.

IN-AIR CONTROLS (left trigger + left thumbstick):
When in the air, pull and hold weight transfer (right trigger). This by itself will self-adjust your roll. Continue to hold down the weight transfer button and you can use the left thumbstick to level off.

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MIDNIGHT CLUB II

PARIS

STREET REPORT: Old-world cobblestone streets are well preserved, but still don't provide the traction afforded by modern day pavement. Like much of urban Europe, city streets are a network of avenues, circles, and narrow alleyways - helpful when in need of short-cuts.

TRAFFIC STUDY: Known for their etiquette and enduring nationalism, Parisians are resentful of reckless Yankee scofflaws. Commuter traffic is not at all accommodating to street racing. Congestion is mostly limited to daytime, however, nightlife crowds causing foot and vehicle traffic are a predictable constant.

Paris

湾岸 MIDNIGHT CLUB II

Paris

MONTMARTRE

CHAMPS ELYSÉES

RIGHT BANK

ILE DE LA CITE

LEFT BANK

TIPS

REVERSE 180 (left thumbstick + right trigger + X button):
Hold down reverse (X button), apply the handbrake (right trigger), and turn (left thumbstick). The car will spin around.

MOTORCYCLE LEAN-TURN (left thumbstick + left trigger):
Hold down the weight transfer button (left trigger) and steer left or right. This will make a sharper turn. This is the preferred method for turning instead of handbrake 'drifting'.

TWO WHEEL DRIVING (left thumbstick + left trigger):
While driving a car, hold down the weight transfer button (left trigger) and turn with the left thumbstick. Continue to hold the weight transfer button as you maneuver the car. Releasing the weight transfer button, breaking, slowing down too much, or a collision will bring the vehicle back down.

FRENCH 101:
P's point the way to parking garages and alley shortcuts, C's highlight entrances to the underground catacombs, and T's let's you know there's a tunnel ahead.

MASSIVE JUMPS:
With the right velocity and power virtually no distance is unattainable. Don't let otherwise dead-ends put an end to your performance.

FISH-TAILING - FRIEND OR FOE:
Losing control in a critical moment can thwart an entire race; however, carefully executed collision tactics can force a fishtail on an opponent, possibly distinguishing a win from a loss in those last key moments.
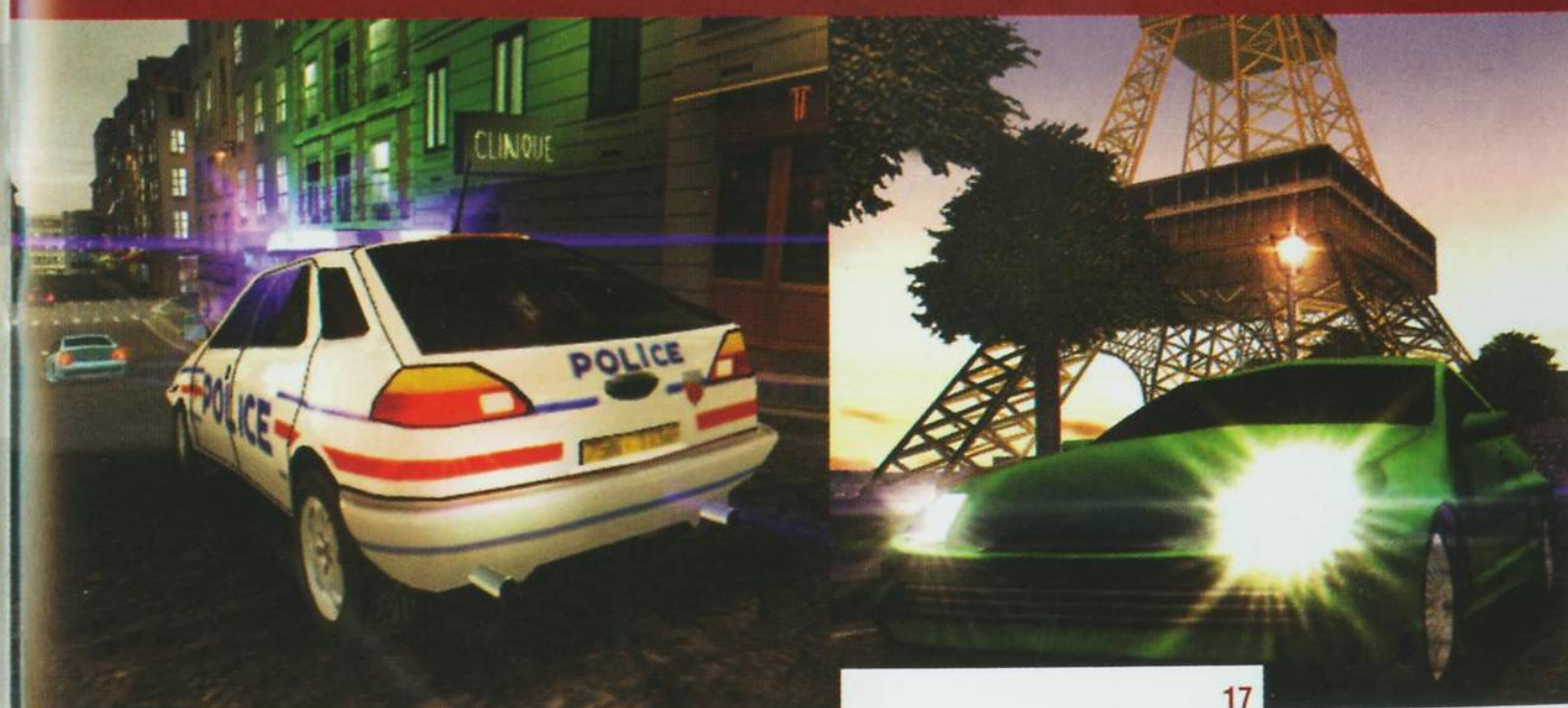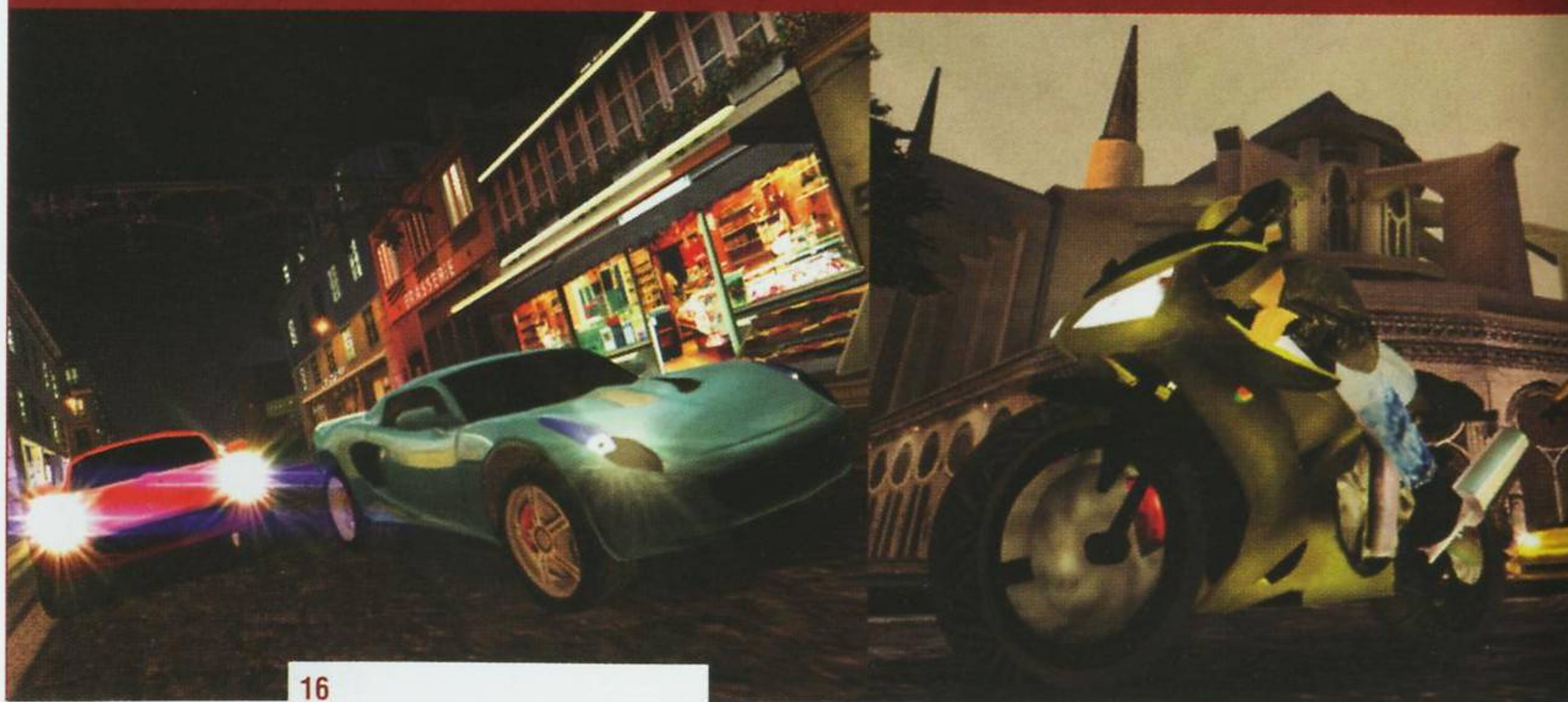
湾岸
MIDNIGHT CLUB II

Tokyo

TOKYO

STREET REPORT: The silky black street twists and turns through Tokyo's neon canyons, perfect for laying down rubber and weaving between compacts. Take time adjusting to left-side drive and beware of aggressive local authorities.

TRAFFIC STUDY: Tightly packed downtown but the raised highways move quickly. Congestion vanishes at night when strict curfews send most wanna-be racers back to the suburbs.

湾岸 MIDNIGHT CLUB II

Tokyo

SHINJUKU

ASAKUSA

IMPERIAL PALACE

WHARF

SHIBUYA

GINZA

TIPS

DUCK (left trigger + left thumbstick):
While riding a motorcycle, pull and hold the weight transfer button (left trigger) and move up on the left thumbstick. This will increase the top speed of the bike by reducing drag.

WHEELIE (left trigger + move down the on left thumbstick):
While riding a motorcycle, pull and hold the weight transfer button (left trigger) and move down on the left thumbstick. Too much pull back will cause the rider to fall off. This applies a speed boost to the bike. Move up on the left thumbstick, or release the weight transfer button to return the bike to normal.

NOSIE / ENDO / FRONT STAND (left trigger + left thumbstick + X button):
While riding a motorcycle pull and hold the weight transfer button (left trigger) and move the left thumbstick up. Apply the normal brake (X button). The bike will balance on the front wheel.

TELEPHONE POLES:
Mowing down street lights can block a following opponent's line, but plowing into telephone poles will leave you struggling to find first gear.

TRAFFIC LIGHTS:
Hastily speeding through intersections against red traffic lights and risking high-speed collisions is a sure-fire way to jeopardize a win. Mastering the art of catching the green should be part of your repertoire.
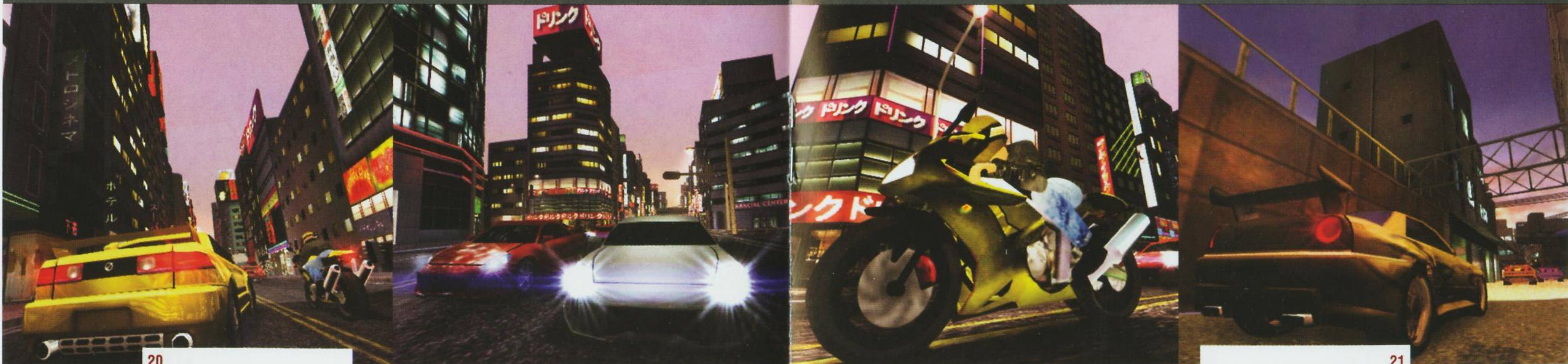
湾岸 MIDNIGHT CLUB II

ARCADE MODES

CRUISE:
A great way to familiarize yourself with the cities and get a feel for the game before you start your racing career, CRUISE also gives you a risk free arena to test new cars out. Everything you've unlocked in career is available here.

CIRCUIT RACES:
Traditional lap races, only with pedestrians and gridlock traffic thrown into the mix. Tick through the checkpoints first and pick up the checkered flag. Like career racing, proper vehicle selection and shortcuts are key. Because there are usually multiple laps in Circuit Races, make sure your vehicle can take some serious punishment.

湾岸 MIDNIGHT CLUB II

BATTLE MODES

Car combat at its finest, play solo or go online. Play classic Capture the Flag mode as well as innovative Detonator mode, both all-out battles to survive on the streets.

DETONATE

Grab the detonator first, then make it to the trigger point in one piece to light your opponents up. Destroy the car with the detonator and a new round starts with new opponents.

SETTINGS:

Power Ups	On/Off
Capture Limit	0 – 10
Time Limit	0 – 30 minutes
Detonator	Light/Heavy (Heavy Detonators reduce the top speed of the vehicle carrying it)
Teams	On (red/blue), Off
Number of Vehicles	2 – 8

CAPTURE THE FLAG

Pick up the flag and race it back to the goal before your opponent. Take the flag by tagging the racer carrying it. Use the Power-ups to your advantage and assure victory.

SETTINGS:

|	
Power Ups	On/Off
Capture Limit	0 – 10
Time Limit	0 – 30 minutes
Flag	Light/Heavy (Heavy flags reduce the top speed of the vehicle carrying it)
Teams	On (red/blue), Off
Number of Vehicles	2 – 8

BATTLE MODE ICONS

ICON:	NAME:	TARGET:	EFFECT:
	DISRUPTOR	Opponents	An opponent hit by this power-up will have a distorted view.
	GO	Opponents	An opponent hit by this power-up will accelerate, hitting the brake will not stop the acceleration. One of the opponent's available nitros will be used.
	ICE	Opponents	An opponent hit by this power-up will drive as if on ice.
	PULSE	Opponents	When the player activates this, opponents in the immediate vicinity will be pushed away. It's like an explosion force without the explosion.
	STEALTH	Player	The player becomes invisible for a few seconds.
	NITRO	Player	One nitro boost is added to the player's reservoir.
	QUAD	Player	The player inflicts four times the normal damage to opponents.
	SHIELD	Player	The player becomes immune to damage of any sort.
	STOP	Opponents	An opponent hit by this power-up will suddenly engage both the brake and the handbrake.
	REVERSE STEERING	Opponents	When an opponent is hit by this power-up the steering is reversed. Steering left turns right & vice versa.

湾岸 MIDNIGHT CLUB II

GAME OPTIONS

GAME (Change options for local players):
• Automatic / Manual Transmission settings
• Vibration: On / Off
• Rearview Mirror: On / Off / Auto (only on when useful)
• Mini Map: Rotate / Fixed
• Default Camera: Driver / Very Close / Close / Medium / Far
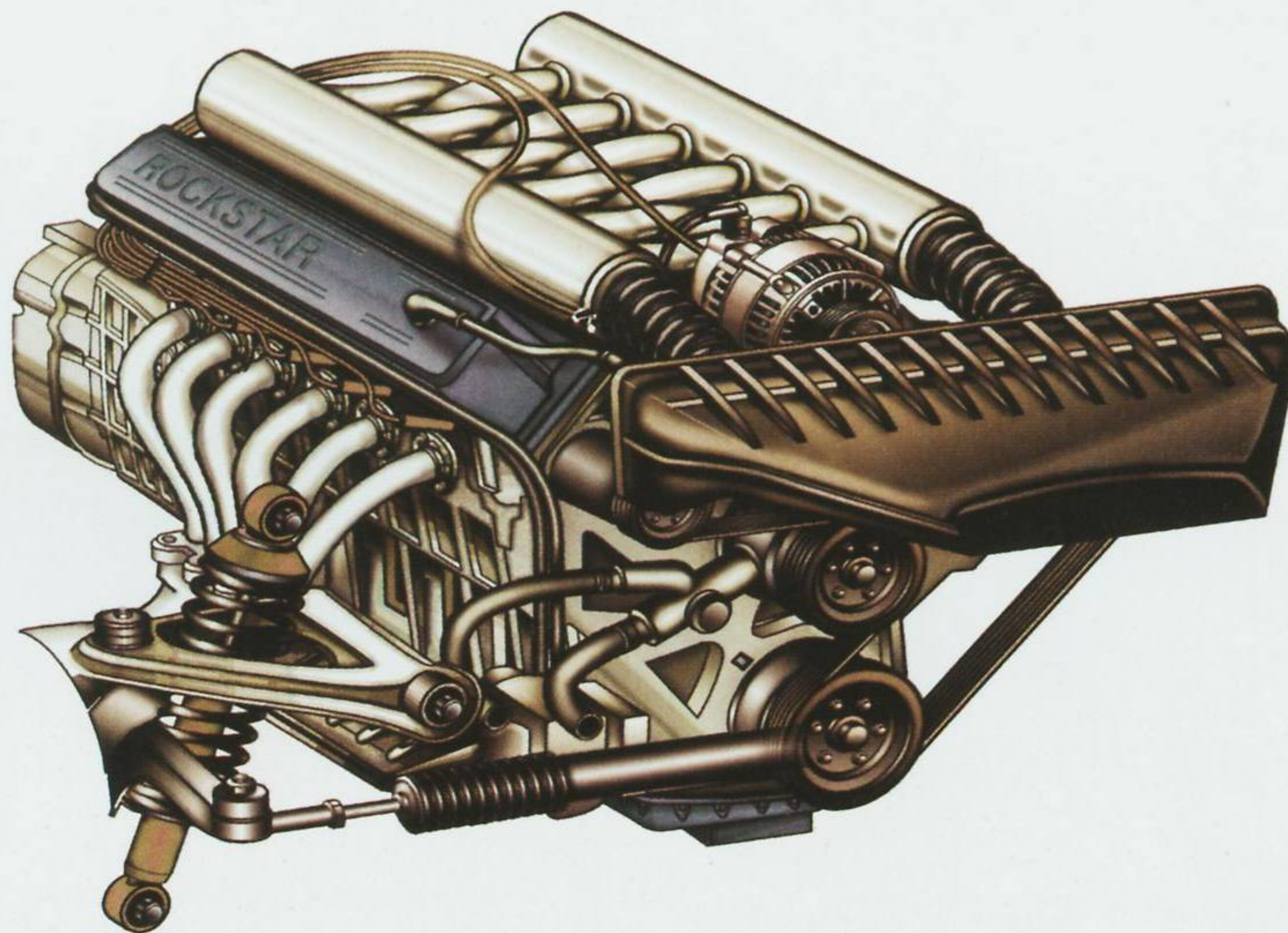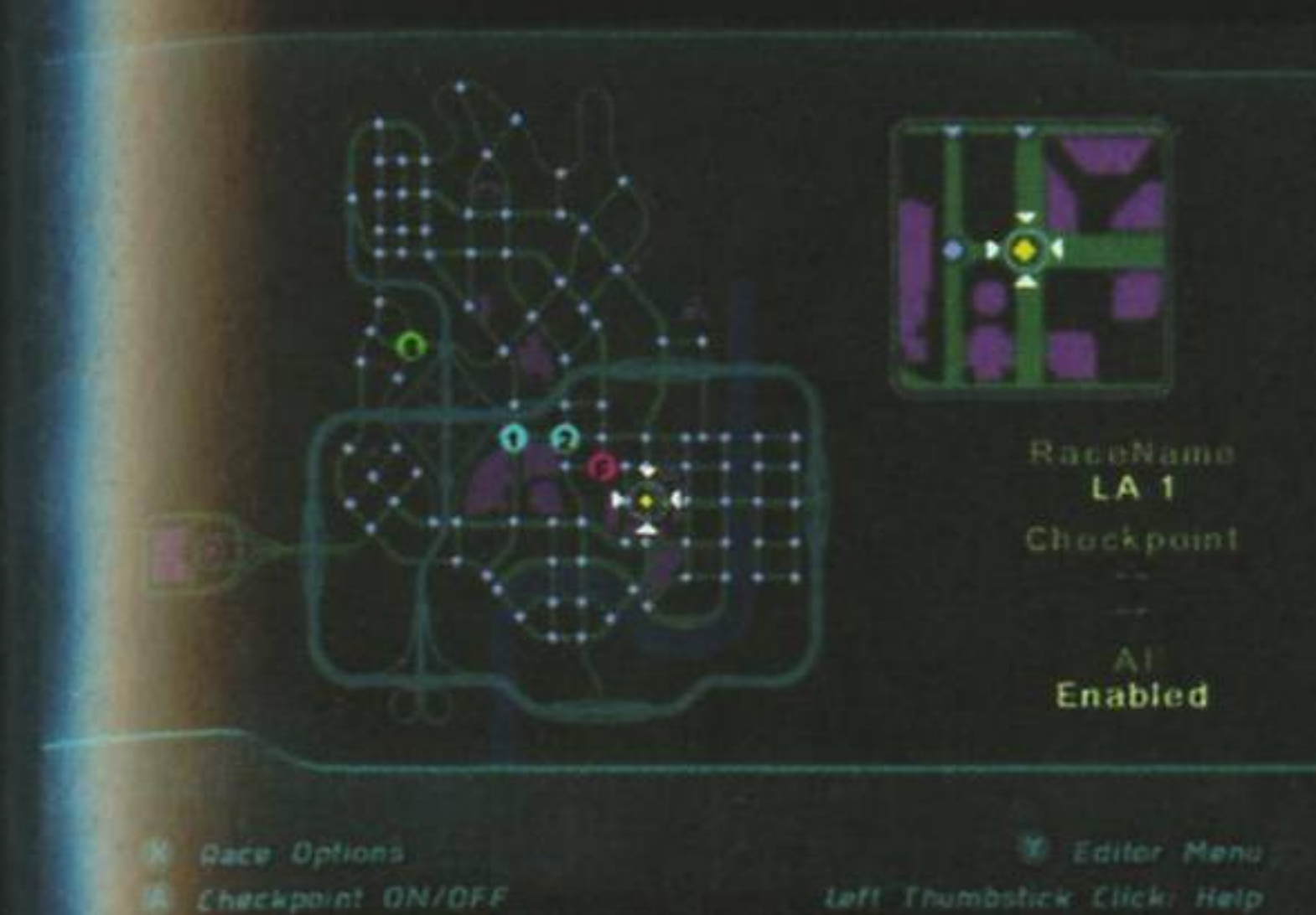
AUDIO:
• Edit volumes of the various sounds in Midnight Club 2 including Music, Sound Effects and Voices.

SAVING:
Midnight Club 2 is an autosave game.

RACE EDITOR

Scroll over to Race Editor mode. Pick a city that you've unlocked in Career mode. Choose one of the 15 available race slots to create a race. Press the START button to enter the Race Editor.

MAP SCREEN: Once on the Map Screen, move the cursor with the directional pad or the left thumbstick. The targeted checkpoint will turn yellow. Move the left thumbstick to place or remove a checkpoint.

LAYING DOWN THE COURSE: The letter S will appear on the first checkpoint you place, indicating the starting point of your race. An F will appear on the second checkpoint, indicating the finish line. Every checkpoint you place after that will become the finish line, and the previously placed checkpoints will change to number 1, 2, 3... the most checkpoints you can have is 64.

RE-ARRANGING: When any of the checkpoints you have placed are targeted, you can switch around the checkpoint order by pulling the left trigger and right trigger.

ZOOM: Zoom in and out on the Zoom Window by moving the right thumbstick up and down.

PLAYER ONLY CHECKPOINTS: Pressing the X button accesses the Race Options screen. Scroll right or left to alter Opponent Options. When you change the number of CPU Players to None, and then return to the Map Screen, a host of Player Only Checkpoints will appear.

OPTIONS: Aside from changing the number of CPU players, you can also change the types of vehicles the CPU will be using, to vary the challenge level. Any vehicle you have unlocked is available. Aside from Time of Day, Weather, and Pedestrian and Traffic Densities, you can also have the following Race and Time Options:

RACE:
Ordered: Racers must race through all checkpoints in order
Unordered: You must figure out the best route to clear all the checkpoints.

TIME:
None: There is no time limit to get from one checkpoint to the next.
Reset Each Checkpoint: You only have a set amount of time to get to the next checkpoint. To change the time allowed to get from one checkpoint to the next, go to the Map Screen. Highlight any checkpoint except the last. Press the Black button and White button to adjust the time.
Added Each Checkpoint: Same as Reset, except any extra time will carry over to the next checkpoint.

EDITOR MENU: Press the Y button while on the Map Screen to get to the Editor Menu. Select Test Race to try out your race. In the Editor Menu you can also clear all checkpoints off of the map, edit another of the 15 race slots, change the name of your race, or exit to the front end, and begin racing for real on your masterpiece.

SAVING: Select Exit to Front End when on the Editor Menu screen.

湾岸 MIDNIGHT CLUB II

XBOX LIVE™/SYSTEM LINK PLAY

Xbox *Live* is a high-speed internet gaming community where you can create a permanent gamer identity, set up a Friends List to see who's online and invite them to play, and talk to them in real time. To determine if Xbox *Live* is available in your region, go to http://www.xbox.com/live

Before you can play Midnight Club 2 online, you need to connect your Xbox console to a direct or shared broadband connection and sign up for the Xbox *Live* service. For details, see http://www.xbox.com/live or call 1-800-4MY-XBOX. You can also reference http://www.take2games.com/support for information.

To play Midnight Club 2 on Xbox *Live*:
1) Scroll over to Networking Mode, and select Xbox *Live*.
2) In the Select Gamertag screen press A to choose your Gamertag or select New Account if you don't have one already. Selecting New Account takes you to the Xbox Dashboard where you can create an Xbox *Live* account. For information about creating your account, see http://www.xbox.com/live or call 1-800-4MY-XBOX.
3) Press A to select your Gamertag, and then enter the pass code you created when you signed up.

Choose System Link or Xbox *Live* and decide whether to host your own game session, or join an existing game session. If hosting, configure the options as you would for a local game and start when you have the requisite number of players. It is important to note that only vehicles and races you've unlocked in CAREER mode will be available online.

### CREATE A MATCH (HOSTING YOUR OWN GAME)

Creating a match allows you to set the conditions of the race; the location, the number of cars, the weather and many more options. People will then join your game.


Note: You will only be given the option to create matches in cities that you have previously played. Initially only Los Angeles will be available to you, but as you progress through your Career, you will be able to host Paris and Tokyo tracks.

Also, when you create a match, be aware that even if you have played all the cities, your potential competitors may not have. Therefore, initially, if you want to encourage people to join your games, hosting Los Angeles will attract more people to your game. If you host a game in Tokyo you will ensure that the players will have played the game more and will certainly give you more of a challenge.

QUICK MATCH/OPTIMATCH
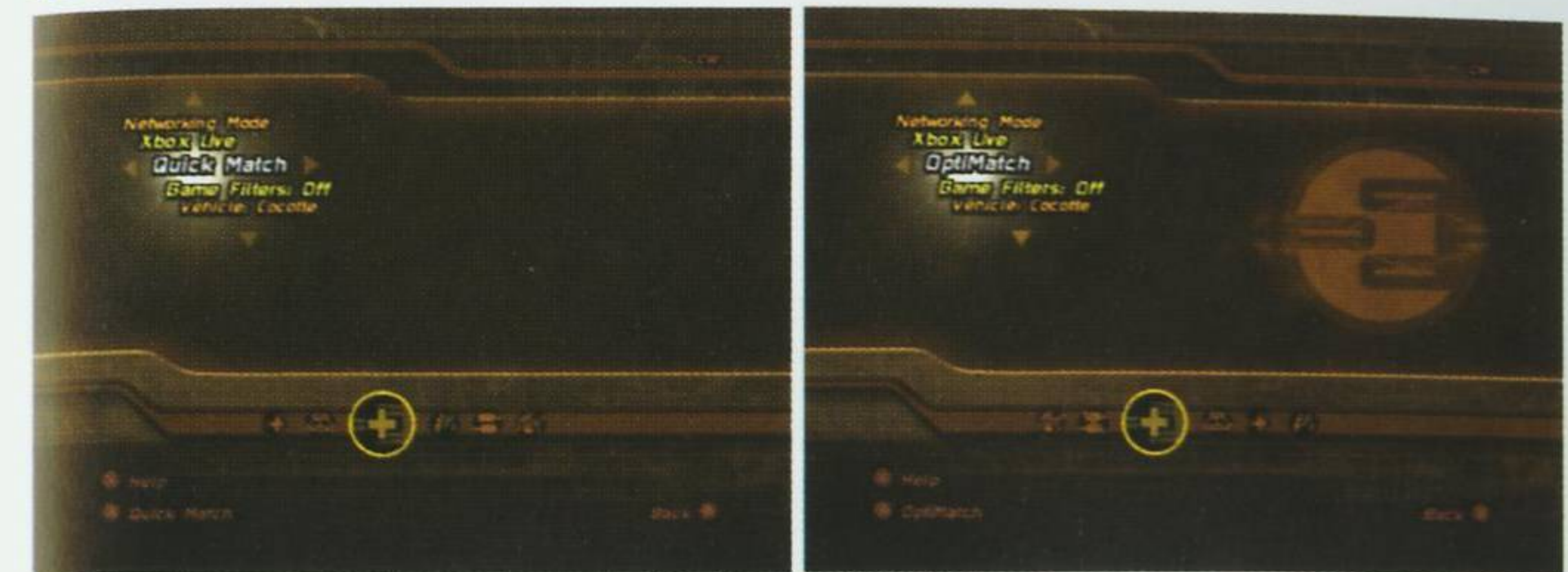
If you want to join an existing game, you can choose Quick Match or Optimatch. Quick match will put you into the first game session available that matches your Career progress.
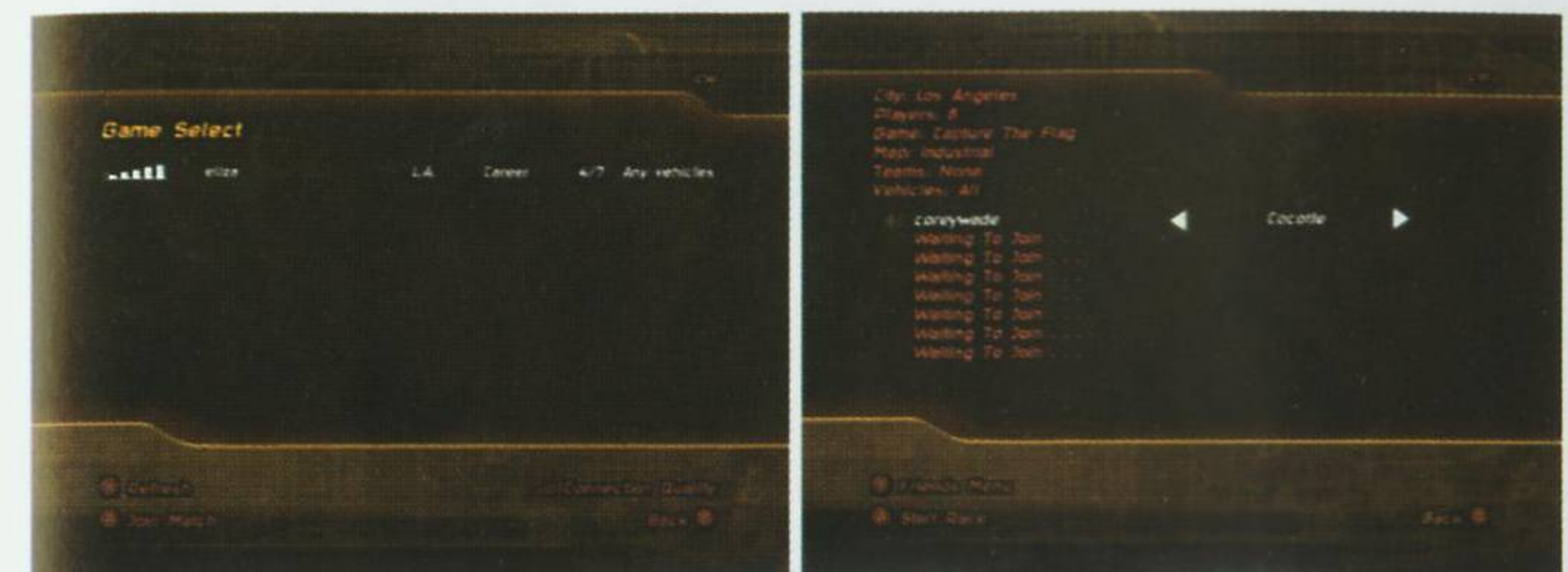
Optimatch will show a list of available game sessions, and you can choose which one to join. Select your vehicle and wait for the host to start the game session.

FRIENDS

You can also choose Friends, where you keep a list of Gamertags of your favorite players to race against. Looking at the list, you can see who is online, and invite them to a game session. To make someone a friend, scroll down to a Gamertag while waiting to start a race and press Y button. Here you can send a message inviting the player to be a "friend." If they accept, they will be added to your Friends list. (NOTE: Once the friend has been notified that they have been invited, the friend would go back to the Xbox *Live* Friends list and select join game from there.)

湾岸 MIDNIGHT CLUB II

STATS

There is an online ranking system in Midnight Club 2. Compare your skills to the other illegal street racers out there!
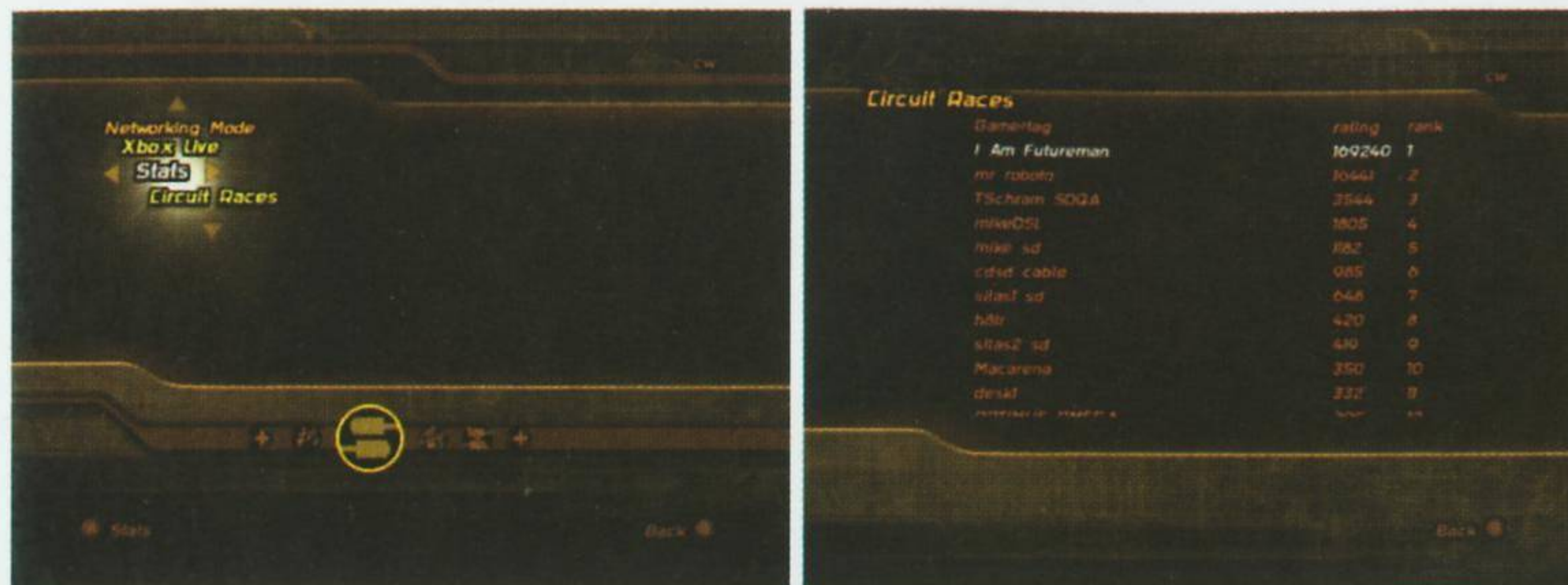
Scoring:

Career/Circuit races:
- 10 points for first plus 10 points for every person that you beat (for example, 20 total points for 2 person race, 80 points for an 8 person race)
- 5 points for second plus 5 points for every person that you beat (for example, 5 points for 2 person, 35 for 8 person)
- 2 points for third plus 2 points for every person you beat (for example, 4 points for 4 people, 12 pts for 8 people)
- 1 point for fourth plus 1 point for each person that you beat (for example, 1 point for 4 person race, 5 points for an 8 person race)

Capture The Flag and Detonate scoring:
- 10 points for a drop
- 5 points for someone on your team doing a drop

The Stats screens shows the top 20 point totals. Press the A button to toggle between your Friends and top rated players.

VOICE CHAT

You can talk trash against other players while waiting to begin a game session and during a game session. To do this you must have an Xbox Communicator (the headset). Have the headset and adaptor inserted to the proper Xbox controller. When you sign on it becomes active (the green light will light up on the adaptor). If you would to like to use the Voice Masking settings, scroll to Settings and choose among the various Voice Masking options.
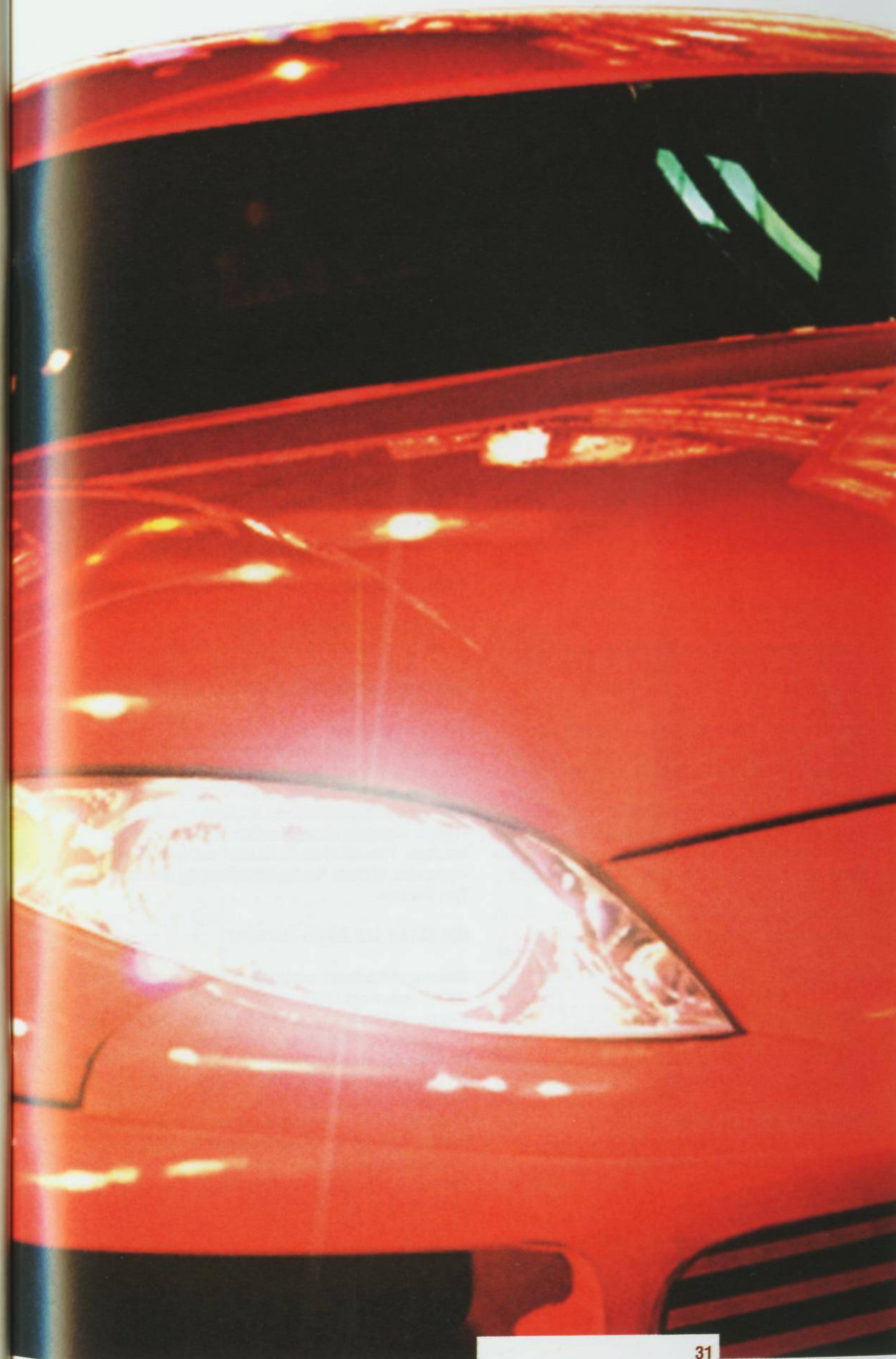
湾岸 MIDNIGHT CLUB II

CREDITS

ROCKSTAR SAN DIEGO

Xbox Producer: Darion Lowenstein
Producer: Jay Panek
Associate Producer: Eric T. Smith
Game Analyst/Production Assistant:
Kris Roberts

ROCKSTAR SAN DIEGO XBOX PROGRAMMING TEAM

Xbox Lead Programmer / Visual Effects:
Andrew Zaferakis
Xbox Live Programming / Networking:
Tim Laubach
Xbox UI / HUD / Interface: Ryan Higa
Xbox Rendering / Optimization: Mark Robinson
Xbox Rendering / Optimization: Steven Reed
Xbox Audio Programming: Joshua Breindel

ROCKSTAR SAN DIEGO PROGRAMMING TEAM

Lead Programmer / Opponent AI: Ted Carson
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Jeff Roorda
Audio / Battle-Modes / Police AI / Tools:
Mike Currington
Front-End / HUD / UI Design: Gunter Erhart
Visual Effects: Ben Padget
Rendering / Asset Management: Mark Robinson
Tools / In-Game Race Editor / Additional UI:
Devan Hammack
Race Tools / Ambient Vehicles / Triggered Events:
Sridharan Thyagarajan
Networking: Daniel Blumenthal
Optimizations: Chris Coffin

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AGE Technical Director: David Etherton
AGE Physics: Nathan Brown
AGE Audio: Joshua Breindel

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Game Designers: Troy Bowman, Marc Fredrickson
Level Designer: Marc Fredrickson

ROCKSTAR SAN DIEGO ART TEAM

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Art Director: David Hong

Technical Artist: Wade Schin
U.I./HUD Design: Ted Bradshaw
U.I./HUD Artist: Marshall Ross
3D Vehicle Artists: Kouros Moghaddam, Garrett Flynn, Eduardo Franz
3D City Artist: Ron Suverkrop, Mary Ann O'Leary, Mike Nagatani, Deanna Lorenz, Andrea Rotenberg, Caterina Schintu, Rick Gonzalez, Lisa Mulvaney
2D/3D Artist: Kyushik Shin
City Lighting: David Hong, Wade Schin
Animator/Character Modeler: Wade Schin, Michael Limber, Alex Whitney
Character Design: Jae Kim

ROCKSTAR SAN DIEGO AUDIO TEAM

Sound Designer: Paul Lackey
Additional Sound Design and Support:
Steven von Kampen, Mark Loperfido
Additional engine samples by:
Greg Hill, Soundwave Concepts
Vehicle Consultant: Michael Macare
UI and Load Music: David Helping, DHM Music

ROCKSTAR SAN DIEGO QA TEAM

Xbox Test Manager: Jason Dickson
Test Manager: Glen Hernandez
Xbox Lead Product Analyst: Chris French
Xbox Standards Analysts: Ghyan Koehne
Standards Analysts: Michael Erickson
Product Analysts: Darci Morales, Dirk Lancaster, Gilbert Sandejas, Thomas Hiett, Peter Charron, Frank Silas II, Adam Hernandez, Michael Harris, Chris Deboda, Michael Bagley, Troy Schram

ROCKSTAR SAN DIEGO SUPPORT

Director of Product Development: Alan Wasserman
Chief Technology Officer: Steven Reed
Director of Research and Development: David Etherton
I.T. Group: Michael Mattes, David Counts
Creative Director: Steven Olds
Art Department Director: Joshua Bass
Character Cutscenes by: SE STUDIOS
Producer & Project Supervisor: Seryong Kim
Project Manager & Animation Supervisor: Jenny Ryu
Modeling Supervisor: Jungmin Chang
Texture Supervisor: Jungseung Hong
Setup Supervisor: Kyudon Choi
Lighting Supervisor: Bryan Ku

Additional Programming:
Will Hutchinson, Bill Hicks, Bill Purvis, Andy Styles, Steve Rotenberg, Steven Boswell, Peter Palombi, David Quinn, Joe Adzima, Kahn Jekarl

ROCKSTAR NYC

Executive Producer: Sam Houser
Producer: Dan Houser
Associate Producer: Mark Garone
VP of Development: Jamie King
Chief Technology Officer: Gary J. Foreman
Director of Quality Assurance: Jeff Rosa
Lead Analyst: Brian Planer

Rockstar Test Team: Joe Greene, Lance Williams Elizabeth Satterwhite, Jameel Vega, Mike Hong, Lee Cummings, Rich Huie, Gene Overton, Neil McCaffrey, Brian Alcazar

Research and Analysis: Joe Howell

Production Team: Terry Donovan, Corey Wade, Jennifer Kolbe, Adam Tedman, Jung Kwak, Paul Yeates, Brian Wood, Jenny Jemison, Stanton Sarjeant, Futaba Hayashi, Jeff Casteneda, Susan Lewis, Jenefer Gross, Devin Winterbottom, Laura Paterson, Steve Knezevich, Chris Carro, Rob Fleischer, Renaud Sebbane, Jerry Luna, Jeff Williams, Carly Slater, Daniel Einzig, Richard Kruger, Devin Bennett, Noelle Sadler, Kerry Shaw, Lindsey Caldwell

INTRO, CUT SCENES & DIALOGUE

Directed by: Marc Fernandez
Art Director: Alex Horton
Japanese language translation: Futaba Hayashi
Director for Intro Film: Navid Khonsari
Creative Associate: Joseph Howell

Sound Mix: Digital Arts
Digital Design Work: Charlex

Rockstar Games Intro Animation by: Brian Shelton

Cover Art and 3D Vehicle Renders by: Hornet Inc.

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Dialogue Written by: Marc Fernandez, Gillian Telling

CAST:

Angel: Adam Wylie
Hector: Armando Riesco
Moses: Jordan Gelber
Gina: Leyna Juliet Weber
Steven: Anselem Richardson
Diego: John Doman

Dice: Robert Jackson
Maria: Melissa Delaney DeValle
Primo: Stelio Savante
Blog: Ritchie Coster
Jewel: Soledad Pertier
Julie: Malaya Rivera Drew
Ian: Marc Gray
Farid: Hunter Platin
Owen: Dominic Hawksley
Parfait: Sabrina Boudot
Stephane: Marc Forget
Ricky: Andrew Pang
Shing: Burch Wang
Nikko: Charlee Chiv
Zen: Yasu Suzuki
Kenichi: Yoshi Amao
Haley: Alissa Dean
Ichiro: Yasu Suzuki
Makoto: Ken Kensei
Savo: Alex Kroll

Cops: Adam Davidson, Axel Ericson, Marc Fernandez, Renaud Sebbane, Dan LaTorre, Paul Dragan, Nicholas Samuel

Pedestrians: Adam Davidson, Kate Dulcich, Axel Ericson, Maya Hall, Futaba Hayashi, Lorna Jordan, George Quavier, Steve Robert, Noelle Sadler, John Zurhellen, Gillian Telling, Dan Toyama, Tama Hui, Kira Lauren

Soundtrack: Terry Donovan, Mark Garone, Dan Houser, Susan Lewis, Adam Tedman

ROCKSTAR SAN DIEGO SPECIAL THANKS

Luis Gigliotti, Kelly Tofte, Clinton Fowler, Matt Hansen, Microsoft PIX Team, Michael Limber, Brad Hunt, Julie Liss, Kristen Sinclair, Jo Kilburn, Marie Alexander, Jennifer Sole, Shannon Haynes, Rob Bacon, Ted Vargas, Tony Vargas, Wing Cho, Carlos Hernandez, Eli Enigenburg, Josh Bass, Jennifer Terry, Sean Carson, Todd Davis, M. Louis Thibaut, Keith Ta, Nate Morgan, Jason Collier, Scott Balderas, Kevin Moore, Freddy Martinez, Joe Butler, Aaron Marks, Courteney Chu, Michael Genco, Jason Burke, Colin Runnion, Fletcher Walker, Anthony Dyb, Werner Funk, Mark Hahn, Kelsey McNair, Christina Meeks, Bryant Wells, Koud Vongsikeo, Judy Henderson, Fred Markus. M. Christopher Shioya, Nasko Fejza, Erika Kioke, Chipotle

EXTRA SPECIAL THANKS

To everyone here at Rockstar San Diego, especially to the friends and families who have been so supportive of the team through all the long hours and hard work.

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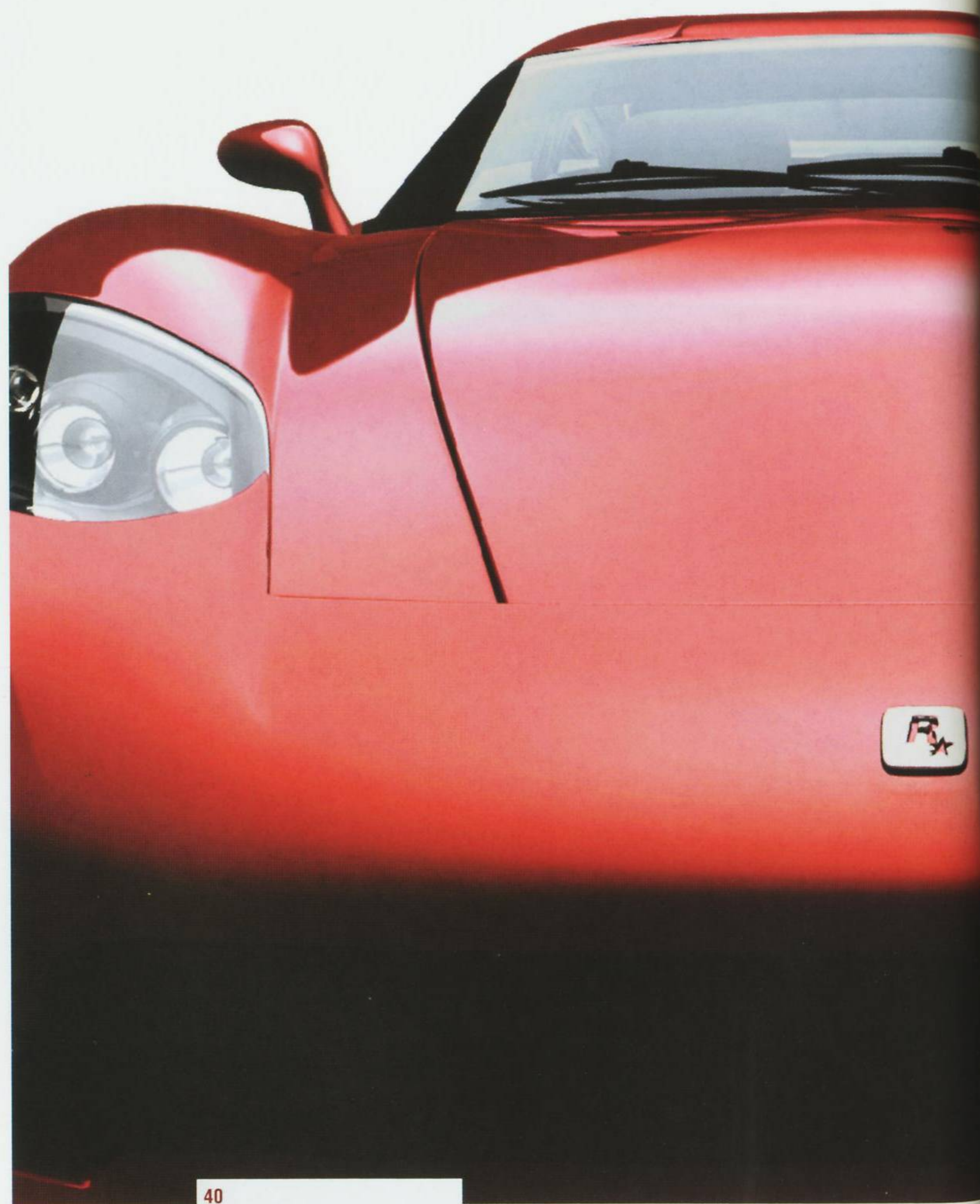For more information on Guidance Artists, check out
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