

# EVOLVE

**PC**  
DVD-ROM  
SOFTWARE

  
**TURTLE ROCK**  
STUDIOS

**2K**

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# THE HUNT IS ON

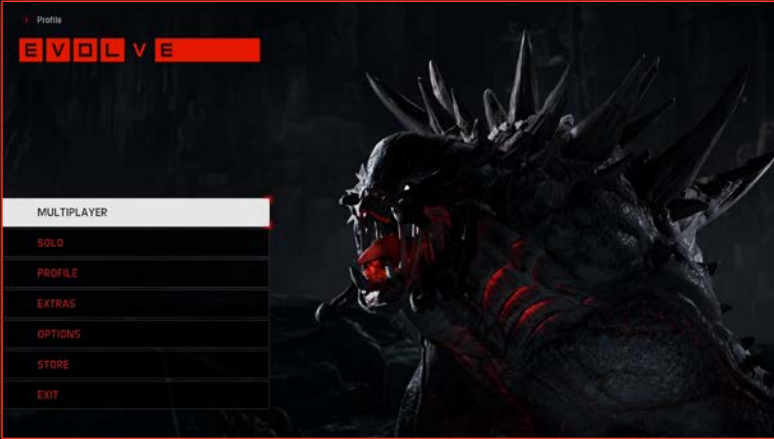
**WELCOME TO SHEAR!** As with hundreds of planets before it, mankind has arrived to tame the wilderness. Bending nature to their will, Shear's plentiful resources were to be reaped for humanity's prosperity. Only this time, something didn't go according to plan. There's something out there. Something hungry. Something mankind hasn't seen before. It's terrorizing the colony, leaving trails of death and destruction in its wake.

The corporation needs someone of particular talents, an experienced Hunter who can finally purge Shear of its problematic pests. For those who have the skills and the tools, there's no greater challenge than bagging yourself a trophy worthy of your wages.

But no lone Hunter can hope to stand toe-to-toe with what lurks within the Shear's dense underbelly. Monsters beyond imagination, mighty apex predators that grow more powerful with each feeding, pose the greatest threat these trained killers have ever faced.

Fight to protect the colonies as the Hunters or fight back against the encroaching human infestation as the Monster. The choice is yours. To the victor go the spoils... and the whole of Shear.

## MAIN MENU



### MULTIPLAYER

Host or join a multiplayer game.

### SOLO

Play a solo game as a Hunter with an AI team, or as a Monster against AI Hunters. You can also replay the tutorials to unlock medals.



Use	E
Zoom	RIGHT MOUSE BUTTON
Fire	LEFT MOUSE BUTTON
Equipment	3
Ability	4
Toggle Minimap	TAB
Pause Menu	ESC
Switch Hunter(Solo mode only)	5/6/7/8
Hotswap Assault	5
Hotswap Trapper	6
Hotswap Medic	7
Hotswap Support	8
Push To Talk	G

## MONSTER CONTROLS

Move	W/A/S/D
Look	MOVE MOUSE
Smell	RIGHT MOUSE BUTTON
Movement Ability	SPACE BAR
Sneak	LEFT CTRL
Ability 1	1
Ability 2	2
Ability 3	3
Ability 4	4
Feed	E (HOLD)
Melee Attack	LEFT MOUSE BUTTON
Pounce (while sneaking)	LEFT MOUSE BUTTON
Evolve	V (HOLD)
Toggle Minimap	TAB
Push To Talk	G



# HUNTER HUD



## RETICLE

A targeting reticle appears in the center of the screen and changes depending on the currently equipped weapon or equipment.

## HEALTH METER

The meter along the left side of the screen depletes as you take damage. Health can only be replenished by the Medic under most circumstances.

## JETPACK METER

The meter along the right side of the screen is depleted as you use your jetpack. It recharges over time when not in use.

## HUNTER LOADOUT

Displays the weapons, equipment, and abilities available to your class. The background behind each loadout component starts fully blue and depletes as you exhaust your supply. It flashes red as a warning when a component is nearly empty.

Press **R** to manually reload; weapons will otherwise automatically reload or recharge when depleted. Note that certain equipment and weapons recharge or replenish their ammunition or energy over time. Others, such as mines, have a maximum number that can be deployed at any given time. Deploying additional items beyond the maximum will result in the oldest active item self-destructing.

## COMPASS

When coordinating with other Hunters, use the compass to keep track of your current heading.

## MONSTER TRACKS

These glowing tracks appear in the environment and indicate where the Monster has traversed. The Monster's tracks fade over time.

## MONSTER ALERT

Provides relevant information on the Monster's status. (e.g. Monster Tracks, location of wildlife disrupted by the Monster, etc.)

## ACTIVE BUFF

A circular countdown meter appears in the upper-right corner of the screen when a Buff is acquired from Elite Wildlife. The effects of the Buff last until the Buff timer fully depletes.

## HUNTER SWITCH

Use **5**, **6**, **7**, or **8** to switch to a different Hunter at any time, provided that the Hunter is still alive.

# MONSTER HUD



## RETICLE

A targeting reticle appears in the center of the screen. The red segments beneath it each represent the Monster's stamina and its ability to execute special mobility maneuvers.



## ARMOR

The blue meter indicates Monster armor. Recover lost armor by feeding on wildlife or human corpses.

## HEALTH

The red meter indicates Monster health. This resource cannot be regenerated or reclaimed once it has been lost, although a portion can be reclaimed by Evolving or acquiring specific health-related Buffs.

## ABILITIES

Each of the Monster's abilities, along with their button assignments, are displayed here. After use, an ability requires a cooldown period during which it will be greyed out. The icon lights up red when the ability is available again.

## ENERGY

While feeding, this segmented, circular meter appears over the Monster. As you feed, you gain more energy. Once the meter is full, you may hold **V** to evolve and stage up. You can also gain energy by incapacitating Hunters.

## ANIMAL SENSE

The Monster's sense of smell allows you to see nearby wildlife and hunters, even through walls and terrain.

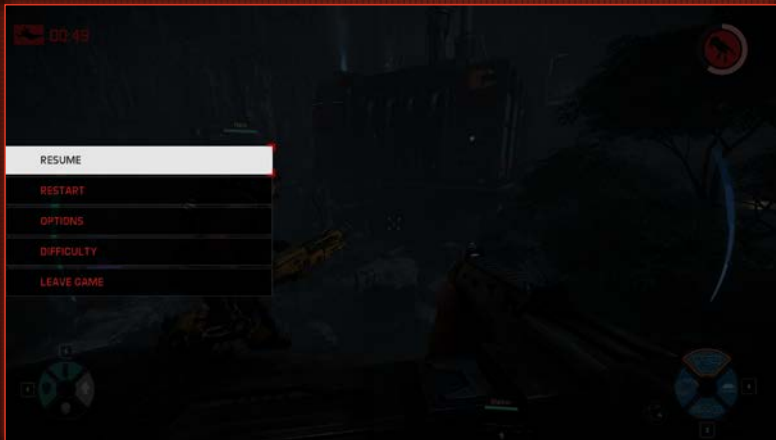
## ACTIVE BUFF

A circular countdown meter appears in the upper-right corner of the screen when a Buff is acquired from Elite Wildlife. The effects of the Buff last until the Buff timer fully depletes.



# MENUS

## PAUSE MENU



Press **ESC** during gameplay to access the Pause Menu.

### RESUME

Exit the Pause Menu and return to gameplay.

### RESTART

Restart the current game.

### OPTIONS

Adjust your controller, audio, and graphics settings.

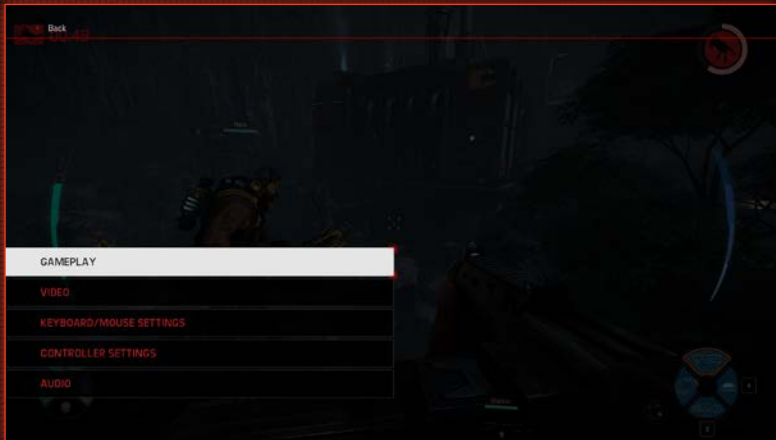
### DIFFICULTY (SOLO ONLY)

Adjust the difficulty of the game in solo mode.

### LEAVE GAME

Leave the current game.

# OPTIONS MENU



## GAMEPLAY

Reset the Help text, or adjust your sprinting options, aim toggle, or head bobbing settings.

## VIDEO

Adjust the game's gamma level, as well as various other graphical settings.

## KEYBOARD/MOUSE SETTINGS

Adjust mouse sensitivity, mouse inversion, key bindings, and how you trigger monster abilities.

## CONTROLLER SETTINGS

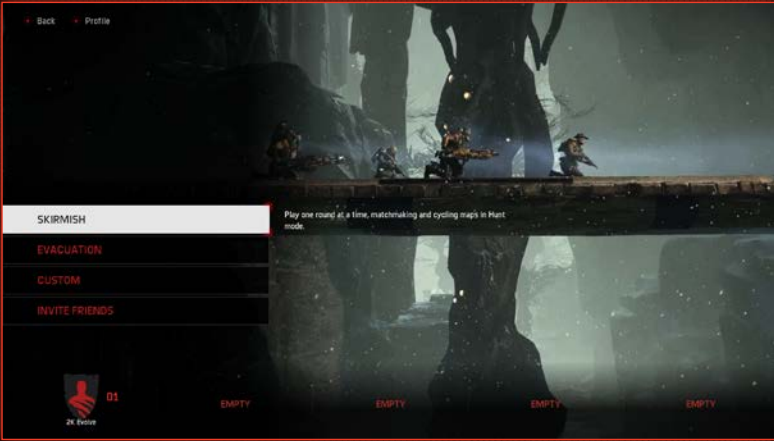
Adjust the game controls, including controller icons, Hunter controls, Monster controls, stick layout, look sensitivity, look inversion, vibration, and aim assist.

## AUDIO

Toggle the subtitles, toggle push to talk functionality, or adjust the music, effects, dialog, and voice chat volume levels.



# MULTIPLAYER MENU



Select a game mode to join a match with up to four other players online.

## SKIRMISH

Play one round at a time, matchmaking and cycling maps in Hunt mode.

## EVACUATION

Play 5 missions in a dynamic campaign where all game modes are played and the environment is affected by wins and losses.

## CUSTOM

Play a private game with your friends using modified rules.

## INVITE FRIENDS

Access a list of your Friends and invite them to join a game.

# MULTIPLAYER MODES

## HUNT

Hunters must find and kill the Monster before the Monster kills them. When the Monster reaches Stage 3, it can destroy the objective.

## DEFEND

The Monster must destroy the transport ship's power source before the time expires. Hunters must defend the power source until the time expires or kill the Monster.

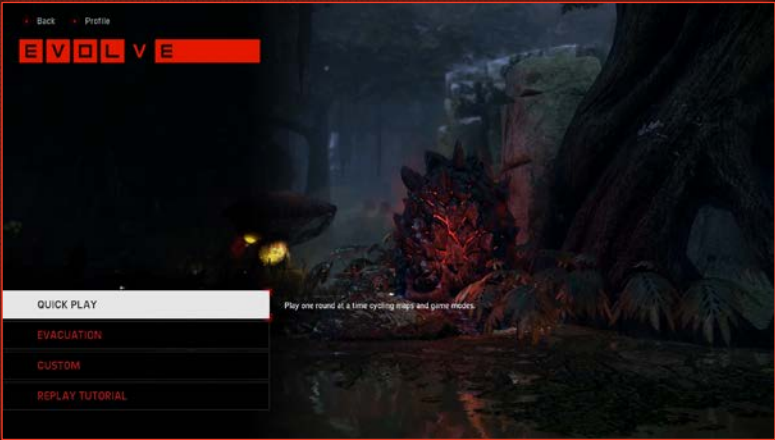
## NEST

The Monster must kill the Hunters before the Hunters destroy all of the Monster's eggs and minions. The Monster can hatch an egg to spawn a minion, but does so at the cost of an egg.

## RESCUE

Hunters must revive and evacuate 5 survivors before the Monster kills 5 survivors.

# SOLO MENU



## QUICK PLAY

Play one round at a time, cycling through maps and game modes.

## EVACUATION

Play five missions in a dynamic campaign where all game modes are played and the environment is affected by wins and losses.

## CUSTOM

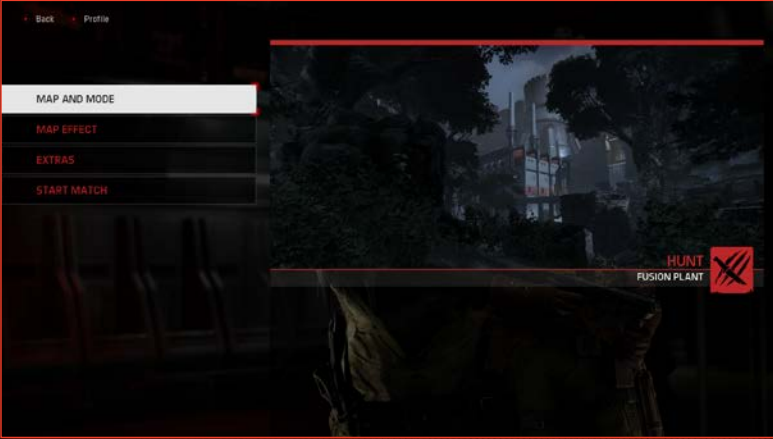
Set up a game of Evolve tailored to your parameters.

## REPLAY TUTORIAL

Replay the tutorials to unlock medals.



# CUSTOM GAME MENU



## START MATCH

Select this option and press **LEFT CLICK** to begin the Hunt.

## MAP AND MODE

Specify which game mode and map you wish to play. You may also select Quick Play to select a random map and game mode.

## MAP EFFECT

Modify your map and mode by selecting one of these modifiers.

## EXTRAS

Set up addition game parameters of your choosing.

# MAP EFFECTS

The number and type of Map Effects available change depending on the map selected.

## CARGO SHIP

A cargo ship patrols the map and helps the hunters spot the Monster.

## SECOND MONSTER

A Monster minion follows the Monster and attacks Hunters.

## TELEPORT GATES

Teleport Gates allow Hunters to teleport to a central location.

## TELEPORT RIFTS

Teleport rifts allow the Monster to teleport to different locations.

## CLEAR SKIES

Clear skies force predators into hiding and make the Monster easier to see.

## CARNIVOROUS PLANTS

Additional plants make environments more dangerous for Hunters.

## ATTACK DRONES

Attack drones patrol the map to spot and attack the Monster.

## EMP

EMP blasts temporarily cancel and shut down Hunter abilities.

## COLONISTS

Colonists join the Hunters to fight the Monster.

## CANYON STRIDERS

Additional canyon striders give more food for the Monster.

## EBONSTAR ALLY

An EbonStar ally joins the Hunters to fight the Monster.

## EBONSTAR CORPSES

EbonStar corpses provide more food for the Monster.

## FAIR WEATHER

Natural lighting, no adverse weather effects.

## STORMS

The type of storm depends on the chosen map.

## SENTRY GUNS

Sentry guns defend areas against Monster attacks.

## RADIOACTIVE CLOUDS

Radioactive clouds damage Hunters in their vicinity.

## BIRDS

More birds makes it easier to find the Monster.

## PHANTOMS

Phantoms create more hostile encounters for the Hunters.

## MEDBAYS

Medbays allow Hunters to heal and remove strikes.

## MUTATED PLANTS

Mutated plants allow the Monster to restore health when eating them.

## FORCEFIELD

Forcefield walls limit the available space for the Monster to run and hide.

## MAN-EATING EELS

Flooded areas with man-eating eels make environments more dangerous for Hunters.

## SPACE LASER

A laser from space periodically fires at the Monster to severely damage it.

## FALLING SATELLITES

Pieces of satellite fall to the earth that damage Hunters.

## UPGRADED TURRETS

In preparation for the upcoming monster attacks surviving colonists upgraded the defense turrets to do more damage to the Monster.

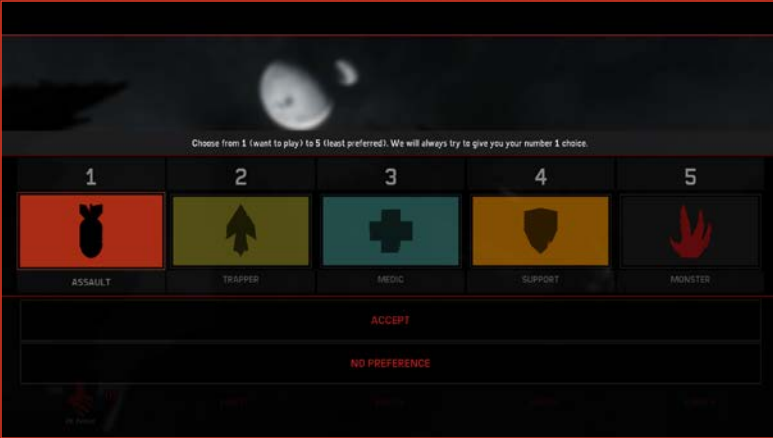
## ARMORED MINIONS

The Monster minions feasted on recent colonial casualties providing them armor for the upcoming onslaught.



# MATCHMAKING

## CHOOSE YOUR CLASS



Before queuing up for a match of Evolve, you have the opportunity to choose the roles you prefer to play, and Evolve will try to place you in a match where you can play your preferred role. You will rank each role from 1-5, with 1 being the most preferred class, and 5 being the least preferred class. After the initial set up, you can rearrange your preferences at any time by selecting the “Choose Role” option from the Matchmaking menu.

If you are in a party of 2-4 players, your role preferences will be restricted to Hunters only. However, if you are in a party of 5 players, you will automatically be placed into a Custom Match, and the Monster role will be available to everyone.

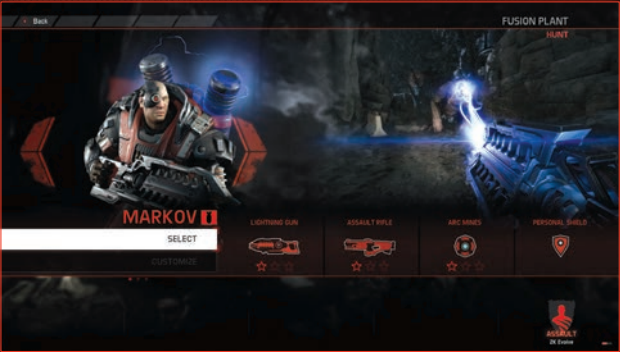
## SEARCHING FOR GAMES

After choosing your Role Preferences and creating a Party with friends, you can search for available matches to play. As you play more Evolve, you will gain Rank based on your XP (experience) earned. Your Rank will help to determine which players you are matched with, in order to keep games competitive and fun.

## COMMUNICATION!

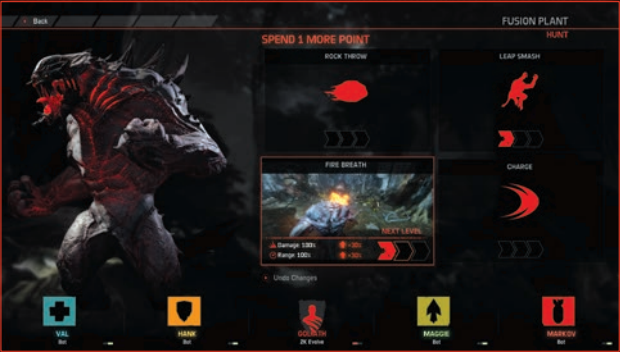
In Evolve, effective communication makes the difference between predators and their prey. While you can press the **Q** to place a waypoint marker to attract your teammates’ attention to points of interest, we recommend plugging in your favorite headset to enjoy Evolve’s cooperative play experience at its fullest.

# HUNTER CONFIGURATION



Use the Mouse to choose a Hunter from those you have currently unlocked. When you've selected a Hunter, Left Click to select which Perk your Hunter will take into the match.

# MONSTER CONFIGURATION



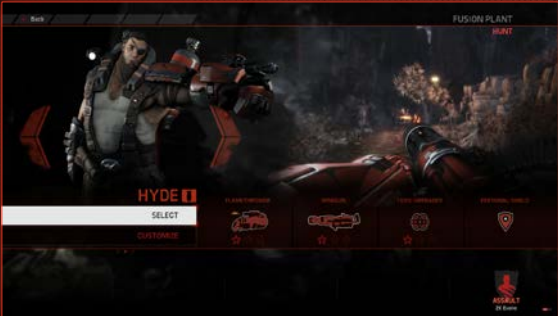
Here you can assign three points to four different ability categories unique to each monster. A maximum of three points can be assigned to an ability category, improving it up to three levels. Left Click the “Undo Changes” button to reset point assignments and start over. Once all ability points are assigned, you can choose a Perk for the Monster.



# HUNTER CLASSES

Going on a Hunt requires an experienced, skilled team of Hunters. Each Hunter specializes in a key role that is integral to stopping the Monster’s rampage.

## ASSAULT



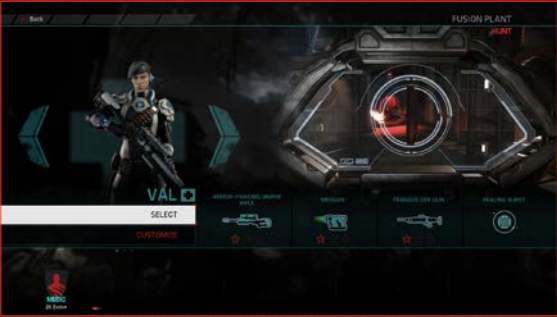
The Assault Hunter’s role is to deal damage to the Monster . Playing as this class means going toe-to-toe with the Monster, simultaneously dishing out and bearing the brunt of damage. Heavily armed, Assault Hunters deal massive damage to groups of hostiles at close range as well as dole out rapid-fire medium range punishment. A personal shield allows them to charge in fearlessly, while a complement of specialized weaponry allow for tactical firefights.

## TRAPPER



The Trapper’s role on the team is to track, trap, and contain the Monster. Trappers have unique methods and tools that enhance their ability to track down elusive prey. Their mobile arena traps the Monster within its bounds when they close in on the creature. This, in combination with movement-inhibiting traps, creates an opportunity to deal massive damage.

# MEDIC



The Medic’s job is to keep the team alive. Medics keep a team of Hunters in top condition, wielding powerful technology that can heal wounds and sometimes even revive the dead. With the ability to heal both themselves and nearby teammates in a flash, it is important for Medics to steer clear of the Monster’s attacks to ensure their team’s survival.

# SUPPORT



The Support’s role is to provide an offensive or defensive tactical advantage for the team depending on the situation. Whether it’s shielding a teammate from damage or deploying automated sentries, Support is there by your side. In addition to wielding long-range heavy firepower at critical moments, their cloaking field facilitates quick escapes for both themselves and any teammates within range.

# MONSTERS

More than one Monster lurks on the planet Shear. These three predatory terrors are as diverse as the world in which they live.

## ANIMAL SENSE



Despite their differences, all three Monsters have a keen sense of smell. Click **RIGHT MOUSE BUTTON** to use their animal sense to briefly reveal nearby Hunters and wildlife.

## STEALTH

All three Monsters are also capable of stealthy movement. Press **LEFT CTRL** to sneak. While sneaking, it is possible to perform a pounce that strikes silently and kills without alerting any nearby Hunters or wildlife.



# GOLIATH



Boasting brute strength matched by staggering agility, Goliath scales obstacles and vertical surfaces with ease. From a distance, it can throw boulders large enough to crush multiple hunters at once. It closes distances with a devastating Leap Smash, or a Charge guaranteed to crush anyone caught underfoot. Up close, its Flame Breath chars anything to a crisp.

# KRAKEN



The Kraken soars over the battlefield. A dangerous opponent that controls the skies, it summons down an electrifying Lightning Strike or whiplash-inducing Vortex winds to knock back Hunters. In close quarters, its Aftershock fries those in the Kraken's immediate vicinity. Strategic retreats are facilitated by Banshee Mines that automatically home in on Hunters.

# WRAITH



Slithering across the fields of Shear, the Wraith is a master of speed, stealth, and subterfuge. Its powerful Warp Blast teleports the Wraith across short distances and unleashes a powerful explosion. Abduction allows the Wraith to quickly grab a Hunter, pulling its prey away from the action. The Wraith can turn invisible and create a temporary duplicate of itself with the Decoy ability, allowing it to distract even the cleverest Hunters. Finally, its Supernova ability charges the Wraith with massive amounts of bioelectric energy, greatly increasing its melee attack speed.

## SHEAR WILDLIFE



There are diverse ecosystems scattered across the surface of the planet Shear, abundant with natural flora and fauna. Tread lightly. Absent-minded Hunters can quickly fall prey to carnivorous plants, wild beasts, and other environmental hazards which can leave them vulnerable to Monsters.



# EVOLVE OR DIE

Apex predators at the top of the food chain, Monsters prey on everything around them. Kill wildlife and hold **E** to feed on their corpses.

## FEEDING & ARMOR

The blue meter on the Monster HUD indicates your armor. Damage depletes your armor, and feeding on wildlife and dead hunters replenishes it. When no Armor remains, the Monster begins to lose Health and, once lost, can only be restored by evolving or by gaining specific buffs.

## EVOLVING



Pay close attention to the circular energy meter that also fills as you feed. When it is full, you can evolve your Monster by pressing and holding **V**. Evolving increases the size, strength, and overall power of your Monster. In addition, you can allocate additional points to your Monster's abilities to improve their effectiveness.

## ELITE CREATURES



Keep an eye out for Elite Creatures: they are albino wildlife that reward you with Buffs when you kill them. Both Hunters and Monsters can benefit from taking one of these beasts down.

## 2K SUPPORT INFORMATION

Visit <http://support.2k.com> for the latest on help and support for Evolve, including resolutions to common error messages, for information regarding my2K accounts, or to change your my2K profile.

## 2K EVOLVE NORTH DEVELOPMENT TEAM

Aaron T Heuser  
Adam Dolin  
Daniel Manley  
EJ Samuel  
Erik J Caponi  
Etienne Grunenwald  
Fred Zeleny  
Jacob C Palmer  
Jarrette Torcedo  
Jason Sereno  
Jeanne Anderson  
Jiaoyang Sun  
Leslie Harwood  
Michael Vincent Castro  
P.J. Leffelman  
Peter Turner  
Scott Napp  
Sonny Santa Maria  
Stephen Babb  
Terry Nass

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Two Interactive Software, Inc.

## 2K PUBLISHING

PRESIDENT  
Christoph Hartmann

C.O.O.  
David Ismailer

## 2K PRODUCT DEVELOPMENT

VP, PRODUCT DEVELOPMENT  
John Chowanec

DIRECTOR OF PRODUCT  
DEVELOPMENT  
Melissa Miller

EXECUTIVE PRODUCER  
Denby Grace

SR. PRODUCER  
Michael J. Boccieri

ASSOCIATE PRODUCERS  
Casey Coleman  
Dan Schmittou  
Andrew Webster

PRODUCTION ASSISTANTS  
Dave Blank  
Ben Holschuh  
Scott James  
Nick Syrovatka

DIGITAL RELEASE  
COORDINATOR  
Tom Drake

DIGITAL RELEASE ASSISTANT  
Myles Murphy

## 2K CREATIVE DEVELOPMENT

VP, CREATIVE DEVELOPMENT  
Josh Atkins

CREATIVE DIRECTOR  
Eric Simonich

DIRECTOR OF CREATIVE  
PRODUCTION  
Jack Scalici

DIRECTOR OF RESEARCH AND  
PLANNING  
Mike Salmon

SR. MARKET RESEARCHER  
David Rees

SR. WRITER  
Walt Williams

SR. MANAGER OF CREATIVE  
PRODUCTION  
Josh Orellana

CREATIVE PRODUCTION  
COORDINATOR  
Kaitlin Bleier

CREATIVE PRODUCTION  
ASSISTANTS  
William Gale  
Megan Rohr

MOTION CAPTURE  
SUPERVISOR  
David Washburn

MOTION CAPTURE  
COORDINATOR  
Steve Park

MOTION CAPTURE LEAD  
INTEGRATOR  
Anthony Tominia

DIGITAL MEDIA SPECIALIST  
J. Mateo Baker

SR. MOTION CAPTURE  
SPECIALIST  
Jose Gutierrez

MOTION CAPTURE  
SPECIALISTS  
Gil Espanto  
Jen Antonio

USABILITY RESEARCHER  
Jordan Limor

USER TESTING ASSISTANT  
Jonathan Bonillas  
Justin Sousa

## 2K MARKETING TEAM

SVP, MARKETING  
Sarah Anderson

VP, MARKETING  
Matt Gorman

VP, INTERNATIONAL  
MARKETING  
Matthias Wehner

SR. PRODUCT MANAGER  
Niklas Karlsson



SR. PRODUCT MANAGER,  
DIGITAL MEDIA  
Kelly Miller

ASSOCIATE PRODUCT  
MANAGER  
Anaoshak Khavarian

SENIOR DIRECTOR OF  
COMMUNICATIONS, THE  
AMERICAS  
Ryan Jones

PR MANAGER  
Brian Roundy  
Scott Pytlík

SR. DIRECTOR, MARKETING  
PRODUCTION  
Jackie Truong

ASSOCIATE MARKETING  
PRODUCTION MANAGER  
Ham Nguyen

MARKETING PRODUCTION  
ASSISTANT  
Nelson Chao

SR. GRAPHIC DESIGNER  
Christopher Maas

MARKETING ASSETS  
COORDINATOR  
Jeneane Wagner

VIDEO PRODUCTION  
MANAGER  
Kenny Crosbie

VIDEO EDITORS  
Michael Regelean  
James Slaven

ASSOCIATE VIDEO EDITORS  
Doug Tyler  
Nick Pylvanainen

DIRECTOR, TRADE SHOWS &  
EVENTS  
Lesley Zinn Abarcar

EVENTS MANAGER  
David Iskra

CREATIVE DIRECTOR  
Gabe Abarcar

WEB DIRECTOR  
Nate Schaumberg

WEB DESIGNER  
Keith Echevarria

WEB DEVELOPER  
Alex Beuscher

WEB PRODUCER  
Tiffany Nelson

CHANNEL MARKETING  
MANAGER  
Anna Nguyen

ASSOCIATE CHANNEL  
MARKETING MANAGER  
Marc McCurdy

SR. MANAGER, COMMUNITY  
AND CONTENT  
Darren Gladstone

COMMUNITY AND SOCIAL  
MEDIA MANAGER  
John Imah

SR. CUSTOMER SERVICE  
MANAGER  
Ima Somers

CUSTOMER SERVICE  
MANAGER  
David Eggers

KNOWLEDGE BASE  
COORDINATOR  
Mike Thompson

SR. MANAGER OF  
PARTNERSHIPS & LICENSING  
Jessica Hopp

PARTNER MARKETING  
MANAGER  
Dawn Earp

DIGITAL MARKETING  
COORDINATOR  
Ashley Landry  
Kelsie Lahti

MARKETING ASSISTANT  
Kenya Sancristobal

## 2K OPERATIONS

VP, STUDIO OPERATIONS  
Kate Kellogg

VP, LEGAL  
Peter Welch

VP, BUSINESS DEVELOPMENT  
Steve Lux

DIRECTOR OF OPERATIONS  
Dorian Rehfield

LICENSING/OPERATIONS  
SPECIALIST  
Xenia Mul

OPERATIONS MANAGER  
Ben Kvalo

OPERATIONS COORDINATOR  
Peter Driscoll

## 2K CORE TECH

VP, TECHNOLOGY  
Naty Hoffman

DIRECTOR OF TECHNOLOGY  
Simon Golding  
Online Architect  
Louis Ewens

PRINCIPAL TECHNICAL  
ARTIST  
Jonathan Tilden

SR. R&D ENGINEER  
Markus Breyer

SOFTWARE ENGINEER  
Jack Liu

## MY2K TEAM

SR. ARCHITECT  
David R. Sullivan

JR. TECHNICAL PRODUCER  
Nick Silva

SR. SOFTWARE ENGINEERS  
Alberto Covarrubias  
Fraser Hutchinson  
Adam Lupinacci  
Dale Russell  
Sky Schulz

SOFTWARE ENGINEERS  
Scott Barrett  
Marc Fletcher  
Kai Xu

## 2K IT

DIRECTOR, 2K IT  
Rob Roudebush

IT MANAGER  
Bob Jones

SR. NETWORK/SYSTEMS  
ENGINEER  
Russell Mains

SYSTEMS ENGINEER  
Jon Heysek  
Lee Ryan

SYSTEMS ADMINISTRATOR  
Fernando Ramirez

JR. SYSTEMS  
ADMINISTRATOR  
Tareq Abbassi  
Scott Alexander  
Davis Krieghoff

IT ANALYST  
Michael Caccia

## 2K ONLINE OPERATIONS

DIRECTOR, ONLINE  
OPERATIONS  
Tim Holman

SR. MANAGER OF MOBILE  
Jeremy Rosenthal

## 2K QUALITY ASSURANCE

VP OF QUALITY ASSURANCE  
Alex Plachowski

TEST MANAGER  
Doug Rothman

SUBMISSION MANAGER  
Alexis McMullen

IT MANAGER  
Chris Jones

COMPLIANCE SR. LEAD  
Scott Sanford

PROJECT LEAD  
Jason Kolesa

SUPPORT LEADS  
Corey Lay  
Josh Lagerson  
Nathan Bell

SENIOR TESTERS  
Alex Coffin  
Bill Lanker  
Christine Adams  
Jorge Corpeño  
Michael Sobyak  
Ruben Gonzalez

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Jennifer Kosh  
Jessica Maciejewski  
Jonathan Williams  
Jordan Wineinger  
Josh Brown-Sage  
Josh Ray  
Joshua Manes  
Justin Wolf  
Kayla Mager  
Kent Benson  
Kristine Romine  
Krystal Hestand  
Kurt Servito  
Kyle Cobos  
Lane Weatherson  
Lionel Brandon  
Mailanee Anderson  
Marci Sousa  
Marshall Strelow  
Matt Cates  
Matt Dingus  
Max Rohrer  
Michael Newsom  
Nathan Craig  
Nicole Millette  
Ozzy Carrillo-Ureno  
Pele Henderson  
Philip Lui



Raechel Pedroza  
Raquel Treichel  
Regina Moinichen  
Richard Heath  
Robert Bryant  
Ryan Begnaud  
Steven Johnson  
Tanner Gonzales  
Theodore Mills  
Timothy Jones  
Timothy Smith  
Timothy Thompson  
Todd Phillips  
Todd White  
Travis Allen  
Travis Van Essen  
William Cranmer

## 2K LAS VEGAS IT

Juan Corral  
Todd Ingram  
Eric Chung

## SPECIAL THANKS

Alexandria Fairchild  
Ashley Fountaine  
David Arnspiger  
David Barksdale  
Dustin Carey  
Eric Zala  
Jeremy Ford  
Jeremy Richards  
Joe Bettis  
Leslie Cullum  
Louis Napolitano  
Rachel Hajewski

# 2K INTERNATIONAL

## GENERAL MANAGER

Neil Ralley

## INTERNATIONAL MARKETING DIRECTOR

Siân Evans

## INTERNATIONAL PRODUCT MANAGER

Warner Guinée

SR. DIRECTOR,  
INTERNATIONAL PR  
Markus Wilding

## INTERNATIONAL PR MANAGERS

Sam Woodward  
Megan Rex

## INTERNATIONAL SOCIAL MARKETING EXECUTIVES

Ibrahim Bhatti  
Mitko Lambov

## 2K INTERNATIONAL PRODUCT DEVELOPMENT

## INTERNATIONAL PRODUCERS

Iain Willows  
Scott Morrow

## LOCALIZATION MANAGER

Nathalie Mathews

## ASSISTANT LOCALIZATION MANAGER

Arsenio Formoso

## EXTERNAL LOCALIZATION TEAMS

Synthesis Global Solutions

Localization tools and support  
provided by XLOC Inc.

## 2K INTERNATIONAL QUALITY ASSURANCE

## LOCALIZATION QA MANAGER

Jose Minana

## MASTERING ENGINEER

Wayne Boyce

## MASTERING TECHNICIAN

Alan Vincent

## LOCALIZATION QA PROJECT LEAD

Oscar Pereira

## LOCALIZATION QA LEADS

Elmar Schubert

Fabrizio Mariani  
Florian Genthon  
Karim Cherif

## SR. LOCALIZATION QA TECHNICIANS

Alba Loureiro  
Christopher Funke  
Cristina La Mura  
Enrico Sette  
Harald Raschen  
Jose Olivares

## LOCALIZATION QA TECHNICIANS

Alessandro Testa  
David Swan  
Denis Stankus  
Etienne Dumont  
Gabriel Uriarte  
Iris Loison  
Javier Vidal  
Jihye Kim  
Johanna Cohen  
Luca Magni  
Manuel Aguayo  
Martin Schücker  
Mélissa Bordonado  
Namer Merli  
Norma Hernandez  
Pablo Menéndez  
Pierre Tissot  
Roland Habersack  
Seon Hee C. Anderson  
Sergio Accettura  
Stefan Rossi  
Timur Khorev

## DESIGN TEAM

James Crocker  
Tom Baker

## 2K INTERNATIONAL MARKETING & PR TEAM

Agnès Rosique  
Alan Moore  
Ben Lawrence  
Ben Seccombe  
Bernardo Hermoso  
Carlo Volz  
Catherine Vandier  
Dan Cooke  
Diane Freitag  
Dominique Connolly



Erica Denning  
Jan Sturm  
Jean-Paul Hardy  
Jesús Sotillo  
Lieke Mandemakers  
Matt Roche  
Natalie Gausden  
Olivier Troit  
Richie Churchill  
Sandra Melero  
Simon Turner  
Stefan Eder

TAKE-TWO INTERNATIONAL  
OPERATIONS  
Anthony Dodd  
Martin Alway  
Nisha Verma  
Phil Anderton  
Denisa Polcerova

2K CHINA

PRODUCER  
Su Lu  
  
GENERAL MANAGER  
Jace Yang  
  
VP OF PRODUCTION  
Liu Jing

2K ASIA TEAM

SR. MARKETING DIRECTOR  
Jason Wong  
  
ASIA MARKETING MANAGER  
Diana Tan  
  
ASIA PRODUCT MANAGER  
Chris Jennings  
  
JAPAN MARKETING  
MANAGER  
Takahiro Morita  
  
LOCALIZATION MANAGER  
Yosuke Yano  
  
LOCALIZATION ASSISTANT  
Yasutaka Arita

TAKE-TWO ASIA OPERATIONS  
Eileen Chong  
Veron Khuan  
Chermine Tan  
  
TAKE-TWO ASIA BUSINESS  
DEVELOPMENT  
Erik Ford  
Andrew Donovan  
Ellen Hsu  
Henry Park  
Satoshi Kashiwazaki  
Fumiko Okura

2K CHINA QUALITY  
ASSURANCE

QA DIRECTOR  
Zhang Xi Kun  
  
LOCALIZATION QA  
SUPERVISOR  
Steve Manners  
  
EVOLVE LOCALIZATION QA  
LEAD  
Chu Jin Dan  
  
LOCALIZATION QA LEADS  
Shen Wei  
Zhu Jian  
Li Sheng Qiang  
  
LOCALIZATION QA  
TECHNICIANS  
Sun Fu Dong  
Kan Liang  
Mao Ling Jie  
Wang Yi Min  
Qin Qi  
Ning Xu  
Wei Xin  
Tang Shu  
Wu Heng  
  
FOX SOUND STUDIOS  
Rick Fox  
Victoria Fox

VOICE OVER  
PERFORMERS

ABE  
Matt Mercer  
  
BUCKET  
Peter Jessop  
  
CABOT  
Daniel Riordan  
  
CAIRA  
Fryda Wolff  
  
GRIFFIN  
JB Blanc  
  
HANK  
William Salyers  
  
HYDE  
Ben Crowe  
  
LAZARUS  
Tom Mardirosian  
  
MAGGIE  
Cherise Boothe  
  
MARKOV  
Dimtri Diatchenko  
  
PARNELL  
Dorian Lockett  
  
VAL  
Courtenay Taylor  
  
COMMANDER PARK  
Kate Higgins  
  
ADDITIONAL VOICES  
Dee Bradley Baker  
Brian Bloom  
Kimberly D. Brooks  
Feodor Chin  
Brian T. Delaney  
Dave Fennoy  
Anna Graves  
Liam O'Brien  
Jonathan Roumie  
Rick Wasserman  
Fred Tatasciore

MOTION CAPTURE  
PERFORMERS  
Brian Bloom  
Yorgo Constantine  
Lyndsy Kail  
Michelle Lee  
TJ Storm  
America Young  
Todd Soley

SUPERVISING DIALOG EDITOR  
Dante Fazio

DIALOG EDITORS  
Dan Francis  
Austin Krier  
Sean Madsen  
Stephen Salvaggio  
Sara Wilt

SOUND CONSULTANT  
Charles Deenen

CINEMATIX MIXER  
Erik Foreman

## VOICE OVER RECORDING STUDIOS

### LIME STUDIOS

DIALOG RECORDIST  
Tom Paolantonio

PRODUCER  
Susie Boyajan

### POMANN SOUND

DIALOG RECORDISTS  
Max Conklin  
Rich Cerbini

PRODUCER  
Josh Moyer

### SOUND LOUNGE

DIALOG RECORDISTS  
Justin Kooy  
Josh Wilson

PRODUCER  
Harrison Navelansky

## MOTION CAPTURE RECORDING STUDIO

### HOUSE OF MOVES

CEO  
Brian Rausch

DEVELOPMENT MANAGER  
Jimmy Corvan

TECHNICAL SUPERVISOR  
DJ Hauck

SENIOR PRODUCER  
Heather McCann

PRODUCER  
Colleen Crosby

LINE PRODUCER  
Katie David

STAGE MANAGER  
Troy Reynolds

STAGE ASSIST/QA  
Brian Wilson

CAPTURE OPERATOR  
Annie Wildmoser

VIDEO LEAD  
Nikola Dupkanic

CAMERA OPERATORS  
Paul Sun  
Kyle Klutz  
Elisha Christian

PIPELINE TD  
Chad Provencher

MUSIC COMPOSED BY  
Jason Graves  
Lustmord  
Charlie Clouser

## ADDITIONAL DEVELOPMENT

### AGORA GAMES

STUDIO DIRECTOR  
Steven Flenory

PRODUCTION TEAM  
Elliott Haase  
Nicholas Cesare  
Brett Mcneff  
Samantha Toews

ENGINEERING TEAM  
Aaron Westendorf  
Andrew Andkjar  
Brad LaFountain  
David Czarnecki  
David Andrade  
Graylin Kim  
Jack Letourneau  
John Gibson  
Matt Wilson  
Paul Ventura  
Vitaly Babiy

### APPLIED CINEMATICS

Michael O'Rourke  
Jason Flynn

### BATKIN CONSULTING INC.

Boris Batkin  
Vadim Shcherbakov

### BLIND SQUIRREL GAMES INC.

EXECUTIVE PRODUCER/ CEO  
Brad Hendricks

DIRECTOR OF ENGINEERING  
Matthew Fawcett

LEAD AI ENGINEER  
David Forrest

NETWORK ENGINEER  
Mike Winfield



## ENGINEERS

Luke Mordarski  
Justin Hilton

## UI ENGINEERS

Jason Neal  
John Plou

## RENDERING ENGINEER

Sal Llamas

## ENGINEER

Chris Lierman

## DIRECTOR OF ART/ LEAD ARTIST

Alan Lee

## SR. ENVIRONMENTAL ARTIST

Koy VanOteghem

## ENVIRONMENT ARTISTS

Scott Army  
Galen Davis

## LEAD CONCEPT ARTIST

Jeff Zugale

## CONCEPT ARTIST

Jason Hazelroth

## LEAD ANIMATOR

Craig Dragaset

## UI ARTIST

Yvonne Chung

## CHARACTER ARTISTS

Vidonm Medina  
Jon Finch  
Cochey Cantu

## EVOLVE FONTS CREATED

EXCLUSIVELY FOR 2K BY  
CHANK CO OF MINNEAPOLIS,  
MIN.

FONTS DESIGNED BY CHANK  
DIESEL AND MARI MIHAI

## ADDITIONAL DEVELOPMENT SUPPORT BY CRYTEK

Alexander Marschal  
Caleb Essex  
Carsten Wenzel  
Chris Bolte

## Dancho Makaveev

Doe Kim  
Dominik Friedrich  
Eric Werner  
Hanno Hagedorn  
Harald Zlattinger  
Ivo Zoltan Frey  
Jason Cole  
Jean Geffroy  
Liam Cullen  
Luke Adwick  
Michael Kelleher  
Michael Nagasaka  
Nicolas Schulz  
Patrick Gamble  
Pierre Donzallaz  
Rashad Redic  
Rob Stoneman  
Travis Ramsdale  
Frieder Erdmann  
Chris Raine  
Achim Lang  
Adam Booth  
Adam Johnson  
Anton Knyazyev  
Axel Gneiting  
Carl Jones  
Chris Brunning  
Christian Werle  
Christopher Ziliotto  
David Paul Kaye  
Dmitry Tishkov  
Gabriel Rodriguez-Hernandez  
Ivo Herzeg  
Jaesik Hwang  
Jan Pinter  
Leander Beernaert  
Marco Hopp  
Mathieu Pinard  
Matthijs van der Meide  
Michiel Meesters  
Mikhail Korotyaev  
Nicola Pirker  
Paul Bennett  
Rune Rask Langkilde  
Sascha Hoba  
Sean Tracy  
Scott Fitzgerald  
Scott Peter  
Sergei Shaykin  
Sergey Sokov  
Thomas Wollenzin  
Valerio Guagliumi

## "EVOLVE FOOTPRINT" TITLE

CARD BY  
DIGITAL PRODUCTION COMPANY:  
DIGITAL DOMAIN

## PRESIDENT, ADVERTISING & GAMES

Rich Flier

## EXECUTIVE PRODUCER/HEAD OF PRODUCTION

Scott Gemmell

## VFX SUPERVISOR

Aladino Debert

## VFX PRODUCER

Rachel Mariscal

## VFX ASSOCIATE PRODUCER

Alex Michael

## CG SUPERVISOR

Lee Carlton

## COMPOSITING SUPERVISOR

Michael Melchiorre

## CG GENERALIST

Casey Benn

## FX TECHNICAL DIRECTOR

Hiroshi Tsubokawa

## COMPOSITOR

Nicole Yoblonski

## D-MANN PRODUCTIONS

## FOLEY RECORDIST

Darrin Mann

## EARBASH AUDIO, INC.

## PRINCIPAL/SOUND DESIGNER

Yuan Liu

## PRINCIPAL/SOUND DESIGNER

Rebecca Liu



## EIGHT BALL SOUND INC.

LEAD SOUND DESIGNER  
Caron Weidner

SOUND DESIGNER  
Mike Schapiro

## HALON ENTERTAINMENT LLC

CINEMATIC DIRECTOR  
Daniel D. Gregoire

TECHNICAL ARTIST  
Paul Forgy

ENGINE SPECIALISTS  
Eric Ruskoski  
Jason Choi

CINEMATIC ANIMATORS  
Robert Diaz  
Craig D. McPherson  
Todd Patterson  
Kenny DiGiordano  
Paolo Joel Ziemba

MOTION CAPTURE ARTISTS  
Travis Yee  
Jerry Zigounakis  
Andrew Moffett

COMP ARTIST  
Zachary Wong

LIGHTING ARTIST  
Youna Kang

SENIOR PRODUCER  
Patrice Avery

PRODUCTION COORDINATOR  
Clayton Shank

## ILLFONIC

PRESIDENT  
Charles Brungardt

STUDIO DIRECTOR  
Kedhrin Gonzalez

LEAD PROGRAMMER  
Paul Jackson

VFX ARTIST  
Bill Kladis

VFX ARTIST  
Matt Hubel

## LAYER MEDIA

CREATIVE DIRECTOR  
Brennan Ieyoub

ART DIRECTOR  
Matt Gravish

PRODUCER  
Sean Rivers

SOUND DESIGN  
Craig Beridon

ASSOCIATE PRODUCER  
Robert Rivers

## LIQUID DEVELOPMENT

CEO  
Fred Stockton

ACCOUNT MANAGER  
Heather Dyer

PROJECT DIRECTOR  
Darren Bartlett

CREATIVE DIRECTOR  
Stefan Henry-Biskup

CONCEPT ART MANAGER  
Marshall Short

PRODUCTION COORDINATOR  
Jose Montanez

ANIMATION MANAGER  
Jason Baskett

LEAD ARTISTS  
Tony Clark  
Jane Dangoia

3D ARTISTS  
Andy Bruning  
Ankit Garg  
Anupam Mehta  
Cedric Seaut  
Chris Dong  
Eric Montanari  
Erik Litzsey  
Gabe Selinger  
Gurjeet Singh  
Hossein Diba  
Jennifer Dang  
Johnny Xiao  
Kevin Dryad  
Luis Santos  
Manuel Noyola  
Mario Colindres  
Mashru Mishu  
Pablo Vicentin  
Renesh Poolathody  
Royal Sybrandt  
Sri Ram Chandra  
Teh Vang  
Tim Feeney  
Vimal Kerkatta  
Yogesh Sharma

TEXTURE ARTISTS  
David Talaski  
Nick Silva  
Sang Jin Hong  
Sarah Francian  
Steven Locklear

MASS MEDIA  
Mike Anstine  
Clarissa Asam  
Joshua Buckley  
Benjamin Callaway  
Joe David  
Andy Green  
Ken Jordan  
Colby Koch  
Dan Pinal  
Kelly Ramlow  
Roman Schamberg  
Ryan Snow  
Nigel Spencer  
Gabe Sventek  
David Todd  
Robert Toone  
Oleg Vasilyev  
Stan Vasilyev  
Thomas Wilson

## METRICMINDS

### MANAGING PARTNER

Philip Weiss

### PROJECT MANAGEMENT

Simon Heinz

### LEAD CINEMATIC ARTIST

Matthias Müller

### CINEMATIC ARTISTS

Philip Erdsiek

Adrian Loew

Laurentiu Nastasa

Jan Klasen

Tobias Scholz

### ANIMATION / MOTION

#### EDITING

Simon Crossan

Daniel Lange

Dimitri Joseph

Joel Fisher

### MODELLING

Maximilian Keilich

### MOCAP CLEAN UP

René Dose

Dimitri Joseph

Julian Zalac

Dawid Wieczorek

### IT

Christian Dreher

### ADDITIONAL TOOLS DEVELOPMENT BY ROBOTIC

#### ARM SOFTWARE

Dan Goodman

Peter Hoff

## SOUND SATISFACTION

### FOLEY ARTIST

Gregg Barbanell

## TEAM ONE

### CREATIVE

Phil Henson

Patrick O'Rourke

Jim Darling

Ken Bones

### STRATEGY

Ashleigh Edwards

Cathy Gribble

### PRODUCTION

Julie Bedard

Alissa Kovall

Kevin Shuster

Lynn Welsh

Jenny Valladares

### ACCOUNT

Drew Porter

Nathan Smith

Erica Kim

Bailey Jones

## VIRTUOUS GAMES

### GENERAL MANAGER

Vivian Tian

### DIRECTOR OF BUSINESS DEVELOPMENT

Philippe Angely

### PRODUCER

Ming Shenliang

### ART DIRECTOR

Zhang Chong

### TEAMLEADER

Liu Lingfeng

### ARTIST

Huang Junfeng

Chen Zuo

Han Pan

Gong Lei

Qin Tao

Xu Dongfang

Yang Chuanfeng

Ying Wei

Luo Wei

He Bing

## WINKING ENTERTAINMENT LTD.

### ART DIRECTOR

Lin Yong Min

### PROJECT MANAGER

Cindy Geng/Brandon Huang

### BUSINESS DEVELOPMENT MANAGER

Rita Liu

### CHARACTER ART DIRECTOR

Zheng Sun

### CHARACTER ART LEAD

Chen Suyan

### CHARACTER ARTISTS

Shen Runyi

Liu Xiaodong

Sui Shi Qi

Shen Yaotian

Liu Jiaojiao

Zhao Dong

Shi Nian

He Zhenyu

### ENVIRONMENT ART DIRECTOR

Da Liu

### ENVIRONMENT ART LEAD

Xu Xiangfeng

### ENVIRONMENT ARTISTS

Yang Jamin

Xin Yikun

Sun Chenfei

Fan Yunhai

Wu Junjian

### CONCEPT ART DIRECTOR

He Caozhen

### CONCEPT ART LEAD

Zeng Liang

### CONCEPT ARTISTS

Li Yuan

Chen Qianmo

Mou Yujiang

Qiu Qingfeng



## ADDITIONAL CONCEPT ART

Nicholas Stohman

## SPECIAL THANKS

Strauss Zelnick  
Karl Slatoff  
Lainie Goldstein  
Seth Krauss  
Jordan Katz  
David Cox  
Steve Glickstein  
Take-Two Sales Team  
Take-Two Digital Sales Team  
Take-Two Channel Marketing Team  
Siobhan Boes  
Hank Diamond  
Alan Lewis  
Daniel Einzig  
Christopher Fiumano  
Pedram Rahbari  
Jenn Kolbe  
Greg Gibson  
Justyn Sanderford  
Take-Two Legal Team  
Jonathan Washburn  
DB Sinclair & JParty  
Michael Howard  
Doug MacLeod  
David Boutry  
Juan Chavez  
Rajesh Joseph  
Gaurav Singh  
Barry Charleton  
Jon Titus  
Gail Hamrick  
Tony MacNeill  
Sotika Nou  
Chris Bigelow  
Brooke Grabrian  
Katie Nelson  
Chris Burton  
Aly Fidiham-Smith  
Christina Vu  
Betsy Ross  
Pete Anderson  
Oliver Hall  
Nick Publitz  
Maria Zamaniego  
Danielle Williams

Nicole Hillenbrand  
Sasha de Guzman  
Victoria Zaragoza  
Gwendoline Oliviero  
Neil Foster  
Ariel Owens-Barham  
Karla Duarte  
Adam Wexler  
Access Communications  
Alienware  
Amazon Web Services  
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Arxan Technologies, Inc.  
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Frank N Magid Associates  
Freddie Georges Production Group  
Intel  
JetBrains S.R.O.  
Kathy Lee-Fung  
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