

XCOM 2



NVIDIA
GAMEWORKS™



Retain the software manual and the instruction manual for future reference. Read this manual for small children and use safely. 請仔細閱讀本軟件的「遊戲說明書」以及 PlayStation®4 的使用說明書內記載的注意事項，以了解如何正確使用，同時並請妥善保管這本「說明書」與「使用說明書」。特別是幼童，請與家長及監護人一同閱讀以安全使用。

Health Precautions

⚠ Warning Seizures induced by light stimulation (Photosensitive Epilepsy)
If you have an epileptic condition or have had seizures, consult your doctor prior to playing. Some individuals may experience eye soreness, altered vision, migraine, muscle twitching, convulsion, blackout, loss of awareness or disorientation when exposed to flashing or flickering lights or other light stimulation on a television screen or while playing video games. If you experience any of the above symptoms while playing, discontinue use immediately and consult your doctor.

⚠ Caution Stop playing immediately when you experience the following symptoms
In addition to the above symptoms, whilst playing if you have a headache, dizziness, nausea, fatigue, similar symptoms to motion sickness, or if you feel a discomfort or pain in any body part, such as eyes, ears, hands, arms and feet discontinue use immediately. If the condition persists, seek medical attention.

Some people may experience discomfort while watching 3D video images or playing stereoscopic 3D games.
If you experience any discomfort, you should stop watching the 3D video images or playing stereoscopic 3D games until the discomfort ends; consult a doctor if you believe necessary.

Please refer to the support page under "http://asia.playstation.com/" for the latest information.
The vision of young children (especially those under six years old) is still under development. We recommend that you consult your doctor (such as a pediatrician or eye doctor) before allowing young children to watch 3D video images or play stereoscopic 3D games.

For the vibration function corresponded software's
If you have vibration sickness, please do not use vibration function.
Press PS button to display the menu, then you can switch on / off vibration function.

■ **Play in a well-lit room and keep a safe distance from the TV screen.** ■ **Avoid use when tired or suffering from lack of sleep.** ■ **When playing, to prevent injuries, take a 15 minute break every hour.** ■ **Discontinue play immediately if you feel sick or otherwise uncomfortable.**

健康注意事項

⚠ 警告 光線刺激引發的疾病 (光敏感性癲癇)
某些人可能會因受到電視螢幕中反覆閃爍的光線以及其他的線刺激而偶爾出現眼睛疼痛、視覺異常、偏頭痛、痙攣或意識障礙 (諸如昏迷) 等症狀 (光感受性發作)。曾出現此類症狀的人，請務必事前先接受醫生的診療。

⚠ 注意 此時要立即中止遊玩
除上述症狀外，當您感到頭痛、眼花擦亂、噁心嘔吐、疲勞或類似暈車症狀時，以及當眼睛、耳朵、手臂、手腕、雙腳等身體的某些部分感到不舒服或疼痛時，請立即中止遊玩。若在中止遊玩後，症狀仍沒有減退，請接受醫生的診療。

關於 3D 影像及 3D 遊戲
由於每個人的影像適應力各有不同，若感覺到不舒服或無法看到立體影像時，請立刻停止使用 3D 功能。若欲了解最新情報請瀏覽以下網站。
<http://asia.playstation.com/> 此外，由於兒童 (尤其是 6 歲前的幼兒) 的視覺尚處發展階段，當您的孩子在觀看 3D 影像或遊玩 3D 立體遊戲之前，請務必事前先接受小兒科或眼科醫生的診療。

遊玩支援控制器震動功能的軟件時
若您患有震動方面的疾病，請勿使用震動功能。按住 PS 按鈕並開啟菜單時，即可啟用 / 停用震動功能。
■ 遊玩時，請盡量讓房間內隨時保持明亮，並盡量遠離螢幕。 ■ 若您感覺疲勞或睡眠不足時，請盡量減少遊玩。
■ 為了健康著想，每遊玩 1 小時，請約休息 15 分鐘。 ■ 若您遊玩時感覺身體出現不適，請立即中止遊玩。

Use and handling precautions

■ This disc is PlayStation®4 format software. ● Do not leave disc near heat source, in a car or other places subject to high heat and humidity. ● To clean the disc, wipe the surface gently with a soft cloth. ● Handle the disc with care to avoid scratching its surface. The scratch may make it unusable. ● If PlayStation®4 is connected to a Plasma TV or projection TV (except LCD screen types), you may have a burn-in image on the screen. Do not leave a still image on the TV screen for an extended period of time, as this may leave a faint image permanently on the screen. ● SIE will not be held liable for damage resulting from the misuse of discs.

使用時的注意事項

● 本軟件為 PlayStation®4 主機專用。● 請勿放置於靠近暖氣管或車內等高溫 / 潮濕的場所。● 要清潔光碟時，請使用乾淨的軟布輕柔擦拭。● 為避免光碟出現損傷，請您小心保管。● PlayStation®4 主機若與電漿電視 (Plasma TV)、液晶方式以外的投影電視機連接，可能會出現影像發生失真殘影現象。尤其當長時間放置，並不斷播放靜止畫面時，更容易透過此類異常現象。● 因用戶之錯誤操作而導致的損傷、破壞時，本公司不負任何賠償責任，敬請見諒。

How to set / take out a Blu-ray Disc™

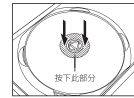
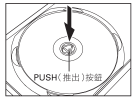
When setting or taking out a Blu-ray Disc™, please be careful with your fingers.

■ 如何取出 / 插入 Blu-ray™ 光碟

當您要取出 / 插入 Blu-ray™ 光碟時，請務必注意別夾傷您的手指。

How to take out a Blu-ray Disc™
Press PUSH button to make the disc pop up.

取出
請按下 PUSH (推出) 按鈕，待光碟浮起後再行取出。



How to set a Blu-ray Disc™
Press the center part of the disc until it makes slight noise.

收藏方法
請壓動光碟，直到光碟中央洞孔的外側邊緣 (斜線部分) 出現「卡嗶」聲。

PlayStation®4 System Software Update

This disc contains update data for the PlayStation®4 system software, which is required to start the game. If a screen prompting you to update the system software is displayed when you start the game, you must update before playing.

PlayStation®4系統軟件更新

本光碟內含啟動遊戲所需的 PlayStation®4 系統軟件的更新資料。若在啟動遊戲時畫面出現需要更新系統軟件的訊息，即代表必須先進行更新，才可啟動遊戲。

Trademark Information / 商標資訊

“PS”, “PlayStation”, “P.S.4” and “DUALSHOCK” are registered trademarks or trademarks of Sony Interactive Entertainment Inc. “Sony Entertainment Network” is a trademark of Sony Corporation.



See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the power button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the *XCOM 2* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the **O** button. Refer to this manual for information on using the software.

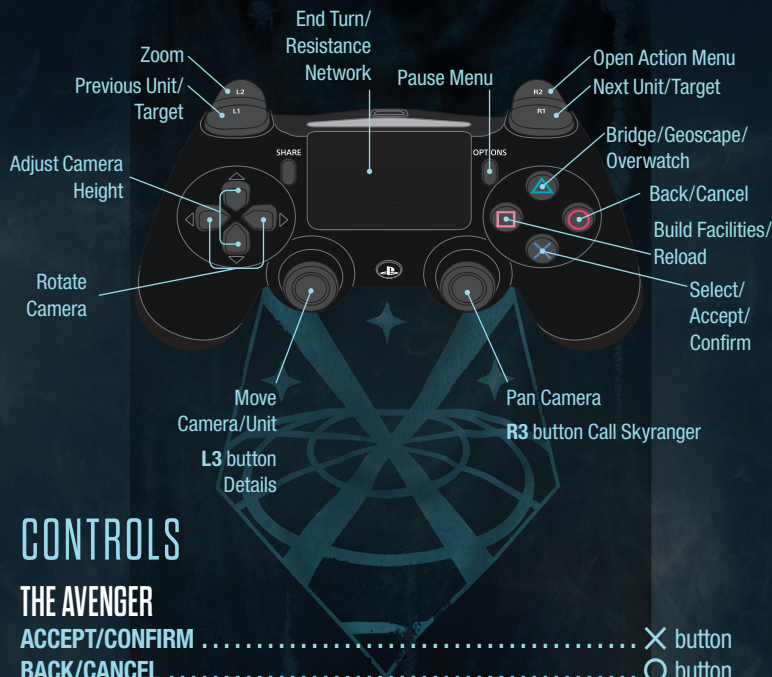
Quitting a game: Press and hold the PS button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the PS button. To resume playing the game, select it from the content area.

Removing a disc: Touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.



CONTROLS

THE AVENGER

- ACCEPT/CONFIRM X button
- BACK/CANCEL O button
- BRIDGE/GEOSCAPE Δ button
- BUILD FACILITIES □ button

GEOSCAPE

- MOVE CAMERA left stick
- ZOOM CAMERA L2 button

TACTICAL

MOVE UNIT	left stick
SELECT/ACCEPT	X button
OPEN ACTION MENU	R2 button
OVERWATCH	△ button
RELOAD	□ button
ROTATE CAMERA	←/→ button
ADJUST CAMERA HEIGHT	↑/↓ button
NEXT UNIT/TARGET	R1 button
PREVIOUS UNIT/TARGET	L1 button
CALL SKYRANGER	R3 button
SHOW CHARACTER DETAILS	L3 button



GAME SCREEN



1. CONCEALMENT STATUS

The hooded icon and blue overlay indicates the enemy is unaware of your squad's presence. Your squad begins most missions in Concealment; use this advantage to engage the enemy on your terms.

2. OBJECTIVES

Displays and tracks your primary and secondary mission objectives. The primary objective for most missions is to kill all enemies, however there are a variety of secondary objectives to complete on a per-mission basis.

3. CALL SKYRANGER

Call a Skyranger for evac.

4. UNIT FLAG

Shows detailed info for the currently selected soldier, including: Health, Armor, Action Points, Cover Status, Overwatch/Concealment Status, and any Positive or Negative Status effects.

5. WEAPON/AMMO

Displays weapon and ammo information for the currently selected soldier.

6. ACTIONS

Shows all of the actions available for the selected soldier, including relevant contextual abilities such as Hack, Interact, and Open/Close. Actions that cannot be performed are greyed out and may show a number indicating the number of turns required before the action can be used again. Red/Yellow/Grey icons above the action bar indicate the number of enemies within the soldier's line of sight.

7. SOLDIER NAME/SPECIAL ACTIONS

Displays the name, class, and rank of the selected soldier along with any special actions that soldier may be able to perform.

TACTICAL LAYER

The tactical layer of *XCOM 2* consists of gameplay that occurs while on a mission. Most tactical maps in *XCOM 2* are procedurally generated, offering a different experience each time you load into a mission.

HEALTH

The square markers on the Unit Flag represent an individual soldier's health. You can restore a soldier's health or stabilize a critically wounded soldier in the field via Medikits or the Gremlin drone, used by the Specialist class. Medikits must be built via Engineering and equipped on a soldier.

NOTE: Soldiers killed in combat cannot be resurrected and are permanently removed from your squad. Active soldiers can attempt to extract the bodies of dead, unconscious, or critically wounded comrades using the Carry Body action. Successfully extracting a dead soldier allows you to keep any weapons, items, and equipment that they were carrying, while critically wounded soldiers heal over time and can rejoin your squad.

MOVEMENT

Each soldier has 2 Action Points that can be spent on movement, attacks or abilities. These are represented by "pips" on the Unit Flag. When selecting a soldier, a Blue outline displays the movement range for a single Action point, and a Yellow outline displays the "Dashing" movement range for 2 Action Points.

NOTE: Areas marked with a red eye icon break concealment when entered. Additional icons indicate if movement through a tile can break concealment by making too much noise (i.e. breaking glass) or if the unit will pass through an environmental hazard such as fire.

COVER

Cover is essential for troop survival in any encounter and reduces the chances of your units being hit by enemy fire. Most physical objects on the map provide some form of cover, represented by a shield icon. A half-shielded icon represents low cover, and a full shield icon represents high cover. High cover provides the greatest defensive position for your soldiers, but low cover is better than no cover at all.

NOTE: A yellow shield icon indicates an enemy currently flanks the unit in that direction. A red shield icon indicates the unit will be flanked if they move to that location.

CONCEALMENT

Most missions begin with your squad in Concealment, meaning the enemy is totally unaware of their presence. Concealment is represented by a blue overlay in the corners of the screen and a hooded figure icon, located at the top of the screen and on the Unit Flag. Firing a weapon, moving into an enemy's line of sight (represented by a red eye icon), or making too much noise breaks Concealment for your squad. Use Concealment to set up ambushes and engage the enemy on your terms.

ACTIONS

Actions are commands your squad can perform during a mission. All soldier classes share a few basic actions:



FIRE WEAPON: The unit attacks their designated target. Highlight a target to view the unit's odds of landing a successful hit, the projected damage and the chance for a Critical hit.



RELOAD: Causes the soldier to reload their weapon. If a weapon's magazine is empty, the soldier must take a reload action before firing again.



OVERWATCH: The unit remains in position and automatically attacks any enemy that attempts to move within its line of sight with an Aim penalty. When activated in Concealment, Overwatch only triggers when Concealment is lost.



HUNKER DOWN: The unit gains a defensive boost, but their line of sight decreases until the next turn.



HACK: Certain objects and enemies can be hacked, shutting them down or placing them under your team's control. Move a squad member within hacking range and select the Hack action to make an attempt. There are multiple hacking tiers for units, which impact the rewards obtained from a successful attempt. All squad members can hack, but only the Specialist class can hack mechanical/robotic enemies using the Haywire Protocol ability.



INTERACT: Used to open or close doors, plant explosives, or for any action that requires interacting with the environment.



LOOT: Enemies have a chance to drop loot which contains resources and equipment when defeated. When dropped, the loot displays a radius marker and a turn timer. Move a unit within the radius marker before the timer expires to collect the loot. Loot can be destroyed if the enemy is killed using an explosive. Loot on the map that has not expired when the mission is completed will automatically be recovered.



EVACUATION: Evacuation points are used to rescue VIPs and fallen squad members, as well as to end a mission if all soldiers are extracted. Select the Call Skyranger action in the upper-right corner of the screen to set an extraction point, indicated by a colored grid. Red areas indicate invalid locations; the grid must be entirely blue in order to successfully place the extraction point. Certain mission types have pre-placed extraction zones.



CARRY: Use this action to pick up a fallen or wounded soldier. Successfully deliver a fallen soldier to an extraction point to retain any items/equipment they carry or prevent them from bleeding out.

Each soldier class has several unique abilities, with additional abilities unlocked each time the unit gains a rank. Certain Facilities can also provide additional abilities in the field.

SOLDIER CLASSES

A soldier's class determines their role on the battlefield. Each class has several unique abilities that can be unlocked as they gain ranks, divided into two areas of specialization.



RANGER

Rangers are masters at remaining undetected and highly effective at close range encounters. The Scout specialization focuses on abilities that maintain concealment. The Assault specialization provides abilities that focus on the Ranger's combat and movement options.



SPECIALIST

Specialists use the Gremlin drone to assist their squad in the field. Battle Medic abilities can heal or provide additional bonuses to allies, while Combat Hacker abilities boost the Specialist's aptitude to break into and attack enemy systems.



GRENADIER

Grenadiers like to hit hard with big, heavy weapons and things that go boom. Demolitions Expert specialization provides abilities that improve the effectiveness of explosive weaponry, including the Grenadier's grenade launcher. The Heavy Gunner specialization grants the Grenadier abilities that increase effectiveness of armor and the heavy cannon.



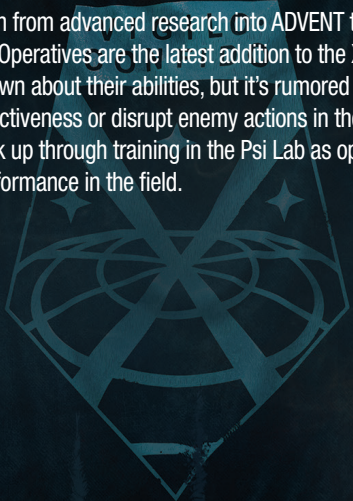
SHARPSHOOTER

The Sharpshooter is an expert with sniper rifles and pistols. Sniper abilities focus on long-range attacks, while Gunslinger abilities improve the Sharpshooter's skill with pistols.



PSI OPERATIVE

Born from advanced research into ADVENT technologies, Psi Operatives are the latest addition to the XCOM squad. Little is known about their abilities, but it's rumored they can boost ally effectiveness or disrupt enemy actions in the field. Psi Operatives rank up through training in the Psi Lab as opposed to their performance in the field.



STRATEGY LAYER

The strategy layer of *XCOM 2* represents all actions taken between missions. These include deciding your next mission and expanding the Avenger—XCOM's mobile headquarters.

THE AVENGER



A massive mobile base liberated from ADVENT, the Avenger is the place XCOM calls home. You begin with only a few basic facilities; the majority of rooms in the Avenger are filled with alien debris. As the need for new facilities arises, you can assign engineers to clear these rooms and gain valuable resources in the process.

STARTING FACILITIES

COMMANDER'S QUARTERS: View the monthly Avenger report, XCOM Archives, and current objectives.

BRIDGE: Access the Geoscape, search for ADVENT activity, and grow the Resistance.

RESEARCH: Research and development happens here. You are prompted to visit when new research projects are available, but note that only one project can be researched at a time. You can also view Research Archives and a list of current scientists.

ARMORY: Come here to view and manage your soldiers: give promotions, customize their names and appearances, recruit new soldiers, change loadouts, and apply weapon upgrades. View the Memorial to witness those who have fallen in battle.

ENGINEERING: Build new items, weapons, armor, and facilities here. You can also view your current inventory and list of engineers.

BAR/MEMORIAL: Current staff can be seen unwinding after battles and work here. A Memorial to fallen soldiers can also be viewed.

LIVING QUARTERS: Soldiers, engineers, and scientists live here. Visit to view a list of current personnel and their current assignment.

STAFFING

You can assign scientists, engineers, and Gremlins to specific rooms to provide bonuses, such as reduced research times or increased healing for wounded soldiers. Note that engineers are required to excavate new rooms in the Avenger before new facilities can be built.

GEOSCAPE



Accessible from the bridge of the Avenger, the Geoscape is where you oversee the operations of XCOM. Here you can scan for hostile alien actions, contact resistance cells, seek out valuable resources, and move the Avenger. Click the scanning icon next to the Avenger's current location to begin monitoring ADVENT activity and advance time.

DARK EVENTS: The ADVENT is hard at work on their own plans to topple the Resistance that, if completed, provide bonuses to the enemy. Dark Events notify you of the ADVENT's progress towards completing their goals. Choosing specific Guerrilla Ops missions allows you to counter their progress.

MISSION TYPES

CRITICAL MISSIONS: Objectives focus on disrupting the ADVENT's mysterious Avatar Project.

GUERRILLA OPS: Completing these missions disrupts the ADVENT's secondary objectives (Dark Events) and helps to supply the resistance.

RESISTANCE COUNCIL MISSIONS: Completion strengthens and spreads the resistance.

RETALIATION MISSIONS: Stop the ADVENT from taking out resistance outposts and save as many people as possible.

RUMORS FROM THE RESISTANCE: Investigate rumors to potentially discover valuable resources and information. These missions do not deploy your squad, but require a set amount of time to complete.

AVENGER DEFENSE MISSIONS: The Avenger has come under attack from ADVENT forces and must land for repairs. Defend the Avenger until repairs are complete.

SUPPLY LINE RAIDS: Attack ADVENT supply lines and claim valuable resources.

ALIEN FACILITY MISSIONS: Bring down critical ADVENT facilities and prevent them from contributing to the Avatar Project.

MULTIPLAYER

XCOM 2 lets players face off in head-to-head squad-based combat against other human competitors online using squads comprised of a mix of XCOM soldiers, ADVENT, and aliens.

RANKED MATCH

Ranked matches count toward your standing on the *XCOM 2* Leaderboards, found on the Multiplayer menu.

QUICK MATCH

Selecting Quick Match will automatically search for the next available unranked public match.

CUSTOM MATCH

Host a custom Public or Private match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

CHARACTER POOL

The Character Pool allows for units to be customized that will then populate in-game when recruiting new soldiers or as VIP's in missions.

CREDITS

FIRAXIS GAMES

TEAM LEADERSHIP

Creative Director

Jake Solomon

Lead Engineer

Ryan McFall

Art Director

Greg Foertsch

Senior Producer

Garth DeAngelis

DESIGN TEAM

Creative Director

Jake Solomon

Designer/Programmer

Mark Nauta

Additional Design

Ananda Gupta

Brian Urbanek

Lead Level Designer

Brian Hess

Level Designer and Scripter

James Brawley

Level Designers

Todd Broadwater

Matthew D'Arcangelo

Additional Level Design

Orion Burcham

Liam Collins

Lead Writer

Scott Wittbecker

Narrative Designer

Chad Rocco

PRODUCTION TEAM

Senior Producer

Garth DeAngelis

Producers

Clint McCaul

Amy Pickens

Rosalie Kotsky-Schumpert

Technical Producer

Griffin Funk

ENGINEERING TEAM

Lead Engineer

Ryan McFall

Lead Systems Engineer

Ned Way

Systems Engineer

Russell Aasland

Lead Graphics Engineer

Scott Boeckmann

Graphics Engineers

Jeremy Shopf

Michael Donovan

Kenneth Darda

Lead User Interface Engineer

Brittany Steiner

User Interface Engineers

Sam Batista

Joe Cortese

Brian Whitman

Lead Gameplay Engineer

Dan Kaplan

Gameplay Engineers

Alex Cheng

Joshua Bouscher

Josh Watson

Damian Slonneger

Joseph Weinholfer

Casey O'Toole

Senior Software Engineer

David Burchanowski

Multiplayer Engineers

Tim Talley

Todd Smith

Additional Engineering Support

Shaun Seckman

David Gurley

Pat Miller

ART TEAM

Art Director

Greg Foertsch

Lead Animator

Dennis Moellers

Senior Animators

Justin Thomas

Kevin Bradley

Louis Ferina

Animators

Rachel Anchors

Hector Antunez

Bryan Twomey

John Stewart

Additional Animation

Aaron Andersen

Senior Technical Animator

John Stewart

Technical Animator

Brian Evans

Lead Cinematic Artist

Andrew Currie

Cinematic Artist

John Heeter

Lead Character Artist

Chris Sulzbach

Character Artists

Andrew Kincaid

Alan Denham

Stephanie Gittlin

Marie-Michelle Pepin

Additional Character Art

Matthew Kean

Peter Anderson

Lead Weapon Artist

David Pacanowsky

Weapon Artist

Ben Leary

Lead Environment Artists

Toby Franklin

Brian Theodore

Nathanael Broach

Environment Artists

Justin Rodriguez

David Pacanowsky

Brian Mahoney

Brian Theodore

Andrew Griffin

Morgan Hill

Neal Jany

David Black

Rambo Stu

Lee Arnest

Mike Unkrich

Additional Environment Art

Steve Egrie

Eván Herbert

Vincent Mayeur

Matt Demaray

Lead Technical Artist

Zeljko Strkalj

Technical Artists

John Heeter

Brian Black

Lead Effects Artist

Stephen Jameson

Effects Artists

John Heeter

Rick Menkhaus

Effects Support

Jennifer Kraft

Kelsey Orem

Principal Lighting Artist

Chris Perrella

Lighting Artists

Zeljko Strkalj

User Interface Artist

Jason Montgomery

Zeljko Strkalj

Additional User Interface Art

Rob Sugama

Steve Ogden

Motion Graphics Lead

Steve Ogden

Concept Artists

Piero Macgowan

Aaron Yamada-Hanff

Seamas Gallagher

Dongmin Shin

Aaron Whitehead

Additional Concept Art

Mike Tassie

Taylor Fischer

Art Interns

Daniella Zeman

John Dunford

Matt McAuliffe

AUDIO TEAM

Lead Audio Designer

Chris D'Ambrosio

Audio Engineers

Dan Price

Griffin Cohen

Roland Rizzo

Daniel Costello

Additional Audio Support

Alex Ortiz

QUALITY ASSURANCE TEAM

QA Supervisor

Timothy McCracken

QA Lead

Michael Kotey

Quality Assurance

Jennifer Kraft

Terrence Myers

Kelsey Orem

Dominic Mancuso

Daron Carlock

Carlton Harrison

Matt Shirk

Sarah Darney

Beth Petrovich

FIRAXIS LIVE TEAM

Producer

Clint McCaul

Lead Architect

Michael Springer

Sr. Engineers

Rob Dye

Adam Sherburne

FIRAXIS

MANAGEMENT TEAM

President & Studio Head

Steve Martin

Creative Director

Sid Meier

Executive Producer

Kelley Gilmore

Director of Gameplay Development

Barry Caudill

Director of Software Development

Steve Meyer

Studio Art Director

Arne Schmidt

Marketing Director

Lindsay Riehl

Marketing Associate

Pete Murray

Community Manager

Kevin Schultz

Human Resources Director

Shawn Kohn

Human Resources Assistant

Beth Petrovich

Office Manager

Donna Milesky

Accounting Assistant

Joanne Miller

IT Manager

Josh Scanlan

Systems / Network Technician

Matt Baros

David McCFall

Special Projects Coordinator

Susan Meier

Production Babies

Calvin Steiner-Bloyer

Leah Emily Schneider

Chase Xavier Boeckmann

Morgan Joleigh Currie

Dominic Ferina

THE WORKSHOP

CONSOLE VERSION

Producer

Lessee Young

Lead Programmer

John Harries

Code

Aaron Smith

Adam Smith

Bryan Topp

Chang You Wong

Jake Akemann

Jason Bare

Jason Keeney

Jason Scott

Jean-Philippe Steinmetz

Jim Geldmacher

Justin Marshall

Kirk Martinez

Mark Domowicz

Paolo Costabel

Rick Matchett

Simon Inch

Thad Bower

Wayne Chen

Will Brode

Yu Tak Ting

UI Design

Cindy Nguyen

Quality Assurance

Dustin Portesi

Eric Lambden

Eugene Conniff

Josh Singleton

Executive Producer

Christopher A. Busse

PC TEAM

Producers

Jennifer Losi

Mike Luyties

Lead Programmer

Mark Domowicz

Lead Artist

Sunni Han

Code

Aaron Smith

Adam Smith

Bryan Topp

Chang You Wong

Kirk Martinez

Rick Matchett

Yu Tak Ting

Art

Brett Lo

Gary Huang

Mario Wiechec

Paul Wu

PRODUCTION

Executive Producer

Matt Stokes

ALSO FOR THE

WORKSHOP

President / CEO

Peter T. Akemann

General Manager

Christopher A. Busse

Chief Technical Officer

Charles Tolman

IT

Paruyr Gishan

Operations

Tiffany Tolman

Office Coordinator

Andra Petru

ADDITIONAL CONSOLE DEVELOPMENT - BLIND SQUIRREL GAMES

ENGINEERING

Chief Software Architect

Matthew Fawcett

Lead UI Engineer

Justin Hilton

Senior UI Engineer

Jason Neal

UI Engineers

Frank "Jia" Chen

Danny Cruz

Nick Long

Katlan Merrill

Jonathan Rebar

Lead Gameplay Engineer

David Forrest

Senior Gameplay Engineer

Jonathan Rucker

Gameplay Engineers

Christopher Ballinger

Leo Simkin

Chris Wade

Lead Graphics Engineer

Robby Wong

Senior Graphics Engineers

Matt Campbell

Patrick Ghiocel

Dmitri Savine

Graphics Engineers

Nolan Carnahan

Tyler Kirk

Lead Build Engineer

Jeffrey Joyce

Build Engineer

Mark W. Gabby-Li

QA

QA Lead

Dibiansi Omerigbo

Senior QA Tester

Derek McInvale

QA Testers

Scott Ballinger

Joshara Edwards

Kaysaun Franklin

Jose Gomez

Donovan McCartney

PRODUCTION

Executive Producer

David Baker

Senior Producer

Craig Ostrander

Associate Producers

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Alexis Russell

OPERATIONS

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Technology

Ron Bitzer

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Ombudsman

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CEO

Brad Hendricks

Executive Assistant

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Office Manager

Amy Long

Studio Art Director

Duane Loose

Controller

Shelley Lovejoy

Human Resources Manager

Frank Occhiatto

Accountant

Alberto Terrones

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Development

Melissa Miller

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Production

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Creative Production Assistants

William Gale

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Developer Support Team -

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Developer Support Team -

Cinematic Leads

Jarrette Torcedo

Leslie Harwood

Developer Support Team -

Cinematics

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Justin Mettam

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Perry Cucinotta

Developer Support Team -

Visual Effects Lead

Stephen Babb

Developer Support Team -

Animation Lead

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Developer Support Team -

Animation

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Jonathon Marshall

Developer Support Team -

Modeling Lead

Peter Turner

Developer Support Team -

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Gameplay Capture Team

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Director of Research and

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Mike Salmon

Sr. Market Researcher

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User Testing Manager

Francesca Reyes

User Testing Assistant

Jonathan Bonillas

Motion Capture Supervisor

David Washburn

Motion Capture Stage Manager

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Motion Capture Stage

Technicians

Jen Antonio

Emma Castles

Jeremy Schichtel

Alexandra Grant

Christopher Barton

Motion Capture Production Manager

Charles Ghislandi

Motion Capture Specialists

Ryan Girard

Michelle Hill

Jose Gutierrez

Gil Espanto

Jeremy Wages

Motion Capture Pipeline

Engineer

Charles "Auggie" Harris III

Motion Capture Media

Supervisor

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Motion Capture Audio Assistant

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Lead Technical Artist

Jonathan Tilden

Principle Technical Artist

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Mitchell Fischer

Software Engineers

Jack Liu

Jason Howard

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Alberto Covarrubias

Dale Russell

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Scott Barrett

Sr. Dev Ops Engineer

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Jr. Engineers

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Sr. QA Tester

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QA Testers

Mackenzie Hume

Parisa Mirshah

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Sr. Manager,

Community Content

Darren Gladstone

Community and

Social Media Manager

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Nelson Chao

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Heidi Oas

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Peter Koeppen

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Web Developer

Gryphon Myers

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Events Manager

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Customer Service Coordinator

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Partnerships &

Licensing Manager

Ryan Ayalde

Partnerships &

Licensing Associate Manager

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Kenya Sancristobal

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Counsels

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Mehmet Turan

Sr. Data Analyst

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Sr. Analyst

Tuomo Nikulainen

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Licensing &

Operations Specialist

Xenia Mul

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Russell Mains

Sr. Systems Engineer

Jon Heyselk

Security Systems Engineer

Lee Ryan

Network Engineer

Don Claybrook

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Scott Alexander

Davis Krieghoff

IT Analyst

Michael Caccia

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Submission Manager

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Ruben Gonzalez

Steve Yun

Zack Gartner

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Chayse June

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Joshua Vance

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Kristina Benitez

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Anthony Rodriguez
Anthony Zaragoza
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Bryan Fritz
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Kyle Kraemer
Kyle Marton
Lionel Brandon
Mailanee Anderson
Mason Gagliardo
Miguel Garcia
Nathan Craig
Osvaldo Carrillo-Ureno
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Robert Bryant
Sacha Moctezuma
Sampson Brier

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Summer Breeze
Susan Espinosa
Tiffany Chung
Todd White
Travis Allen
Vanessa Derhousoff
Wenceslao Concina
Zacaree Walters
Zachary Little

IT Manager

Chris Jones

2K Las Vegas IT

Kris Jolly
Juan Corral
Eric Chung
Todd Ingram
Travis Allen
Cameron Steed

SPECIAL THANKS

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Ashley Fontaine
Candice Javellonar
David Barksdale
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Joe Bettis
Josh Lagerson
Leslie Cullum
Louis Napolitano
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VP Publishing

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Head of International

Product Marketing

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International Territory Manager

Warner Guinée

Sr. International

Communications Manager

Woufer van Vugt

Jr. International PR &

Events Manager

Chris White

2K International Community and Social Manager

Melaine Brou

International Marketing

Coordinator

James Dodd

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Producer

Sajjad Majid

Head of Creative Services and Localization

Nathalie Mathews

Localization Project Manager

Emma Lepeut

External Localization Teams

Around the World
Effective Media GmbH
Synthesis Iberia
Synthesis International srl
QLOC S.A.

Localisation tools and support provided by XLOC Inc.

2K INTERNATIONAL QUALITY ASSURANCE

Localisation QA Manager

José Miñana

Mastering Engineer

Wayne Boyce

Mastering Technician

Alan Vincent

Localization QA Senior Lead

Oscar Pereira

Localization QA Project Lead

Jose Olivares

Localization QA Leads

Alba Loureiro
Elmar Shubert
Florian Genthon

Associate Localization QA Lead

Cristina La Mura

Senior Localization QA

Technicians

Christopher Funke
Enrico Sette
Harald Raschen
Johanna Cohen
Sergio Accettura

Localization QA Technicians

Clement Mosca
Daniel Im
David Sung
Dimitri Gerard
Ernesto Rodriguez Cruz
Etienne Dumont
Gabriel Uriarte
Gian Marco Romano
Gulnara Bixby
Iris Loison
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Roland Habersack
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Seon Hee C. Anderson
Shawn Williams-Brown
Sherif Mahdy Farrag
Stefan Rossi

Stefanie Schwamberger

Timothy Cooper

Toni López

Yury Fesechka

Design Team

James Quinlan
Tom Baker

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Alan Moore

Aaron Cooper
Belinda Crowe
Ben Seccombe

Carlo Volz
Carlos Villasant
Caroline Rajcom
Charley Grafton-Chuck

Dan Cooke
Dennis de Bruin
Devon Stanton
Diana Freitag

Francois Bouvard
Gemma Woolnough
Jan Sturm

Jean Paul Hardy
John Ballantyne
Julien Brossat
Lieke Mandemakers

Maria Martinez
Roger Langford
Sandra Melero
Sean Phillips
Simon Turner
Stefan Eder
Zaida Gomez

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Anthony Dodd
Martin Always
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

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Asia General Manager

Jason Wong

Asia Marketing Director

Diana Tan

Asia Marketing Manager

Daniel Tan

Sr. Product Executive

Rohan Ishwarlal

Product Executive

Sharon Lim

Sr. Brand Manager

Jason Dou

Japan Marketing Manager

Maho Sawashima

Korea Marketing Manager

Dina Chung

Sr. Localization Manager

Yosuke Yano

Localization Coordinator

Pierre Gujarró

Localization Assistant

Yusaku Minamisawa

TAKE-TWO ASIA OPERATIONS

Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT

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Syn Chua
Ellen Hsu
Kelvin Ahn
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Aiki Kihara
Fred Johnson
Ken Tilakaratna
Anna Choi
Jookyoung Hyuu
Cynthia Lee
Zachary Zainuddin

2K CHINA QUALITY ASSURANCE

QA Director
Zhang Xi Kun
Localization QA Manager
Du Jing
Localization QA Project Lead
Zhu Jian
Lead QA Tester
Chu Jin Dan
Shigekazu Tsuuchi

Senior QA Testers

Qin Qi
Kan Liang
Cho Hyunmin
QA Testers
Zhou Qian Yu
Zhao Yu
Wang Ce
Tan Liu Yang
Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng
Zou Zhou Ke

Junior QA Testers

Mao Ling Jie
Li Ling Li
Liu Kun Peng
Tang Dan Ru
Chen Xue Mei
Xiao Yi
Zhao Jin Yi
Ou Xu
Wang Rui
IT Engineers
Zhao Hong Wei
Hu Xiang
Li Ting Zhu

FOX SOUND STUDIOS

Rick Fox
Victoria Fox

CAST

Central
Brian Bloom
Shen
Carlye Pollack
Tygan
Gary Anthony Williams

Advent Speaker
Brandon Keener

Councilman
Jon Bailey

Soldiers/Additional Voices

Chris Jai Alex
Cherise Boothe
Feodor Chin
Brian T. Delaney
Dimriti Diatchenko
Greg Eagles
Kate Higgins
Andrew Kishino
Misty Lee
Erica Luttrell
Elizabeth Maxwell
Matt Mercer
Dave B. Mitchell
Sumalee Montano
Melissa Pino

Jonathan Roumie
April Stewart
Courtney Taylor
Rick Wasserman
Fryda Wolff
VO Directors
JB Blanc
Liam O'Brien
Amanda Wyatt

FRENCH CAST

Central

Pierre Tessier
Shen

Adeline Chetail
Tygan

Philippe Catoire
Advent Speaker

Cyrille Monge
Councilman

Pierre Dourlens
Soldiers/Additional Voices

Jessica Barrier
Christine Bellier
Audrey Botbol
Julia Boutteville
Fabien Briche
Pascal Casanova
Marie Chevalot
Catherine Desplaces
Cathy Diraison
Geneviève Doang
Nadine Girard
Claudine Gremy
Damien Hartmann
Laëtitia Lefebvre
Fabrice Lelyon
Bertrand Liebert
Stéphane Marais
Bruno Meyere
Jean-Marco Montalto
Bertrand Nadler
Benjamin Pascal
Jean-Philippe Pertuitt
Véronique Picciotto

Geoffrey Vigier
Isabelle Volpe
Marie Zidi

GERMAN CAST

Central

Erik Schöffler

Shen

Antje von der Ahe
Tygan

Thomas Dehler

Advent Speaker

Renier Baaken

Councilman

Manfred Erdmann

Soldiers/Additional Voices

Achim Barrenstein

Andrea Dewell

Birte Stiehling

Gero Wachholz

Dirk Harddegen

Gergana Muskalla

Ciravolo Natale

Colombo Sonia

Conte Alessandro

Corbetta Oliviero

De Cesarei Jenny

Decio Carlo

Ferrari Stefano

Francesca Chiara

Fumagalli Davide

Germano Alessandro

Lussiana Alessandro

Magri Rebecca

Marchingiglio Gabriele

Marengghi Maura

Matera Lucy

Molos Eleni

Moresse Deborah

Palumeri Federico

Pandolfi Silvio

Perilli Francesca

Schirolli Elisa

Sorrentino Katia
Tanja Landgraf
Tanja Lipinski

ITALIAN CAST

Central

Zaniotti Paolo

Shen

Francesca Chiara

Tygan

Pandolfi Silvio

Advent Speaker

Corbetta Oliviero

Councilman

Ciravolo Natale

Soldiers/Additional Voices

Appetiti Luca

Atepi Giuliana

Avateneo Giovanna

Baldoin Diego

Bertocchi Alice

Bongiorni Alice

Brioschi Domerico

Caggiola Beatrice

Calatroni Jacopo

Ciravolo Natale

Colombo Sonia

Conte Alessandro

Corbetta Oliviero

De Cesarei Jenny

Decio Carlo

Ferrari Stefano

Francesca Chiara

Fumagalli Davide

Germano Alessandro

Lussiana Alessandro

Magri Rebecca

Marchingiglio Gabriele

Marengghi Maura

Matera Lucy

Molos Eleni

Moresse Deborah

Palumeri Federico

Pandolfi Silvio

Perilli Francesca

Schirolli Elisa

Sorrentino Katia
Starna Stefano

Testa Alessandro
Tretto Francesca

SPANISH CAST

Central

Vicente Gil

Shen

Olga Velasco

Tygan

Adolfo Pastor

Advent Speaker

Carlos López Benedi

Councilman

Ángel Amorós

Soldiers/Additional Voices

Alfredo Martínez

Alma Naranjo

Ana Isabel Rodríguez

Ana Jiménez

Ana Plaza

Arantxa Franco de Sarabia

Arturo López

Carlos López Benedi

David Blanco

Emma Cifuentes

Enrique Suárez

Gema Carballado

Javier Gámir

Juan Carlos Lozano

Juan Navarro

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Marta Sáinz

Miguel Ángel Pérez

Olga Velasco

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Rosa Vivas

Salomé Larrucea

Salvador Serrano

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Yolanda Pérez

UK CAST

Soldiers/Additional Voices

Adam Howden
Alan Turkington
Beatriz Romily
Denise Gough
Kezia Burrows
Naomi McDonald
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Motion Capture Performers

Ray Carbonel
Paul Ghiringhelli
Thomas Gorrebebeck
Lucas Hatton
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Edward Kahana
Lyndys Kail
Noah Lahat
Gary Neil
Danielle O'Dea
Lucas Okuma
Carlye Pollack
Allen Pontes
Dennis Ruel
Sari Sabella

VO RECORDING STUDIOS

LIME STUDIOS

Dialog Recordist

Tom Paolantonio

Producer

Susie Boyajan

POLARITY POST STUDIO

Dialog Recordists

Jerel Bromley
Miik Dinko

Jim Lively

VO EDITORS

Supervising Dialogue Editor

Dante Fazio

Additional Editors

Austin Krier
Garrett Montgomery M.P.S.E.
Rick Polanco
Stephen Selvaggio
Anthony Sorise
Robert Weiss

Music Composed by

Tim Wynn

CINEMATIC SOUND DESIGN - SOURCE SOUND, INC.

Sound Supervision

Charles Deenen
Tim Gedemer

Lead Sound Designer

Csaba Wagner

Dialog & Foley Supervision

Braden Parkes

Sound Editors

Paul Gorman
Mike Schapiro
Colin Hart
Ricardo Hernandez

Jim Schaefer

Travis Pratert

Bryan Jerden

Mixers

Tom Brewer
Charles Deenen

CONCEPT ARTWORK -

OPUS ARTZ

Concept Artists

Chee Ming Wong
Bjorn Hurri
Alex Heath
Daniel Matthews

Felix Bauer-Schlichtegroll

CINEMATIC PRODUCTION SERVICES

- WATERPROOF

STUDIOS INC.

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Development

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Chief Science Officer

Martin Kumor

Chief Financial Officer

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Ian Fenton

Director

Matt Holdendried

Studio Producer

Jo'Sun Fu

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Colin Davidson

CG Supervisor

Aaron Zacher

Rigging Lead

Arron Robinson

Senior Modeler

Max Wahyudi

Modelers

Bo Yeon Kwon
Manuel Armonio
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Senior Animator

Blake Piebenga

Animators

Richard Gillies
Kelly Starke
Alex Ushijima
Rob Yau

Lighting Lead

Max Wahyudi

Compositing and FX Lead

Winston Fan

Compositing Artist

Guillem Rovira

Unreal Engineers

Trent Atwood

David Cheung

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Daniel D. Gregoire

Supervisor

Ryan McCoy

Engine Specialists

Jason Choi

Younga Kang

Engine TD

Casey Christopher Benn

Cinematic Animators

Igor Choromanski

Andrew Moffitt

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Todd Patterson

Andrew Rose

Ruel Smith

Randy Wilson

Timothy Xenakis

Paolo Joel Ziemba

Motion Capture Actors

Richard Dorton

Alina Andrei

Comp Artist

Bryan Locantore

Modelers

Alex Chiles
Maggie Chung
Timothy C. Graybill
Christina Hall
Brian Magner

Storyboard Artist

Vania Astari Arrifin

Concept Art

One Pixel Brush

Senior Producer

Patrice Avery

Producer

Richard Enriquez

Production Assistant

Taylor Finan

ADDITIONAL MOTION CAPTURE FACILITIES - PROFILE STUDIOS

Profile Studios

Additional Support

Additional Animation

Scott Dosssett

Additional Environment Modeling

Gameshastra Solutions

Cinematic Production Services:

Applied Cinematics

Mike O'Rourke

Jason Flynn

SPECIAL THANKS

Strauss Zelnick

Karl Slatoff

Lainie Goldstein

Dan Emerson

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

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Pedram Rahbari

Jenn Kolbe

Greg Gibson

Take-Two Legal Team

Ashish Popli

David Boutry

Juan Chavez

Rajesh Joseph

Gaurav Singh

Alexander Raney

Barry Charleton

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Jennifer Heinser

Jon Titus

Gail Hamrick

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Chris Burton

Christina Vu

Betsy Ross

Pete Anderson

Oliver Hall

Maria Zamaniego

Nicholas Bublitz

Nicole Hillenbrand

Danielle Williams

Gwendoline Olivier

Ariel Owens-Barham

Kyra Simon

Visual Concepts

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Access Communications

Freddie Georges Production

Group

Kathy Lee-Fung

MODCo Media

Modus Operandi

Petrol

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