



# EVOLVE





**WARNING** Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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.

## INSTALLATION

After beginning the installation process, you can play Tutorial missions for Goliath (your first Monster) and Markov (your first Hunter) before the entire game has completed installation. Until installation is complete, you will be restricted to specific menu choices on the Main Menu.

# 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.

## SWITCH USER

Change which user is currently signed into Evolve.

## PROFILE

View Leaderboards for each Monster and Hunter type, check your progress toward various accolades and unlocks, or create a custom Badge for your Hunter.

## EXTRAS

View the credits, link/unlink your my2K account, browse the Video Gallery, or view the in-game manual.

## OPTIONS

Access the Options Menu, where you can adjust various gameplay and system settings.

## STORE

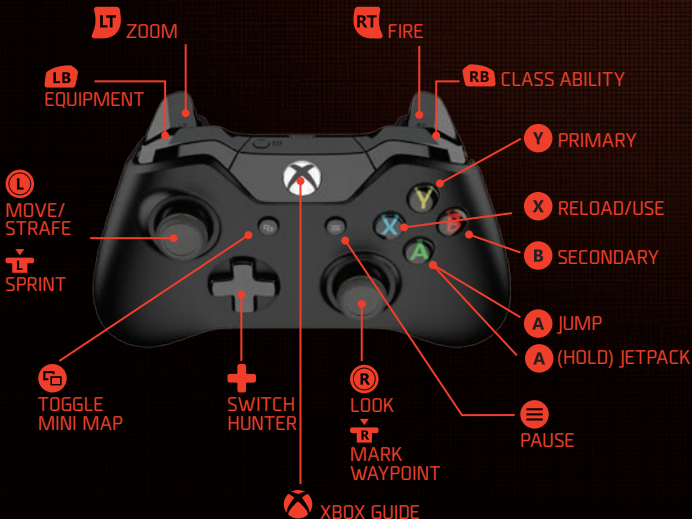
Access the Xbox Store to purchase additional game content.

# GAME CONTROLS

## MENU CONTROLS

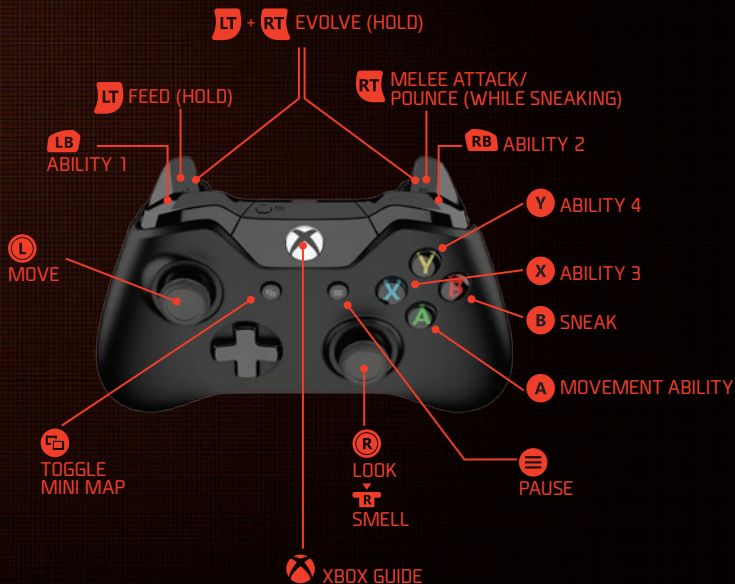
Navigate options	
Select option	
Exit menu	
Access Profile	

## HUNTER CONTROLS





## MONSTER CONTROLS





# 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 depletes 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 **X** 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 the D-pad to switch to a different Hunter at any time, provided that the Hunter is an A.I. bot and 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 **LT** + **RT** to evolve and stage up. You can also gain energy by incapacitating Hunters.

## ANIMAL SENSE

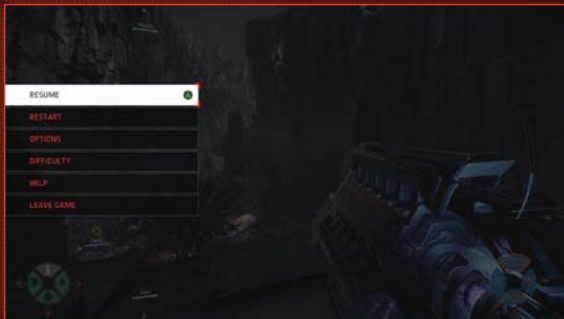
The Monster's sense of smell allows you to see nearby wildlife and hunters, even through walls and terrain.


## 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  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.

### HELP

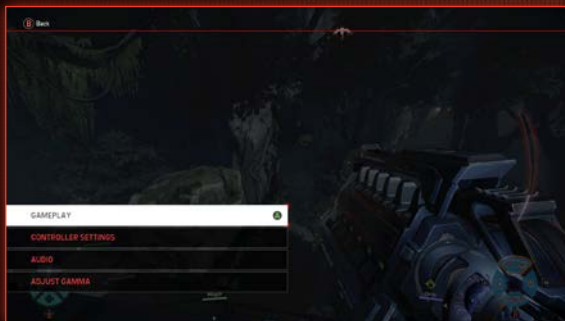
View the in-game manual.

### LEAVE GAME

Leave the current game.



# OPTIONS MENU



## GAMEPLAY

Reset the Help Text or adjust your sprinting options.

## CONTROLLER SETTINGS

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

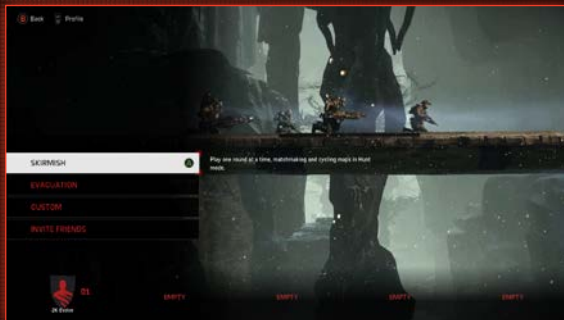
## AUDIO

Toggle the subtitles or adjust the music, effects, and dialog.

## ADJUST GAMMA

Adjust the game's gamma level.

# 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.

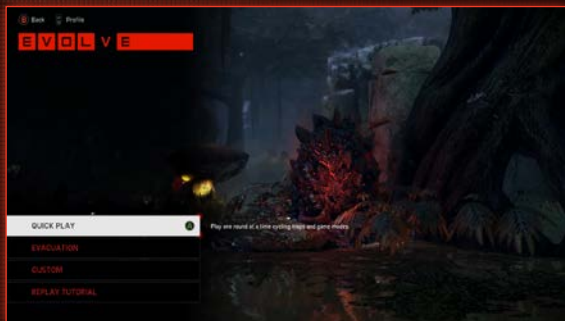
## NEST

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

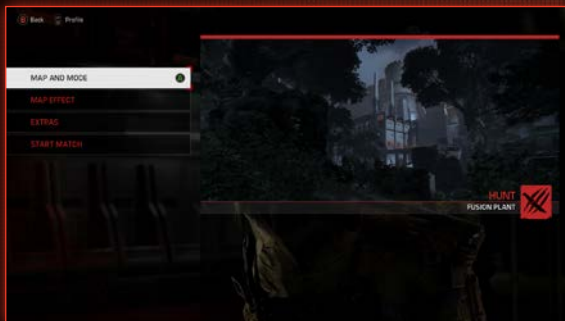
Set up a game of Evolve tailored to your parameters.

## REPLAY TUTORIAL


Replay the tutorials to unlock medals.



# CUSTOM GAME MENU



## START MATCH

Select this option and press  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

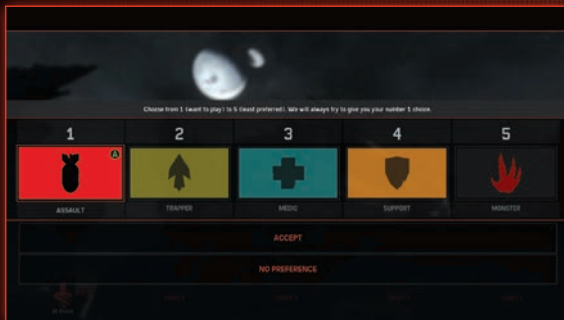
In preparation for the upcoming monster attacks surviving colonists upgraded the defense turrets to do more damage to the Monster.

### 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.

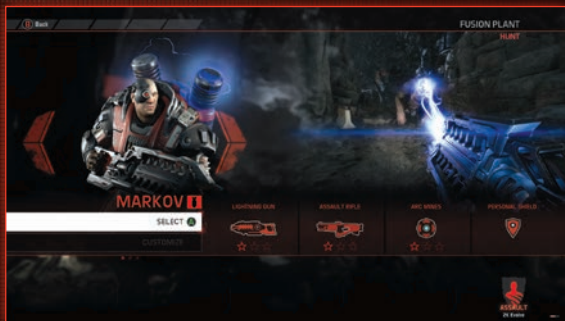
## SEARCHING FOR GAMES

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 Right Stick 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 Left Stick to choose a Hunter from those you have currently unlocked. When you've selected a Hunter, press **A** to select which Perk your Hunter will take into the match.



# MONSTER CONFIGURATION

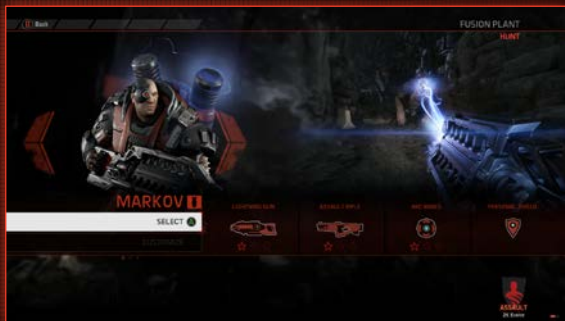


Here you can assign three points to four different ability categories unique to each monster. A maximum of three points can be assigned to an ability category, improving it up to three levels. Press **Y** to reset point assignments and start over. Once all ability points are assigned, you can choose 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



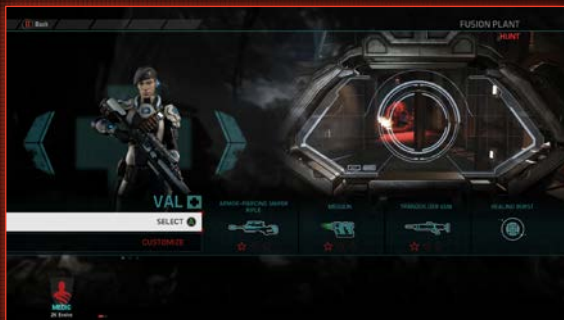
The Assault Hunter's role is to deal damage to the Monster. Playing as this class means going toe-to-toe with the Monster, simultaneously dishing out and bearing the brunt of damage. Heavily armed, Assault Hunters deal massive damage to groups of hostiles at close range as well as dole out rapid-fire 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

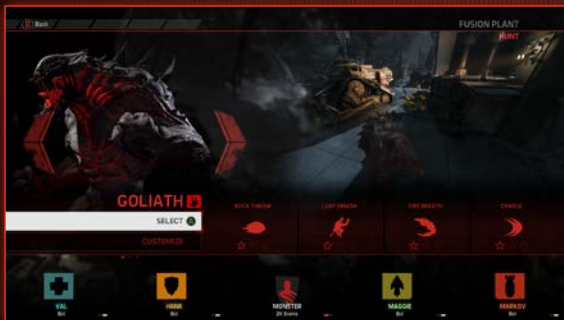


Despite their differences, all three Monsters have a keen sense of smell. Click the  to use their animal sense to briefly reveal nearby Hunters and wildlife.

## STEALTH

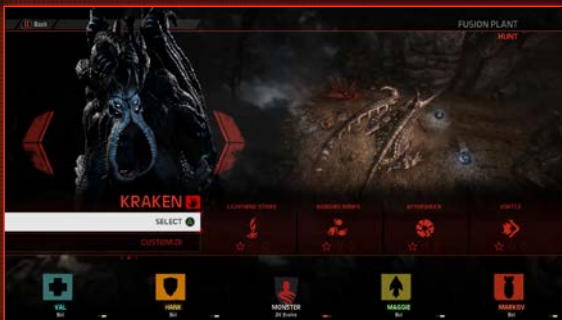
All three Monsters are also capable of stealthy movement. Press  to sneak. While sneaking, it is possible to perform a pounce that strikes silently and kills without alerting any nearby Hunters or wildlife.

# 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 **L3** 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 fills as you feed on wildlife. Once full, you can evolve by pressing and holding **L3** + **RT**. 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 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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Interactive Software, Inc.

## 2K PUBLISHING

PRESIDENT  
Christoph Hartmann

C.O.O.  
David Ismailler

## 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 Pytlik

## 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 Abarcas

## EVENTS MANAGER

David Iskra

## CREATIVE DIRECTOR

Gabe Abarcas

## WEB DIRECTOR

Nate Schaumburg

## 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 Hoff

## 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

## TESTERS

Charles Bradford  
Glen Jamison  
Zack Gartner  
Alexander McDonough  
Amanda Bassett  
Ana Garza  
Andi Cable  
Andrew Garrett  
Anthony Bertoli  
Anthony Fierro Jr.  
Anthony Zaragoza  
Bar Peretz  
Barbara Mullen  
Branden Nash  
Brian Crew  
Brian Reiss  
Charles Maidman  
Chelsea Habighorst  
Christopher Johnson  
Corey Bradley  
Corey Harrison  
David Benedict  
David Drake  
David Lotruglio  
DeRonta King  
Dijon Ross  
Dolores Reynolds  
Enrique Meza  
Greg Jefferson  
Hal Rydberg  
Hugh Cortney  
Jae Maidman  
James Schifflin  
Jan Flugum  
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 Weatherston  
Lionel Brandon  
Mailanee Anderson  
Marci Sousa  
Marshall Strelow  
Matt Cates  
Matt Dings  
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 Arnsperger  
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

CINEMATIC 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, MN.  
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 XBOX ONE PLATFORM SUPPORT

Claude Marais  
Skip McIlvaine  
Ferdinand Schober  
Cameron Goodwin  
Aditya Toney  
Simon Cooke  
David Cook  
James Lenell  
Dave McCoy  
Kev Gee  
Dan Black  
Sandra Smith Congdon  
Eric Voreis  
David Straily  
Jefferson Ng  
Dave Midturi  
Dan Herzog  
Xbox Advanced Technology Group (ATG)

## ADDITIONAL TOOLS DEVELOPMENT BY ROBOTIC ARM SOFTWARE

Dan Goodman  
Peter Hoff

## SOUND SATISFACTION

### FOLEY ARTIST

Gregg Barbanell

## TEAM ONE

### CREATIVE

Phil Hanson  
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 Stohlman

## 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 Fidiam-Smith  
Christina Vu  
Betsy Ross  
Pete Anderson  
Oliver Hall  
Nick Bublitz  
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  
AMD  
Arxan Technologies, Inc.  
AV Images  
Ayzenberg Group  
Codejock Software Solutions  
Frank N Magid Associates

Freddie Georges Production Group  
Intel  
JetBrains S.R.O.  
Kathy Lee-Fung  
Layer Media  
MODCo Media  
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Perforce Software  
Petrol Advertising  
Q & A Research  
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