



CONFIDENTIAL



- NOTE PLEASE:
1. Nat rw
 2. Don ---
 3. Bud ---
 4. ---

100% cure
↑
Fryzel
R ---



CONFIDENTIAL

Head injury
↓
psychological shock
↓
fresh psychological response
↓
with abnormality a
psychomotorly demerit
↓
post-traumatic episode
↓
obscure amblyopic symptoms
↓
neurotic affective reaction



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions.
- Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
- Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

Internal Memo

High Security Ward

URGENT

From: Dr. Whyte

To: Dr. Pickman

Re: Danny Lamb and Leo Kasper

Enclosed are Danny Lamb and Leo Kasper's ID bracelets found discarded after last night's incident. This is the only potentially damaging evidence we have found so far. I trust every possible precaution will be taken to ensure that any records relating to these patients are destroyed.

We are all too aware that both subjects pose a highly serious threat to society, let alone the very existence of 'The Project'. Both patients suffer severe psychotic episodes characterized by intense paranoia, involuntary psychotic reactions, delusional hallucinations and acute schizophrenic disorders.

I know I don't need to mention the severity of the consequences for us and 'The Project' if these patients have escaped.

We HAVE to track them down.

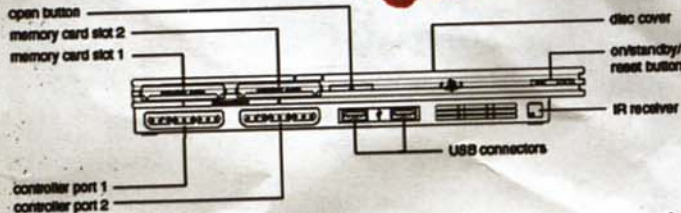
Dr. Whyte

Dr. Whyte

Getting Started - 2
Starting Up - 3
→ Patient Files:
Daniel Lamb - 4
→ Patient Files:
Leo Kasper - 6
Classified - 8
Clinical Records - 9

GETTING STARTED*

URGENT



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Manhunt 2 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

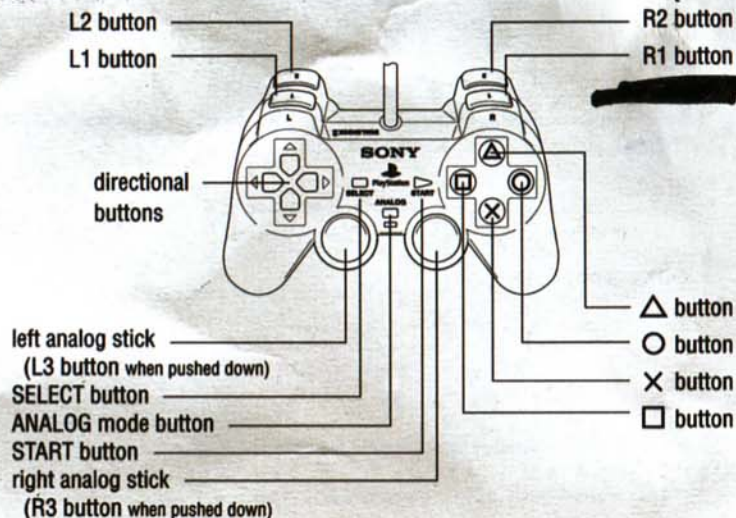


036666

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STARTING UP ✓

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS ✓

- × button Run
- button Hit/Execute/Wall tap/Hold for heavy attack
- △ button Wall squash/Block in melee combat
- button Use/Pick up body/Drop body/Crawl/Climb
- L1 button Target enemy/Free aim lure/Aim round corner/Use scope
- R1 button Shoot/Throw lure/Execute
- L2 button Strafe left
- R2 button Strafe right
- Left analog stick Movement/Zoom scope
- Right analog stick Look around/Aim x-hair/Cycle target
- L2 + R2 180 turn
- ↑ Reload/Toggle flashlight on/Toggle flashlight off
- ↓ Swap weapon
- ← Cycle inventory
- Cycle inventory
- SELECT button Inventory screen
- START button Pause/Options/Skip cutscene
- L3 button Look back
- R3 button (not in aim mode) First person view
- R3 button (in aim mode) Free Aim



manhunt 2

Daniel Lamb
114 Bay View West
San Fierro, SA 94705
612-6736

OBJECTIVE

A mid-level research position in defensive biological weapons development.

SKILLS

Proficient in LC/MS, GC/MS, IR, NMR, LC-MNR, protein purification, HPLC.

EMPLOYMENT HISTORY

1989-Present McKenzie Druchner, Inc.
Research Associate in Biotoxins Division
1986-1989 Green and Becker Pharmaceuticals, Inc.
Lab technician

EDUCATION

B.S., Biochemistry -
UNIVERSITY OF SAN FIERRO, SAN ANDREAS, 1985

RELATED COURSEWORK

Molecular Biology,
Virology, Neurology,
Cognitive development,



(b) (3) -32 USC 401
(b) (3) -42 USC 779
(b) (3) -P.L. 86-36

Further explorations in
subjects' personalities
Project and developing

More extensive regression
intense psychotherapy and
discovery of key triggers
been identified it is also
previous connections to
all ties to the subjects' past
imposed.

After 3 weeks of intensive, on
sent forward for the second ph
had been identified which coul



attempts to eliminate
killing loyalty to the
ed success.

The hypothesis is that
thesis will lead to the
Once such triggers have
must be prompted to reject all
only by severing

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE
Est. 1932

*Behavioural patterns suggesting suitability
of experimental candidates*

observation Point 1 (Spanky's)

- The successful candidate must show a propensity
for violence beyond that of an episodic
dyscontrol or intermittent explosive disorder
subject.

- A subject's choice of implement can give deep
insight into their potential usefulness to the Project.
A psychopathic personality is more likely to select
weaponry that will lead to grievous trauma to the
victim. A wide range of tools is made available to
potential subjects. Flag any subjects who
the circulation of the tools for further
studying.

the subject make use of the ambient
tools in the room? The types we are looking
seem to exhibit more imagination in the dispatch
their victims. The Dentist Chair Cell is ideal for
test - the potential for creative methods of
injection are high in that room.

Does the subject's mental state change over
course of the observation? Excitement at the
punish we present them with seems common
types, but the successful candidates will exhibit
use of remorse after they have finished with
victim, and should even go so far as to show sym-
paty and sustained excitement. Contrast
with unsuccessful subjects, who are likely to
express regret, explicitly or seek some
of information about the victim, which can be
as an implicit internalized expression of regret.

Memo

SEABY J

PUS 1

CONSULTATION REPORT

Consultation Only
 Consultation & Follow-Up

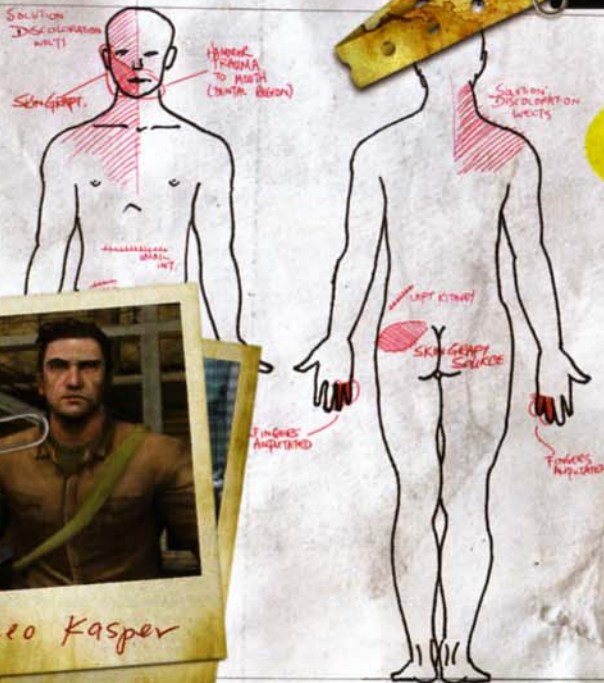


En
 Ric

manhunt 2

FREEZE COPY/NO
 FILE COPY/NO

MED
 U 628232



Leo Kasper

76 5 mm
 192 lbs.

REPORT OF CONSULTATION

Opinion and Recommendation:

Predator subjects with the text apparatus reported a 83% success rate in detecting the prey by the sound of his breathing. Predator subjects without text apparatus reported a 17% success rate at detection. Clearly the prey subjects' breathing can be heard even without the apparatus to some extent.

From the action:

Significant difference between the 2 test groups were found - proceed with further testing of 145319. Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subjects is in close proximity (watch the buttons that appear on screen as an enemy appears into your safe zone. If he was successful at holding his breath would the predators with text apparatus be able to hear his heartbeat?

CHART COPY

44-173

re-written report

for in Bergen

I can not stress enough the importance of the subjects rehabilitation. If you want to be sure of how this happened, he must be treated as a psychiatric patient, not dissected as a lab animal. We must take responsibility for what we have created
 -W

From: Dr. Whyte (Dixmor)
 Sent: Monday, May 14 6:56 PM
 To: Dr. Pickman (Dixmor)
 Subject: (no subject)

As per your request, an approximate schedule of events during the night of the Pickman Bridge malfunction in test case #412567:

7:54pm Fisto Sugar Manufactory Depot - Blackwell Island

Dr. Michael Grant was set up as decoy in ambush of subject. Blackwell Island chosen for remoteness, and along route of monthly flight ambush compromised by dexterity of subject. Dr. Grant subsequently

Subject escaped. Severe Project casualties.

9:32pm Maibatzu Plaza - City Center

Mr. Stanley Grex, the main source of funding for Pickman Bridge research, is assassinated in plain sight in middle of the plaza. Subject identified as assassin. Perimeter set up to allow no escape.

Subject escaped. More Project casualties.

10:58pm Storage Facility C

Subject infiltrates covert Project storage facility adjacent to Watkins Trainyard. Watchdogs dispatched to retrieve subject. All hard files and discs pertaining to history of subject and data on Pickman Bridge destroyed in arson.

Subject escaped. Watchdog casualties.

12:51am - Wooddale Community Enclave

Subject tracked to suburban neighborhood in residential sector. Situation integrity compromised - no longer confined to internal personnel. Local law enforcement and SWAT teams in area. Subject evades all and enters home of



sugar factory



plaza

FIELD TEST

Specific sexual acts were prepared for each subject depending on the information gathered in phase 1. Common sexual acts that scored highly across all subjects were identified with a view to creating a database for future use of these conditioning techniques on a larger scale, where live sex acts would be impractical.

Highest scores were seen of bestiality where an animal takes an active role, pederasty involving a deformed older erastes and pre-pubescent eromenos, and coprophilia of any kind. These 3 acts caused the highest levels of self-loathing in the test subjects, with frequent mental breakdowns and emesis during the playback phases. It was noted that the repeat viewing of specific sexual acts that had caused emesis in playback occurred almost instantaneously in the majority of subjects.

THE TEMPEST

MIRANDA

You have often
 Begun to tell me what I am, but stopp'd
 And left me to a bootless inquisition,
 Concluding 'Stay: not yet.'

PROSPERO
 The hour's now come;
 The very minute bids thee ope thine ear;
 Obey and be attentive. Canst thou remember
 A time before we came unto this cell?
 I do not think thou canst, for then thou wast not
 Out three years old.

MIRANDA
 Certainly, sir, I can.

PROSPERO
 By what? by any other house or person?
 Of any thing the image tell me that
 Hath kept with thy remembrance.

MIRANDA
 'Tis far off
 And rather like a dream than an assurance
 That my remembrance warrants. Had I not
 Four or five women once that tended me?

PROSPERO
 Thou hadst, and more, Miranda. But how is it
 That this lives in thy mind? What seest thou else
 In the dark backward and abysm of time?
 If thou remember'st aught ere thou camest here,
 How thou camest here thou mayst.

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

EST. 1932

DEPT

EMPLOYEE

Rockstar London

Producer	Mark Washbrook
Lead Programmer	Thomas Bussan
Programmers	Richard Frankish, Matt Godbolt, Lewis Gordon, Andrew Greensmith, Kirk Hemmings, Brian Hendriks, George Karvelishvili, Chris Kruger, Stuart Roskill, Matt Shepar
Additional Programming	Mark Atkinson, Benjamin Hathaway, Andreas Varga
Lead Artist	Ligh Malpas
Artists	Luis Adriano, Tee Lim, Julia Whon
Technical Artist	Mark Harrison - Ball
Additional Art	Hike Green
Lead Animation	Mark Tennant
Animators	CJ Markham
Lead Designer	Charlie Brewster
Designers	Steve Brinshaw, Giles Hitchcock, Josh Needleman, Tom Rigby, Gavin Skinner
Additional Design	Jonk Boonrazian, Aflia Mainik, Peter Saghoy
Audio	Lewis Griffin, Tobias Kraze, Chris Thorne, Allan Walker
IT	Paul Devonshire, Alan Jack
Admin Team	Melanie Clark, Foma Mitchell, Paul Nicholls

Rockstar Toronto

Studio President	Kevin Hoare
Creative Director	Greg Brick
Producer	Rob Nelson
Lead Programmers	Oscar Valer, Frank Kozak
Programmers	Alan Van Arden, Frank Chen, Geoff Herbymchuk, Karim Hemraj, Grant Kim, Andy Kwiatkowski, Terry Libenta, Matthew Puthampadai, Nick Small, Steven Orr
Designers	Dan Van Zant, Jonathan Hodge
Lead Gameplay Scripter	Matt West
Gameplay Scriptors	Ronald Woods, David Yang
Lead Artists	Chris Baibic, Kevin Frostes, Paul MacPherson
Artists	Pete Armstrong, Denny Borges, Denis Cawson, Raymond Dela Cruz, Daniel Ebanks, Matt Kazan, Yan Kyung Suk, Luke Shelswell
Lead Animators	Abraham Ahmed
Animators	Rob Elsworth, John Kim, David Saguit
Audio Design	Steve 'Knuckles' Demohoe

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FOR THE CRIMINALLY INSANE

Est. 1932

DEPT	EMPLOYEE
Of Manager	Arthur Chiang
Of	Chris Conway
Production Assistant	Norm 'Tubz' Brown
Additional Help	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zoccano
Support	Matthew Flewelling, Mark Halala, Lisa Olsen

Rocksar North

Producer	Leslie Benzies
Associate Producer	William Hills
Designer	Christian Carvamesa
Character concept	Alan Davidson
Animators	Gus Braid, Mike Jones
Music by	Craig Common

Cast List

Daniel Lamb	Moleng Stocum
Leo Kasper	Holten Graham
Dr. Wyle	Linda Orth Pallavicini
Dr. Pickman	Richmond Horie
Judy Sender	Jordan Ruderman
Michael Grant	Baron Vaughn
Mrs Lamb	Charissa Chamorro
The Asylum Staff	Bill Hill, Pablo Schroder, Cornell Womack
The Watchdogs	Brennan Brown, Michael Cullen, Richard Easton, John Hefferman, Ted Koch, Matt Walton
The Poms	Marco Baricelli, Ezra Knight, Dennis Ostremayer, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Baker, Karl Burg
The Project Militia	Jordan Bridges, Kevin Carrigan, Kevin Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodhounds	Jeremy Davidson, LJ Ganson, Erik Jensen, T. Ryder Smith, James Urbaniak, Tom Wopat
The Legion	Coeffrey Friend, Brian Fuoss, Danny Burstein, Jeffrey Hawkins, Charles Farnell, Reg Rogers
Baron Ader	Luis 'Stallion' Alvarez
Patrons of the Project	Dan Aharon, Mike Ankin, Jim Burke, Victoria Broderick, Jay Capozello, Barry Carl, Francesca Clemens, Chris Cook, Dain Flores, Jeff Gurner, Walter Hausen, Gregory Johnson, Duke Jordan - Edge, Ilyana Kadishin,

CLINICAL RECORD CARD

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT	EMPLOYEE
Patrons of the Project (continued...)	Charles Loftin, Anthony Madain, Anthony Mangano, Andrew MoSim, Rob Nelson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Stratten, Anthe Stralz, John Terney, Dan Van Zant, Oliver Vaquer, Robert Verlaque, Natalya Wilson, Michael Zoccano, John Zurhellen
Holten Capture Talent	Larry Ballard, Kurt Baucio, Charissa Chamorro, Dain Flores, Holten Graham, Lynne Horton, Laura Interval, Nicole Orth Pallavicini, Anthe Stralz, Moleng Stocum, Robert Stanton, Andrew Wheeler
Stunt Coordinator	Manny Siverio
Stunt Performers	Shray Diaz, Chaz Hernandez, Declan Hulog, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	--- Image Metrics PCC
Weaponry	Weapons Specialists, Ltd.
Casting	Danara Desola Casting, Telsey + Company
Holten Capture Studio	Perspective Studios
Holten Capture Director	Morgan J. Freeman
Voiceover Directors	Rod Edge, William Davizza, Morgan J. Freeman, Lazlow
Lead Cutscene Animator	Hondo Ghulam
Cutscene Animators	Dermot Bartz, Felipe Busquets, Peter Saumun
Supervising sound editor	Nicholas Montgomery
Written by	Charlie Brasher, Christian Carvamesa, John Zurhellen

Rocksar Lincoln

Of Manager	Mark Lloyd
Deputy Of Manager	Tim Bates
Lead Testors	Phil Alexander, Kit Brown, Jan Ealam
Secondary Leads	Mike Emery, Dan Goddard, Will Riggall
Test Team	Steve Bell, Mike Bennett, Mike Blackburn, Pete Broughton, Nathan Buchanan, Jim Cree, Phil Deane, Rob Dunkin, Dave Fahy, Eddie Gibson, Jon Gillus, Matt Hewitt, Lee Johnson, Dave Lawrence, Joby Luckett, Matt Lunnon, Andre Mounlain, Andy Mason, Steve McGrath, Craig Reeve, Sergio Russo, Jonathan Stones, Jason Trindall, Andy Webster, Carl Young
Localization Of Supervisor	Chris Welsh
Localization Test Team	Chris Bengner, Canola Berens, Donnell Campbell, Luca Castiglioni, Paolo Cecchi, Giampaolo Favararo, Francis - Xavier Fouchot, Dominic Garcia, Michael Kriebel, Naomi Long, Gabriel Bionobas Mawraza, Kalja Muller, Dennis Rammullen, Jesus Perez Rosales, Brogan Zaepfe Tejedor, Tomas - David Sallares

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FOR THE CRIMINALLY INSANE

Est. 1982

DEPT **Rockstar NYC** EMPLOYEE

Executive Producer	Sam Houser
VP of Creative	Dan Houser
Art Director	Alex Horvath
Visualization Director	Steven Olds
VP of Product Development	Jonny Barrera
Producers	Niel McCaffrey, Josh Needleman
VP of Quality Assurance	Jeff Rosa
Senior Lead Analyst	Lance Williams
Project Lead	Chris Choi, James Dima
Rockstar Test Team	Brian Alcazar, Jay Capozello, Tamara Carrion, Sean Flaherty, Michael Hezard, Mike Hong, Rich Hwie, Chris Mansfield, Mike Nathan, Gene Overton, Brian Platen, Christopher Plummer, Marc Rodriguez, William Rumpf, Devin Smith, Adam Tetzloff, Jameel Vega
Technical Manager	Ethan Abeles
Business Development Director	- Sean Macatuso
Additional Motion Graphics	Margam Panwarra
Additional Cover Art Assistance	Brandon Soullman, Brian Spears
Production Team	Peter Allen, Anthony Carvalho, Jaesum Celibre, Francesca Clemens, Rod Edge, Gregory Johnson, Rob Karol, Lazlow, Anthony Litton, Caleb Oglesby, Kong Shaw, Ayara Osada, Marisa Palumbo, Vincent Parker, Phil Poli, Sanford Santavice, Eli Wassman, Jon Young, John Zurhellen
Rockstar Publishing Team	Graham Ansley, Laura Ballistruzzi, Devin Bennett, Hamish Brown, Stephen Bliss, Andrea Borzuka, Mike Cala, Jordan Chew, Alice Chuang, Gary Dale, Bruce Dugan, David Enzig, Christopher Fumano, Nick Giovannetti, Robert Gross, Rowan Hajas, Brad Hawley, Sean Hollenbach, Shino Hori, Kath Horvath, Gauri Khandaria, Lucien King, Hayami Kobayashi, Mike Kohler, Jennifer Kotler, Steven Kravtsov, Greg Lau, Anthony Macbain, Sean Mackenzie, Chris Madonick, David Manley, Jeff Mayer, Hugh Michaels, Josh Mirman, Jungun Hoi, JP Mexicana, Alex Moutle - Bouteaux, Brian Noto, Ivan Pavlovich, Jared Rava, Jesse Saland, David Santana, Stanton Sarjeant, Pete Shima, Hosi Siman, Job Stauffen, Neil Stephen, Nathan Stewart, Ben Suldivff, Daisuke Tachibana, Tsubba Tapahuti, Adam Teaman, Lyonel Follenmacher, Mike Tenok, Nick Van Amburg, Nijiko Walker, Rodney Walker, Bryan Wall, Devin Whiteholton, Heloise Williams, Hayes Wong, Bill Woods, Mariantz Yamaguchi, Paul Yeates
Special Thanks	The Freshies, Narnas, Alex, The Ruts, Red, Big Foot, Rita Overton, Elliot Torres

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
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