⚠️ 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 ✖ button. Refer to this manual for information on using the software.
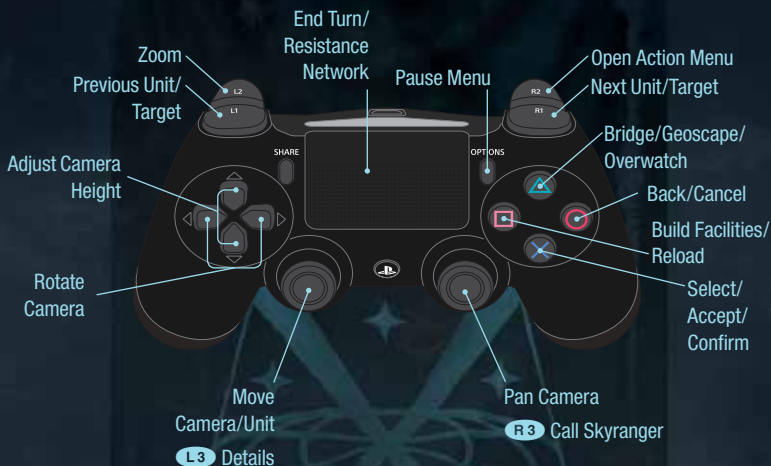
Quitting a game: Press and hold the ⊕ button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the ⊕ 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.

Zoom

Previous Unit/
Target

End Turn/
Resistance
Network

Pause Menu

Open Action Menu

Next Unit/Target

Adjust Camera
Height

Bridge/Geoscape/
Overwatch

Back/Cancel

Build Facilities/
Reload

Rotate
Camera

Select/
Accept/
Confirm

Move
Camera/Unit

L3 Details

Pan Camera

R3 Call Skyranger

CONTROLS

THE AVENGER

ACCEPT/CONFIRM	⊗
BACK/CANCEL	⊙
BRIDGE/GEOSCAPE	△
BUILD FACILITIES	▢

GEOSCAPE

MOVE CAMERA	Left stick
ZOOM CAMERA	**L2**

TACTICAL

MOVE UNIT	Left stick
SELECT/ACCEPT	⊗
OPEN ACTION MENU	R 2
OVERWATCH	△
RELOAD	▢
ROTATE CAMERA	←/→
ADJUST CAMERA HEIGHT	↑/↓
NEXT UNIT/TARGET	R 1
PREVIOUS UNIT/TARGET	L 1
CALL SKYRANGER	R 3
SHOW CHARACTER DETAILS	L 3

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 solider. 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.
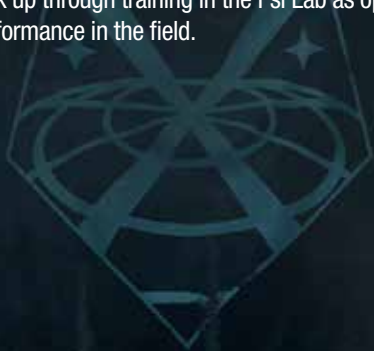
STRATEGY LAYER

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.

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David Barksdale
Eric Zala
Jeremy Ford
Jeremy Richards
Joe Bettis
Josh Lagerson
Leslie Cullum
Louis Napolitano
Rachel Hajewski

2K INTERNATIONAL PUBLISHING

VP Publishing
Murray Pannell

Director, International Marketing and Communications
Jon Rooke

Head of International Product Marketing
David Halse

International Territory Manager
Warner Guinée

Sr. International Communications Manager
Wouter 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 Word
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
Javier Vidal
Julio Calle Arpon
Luca Magni
Manuel Aguayo
Martin Schücker
Matteo Lanteri
Namer Merli
Nicolas Bonin
Noriko Staton
Pablo Menéndez
Patricia Ramón
Roland Habersack
Samuel Franca
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

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

Agnès Rosique
Alan Moore
Aaron Cooper
Belinda Crowe
Ben Seccombe
Carlo Volz
Carlos Villasante
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

TAKE-TWO INTERNATIONAL OPERATIONS

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

2K ASIA TEAM

Asia General Manager
Jason Wong
Asia Marketing Director
Diana Tan
Sr. Marketing Manager
Jason Dou
Asia Marketing Manager
Daniel Tan
Korea Marketing Manager
Dina Chung
Japan Marketing Manager
Maho Sawashima
Sr. Product Executive
Rohan Ishwarlal
Product Executive
Sharon Lim
Localization Manager
Yosuke Yano
Localization Coordinator
Pierre Guijarro
Localization Assistant
Yusaku Minamisawa

TAKE-TWO ASIA OPERATIONS

Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT

Erik Ford
Syn Chua
Ellen Hsu
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Fred Johnson
Ken Tilakaratna
Anna Choi
Cynthia Lee
Hyun Jookyoung

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
Dimitri 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
Courtenay 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 Pertuit
Véronique Picciotto
Geoffrey Vigier
Isabelle Volpe
Marie Zidi

GERMAN CAST

Central
Erik Schäffler

Shen
Antje von der Ahe

Tygan
Thomas Dehler

Advent Speaker
Renier Baaken

Councilman
Manfred Erdmann

Soldiers/Additional Voices
Achim Barrenstein
Andrea Dewell
Birte Siehling
Christoph Maasch
Dirk Harddegen
Gergana Muskalla
Gero Wachholz
Gisa Bergmann
Heiko Grauel
Julia Rothfuchs
Katalyn Bohn
Katrin Laksberg
Marco Reinbold
Michael Lucke
Nina Hecklau
Nora Johkosha
Oliver Schmitz
Peter Dischkow
Peter Wenke
Pirkko Cremer
Renier Baaken
Sabina Godec
Sandra Lühr
Sebastian Huther
Stefan Senf
Steffen Wilhelm
Tanja Landgraf
Tanja Lipinski

ITALIAN CAST

Central
Zanotti Paolo

Shen
Francese 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 Domenico
Caggiula Beatrice
Calatroni Jacopo
Ciravolo Natale
Colombo Sonia
Conte Alessandro
Corbetta Oliviero
De Cesarei Jenny
Decio Carlo
Ferrari Stefano
Francese Chiara
Fumagalli Davide
Germano Alessandro
Lussiana Alessandro
Magri Rebecca
Marchingiglio Gabriele
Marenghi Maura
Matera Lucy
Molos Eleni
Morese Deborah
Palumeri Federico
Pandolfi Silvio
Perilli Francesca
Schiroli Elisa
Sorrentino Katia
Starna Stefano

Testa Alessandro
Tretto Francesca

SPANISH CAST

Central
Vicente Gil

Shen
Olga Velasco

Tygan
Adolfo Pastor

Advent Speaker
Carlos López Benedí

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 Benedí
David Blanco
Emma Cifuentes
Enrique Suárez
Gema Carballedo
Javier Gámir
Juan Carlos Lozano
Juan Navarro
Juan Rueda
Marta Méndez
Marta Sáinz
Miguel Ángel Pérez
Olga Velasco
Ramón Reparaz
Roberto Cuadrado
Rosa Vivas
Salomé Larrucea
Salvador Serrano
Sergio Goicoechea
Silvia Salgado
Yolanda Pérez

UK CAST

Soldiers/Additional Voices
Adam Howden
Alan Turkington
Beatriz Romily
Denise Gough
Kezia Burrows
Naomi Mcdonald
Russ Bain
Sandy Batchelor
Shane Taylor
Whitney Boyd

Motion Capture Performers
Ray Carbonel
Paul Ghiringhelli
Thomas Gorrebeeck
Lucas Hatton
Jamerson Johnson
Edward Kahana
Lyndsy 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.

Director of Business Development
Carl Whiteside
Chief Technology Officer/ Chief Science Officer
Martin Kumor
Chief Financial Officer
Albert Lim
Creative Director
Ian Fenton
Director
Matt Holdenried
Studio Producer
Jo'Sun Fu
Production Coordinator
Colin Davidson
CG Supervisor
Aaron Zacher
Rigging Lead
Arron Robinson
Senior Modeler
Max Wahyudi
Modelers
Bo Yeon Kwon
Manuel Armonio
Richard Trska
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

CINEMATIC PRODUCTION SERVICES - HALON ENTERTAINMENT LLC

Cinematic Director
Daniel D. Gregoire
Supervisor
Ryan McCoy
Engine Specialists
Jason Choi
Youna Kang
Engine TD
Casey Christopher Benn
Cinematic Animators
Igor Choromanski
Andrew Moffett
Garrett O'Neal
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

Additional Support
Additional Animation
Scott Dossett
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
Christopher Fiumano
Pedram Rahbari

Jenn Kolbe
Greg Gibson
Take-Two Legal Team
Ashish Popli
David Boutry
Juan Chavez
Rajesh Joseph
Gaurav Singh
Alexander Raney
Barry Charleton
Jessica Lewinstein
Jennifer Heinser
Jon Titus
Gail Hamrick
Tony MacNeill
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Christina Vu
Betsy Ross
Pete Anderson
Oliver Hall
Maria Zamaniego
Nicholas Bublitz
Nicole Hillenbrand
Danielle Williams
Gwendoline Oliviero
Ariel Owens-Barham
Kyra Simon
Visual Concepts

AGENCIES

Access Communications
Freddie Georges Production Group
Kathy Lee-Fung
MODCo Media
Modus Operandi
Petrol

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