



XBOX 360

XBOX
LIVE

CLIVE BARKER'S

JERICHO™



codemasters™

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3+

7+

12+

16+

18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING

For further information, visit <http://www.pegi.info>.

CLIVE BARKER'S

JERICHO

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CLASSIFIED DOCUMENTATION

ACCORDING TO CERTAIN Gnostic AND APOCRYPHAL TEXTS, BEFORE ADAM, BEFORE EVE, THERE WAS THE FIRSTBORN - GOD'S FIRST ABORTIVE ATTEMPT AT CREATING A BEING IN HIS OWN IMAGE...

This entity was neither male nor female, dark nor light; a singular being that was both beautiful and terrible to behold. Disturbed by the power of his creation, God left it unfinished, banishing The Firstborn to the Abyss, forsaken and unloved.

In its place, God started afresh. He divided his next creation into two sexes, gave it intellect, reason, emotion. He gave it the gift of love. He gave it a soul.

But something remained behind. On the spot where it first touched the mortal world, The Firstborn left a taint so powerful that even God's expulsion couldn't keep it from breaking through into the mortal world to reclaim its birthright.

In a remote desert in the Middle East, near the cradle of all civilisation, the Earth was wounded. The presence of The Firstborn continued to fester, eon after eon, breaking down the fabric of reality as human civilisation flourished around it.

The prophecy states that The Firstborn will break through into our world seven times. With each appearance, it will ride disease, corruption and perversity like an all-consuming wave until seven mystics sacrifice themselves to drive it back into the Abyss. The prophecy states that the seventh attempt will be its last. The Firstborn will either find freedom, or destruction.



The Firstborn has made six previous attempts at escape, always returning to the spot of its conception. Due to the immense power contained within, this piece of earth has been contested for thousands of years by conqueror after conqueror, each with his own agenda for God's first creation.

On its first appearance, seven Sumerian priests entombed The Firstborn within a holy ziggurat and guarded its prison until the desert and their enemies consumed their great civilisation and the site was lost. The Greeks were the next landlords, followed by the Romans, the Persians, the Crusaders... and on and on until present day. This is the bedrock on which the modern city of Al Khali now stands. Unbeknownst to its residents, they reside on the most unholy ground on the face of the Earth.

Every time The Firstborn is banished, it takes with it a larger piece of the Earth to add to its realm. Whenever it next returns, those layers of time and space overlap with reality, creating a place out of place, a time without time. Like a Chinese puzzle box, the city of Al Khali has been transformed by The Firstborn into layer after layer of time and space.

The further you go into the city, the further back in time you travel until the point of origin, the moment The Firstborn came into being.

GETTING STARTED

LANGUAGE SELECTION

Choose the language you require by changing the Console Settings in the System Menu of the Xbox 360 Dashboard before loading the game.

NAVIGATION

Navigate the menu screens using the D-pad or the Left/Right Sticks.

UP / DOWN	Navigate Options
A	Select
B	Back / Cancel
LEFT / RIGHT	Adjust slide controls (when available)

MAIN MENU

CAMPAGN

CONTINUE

Return to the game and continue from your last save point.

HISTORIC MISSIONS

Select a level from those already completed.

NEW GAME

Begin a new game. If you already have an active save game, selecting this option will overwrite your existing campaign.

CONFIGURATION

STORAGE LOCATION

Change where your Autosave is stored.

GAME OPTIONS

SKILL LEVEL – Set the level of combat difficulty:

EASY	'Don't let them take me! Please!'
NORMAL	'Let's go, Jericho...'
HARD	'I'm going to eat your soul!'

SHOW SUBTITLES – Toggle subtitles On/Off

AUTO RELOAD – Toggle magazine reload to automatic or manual

ASSISTED AIM – Toggle game-assisted aiming on or off

KEEP CROUCH – Toggle crouch mode

AUDIO

EFFECTS VOLUME – Move the slider to set the volume of the sound effects

VOICE VOLUME – Move the slider to set the volume of the in-game speech

MUSIC VOLUME – Move the slider to set the volume of the in-game music

VIDEO

GAMMA – Move the slider to adjust the gamma setting

CONTROLS

STICK SENSITIVITY – Set between high, medium or low sensitivity

INVERT VIEW – Toggle Up/Down view to normal or inverted

MOVEMENT – Set movement to Left or Right Stick

EXTRAS

As you play through the game you will complete a number of Achievements that unlock character profiles and bios in this section. To unlock a specific Extra, move left and right to view it and to see what you need to accomplish to open it.

BONUS CODES

Activate or deactivate game-play bonuses, extras and cheats. For details on how to unlock bonus codes please see the back cover of the manual.

PAUSE MENU

Press START to pause the action at any point during game-play.

RESUME

Get back to the game.

RESTART FROM LAST CHECKPOINT

Restart from the last mid-level checkpoint passed.

RESTART

Restart from the level beginning – any checkpoints will be lost.

CONFIGURATION

(see page 4)

STORAGE LOCATION

(see page 4)

BACK TO TITLE

Return to the title screen – any level checkpoints will be lost.

IN-GAME HELP

Press BACK during normal game play to view the in-game help screens. Information regarding weaponry, supernatural abilities and controls will be displayed specific to the selected character. Press **B** to return to the game.

GAME OVER

Each member of the Jericho Squad will automatically recover health after being attacked. However, any character may become incapacitated if they sustain heavy damage in a short space of time, and can then only be revived by Ross or Rawlings.

An icon will indicate the direction of any fallen team-mates. If all available characters are incapacitated, the game will end. BE WARNED: Only Rawlings can revive Ross during earlier missions. If both are incapacitated, it's game over...

GAME CONTROLS



SWITCHING CHARACTERS

From a certain point in the game, it will be possible to possess and control other characters in the squad. To do so, look towards the desired character (the aiming reticule will turn green) and tap **A**.

Alternatively, hold **A** to open the team select menu and switch to a character using the D-pad. If a character is wounded or out of range, it will not be possible to possess them.

CINEMATIC / SURVIVAL EVENTS

During a Survival Event the player temporarily loses normal control of their character and an interactive cinematic takes over.

During this time the player is required to follow a series of quick button presses to succeed (**A**, **B**, **X** and **Y**). The corresponding buttons will appear on-screen.

CONTEXT ACTIONS

Press the **A** button to trigger context-sensitive actions (e.g. operating levers or healing fallen team-mates) at specific points during the game.

TEAM ORDERS

FOLLOW

Press UP on the D-pad to order the entire team to follow. While following, the team will stay close and fight any encountered enemies.

HOLD

Press DOWN on the D-pad to order the entire team to hold position. In this mode, the team will find nearby cover and hold position until given orders to move out, or the next in-game event is triggered (e.g. a puzzle is solved).

ALPHA / OMEGA TEAM MOVEMENT

The Jericho Squad is divided into two teams: Alpha (Ross, Rawlings, Church & Black) and Omega (Jones, Delgado and Cole) both of which can be ordered into independent positions to provide suppressing fire, take cover or solve puzzles.

To move either team, position the aiming reticule on the desired area and press Left (Alpha) or Right (Omega) on the D-pad. The availability and current actions of either team is indicated by the HUD (see below).

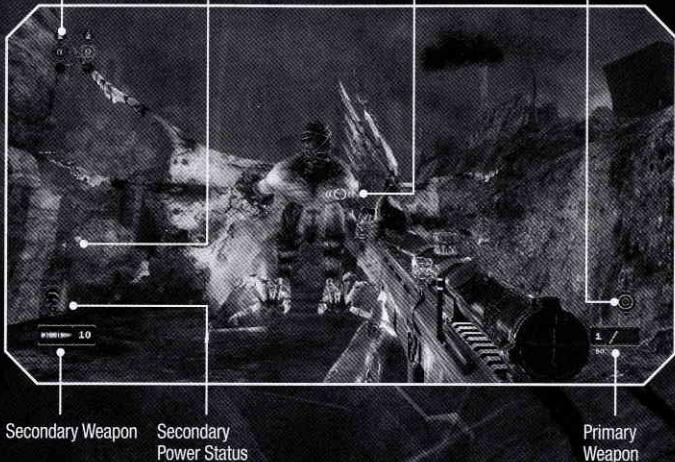
HEADS-UP DISPLAY (HUD)

Alpha & Omega Team Status

Downed Team Mate Locator

Aiming Reticule (Team Movements)

Primary Power Status



ALPHA & OMEGA TEAM STATUS

When available, the symbols above and below indicate whether the team is following or holding position.

AIMING RETICULE

Alpha and Omega symbols indicate if either team can be moved into the currently viewed position.

PRIMARY & SECONDARY WEAPON

Ammo indicator displays how many rounds remain in the current magazine. Total rounds remaining is displayed beneath.

PRIMARY & SECONDARY POWER STATUS

When highlighted, the corresponding icon indicates the power is primed and ready for use.

TEAM-MATE LOCATOR

Displays the position of an incapacitated team-mate.

THE JERICHO SQUAD

CPT. DEVIN ROSS

PSYCHIC HEALER

Formerly extremely sceptical towards all paranormal and psychic phenomenon, Jericho Squad Leader and accomplished war veteran Devin Ross was transferred to the Department of Occult Warfare after his own psychic abilities were unearthed during a botched raid on a Taliban safe house several years previous.

As a psychic healer, Ross is able to revive fallen team-mates providing he is able to maintain visual contact.

PATRIOTEEER

Ross carries a 5.56 calibre G36C assault rifle (primary weapon) with XM-26 semi-automatic mounted shotgun (secondary weapon).

HEALING MAGIC

Ross is able to heal fallen comrades providing they are in close proximity. To use healing magic, approach the fallen team-mate and tap **A** when prompted.

NOTE: Only Ross and Rawlings are able to cure fallen squad members. Consequently, if both are incapacitated, the game will end.



SGT. FRANK DELGADO

PYROMANCER

Sgt. Frank Delgado is of Mestizo and Chickasaw descent, his powers owing to a life-long pursuit of alchemy and shamanic wisdom.

Delgado has only one useful arm on a mission – his right is encased within a protective shell containing Ababinili, a parasitic flame spirit of which Delgado was able to summon and earn the co-operation after offering his arm as a sacrifice.

Accordingly, Delgado favours high-calibre firearms to compensate for his reduced dexterity.



HELL'S KEEPER & PAIN

HELL'S KEEPER (PRIMARY):

A 7.62 calibre Minigun fed by a continuous ammo strip.



PAIN (SECONDARY):

A .50 calibre semi-automatic custom pistol with 6-round clip.

PYROMANCER MAGIC: ABABINILI AND FIRE BARRIER

ABABINILI

Hold **RB** to unleash Ababinili, a Chickasaw flame spirit that incinerates nearby enemies. Releasing **RB** will see Ababinili return to Delgado and the containment unit will close.

NOTE: Delgado's arm will burn while the flame spirit is released - extended use will require a longer recovery period.

FIRE BARRIER

Hold **LB** to create a shield around Delgado making him invulnerable to fire and reducing the damage of normal attacks. Release **LB** to close containment unit.

CPL. SIMONE COLE

REALITY HACKER

Being a programmer and obsessive numerologist, Cole's gifts are purely intellect-based. Her harness is occupied by a custom-built computer used to run cabalistic and chaos mathematical sequences that have a profound effect on the physical world. By creating 'anchors' to particular points in space-time, Cole is able to download additional supplies, intensify the group's firepower and slow the passage of time for brief periods.

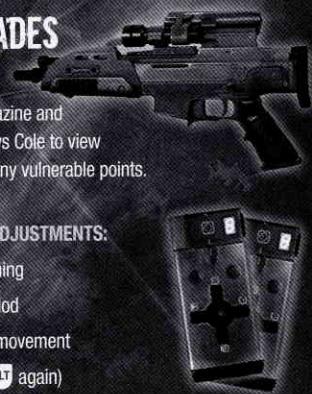
Cole is terribly protective of her equipment – often prioritising the system's safety above her own – and prefers low-report weaponry that is unlikely to cause interference.



X-86 ASSAULT RIFLE & GRENADES

X-86 (PRIMARY)

A 5.7 x 28 mm calibre assault rifle with 45-round magazine and Scan feature built into the two-range scope. Scan allows Cole to view enemies hidden in the immediate vicinity and identify any vulnerable points.



CUSTOMISABLE GRENADES (SECONDARY) WITH 4 ADJUSTMENTS:

- IMPACT detonates on impact against anything
- TIMED detonates after a configurable period
- PROXIMITY detonates on detection of nearby movement
- REMOTE detonates when triggered (press **L1** again)



REALITY HACKING: INFINITE LOOP AND FIRESTORM

INFINITE LOOP

Press **RB** to activate/deactivate. For a short period, Cole can loop time around the squad, slowing down the world while still able to move and act.

FIRESTORM

Press **LB** to activate/deactivate, intensifying the team's firepower for a short period.

NOTE: If Cole's powers are not deactivated within a certain time, she will temporarily lose contact with reality. Her system will then take several seconds to recharge.

CPT. XAVIER JONES

SEER

Second in command, Xavier Jones is more of a bookworm than a fighting man, having spent most of his career at the DOW in an office before recently joining the combat division. Jones is a walking encyclopaedia of arcane knowledge and carries multiple journals, maps and texts in his BDU, along with the tools of his trade as a seer, including several fortune-telling and prognosticating devices.

As a seer, Jones is able to perceive brief, cryptic glimpses of future events, project his astral form over great distances, and act as a conduit for those who cannot speak.



PATRIOTEER

A 5.56 calibre G36C assault rifle (primary) with XM-26 semi-automatic mounted shotgun (secondary).



SEER MAGIC: ASTRAL PROJECTION AND POSSESSION

ASTRAL PROJECTION

Hold **RB** to depart Jones' body and seek potential targets to possess using the Right Stick to rotate and Left Stick to zoom. Release **RB** to return.

POSSESSION (WHILST USING ASTRAL PROJECTION)

Holding **RB**, tap **LB** to possess a highlighted target. If available, Telekinesis, Pyrokinesis and Blood Ward can then be 'threaded' from the remaining team to attack enemies or manipulate otherwise unreachable objects. Again, release **RB** to return to Jones.

LT. ABIGAIL BLACK

TELEKINETIC

The only daughter of an avid outdoorsman and hunter, Alaskan-born Abigail Black persevered through a childhood of poverty and abuse, rising to become one of the top marksmen in the US army.

Favouring a customised XM-110 sniper rifle in battle, Black's abilities enable her to telekinetically move a range of objects – from bullets to boulders – providing a clear line of sight is maintained. As a result, she can steer her pinpoint shots mid-flight, enabling her to strike multiple targets with a single projectile.



FLASH THOUGHT

Flash Thought: Custom US XM-110 Sniper Rifle (primary) with two ranges of scope and mounted single-chamber grenade launcher (secondary).

TELEKINESIS: GHOST BULLET & TELEKINESIS

HOST BULLET

Press **RB** to fire a mind-driven projectile, the trajectory of which Black can manipulate telekinetically; use the Left Stick and the Right Stick to target and guide through multiple enemies. Ghost Bullets do not consume ammo but must recharge after every use.

TELEKINESIS

Press **LB** to use a telekinetic force capable of moving heavy objects and stunning enemies at close-range.

SGT. WILHELMINA 'BILLIE' CHURCH

BLOOD MAGE

Tennessee-born 'Billie' Church doesn't believe in firearms – even though the army requires that she at least carries a machine pistol as her primary weapon – and is positively lethal with edged weapons if she can get in close.

A traumatic childhood lived as somewhat of a 'miracle' exhibition in her family's religious sect unearthed Church's incredible ability to cast powerful sigils, enchantments and banishments through the ritual of drawing her own blood.



KENJUU & NODACHI

KENJUU (PRIMARY):

A rapid-fire sub-machine pistol with a 30-round magazine.



NODACHI (SECONDARY):

Legendary Japanese sword, lethal at close range (melee).

BLOOD MAGIC: BLOOD & FIRE WARD

BLOOD WARD

Press **RB** to cast Blood Ward, a powerful sphere capable of immobilising nearby enemies for a short period. Since Blood magic uses Church's own blood to cast, her health must recover between each use.

FIRE WARD

Press **LB** to cast Fire Ward, a circle of flames that will engulf any enemies that venture within. Again, Church's health must recover between each use.

FATHER PAUL RAWLINGS

EXORCIST

The oldest active member of the Jericho Squad, Father Paul Rawlings is a veteran of Vietnam and Iraq and wields standard army Special Forces infantry weapons augmented by his own personal luck charms and inscriptions.

Rawlings' power derives from an intense academic study of magic systems from around the world, particularly in the areas of consecration and exorcism. Consequently Rawlings is the only team member besides Ross capable of healing wounded team-mates.



FAITH AND DESTINY

Faith and Destiny (primary and secondary) are independently configurable dual pistols. Each bullet type has a different rate of fire, impact damage and ammo consumption.

- **NORMAL** High fire rate, low impact, 15 rounds per clip
- **FRAGMENTATION** Medium fire rate, medium impact, 5 shots per clip
- **EXPLOSIVE** Low fire rate, high impact, 3 shells per clip



EXORCISM MAGIC: GHOST HEAL & VLAD'S CURSE

HOST HEAL

Hold **RB** to activate Ghost Heal, a sphere of benevolent power capable of reviving fallen comrades over great distances. Release **RB** while targeting a downed comrade to heal them, expending a little of Rawling's own health.

VLAD'S CURSE

Hold **LB** to curse enemies. A cursed enemy will regenerate a portion of a team-mates health when hit by their conventional weapons.

CONNECT TO XBOX LIVE

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

CREDITS

CREATED BY

Clive Barker
& Brian Gomez
SERAPHIM FILMS
PRODUCER
David Armstrong

CODEMASTERS

SENIOR PRODUCER
Adam Parsons
CREATIVE LEAD
Joe Falk
QA MANAGER
Eddy Di Luccio
QA FUNCTIONALITY MANAGER
Danny Bellard

QA LEADS

Hugh Pearson
Anthony Cooper

QA TESTERS

Pete Barker
Ross Taran
Stacey Barnett
Scott Blackwell
Gareth Casey
Jonathan Davies
Darren Hayward
Michael Hill
Shelley Hodgekins
Karl Smith
Ben Patterson
Gurshan Surana
Paul Clark

COMPLIANCE & CODE SECURITY MANAGER

Gary Cody

COMPLIANCE LEADS

Ben Fell
Martin Hawkins
Neil Martin

COMPLIANCE TECHNICIANS

Kevin Bakeman
Richard Pickering
Simon Turner
Tom Gleedall

HEAD OF AUDIO

Will Davis

ADDITIONAL SOUND DESIGN

Andrew Grier
John Davies
Oliver Johnson

MUSIC

Cris Velasco
ADDITIONAL MUSIC
Allister Brimble
Anthony Putson
of Orchestral Media Developments

LOCALISATION MANAGER

Daniel Schäfers

GERMAN TRANSLATION

Sandor Horvat

ITALIAN TRANSLATION

Annalisa Distasi

SPANISH TRANSLATION

Mercury Steam

FRENCH TRANSLATION

Monia Kim

LOCALISED VO RECORDING

Outsource Media

DIRECTOR OF PRODUCT DEVELOPMENT

Craig Duncan

BRAND MANAGER

Andrew Wafer

SENIOR VICE PRESIDENT OF BRAND

Barry Jafrafo

GLOBAL MARKETING MANAGER

Emma Morgan

GLOBAL MARKETING MANAGER

Alan Perte

DIRECTOR OF MARKETING

Nicola Hewitt

PR

Sam Cordier

Mike Hendrixen

MacLean Marshall

Mathias Mirlich

Dean Scott

HEAD OF COMMUNICATIONS

Richard Eddy

MARKETING SERVICES

Liz Darling

Peter Matthews

Barry Cheyne

Amarit Bilkhu

Andy Hack

Wayne Garfith

DIRECTOR OF BUSINESS AFFAIRS

Julian Ward

LAWYER

Daniel Doherty

DIRECTOR OF ACQUISITIONS

AND DEVELOPER RELATIONS

Peter Zetterberg

ACQUISITIONS AND DEVELOPER

RELATIONS MANAGER

Pete O'Donnell

LICENSING

Toby Heap

ONLINE TEAM

Adam Hance

Rich Tysoe

Peer Lawther

Cheryl Bissell

James Bonshor

Marc Stevens

Lee Ward

Nicholas Johnson

OPERATIONS / PURCHASING

Phil Anderton

Nick Craig

Mark Geoghegan

Marc Robinson

SPECIAL THANKS

Sam Parker

Bryan Marshall

Andrew Dennison

Simon Goodwin

Codemasters Central Technology Team

MERCURY STEAM ENTERTAINMENT

Project Leader

Enric Alvarez Bento

PRODUCER

Rafael Martinez Garcia

ASSISTANT TO PRODUCER

Merce Salichs Salvador

CREATIVE LEAD

Enric Alvarez Bento

DESIGN

Luis Miguel Quijada Henares

José Dario Halle Cano

ADDITIONAL DESIGN AND QA

Michael Santorum Gonzalez

Raul Rubio Munariz

ART DIRECTOR

Juan Antonio Alcazar Redondo

LEAD CONCEPT ARTIST

Jose Luis Vaello Berto

TEXTURE ARTISTS

Javier Castro Beato

Miguel Periago Mirarro

Enrique Oregu Franco

Lauren Garcia Carro

TEXTURE AND CONCEPT ARTISTS

Danny Perez Garcia

Cesar Sampredo Guerra

Antonio Jose Gonzalez Benitez

Daniel Jimenez Villalva

Abel Antonio Samez

LEAD MODELLER AND ANIMATOR

Alberto Senda Dominguez

CHARACTER MODELLERS

Luis Miguel Quijada Henares

Julio Cesar Espada Rodriguez

Eduardo Ledesma Rebollo

CHARACTER ANIMATORS

Luis Moreno Jimenez

Jesus Cobo Baro

Luis Miguel Herrera Vela

Joan Marc Fuentes Iglesias

Cristina Pilar

Yirzenya Romojaro

CHARACTER SET UP

Carlos Manuel Ramiro Martinez

ADDITIONAL PROPS MODELLER

Raul Marquez

LEAD ENGINE PROGRAMMER

Carlos Rodriguez Butragueño

LEAD GAME PROGRAMMER

José Dario Halle Cano

SCRIPTING PROGRAMMER

Mario Garcia Lazaro

LEAD AI PROGRAMMER

José Antonio Marin Armayones

AI PROGRAMMER

Joan Parera Estape

ENGINE PROGRAMMER

Jose Gonzalez Díez

PHYSICS PROGRAMMER

Jose Luis Marquez Arroyo

FX PROGRAMMER

Jorge Mendoza Castejón

SYSTEM PROGRAMMERS

Carlos Rodriguez Butragueño

Jose Gonzalez Díez

GAME EDITOR / PROGRAMMER

Ruben Alcañiz Guerrero

GAME EDITOR / SUPPORT PROGRAMMER

Josu Cobello Echevarria

LEAD LEVEL DESIGN

Ignacio Abad Donado-Mazarron

LEVEL DESIGN

Javier Lopez Sotoca

Pedro Pablo Fernandez Moya

Jan Harcik

Justiniiano Romero Jimenez

Ruben Soriano Jimenez

Nicolas Alegre Solo

LEAD SOUND ENGINEER

Emilio Gutierrez Lopez

ADDITIONAL SOUND

Oscar Araujo Sanchez

BUSINESS

Pablo Rubio Munariz

Ignacio Navas Navas

BLU STUDIOS

LEAD CHARACTER MODELLING AND TEXTURING

Ivan Perez Ayala

CHARACTER MODELLING AND TEXTURING

Francisco Jose Garcia Calpe

HI-POLY CHARACTER MODELLING AND TEXTURING

Oscar Perez Ayala

Ignacio Fernandez Rios

ADDITIONAL AUDIO

VOICE DIRECTOR

Mark Estdale

RECORDED AT

The Sound Bakery - Los Angeles

Outsource Media - London & Sheffield

RECORDING ENGINEERS

Robert Crew

Mike Timm

CASTING DIRECTOR

Mark Estdale

PRODUCTION SUPPORT US

Bob M Klein

Trine C Jensen

PRODUCTION SUPPORT UK

Dean Gregory

Tamsin Pearson

CAST

Steve Blum

Cindy Robinson

Steve Kramer

Kate Higgins

Michael McConnochie

Jameson Price

Michele Specht

BLUR STUDIO (INTRO CINEMATIC)

CREATIVE DIRECTOR

Tim Miller

EXECUTIVE PRODUCER

Al Shier

CG SUPERVISOR

Jerome Denjean

Saige Ryan Campbell

Carrie Marshall

Bill Misap

Bob Klein

Seamus O'Neill

Andrew Wincott

Sam Taldiker

Brian Boyles

Jay Simon

Kevin Howarth

Antoine Tome

Cédric Dumond

Jennifer Fauveau

Laura Blanc

Marie Chevalot

Marie Garry

Marie Zidi

Martial Le Minoux

Patrice Baudrier

Patrick Betbene

Patrick Borg

Philippe Cabire

Thierry Kazazian

Thierry Mercier

Ursula Berlinghoff

Marike Oeffinger

Beate Pfeiffer

Thorsten Münchow

Crock Krumbeigl

Andreas Bonhörding

Gerhard Auckin

Sabine Bohlmühl

Kai Taschner

Claus Brockmeier

Jo Vossenkühl

Stefan Günther

Michael Schenckhanner

Sabine Güberlet

ENGLISH V/0

Susan Sito

Michael Bell

James Horan

Armando Kennedy

Jim Cummings

Kimberley Brooks

ALCHEMIC PRODUCTIONS

Brian Gomez

Rick Ernst

Dario DeJalla

CONCEPT ART

Jean-Michel Ringuet

Dan Thron

MANAGEMENT & LEGAL

Candace Lake

Ryan Lewis

Wayne Alexander

SPECIAL THANKS

Tom Parry

Sean Patter

Max Cant

BLUR STUDIO (INTRO CINEMATIC)

CREATIVE DIRECTOR

Tim Miller

EXECUTIVE PRODUCER

Al Shier

CG SUPERVISOR

Jerome Denjean

ANIMATION SUPERVISOR

Jean-Dominique Fievet

FX SUPERVISOR

Brandon Riza

PRODUCER

Debbie Yu

LAYOUT/ANIMATIC

Jean-Dominique Fievet

CHARACTER MODELING

Shaun Absher

Luis Calero

Szé József

Ian Joyner

Barrett Meeker

Laurent Pierlot

ENVIRONMENT & PROP MODELING

Sebastien Chort

Zack Cork

Daniel Trbovic

RIGGING

Steve Guevara

Malcolm Thomas-Gustave

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- 2 Call the Hintline or log on and follow the links to the Clive Barker's Jericho™ area.**
- 3 When prompted, enter the Access Code and your details.
- 4 If you're buying the Codes online (by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5 To unlock the new features, go to Bonus Codes > Enter Code and enter the bonus Code(s) onscreen.

**Please note: Hintline Bonus Codes are paid for through the cost of call and require a touch-tone telephone.

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