

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/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; do not play when you are drowsy or fatigued.

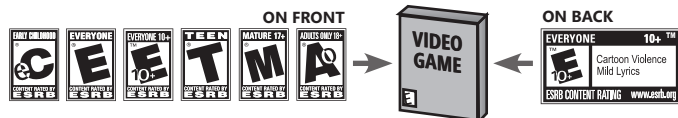
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

XCOM ENEMY UNKNOWN

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XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

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/countries.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

CONTROLS

XBOX 360 CONTROLLER



GEOSCAPE

Menu Navigation



Pan Camera



Menu Navigation



Menu Navigation



Confirm Selection / Action



Cancel / Back



Mission Control



Transfer Interceptors (Hangar)



Cycle Menu Left / Right



Expand Event List



Zoom Camera



Pause



Research Archive



BATTLESCAPE

Move Cursor

Free Camera

Rotate Camera

Change Elevation

Confirm Selection / Action

Cancel / Back

Overwatch

Switch Weapon

Cycle Units / Targets Left / Right

Target Unit / Action UI

Zoom Out

Pause

End Turn

BATTLESCAPE VIEW

HEALTH

The health of each individual soldier is represented by the indicators present on the Unit Flag. You can restore a soldier's health or stabilize a critically wounded soldier in the field through the use of Medikits, which can be fabricated in Engineering and equipped on the soldier loadout screen. Please note: soldiers killed in combat cannot be resurrected and are permanently removed from your squad.

MOVEMENT

Each soldier has a limited range of movement represented by the "pips" on the HUD. With a soldier selected, an outline will appear indicating the maximum movement range currently available to that unit in a single move (with the default being two moves per turn). An additional buffer area indicates the movement range available by "Dashing," which will expend all available movement points at once.

COVER

Cover nodes play a crucial role in the effectiveness and longevity of your troops deployed in the field. Objects that provide cover include everything from benches, trash cans, and other scenery, all the way up to buildings and vehicles. The amount of protection afforded by the object in question is indicated by either a full shield icon (High Cover) or a half-shield icon (Low Cover). Low cover is always better than no cover at all, but high cover offers the greatest defensive position to your troops. It's also important to note that a yellow shield indicates that the unit in question is being flanked by an enemy.

ACTIONS

In addition to their standard attack, each soldier class has a number of unique abilities that can be used in the field to support your overall squad. As your troops progress through the ranks, additional specialized abilities will also become available. Variations in each soldier's equipment loadout can also provide unique benefits on the field and enable additional combat maneuvers. Please note: using an action will end your turn even if moves are still available (except for the special ability known as "Run and Gun" which will allow you to move and fire in the same turn).

GEOSCAPE VIEW

MANAGING FACILITIES

The view of XCOM headquarters provides a complete overview of the base and its current facilities. As the project grows and new technology becomes available, you'll need to construct new facilities to fulfill certain objectives. As space for new facilities becomes limited, it may be necessary to excavate further beneath the base.

MISSION CONTROL

Within Mission Control, the hologlobe allows you to scan for incoming alien contacts. When a new contact is detected, the corresponding mission will be launched from Mission Control. If all of your departments are currently tasked, scanning for new contacts in Mission Control allows for the passage of time to complete current projects.

SCIENCE LAB

Dr. Vahlen and the research team conduct all of XCOM's research and development from within the Research Lab. You will be notified by an on-screen prompt when a new research project is available, and a complete listing of current research options is provided within the Research Lab. It's important to remember that you can only research one project at a time, and research on the current project will be halted if you switch to a different project. While in the lab, you can also access the research archive, which contains all of the previously completed research reports.

ENGINEERING

Dr. Shen and his team in Engineering handle the fabrication of items and equipment developed by the research team. From Engineering, you can purchase new items and weapons that will be fabricated immediately. You can also order new vehicles, which will take additional time to manufacture. Engineering is also responsible for the construction of new facilities within XCOM HQ.

BARRACKS

From the Barracks, you can view your current roster of soldiers, and hire additional troops to bolster your squads. A number of customization options allows you to adjust the appearance, voice, and tone of your units. The Officer Training School facility is also accessed through the Barracks.

HANGAR

The Hangar is where you can manage XCOM's fleet of interceptors, which are crucial to engaging hostile enemy craft detected in Mission Control. Interceptors can be stationed in Hangars on every continent. From the Hangar, you can order additional interceptors, and also modify the equipped weapon loadouts used by each of these craft.

SITUATION ROOM

The Situation Room provides constant monitoring of member nations within the Council, who provide XCOM's funding. Each nation has a panic gauge showing its current status. If panic levels within a Council nation reach critical levels, that member will withdraw from the Council, taking its funding and material support with it. The "Doom Tracker" display tracks your overall status with the Council. If too many countries withdraw, the XCOM project will be terminated.

MULTIPLAYER

XCOM offers players the ability to face-off in head-to-head squad-based combat against other human competitors online. You can also use a system link to play local multiplayer matches.

- **RANKED MATCH** Ranked matches count toward your standing on the XCOM Leaderboards, found on the Multiplayer menu.
- **QUICK MATCH** Selecting Quick Match will automatically search for the next available unranked public match, with no restriction on time limit or options.
- **CUSTOM MATCH** Host a custom match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

PRODUCT SUPPORT

[HTTP://SUPPORT.2K.COM](http://support.2k.com)

US SUPPORT

1-866-219-9839 / usasupport@2k.com

CANADIAN SUPPORT

1-800-638-0127 / canadasupport@2k.com

CREDITS

FIRAXIS

President & Studio Head

Steve Martin

Creative Director

Sid Meier

Executive Producer & Marketing Director

Kelley Gilmore

Director of Gameplay Development

Barry Caudill

Director of Software Development

Steve Meyer

Studio Art Director

Steve Ogden

Lead Designer

Jacob Solomon

Sr. Game Designer

Ananda Gupta

Lead Level Designer

Todd Broadwater

Level/Tech Designer

Liam Collins

Level Designer

Orion Burcham

Additional Level Design

Ed Piper
Garth DeAngelis
Patrick Miller

Lead Producer

Garth DeAngelis

Producers

Clint McCaul
Amber Hinden

Associate Producer/Marketing Associate

Pete Murray

Additional Production

Jesse Smith
Lisa Miller
Michelle Menard
David McDonough

Lead Engineer

Casey O'Toole

Lead Systems Engineer

Justin Boswell

Systems Engineers

Ryan McFall
Eric Jordan

Systems/Tools Engineer

Scott Ramsay

Lead Graphics Engineer

Jeremy Shopf

Graphics Engineer

Scott Boeckmann

Lead User Interface Engineers

Brittany Steiner
Tronster

User Interface Engineer

Sam Batista

Gameplay Engineers

Josh Bouscher
Don Wuenschell
David Burchanowski

Gameplay/AI Engineer

Alex Cheng

Lead Multiplayer Engineer

Todd Smith

Multiplayer Engineer

Tim Talley

Additional Engineering

Mustafa Thamer

Additional Systems Engineering

Alex Mantzaris
Dominic Cerquetti
Marc Meyer
Erik Walle

Additional Graphics Engineering

Tom Whittaker
Jason Winokur
Elliot Pace
Marc Giordano

Additional Gameplay Engineer

Mark Hu
Chris Page
Chris Doyle
Will Miller
Scott Lewis

Additional User Interface Engineering

Katie Hirsch

Project Art Director

Greg Foertsch

Concept Artists

Piero Macgowan
Aaron Yamada-Hanff
Bryce Homick

Lead Animator

Dennis Moellers

Animators

Hector Antunez
Justin Thomas
John Stewart
Bryan Twomey
Mark Thomas
John Velasquez
Anthony Tominia

Lead Cinematics Artist

Andrew Currie

Lead Character Artist

Chris Sulzbach

Weapons/Items Artist & Outsourcing Manager

Brian Theodore

Lead Environment Artist

Matt Demaray

Environment Artists

Toby Franklin
Brian Mahoney
Andrew Kincaid
Justin Rodriguez
Stephanie Iannone
John Ward
Zack Fowler
Todd Bergantz
Arne Schmidt
David Jones

Lead Technical/HQ Artist

David Black

Technical Artist

Zeljko Strkalj

Lead Effects Artist

Stephen Jameson

Effects Artists

Brian Feldges
Carlos Flores

User Interface Artists

Steve Ogden
Lauren Snyder
Whitney Bell

Lead Audio Design/Additional Music

Roland Rizzo

Writers

Scott Wittbecker
Zach Sherman

Writer/Experience Designer

Jack Scalici

Dialogue Supervisor

Adam Dolin

Lead Dialogue Editor

Garrett Montgomery

Sound Designer

Dante Fazio

Additional Art Direction

Seth Spaulding

Additional Concept Art

Kenji Bliss
Sang Han
Eric Ehoff

Additional Animation

Robb Gibbs
Kevin Bradley
Stephen Dautner

Additional Environment Art

Suzana Kilic
Nick Rusko-Berger
Adam Goodrich
Erik DeVault
David Pacanowsky

Additional Character Modeling

Ryan Murray

Additional Effects

Mike Bazzell

Additional Interface Art

El Medina

Additional Audio

Ian Smith
Dan Price
Paul Heitsch

Additional Writing

Liam Collins
Paul Murphy

QA Supervisor

Griffin Funk

QA Lead

Sarah Barrett

QA

Beth Petrovich
Daron Carlock
Kelsey Swearman
Kevin Schultz

Additional QA

Pat Glascoe
Scott Wittbecker
Carl Harrison
Gabriel Shaw
Jim Crawley
Mike Lemon
Mike Argo
Alex Poling

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Shawn Kohn

Office Manager

Donna Milesky

Accounting Assistant

Joanne Miller

IT Manager

Josh Scanlan

Systems/Network Technician

Matt Baros

Special Projects Coordinator

Susan Meier

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Anna Black - David Black - Wynter Broadwater
Todd Broadwater - Matthew Caudill - Barry Caudill
Zachary Cheng - Alex Cheng - Ellyson Currie
Andrew Currie - Parker DeAngelis - Garth DeAngelis
Jet Demaray - Matt Demaray - Jack Feldges
Brian Feldges - Anna & Kara Foertsch - Greg Foertsch
Charlotte Franklin - Toby Franklin - Archer Funk
Griffin Funk - Cameo McCaul - Clint McCaul
Fiona & Jack Moellers - Dennis Moellers - Heera Murray
Ryan Murray - Allison Shopf - Jeremy Shopf
Sarah Jane Solomon - Jacob Solomon
Shepherd Sulzbach - Chris Sulzbach - Kai Thomas
Justin Thomas - Libby Kohn - Shawn Kohn

2K CHINA**Project Assistants**

Liu Shen
Ren Ye Qing

Associate Producer

Su Lu

Chief Lead Animator

Shen Hui

Animation Lead

Yuan Shi Wei

Sr. Animator

Xu Jie

Animators

Shen Yi Xin
Du Xia
Du Wen Jun

Chief Lead Artist

Tang Zhi

Modeling Leads

Fang Pin
Li Ying Jun

Artists

Chen Yang
Huang Xian Feng
Wei Wei
Cui Ying
Hu Jia Jing
Liu Lei
Wang Jiao
Zhang Sheng Tao
Wang Yu
Hu Jia Zhuo

General Manager

Julien Bares

VP of Production

Liu Jing

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GAMES****Chief Executive Officer**

Brad Hendricks

Engineers

Matthew Fawcett
John Plou
Luke Mordaski
Mike Winfield
Arthur Donovan
Jason Neal

Lighter

John Heeter

Level Artist

Trystan Snodgrass

**Additional Programming Support by
DIGITAL EXTREMES**

Ryan Baker

**Additional Special Effects by
FXVILLE, INC.**

Joe Olson
Jonathan Peters
Garrett Smith
John Scrapper
Lindsay Ruiz
Reed Shingledecker

**Additional Animation by
STARBOARD MOTION**

Scott Dorsett

**Additional Programming Support by
DARKSIDE**

Hugh Falk
Boris Batkin
Vadim Scherbakov

**Additional Programming Support by
HAVOK**

Ross O'Dwyer
Sean Thurston
Tyler Shaub
Max Abernethy

**Additional Modeling by
EXIS INTERACTIVE****Additional Cinematics Support by
IMAGINATION
STUDIOS****Published by
2K GAMES**

2K Games is a Division of 2K, a publishing label of Take-Two Interactive Software, Inc.

2K PUBLISHING**President**

Christoph Hartmann

C.O.O.

David Ismailer

VP, Business Development

Greg Gobbi

Director of Product Development

John Chowanec

Sr. Director of PD Operations

Kate Kellogg

Director of Technology

Jacob Hawley

Online Systems Architect

Louis Ewens

Online Engineer

Adam Lupinacci

Producer

V. Garrett Bittner Jr.

Associate ProducersJosh Morton
Tiffany Nagano**Production Assistants**Doug MacLeod
Anton Maslennikov**User Testing Assistants**Jordan Limor
William Gale**Operations Coordinator**

Ben Kvalo

Director of Creative Production

Jack Scalici

Senior Manager of Creative Production

Chad Rocco

Manager of Creative Production

Josh Orellana

SVP, Marketing

Sarah Anderson

VP, Marketing

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PR Coordinator

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Director, Marketing Production

Jackie Truong

Art Director, Marketing

Lesley Zinn Abarcas

Web Director

Gabe Abarcar

Director of Social Media and Consumer Relations

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David Eggers**Web Designer**

Keith Echevarria

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Marketing Production Assistant

Ham Nguyen

Video Production Manager

J. Mateo Baker

Video EditorsKenny Crosbie
Jeff Spoonhower**Associate Video Editors**Michael Howard
Doug Tyler**Marketing Project Manager**

Renee Ward

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Kris Severson

VP, Legal

Peter Welch

Director of Operations

Dorian Rehfield

Director of Research and Planning

Mike Salmon

Licensing/Operations Specialist

Xenia Mul

Marketing Manager, Partner Relations

Dawn Burnell

Marketing Assistant

Rebecca Euphrat

2K QUALITY ASSURANCE**VP of Quality Assurance**

Alex Plachowski

Quality Assurance Test Manager (Projects)

Grant Bryson

Quality Assurance Test Manager (Support Team)Alexis Ladd
Doug Rothman**Lead Tester**

Michael Gilmore

Lead Tester (Support Team)Nathan Bell
Casey Ferrell
Scott Sanford**Senior Testers**Joe Bettis
Brian Salazar
Ruben Gonzalez
Marc Perret
Justin Waller
Shant Boyatzian
Josh Lagerson
Matt Newhouse**Quality Assurance Team**Chris Adams - Angela Berry - Dale Bertheola
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Nick Chavez - Helmo Cardenas - Paul Carrión
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Eric Ferbrache - Ashley Fountaine - Andrew Garrett
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Dominick Tuchscherer - Aman Wali - Alexander Weldon
Dewayne Wilbert - Luke Williams - Jessica Wolf
Sanji Yapa - Steve Yun**2K CHINA QUALITY ASSURANCE****QA Manager**

Zhang Xi Kun

QA Supervisor

Steve Mannors

Lead Tester

Shen Wei

Senior Tester

Li Sheng Qiang

Quality Assurance TeamYi Wei
Zhu Ling Si**2K INTERNATIONAL****General Manager**

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International Marketing Manager

Sian Evans

International Product Manager

David Halse

Senior Director, International PR

Markus Wilding

Assistant International PR Manager

Sam Woodward

International PR Executive

Megan Rex

International Digital Marketing Manager

Martin Moore

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Sajjad Majid

International Production Support

Scott Morrow

Localization Manager

Nathalie Mathews

Assistant Localization Manager

Arsenio Formoso

External Localization TeamsAround the World
Synthesis International Srl
Synthesis Iberia
Code Entertainment GmbH**Localization tools and support provided by XLOC Inc.****2K INTERNATIONAL QUALITY ASSURANCE****Localization QA Supervisor**

José Miñana

Mastering Engineer

Wayne Boyce

Mastering Technician

Alan Vincent

Localization QA Project Lead

Luigi Di Domenico

Localization QA LeadsKarim Cherif
Oscar Pereira**Senior Localization QA Technicians**Florian Genthon
Fabrizio Mariani
Jose Olivares
Stefan Rossi
Elmar Schubert**Localization QA Technicians**Andrea De Luna Romero
Carine Freund
Chau Doan
Christopher Funke
Cristina La Mura
Dimitri Gerard
Enrico Sette
Harald Raschen
Javier Vidal
Pablo Menéndez
Sergio Accettura**Design Team**James Crocker
Tom Baker

2K International Team

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Ben Seccombe
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Diana Freitag
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Erica Denning
Jan Sturm
Jean-Paul Hardy
Lieke Mandemakers
Matt Roche
Olivier Troit
Richie Churchill
Ross Purdy - Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder

Take-Two International Operations

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Martin Alway
Rickin Martin
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

TAKE-TWO ASIA

2K Asia Marketing

Karen Teo
Diana Tan
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Takahiro Morita (Japan)

2K Asia Localization Manager

Yosuke Yano

Take-Two Asia Operations

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Veron Khuan
Chermine Tan
Fumiko Okura

Take-Two Asia Business Development

Julian Corbett
Andrew Donovan
Ellen Hsu
Henry Park
Satoshi Kashiwazaki

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Michael Weber
Tim Schmidt
Cal Halter
Keith Fox
Dustin Smith
Joe Schmidt

Composer

Michael McCann

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De Caro Ludovica - Angella Lucia - Matera Lucy
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Radice Michele - Ciravolo Natale - Nedjari Omar
De Santis Paolo - Sesana Paolo - Rivetti Walter

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Patrick Schröder - Katrin Simon - Sven von Strauch
Michele Tichawsky - Josef Vossenkuhl - Angela Wiederhut

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Óscar Castellanos - Iñaki Crespo - Roberto Cuadrado
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Javier Gámir - Chus Gil - Vicente Gil - Sergio Goicoechea
Ana Jiménez - Arturo López - Alfredo Martínez
Marta Méndez - Miguel Ángel Montero - Alma Naranjo
Juan Navarro - Miguel Ángel Pérez - Ana Plaza
Juan Rueda - Juan Antonio Sáinz de la Maza
Salvador Serrano - Enrique Suárez - Rosa Vivas

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Monika Chrzastowska - Paweł Kucierski
Jerzy Dominik - Anna Gajewska - Janusz German
Joanna Jabłczyńska - Robert Jaroński
Stefan Knothe - Maciej Kowalik - Maciej Kowalski
Jacek Król - Grzegorz Kwiecień - Agnieszka Kunikowska
Elżbieta Mazur - Józef Pawłowski - Monika Pikula
Bak Piotr - Michał Podsiadło - Artur Pontek
Miłogost Reczek - Iwona Rulewicz - Marta Ścisłowicz
Anna Sroka - Monika Szalaty - Jakub Szydłowski
Łukasz Taliński - Borkowski Tomasz - Robert Tondera
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Jakub Wierczok - Janusz Zadura - Leszek Zduń

Russian Cast

Valentina Abramova - Olga Abramova
Andrei Barhudarov - Svetlana Bogatskaja
Larisa Brohman - Alexander Chernjavskij
Maxim Dahlenko - Vasilij Dahlenko - Nikolaj Denisov
Alexander Doronin - Dmitrij Evstratov - Darja Frolova
Mikhail Guldán - Alexander Hoshabaev
Alexander Hmelnitskij - Ilja Isaev - Ramilja Iskander
Konstantin Karasik - Bella Ko - Vladislav Kopp
Sergej Lavygin - Ivan Litvinov - Mikhail Lukashov
Aleksiej Potapkin - Alexander Pozharov
Maria Ryschenkova - Nika Sarkisova - Darja Semyonova
Denis Shvedov - Elena Svanidze - Nona Vinogradova
Ivan Zharkov - Vasilij Zotov

Special Thanks

Jordan Katz
David Cox
Take-Two Sales Team
Take-Two Digital Sales Team
Take-Two Channel Marketing Team
Siobhan Boes
Jakob Hill
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
2K IS Team
Seth Krauss
Greg Gibson
Take-Two Legal Team
Jonathan Washburn
David Boutry
Ryan Dixon
Michael Lightner
Gail Hamrick
Sharon Hunter
Michele Shadid
Merja Reed
Rick Shawalker
Daisy Amescua
Lori Durrant
Chris Jones
Eric Lane
Todd Ingram
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Art Machine
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Psyonic
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