

SERIOUS SAM™ II



SAFETY INFORMATION

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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USING THE XBOX CONTROLLER



INTRODUCTION

In 2013, a sensational discovery of ancient ruins in Egypt opened doors to new technological advancements for the human race. Interstellar travel became possible and soon, new worlds and civilizations were discovered... and, of course, conquered. This era was known as the 'The Second Step'.

The Riches of the New World only furthered the "progress" and it seemed that conquering the whole Universe was just a matter of time.

In 2104 AD, suddenly and without warning all hell broke loose! Evil forces came out of nowhere and started an attack on the New World Empire. Despite their power and technological advancements, humans and their allies were unable to fight them off. Planets and whole solar systems fell one by one.

The human forces fell back to their last sanctuary, Earth. But no matter how bravely they fought mankind was destined to vanish forever. Earth was about to collapse.

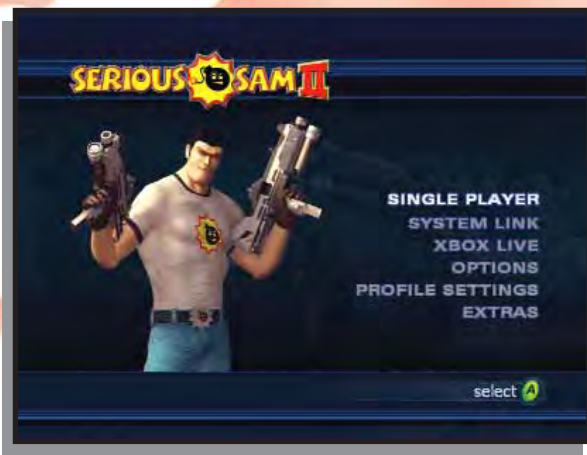
Sam "Serious" Stone, a veteran of the War, a legend who single-handedly annihilated thousands and thousands of monsters, was their only hope. He was chosen to be sent back in time using the 'Time-Lock', an ancient relic found earlier in Egypt, to destroy the Great Evil in the past in order to save the future.

After battling through the pyramids of ancient Egypt, the monumental temples of Persia, sacred Mayan shrines and medieval ghost towns, killing some of the most horrific villains in the Universe, Sam finally left the Earth.

Serious Sam is now heading to Sirius, home planet of Mental, the Great Evil himself. Will he make it? What can he expect on his way? Who knows? But one thing is for certain – the future of mankind lies in the hands of this lonesome hero.

MENU AND INTERFACE

MAIN MENU



Single Player

This option puts you in the role of Serious Sam for a single player game. When you select this option for the first time, you are asked to enter your name to create a player profile. All further information about your control settings, score and levels you have played will be stored under this profile name. Every time you choose the single player option after that, you will be asked to select your profile or you can create a new profile.

System Link

Choose this option to play a Cooperative game with your friend(s) via System Link. See the section on starting up a Multiplayer game for further instructions on this.

XBOX LIVE™

Take Serious Sam II Beyond the Box

The world is your battlefield with Xbox Live, a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players and see when they're online, and join or host Serious Sam games where you and your friends can play and talk using the Xbox Communicator.

Connecting

Before you can play *Serious Sam II* online, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Signing In

To get connected, select Xbox Live from the Main Menu. Select or create a new Xbox Live account by clicking on the Sign In button. Once you have an account selected, press A to enter your account pass code and go to the Xbox Live Menu.

Using Xbox Live®

From the Xbox Live Menu, you can join or host matches and manage your Friends List. Press the B button to return to the Main Menu but remain signed in, so that you can receive game invites.

Play on Xbox Live®

From the Xbox Live menu, select the Play Live button. Select an existing profile or create a new one. Find and join a game with Quick Match or OptiMatch™, or host your own game by using the Create A Match button.

STARTING A NEW SINGLE PLAYER GAME

Friends

Change your Friend settings — for example, remove a Friend.

Players

Access a list of players you've recently played with, to leave feedback or add new Friends.

Sign Out

Sign out of Xbox *Live* and return to the Main Menu.

Options

This selection enables you to change Xbox *Live* settings like voice volume, voice through speakers and appear offline.

Profile Settings

Here you can select your profile name and adjust all the player options: name, controls, advanced controls and multiplayer character. You can also find your total score.

Extras

Here you can see game content, cutscenes and credits.



1. Select **Single Player** option in the main menu
2. Create your profile name. When you start a Single Player game for the first time you need to enter your name and then select the **Finish** option. If a profile already exists, you need to press the **Y** button to create a new profile and then enter your name.
3. Select a difficulty and the action will start.

Difficulty tips:

- Tourist** For those who would like to admire Croteam's masterpiece without worrying about getting killed in the process.
- Easy** For those new to first-person shooters (FPS)
- Normal** For seasoned FPS players
- Hard** For fearless Serious Sam players
- Serious** Are you Serious?



CONTROLS

Continue playing an existing campaign

1. Select **Single Player** option in the Main menu
2. Select your player name, press the **Continue Playing** button and the game starts from your last save point.

Start custom level

When you finish the **Single Player** campaign all the levels you have played become unlocked and you can start and play any of them whenever you want.

Procedure is as follows:

1. Select the **Single Player** option in the main menu
2. Select your profile
3. Select **Custom Level**
4. Select the level that you want to play (move selection up and down with the **D-pad** and press the **A button** when you have selected the desired level)
5. Set the difficulty and start enjoying yourself

Pausing the game

By pressing the **Start button** while playing you enter the Pause menu. Here you can select the Xbox *Live* menu, restart the session, adjust player settings, display the player list, change the game options and quit the game.

Controls can be adjusted within the Profile Settings menu.

You can choose between predefined thumbstick and button settings within the **Controller** menu.

For further adjustments (auto-aiming, invert look, sensitivity) look under **Advanced Controls**.

Default thumbstick and button functions are shown on the following diagrams:



NETRICSA



NETRICSA (NEuroTRonically Implanted Combat Situation Analyzer) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available. It is a neurotronical computer connected to the perceptual cortices of the brain. The computer has full access to audio-visual experiences and can provide useful feedback from this. It is used to provide fast and simple access to all the necessary data and analysis for a skilled fighter, so that he/she can keep up-to-date with the situation. It translates text, offers a simple heads-up-display directly to the visual cortex, tracks targets and gives other kinds of help in fighting and generating tactics.

In game, the NETRICSA appears on your screen as a Heads-Up Display. While inside the game pressing the **White button** on the controller will invoke the NETRICSA.

Tips on solving puzzles, mission objectives and general information about the current level are displayed here.

You can exit the NETRICSA by pressing the **White button**.

HEADS UP DISPLAY



When NETRICSA has a new hint or objective for you, you will hear her voice and text will be displayed at the bottom of the HUD.

The **CROSSHAIR** shows exactly where your weapon will hit. The targeting also uses auto aiming, so if the crosshair is lit around the target, you will definitely hit it. When an enemy is targeted, it changes color according to the state of your target. When you have no live target, it is **WHITE**. When you aim at a new enemy, it will become **GREEN**, and as you damage the enemy, the color will eventually turn to **RED**. If you target an item that can be used or operated (e.g. a switch), press the **Black button** to operate the item.

WEAPONS



"BoneSlasher" P-Lah Chainsaw Mk. 2

The BoneSlasher is the weapon of choice when you are pushed against a wall or surrounded by close range enemies.



"The Penetrator". Magnum Cobra replica, 0.44

Light casings, infinite ammo and the ability to link with Netricsa's target detection system are still retained in this weapon, while some of the drawbacks of the older version have been improved. A TRUE do-it-all weapon. Just be sure not to use it against bigger enemies.



Hydro-Plasmatic Handgun

Due to the efficient internal workings of the generator, it is possible to shoot smaller units of energy giving this weapon a decent rate of fire. Adding a small amount of carbon into the mix, the plasmatic shot is attracted to organic matter giving the projectiles a homing feature. Very useful if you want to hit a target which is partially hidden by an inanimate object.



12 Gauge Auto-Reloading Shotgun

This gun requires no reload input from the user, leaving him to only think about pointing the gun towards a target. Efficient for the short and middle range elimination of smaller enemies, while its rate of fire is still useful against bigger, but slower enemies.



Sawed off, 12 Gauge Double Barrelled Coach Gun

Due to a manual reload system, the rate of fire on this puppy is still its biggest downside. While still a very imprecise long range weapon, it's a MUST against small and medium sized, close range enemies.



Serious UZI - Suzzi

No reloading necessary and able to work in pairs, Suzzis are only a step away from the almighty MINIGUN. Now compatible with the 5.56mm bullets used in the Minigun, this weapon is the best choice for both rapid fire mode and controlled short bursts. To be used against long ranged enemies, as well as masses of smaller enemies.



XM214-A Minigun

The classic, shiny and precise tool of death is back. Self-powered and complete with a built-in magazine and a recoil adapter, the XM214-A Minigun is the most powerful personal weapon available. Use for short to long range confrontations with tough enemies or mass elimination of medium and large opponents.



XPML30 Rocket Launcher

Light weight with a high rate of fire, unguided Inferno missiles are the perfect solution for piercing heavily armored enemies and vehicles. While one rocket is being shot, another one is pushed into the main barrel, making the XPML30 a highly effective, fast, and reliable weapon. The only drawback of the Inferno missile is its high splash damage, so the user has to be careful not to use it at close range. A very efficient weapon against armored opponents and masses of weaker enemies.



MK - 4 Grenade Launcher

A reliable infantry 40mm grenade thrower with adjustable launching speed, tap the trigger slightly and the grenade will quickly bounce out of the chamber. Holding the trigger down will propel the grenade a longer distance. A smart impact detector detonates the grenade on impact with a live target. A wide range explosion is an excellent way of blowing up groups of weaker enemies, while the impact alone will bring enough damage to even bigger opponents.



XL 808 Hydro Plasmatic Rifle

Taking a lot of design cues from the smaller "ZapGun" the engineers managed to incorporate a unique cold fusion generator and situate it at the front of the weapon. Same as the "ZapGun", with its integrated molecules of carbon, the plasmatic shot is able to "stick" to the nearest organic matter (excluding the operator), giving it a slight homing ability. The XL 808 proves to be very useful for covering large areas and holding enemy masses away.



RAPTOR 2 Sniper Rifle

The RAPTOR Sniper is one of the most powerful long range weapons in the world. This is THE weapon to be used when taking out long distance opponents as well as quick sniping of closer, bigger enemies. Be sure to use its optics when you want to deliver high damage.



Clawdovic Cacadoos Vulgaris

Parrots were fed Fire Flowers which would mix with their stomach acid ignite the intestines of the bird. Upon even small contact, the mixture becomes unstable resulting in a high combustion explosion. Utilizing these "kamikaze" birds, the Simbas were able to very effectively deliver their shots, as the birds would follow any given target. Use Clawdovic in wide open spaces and against groups of enemies, as the damage (and smell) they deliver can be VERY hazardous to your health.



SERIOUS BOMB

Serious Bomb - Miniature Big Bang, Atomic Firecracker, Instant Death With A Smile - any way you look at it this baby will rock your world. Just light that fuse and watch your enemies disintegrate in a blinding explosion while you wait in the safety of the Life-Preserving-Quantum-Field(TM). Due to their size, you'll never be able to carry more than three of them.



SBC Cannon - v 2.0

Built as the most powerful infantry weapon available to federation forces, the new and improved Cannon, appropriately known as "The Paynekiller", got a whole new set of upgrades. Loaded with high-piercing, uranium-filled cannonballs, it can even drill through several tough opponents in a row. To be used against hordes of all types, just be sure to line the enemies correctly for maximum efficiency.



RB-45 "THE ROMBO" Hand Grenades

Sam's old pal from military training camps light in weight but powerful in damage, this weapon is filled with explosives and deadly chemicals extracted from Sam's feet. As time passed they became popular in almost every army in the universe. Finding them on the battlefield shouldn't be a problem. Usage of the grenade is simple, just press alternative fire and the grenade is launched.

ITEMS



ARMOR

Helmet

Helmets add 5 points to your armor, over and above maximum points.



Shield

Shields add 10 points to your armor, over and above maximum points.



Vest

Vests add 25 points to your armor, up to the maximum.



Heavy Plating

Upper body armour increases your armor by 50 points, up to the maximum.



Heavy armor

This shielded upper body armor adds 100 points to your armor, up to the maximum.



Heavy Armor Suit

Heavy Armour Suit adds an instant 200 points to your armor.



HEALTH

Pills

These red and white pills add 5 points of Health, above and beyond the maximum.



Small Health

These capsules increase Health by 10 points, up to the maximum.



Medium Health

These items increase Health by 25 points, up to the maximum.



Large Health

These white Medikit boxes increase Health by 50 points, up to the maximum.



Super Health

These white and red hearts add an instant 100 points to your Health.

POWER-UPS



Ammo Pack

Ammo Packs are scattered across levels and, when picked up, they will add ammo to all your weapons.



Serious Strength

A powerup that enables you to utilize the Serious Physics within the universe. You can grab, hold and throw objects larger than you for a short period of time.



Extra Life

An additional power-up that gives you yet another chance to keep fighting Mental's forces. It can be obtained by picking it up on a level or it is given as a reward every 10000 score points.



Serious Jump

This powerup enables you to jump up to 5 times higher than before.



Serious Damage

Once picked up, your weapons are supercharged for a short period of time.



Serious Score

Once picked up, your score is calculated x4 for a short period of time.

TREASURE ITEMS

These items increase the amount of money bonus you get for fighting evildoers. You can also collect enough money to buy extra lives.

There are three kinds of treasure items:



Treasure Coin

This gives you 100 points.



Treasure Bag

This gives you 1000 points.



Treasure Chest

This gives you 5000 points.

AMMO



12 Gauge Shells (20 per Pack)

Use for the single and double shotgun



5.56 mm Bullets (100 per Box)

Use for the minigun and Suzzi



150 mm Inferno Missile (8 per Pack)
Use for the rocket launcher



150 mm Inferno Missile (20 per Pack)
Use for the Helicopter



40mm High Explosive Rounds (10 per Box)
Use for the grenade launcher



16mm AP Sniper Bullets (5 per Pack)
Use for the sniper rifle



X7 Power Cells (50 Units per Pack)
Use for the plasma gun



HP Uranium-filled Cannonballs (4 per Pack)
Use for the cannon



RB-45 "THE ROMBO" Hand Grenades (6 per pack)
Use as hand grenades



Cacadoos Vulgaris (1 per pack)
Use as Klodovik weapon

VEHICLES

General

There are many vehicles you can use scattered throughout the levels. Approach them and press the "USE" button. Some of them have integrated weaponry, while others require you to use the weapons in your own arsenal.



Velociraptor Vulgaris

These dinos are fast and agile, with teeth of a considerable size, so don't be scared to run over the weaker enemies. Unfortunately, they are weak, as they carry no armor or weapons, so they are best used for quick getaways, if the situation gets "hot".



HAM-Z-rr314 Rollerball

Ripped directly from Mental's Forces, this once self guided rolling weapon is now a personal vehicle. Working on the latest "Hamster Effect Power Supply", this vehicle may not be armed, but sure is lethal, roll this baby into an enemy crowd and watch it work its magic. The plasma-glass is not the most durable material and a few precise shots from stronger enemies might put you and the Rollerball out of order.



XZ - 808 "Ripper-Saucer"

The Flying Saucer may prove the best balance between firepower and straightforward road carnage. The first time you slide into a group of enemies, it will be hard to remove that grin from your face. Just keep safe from the bigger opponents and turrets as the hull is its weakest point.



CR - 181 "Barracuda"

Fast, with great maneuverability, it can outrun any charging enemy including the Rhino. The shields on this puppy can withstand a number of heavy shots so don't be afraid of being hit by some of the smaller or medium sized enemies.

The ability to accelerate quickly gives this vehicle great "run over" potential, but unfortunately, the energy in the shields will decrease upon contact. Best to use against smaller enemies at short range and against medium and bigger at greater distance. Also very useful against airborne opponents.



Experimental " Seagull AF-29 " Attack Fighter

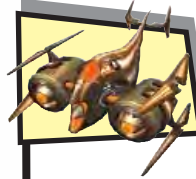
After defeating Magnor, Mental found secret industrial facilities hidden in the swamp bases. Inside the swamp's murky waters Jets Dudis were working on a new Hyper-Stellar-Quantum-

Fighter capable of warp speed and equipped with high tech weaponry and a stealth coating on its main frame. If you get to Sirius be sure to find one of these and give them hell!



Infantry "Kozak aHa-C64" Attack Helicopter

Giant flying vehicles represent the core of all good infantry attacks. Mental, cunning devil that he is, knew that, when he gave orders to his 3rd party developers on Domsday to build what he described as "one big mof of a helicopter". This baby can carry personnel, fly stealth, shoot rockets, and cut down anything with powerful machine guns. Its maneuverability is amazing for its size.



Navy All-Purpose Fighter "Fatso XP-1"

Small, but bulky, this fighter is a real masterpiece from Mental's Toyoda factories. Equipped with "Ne-radi" laser guns, rechargeable directly from 2 eMZ plasma engines, its ammo is unlimited. A "No pilot" option was installed in the fighter so it can be commanded from an undisclosed location.



Dropship APC 404 "The Shark"

Large, 400 ton beast, pride of Mental's Marine Core. This VTOL vehicle can hold up to 2 dozen heavily armoured soldiers with comforts like a jacuzzi, leather chairs and a plasma TV. Passengers are well protected by the thick walls of the personnel container. Besides equipment for passenger transport, Dropships are equipped with the latest Target-o-matic mountable turrets.



Simba Bomber

While not a bomber in the true sense of the word, expect Simbas to throw you new weapons, health or items. Defend them if you can, as they carry no weapons or defense mechanisms of their own. Only Simbas can use this vehicle.

TURRETS

CHARACTER CONTROLLABLES:



Machine Gun Turret

Use this turret as a substitute for the MINIGUN, as it provides a steady rate of fire, which can mow down smaller enemies, while keeping bigger ones at a distance.



Laser Cannon Turret

The EXUP 207 Laser Turret works with the same internal mechanics as the Plasma Rifle. Very reliable with a fast rate of fire it can keep even bigger opponents at long distances. Use it wherever you can.



Plasma Cannon Turret

Capturing one of Mental's Automated Plasma Turrets, the scientists managed to add the controls used on a Laser Turret, and turn this weapon into an operator-friendly machine. With a slow rate of fire, this turret is great for long distance demolition, while it might not be best suited if the enemies are already at close range.



Missile Launcher

This fine piece of machinery will wipe anything from the face of the Earth. High rate of fire and considerable damage from each Inferno missile make this turret one of the most powerful weapons you will find scattered around. Just remember, the splash damage from the Inferno missile could hurt you.



Pirate Cannon Turret

The latest addition to Turret weaponry is this Cannon-based beast. Built exactly as the hand held version, only with bigger dimensions, this is the ultimate in dishing out damage. The rate of fire could be considered medium, but the damage this thing inflicts will surely compensate any flaws you might find.



MULTIPLAYER

MULTIPLAYER OPTIONS

Multiplayer games can be played via Xbox System Link and Xbox Live.

Xbox System Link:

In an Xbox System Link game, players can play together against enemies.

You can play through the entire campaign together, from the beginning to the end.

There are various session settings that you can choose from including difficulty, number of lives, maximum players, friendly fire etc.

Xbox Live:

If you have an Xbox Live Gamertag, you can play against other players from all over the world.

To sign in to Xbox Live, choose Xbox Live from the Main Menu. You will need to have an existing Xbox Live account to connect to other players using Xbox Live.

HOW TO START A MULTIPLAYER GAME

Xbox System Link:

First of all, to be able to play on multiple consoles, you'll have to connect them together properly.

To connect 2 Xbox consoles, you'll need to use a Xbox System Link Cable (for detailed information check the Xbox Instruction Manual).

To connect up to 4 consoles you'll need an Ethernet hub and Standard –Ethernet cables (for detailed information check the Xbox Instruction Manual).

After connecting the Xbox consoles properly, proceed through the following steps:

1. Select **System Link** from the main menu
2. Choose a profile or create a new one
3. On the next menu, either join a session by pressing the **A button** or create a new game by pressing the **Y button**.

-JOIN SESSION

4. On the next menu select from the list of the existing sessions and press the **A button** to join.

-CREATE SESSION

4. After pressing the **Y button**, you have to select the level you wish to start your game on.
5. Set the session settings.
6. Press the **A button** to start the session.

Xbox Live:

From the Xbox Live menu click on the **Play Live** button, select a player profile or create a new one. There are three options available in the Play Live menu:

QUICK MATCH

If you want instant action, Quick Match finds and places you in a game immediately. Details on available matches will be shown, pressing the **A button** will join the game and with the **X button** the next match will be shown. By pressing the **Y button**, you can create your own match.

OPTIMATCH

If you want to specify some search criteria for the type of game you want to join, use **OptiMatch**. Select the options you want the match to have, and press the **A button**. The screen displays the games that most closely match the options you selected. Select the game you want to join, and press the **A button** to begin the game or press the **Y button** to host a match of your own.

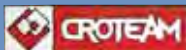
CREATE A MATCH

Use this to create and host a match. First select a level you want to play and then on the next menu, you can adjust the session settings. Press the **A button** to start the game.

VOICE CHAT USING AN XBOX COMMUNICATOR

When playing **Serious Sam II** via Xbox Live, you can use an Xbox Communicator to chat with your team mates.

CREDITS



CEO

Roman Ribaric

TECHNICAL DIRECTOR

Alen Ladavac

PRODUCER

Roman Ribaric

ART DIRECTOR

Admir Elezovic

GAME DESIGN

Davor Hunski

Davor Tomcic

PROGRAMMING

Alen Ladavac

Davor Hunski

Dean Sekulic

Darko Martinovic

Goran Zoricic

Vedran Skrnjug

Kresimir Prcela

LEVEL DESIGN

Tomislav Pongrac

Ivan Mika

Damir Krajnovic

Alen Cepin

Ivana Hunski

Davor Tomcic

Marino Babic

Marko Cepin

Davor Ladavac

3D MODELING/ ANIMATION

Admir Elezovic

SKIN ART

Petar Ivancek

ENVIRONMENT ART

Dinko Pavic

Zeljko Visnjic

2D ART

Tomislav Kucko

Petar Ivancek

Dinko Pavic

CINEMATICS

Admir Elezovic

Tomislav Kucko

Petar Ivancek

Damjan Mravunac

Veronika Santosi

SOUND FX/MUSIC

Damjan Mravunac

VOICES

Damjan Mravunac

Petar Ivancek

BIZ ASSIST

Helena Hunski

Josipa Maras Kraljevic

MANUAL

Admir Elezovic

Tomislav Kucko

Petar Ivancek

TESTING

Croteam

OTHER: SERIOUS SAM VOICE

John J. Dick

OTHER VOICES

Netricsa by

Ely Fairman

Cecil by Brian Bowles

VOICE STUDIO

Side UK

VOICE CASTING AND DIRECTION

Andy Emery

VOICE ENGINEER

Ant Hales

MOTION CAPTURE

Centroid 3D Group

PREPRODUCTION SERVICES

David Nottingham

ADDITIONAL TESTING

Michael Harris

asko

Shrinker

Fragman

Sean Stellingwerff

toaster

Damian

Mailman

SeriousGrandpa

Dangerous Dan

SPECIAL THANKS:

Old Man Murray

LEVELORD

Robert Westmoreland

Harry Miller IV

Chris Kim

Jason "Rodzilla"

Rodzic

Jamie Leece

Jon Watte

Jonathan Blow

Chris Butcher

Russ Smith

Richard Tonge

Tom Forsyth

Noel Llopis

Christopher Seiwald

Zentaro Kavanagh

Chris Hecker

Michael Abrash

John Carmack

John Callaham
Dan Santonocito
Goran Obadic
Sanja Barc
Lenart Dimitrijevic
Daniel J. Geduld
Michael Kabanov
FreeStyler

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development of
Serious Sam 2.

QA Lincoln

QA MANAGER

Mark Lloyd

LEAD TESTER

Steve McGagh

SECONDARY LEAD

Sergio Russo

TESTERS

Andy Mason

Carl Young

Charlie Kinloch

Craig Reeve

Dan Goddard

Dave Fahy
Dave Lawrence
Jason Trindall
James Cree
Joby Lockett
Jon Ealam
Jono Stones
Kevin Hobson
Matt Lunnon
Mike Emeny
Nathan Buchanan
Pete Broughton
Simon Lawrence
Kit Brown
Matt Hewitt

Mike Blackburn
Tim Bates
Will Riggott

LOCALIZATION TESTERS

Alain Dellepiane
Antoine Cabrol
Breggan
Zazpe-Tejedor
Carola Berens
Francois Fouchet
Naomi Long

IT MANAGER

Nick McVey

2K Games (Europe)

GENERAL MANAGER

Neil Ralley

DEVELOPMENT MANAGER

Fernando Melo

PRODUCER

Denby Grace

TECHNICAL PRODUCER

Sajjad Majid

INTERNATIONAL MARKETING DIRECTOR

Matthias Wehner

INTERNATIONAL PRODUCT MANAGER

Karl Unterholzner

LOCALIZATION MANAGER

Scott Morrow

DEVELOPMENT

Mark Ward
Simon Picard
Daniel Bailie

Take 2 Interactive (Europe)

James Ellingford
Serhad Koro
Anthony Dodd
Jon Broadbridge
Mark Lugli
Sarah Seaby
Damian Jesson
Louise Wilson
Thomas Mahoney
Jonnie Bryant
Adrian Lawton

James Sutcliffe
Warner Guinée
Onno Bos
Jochen Till
Andreas Traxler
Markus Wilding
Gabriel Hacker
Jan Sturm
Alexander Harlander
Nasko Fejza
Marie-Christine
Branellec
Valentine Heliot
Federico Clonfero

Monica Puricelli
Giovanni Oldani
Cristiana Colombo
Fabio Gusmaroli
Raquel Garcia
Ana Lafuente
Francisco Diaz
Peter Jakobsen
Maike Köhler
Chris Madgwick
Laura Battistuzzi
James Crocker
Tom Baker
James Quinlan

2K Games (NYC)

PUBLISHING DIRECTOR
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MANAGING DIRECTOR
Christoph Hartmann

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Lesley Zinn

ONLINE PRODUCER
Gabe Abarcar

**PRODUCTION
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Jack Scalici

SPECIAL THANKS:
David Boutry
Nan Teh
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Natalya Wilson
Peggy Yu
Dan Einzig
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2K GAMES
575 BROADWAY
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