



THE X FILES™

RESIST OR SERVE



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

THE X-FILES™: **RESIST OR SERVE**

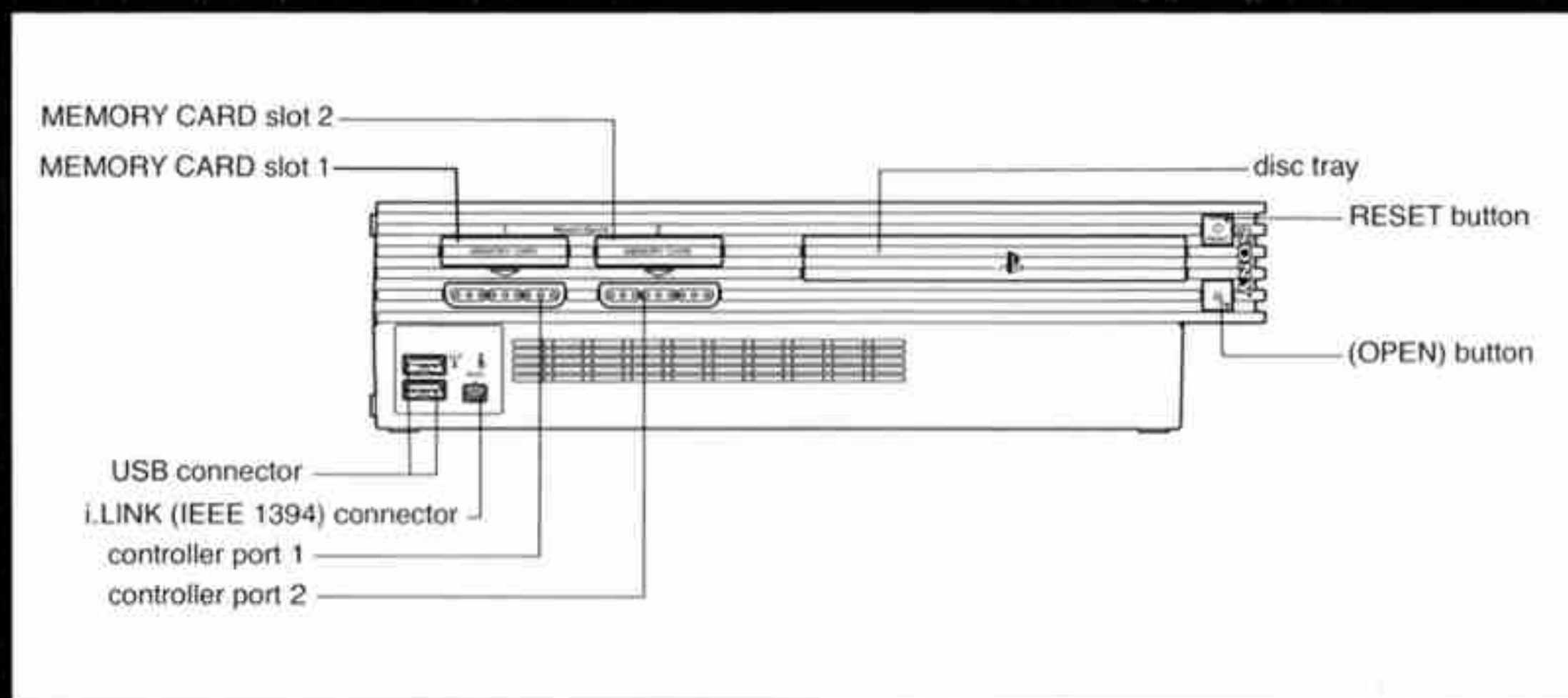
CONTENTS

GETTING STARTED	2
STARTING UP	3
GAME-SPECIFIC CONTROLS	4
INTRODUCTION / NEW GAME	5
MAIN MENU	6
OPTIONS MENU	6
PAUSE MENU	7
HEADS-UP DISPLAY (HUD)	8
HOW TO PLAY	8
WEAPONS	10
CHARACTER DESCRIPTIONS	11
TIPS AND TRICKS	16
CREDITS	17
CUSTOMER SUPPORT	20
LIMITED WARRANTY	INSIDE BACK COVER

© 2004 Twentieth Century Fox Film Corporation. All rights reserved. Fox Interactive, The X-Files, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Developed by Black Ops Entertainment. Copyright© 1994–2004 by Black Ops Entertainment, LLC. All Rights Reserved.

GETTING STARTED

PLAYSTATION®2 SETUP



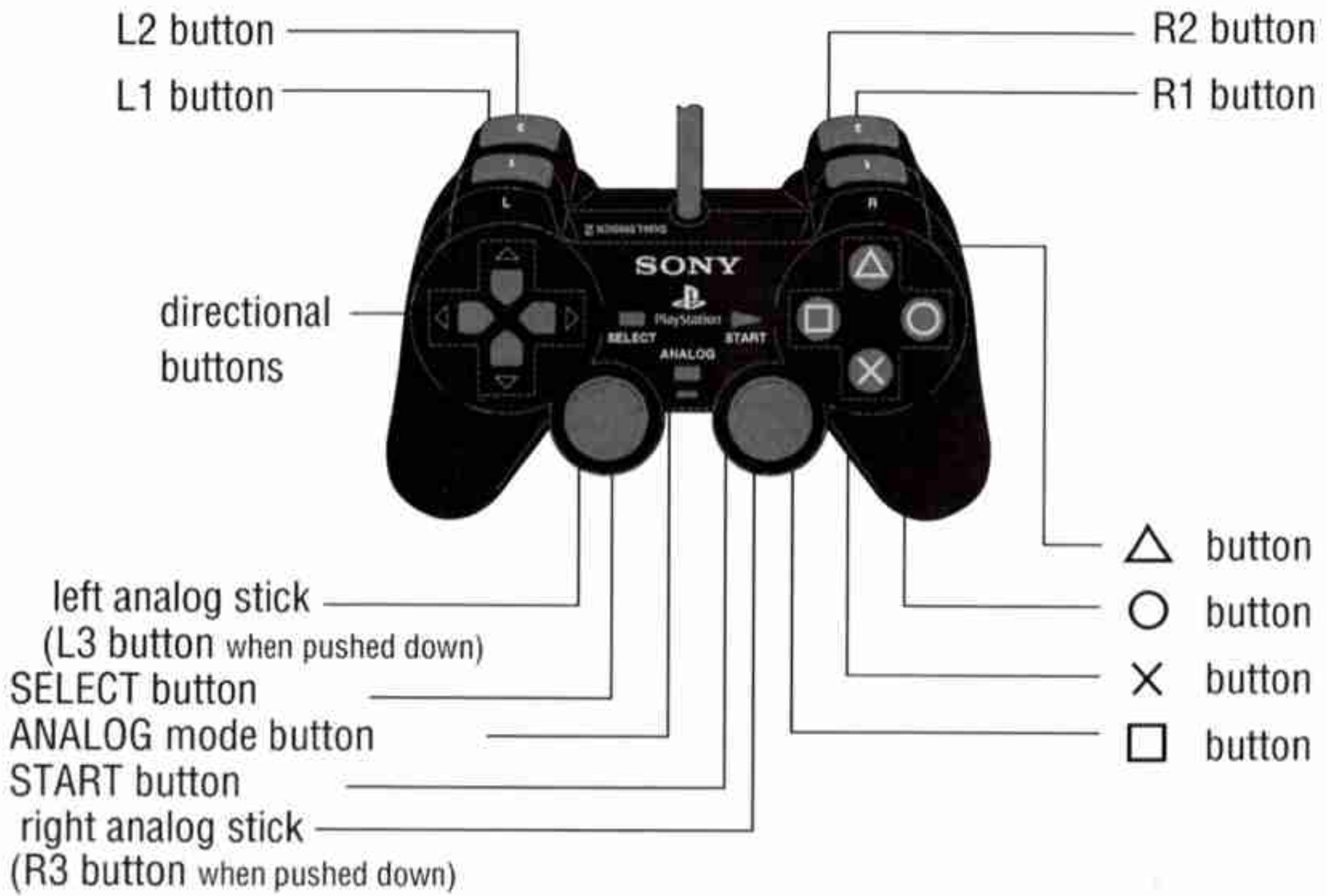
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place *The X-Files: Resist or Serve* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB) [FOR PLAYSTATION®2]

You may save your progress while playing *The X-Files: Resist or Serve*. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME-SPECIFIC CONTROLS

- left analog stick:** Make your character walk
- left analog stick + R2 button:** Press and hold the **R2 button** to make your character jog (The character cannot jog with both the gun and flashlight equipped.)
- right analog stick:** Free look (w/flashlight equipped)
- **button:** Inventory Toggle
- △ **button:** Weapon Toggle
- **button:** Melee Attack / Light Molotov
- × **button:** Action
- R1 button:** Press and hold the **R1 button** to target enemy
- R1 button + × button:** Aim and fire, or target and punch (with no weapon equipped)
- R1 button + □ button:** Target and melee attack
- R1 button + L2 button:** Switch targets
- L1 button:** Reload weapon
- UP directional button:** Bring up the Map (if obtained for area)
- DOWN directional button:** Bring up the notes screen
- START button:** Bring up the Pause Menu
- SELECT button:** Access the Inventory Screen

INTRODUCTION / NEW GAME

RENAISSANCE . . .

A brutal murder spree brings agents Mulder and Scully to Red Falls, Colorado, where a daunting mystery unfolds. The chief suspects in the case, teenage sisters Mandy and Katlyn Winslow, are versed in the ancient art of witchcraft. Accused of disturbing the peace, the twin girls vanish before the FBI agents arrive on the scene.

RESONANCE . . .

Mulder and Scully find more than they bargain for in the unassuming town of Red Falls—a witch-hunt and a situation more horrifying and gruesome than they could have imagined. The investigation turns deadly as they confront the unfathomable evil that has ravaged the town, sparing few local residents and leaving even fewer answers. Reality is gradually distorted, leaving the agents with nothing to rely on but their instincts, and each other. As the darkness morphs into a living, breathing nightmare, their quest for the truth turns into a fight for survival. But as Mulder and Scully delve deeper into the inexplicable events terrifying Red Falls, unimaginable horrors lead them into situations that are hauntingly familiar.

RECKONING . . .

As Mulder and Scully struggle to expose the dark forces that threaten their very future, only one thing remains certain: The truth is out there. Whether they can survive long enough to ferret it out depends on you.

TRUST NO ONE . . .

The X-Files: Resist or Serve takes you right into the heart of *The X-Files*, where the show's most memorable locales become the setting for sheer terror. Join forces with Mulder and Scully as their pursuit takes them from FBI Headquarters and Mulder's apartment to the frigid landscape of Tunguska. Encounter familiar allies and treacherous enemies along the way, including The Lone Gunmen, Alex Krycek, Assistant Director Walter Skinner, Marita Covarrubias, and The Cigarette-Smoking Man.



RESIST . . . OR SERVE

First, select PLAY GAME; this will bring you to the CHOOSE AGENT menu, which gives you the option of playing as Fox Mulder or Dana Scully. Each character has unique encounters and areas to explore, providing two distinct gameplay experiences. The CHOOSE EPISODE screen allows you to begin your adventure from various chapters in the story.

MAIN MENU

Use the **UP** and **DOWN directional buttons** or the **left analog stick** to highlight an option and press the **X button** to select it. Pressing the **△ button** will exit to the previous menu.

PLAY GAME: Start the game from the beginning. Once progress has been made, go through this option to change agents, episodes, and acts if so desired.

LOAD GAME: Continue from a previously saved game.

OPTIONS: Alter game settings, controls, and audio and video settings.

SPECIAL FEATURES: View character profiles, concept art, movies, and credits. More features will be unlocked as you progress through the game.



OPTIONS MENU

Use the **UP** and **DOWN directional buttons** or the **left analog stick** to highlight an option and press the **X button** to select it. Pressing the **△ button** will exit to the previous menu. It is also possible to access the Options Menu in game by pressing the **START button**.

GAME SETTINGS:

Use the **LEFT** or **RIGHT directional buttons** or the **left analog stick** to adjust the settings.

Vibration: Turn the vibration feature ON or OFF.

Cheats: Enter codes to unlock various cheats.

CONTROLS:

Use the **LEFT** or **RIGHT directional buttons** or the **left analog stick** to adjust the settings.

Control Schemes: Choose from three pre-set control schemes.



AUDIO:

Use the **LEFT** or **RIGHT** directional buttons or the **left analog stick** to adjust the settings.

Audio Mode: Choose MONO, STEREO, or Dolby Pro Logic II.

Music Volume: Adjust the music volume.

SFX Volume: Adjust the SFX volume.

Dialogue Volume: Adjust the dialogue volume.

FMV Volume: Adjust the volume for all full-motion videos.



VIDEO:

Use the **LEFT** or **RIGHT** directional buttons or the **left analog stick** to adjust the settings.

Calibrate: Following the instructions on the screen, adjust the brightness of your television to play the game with the intended brightness levels.

Aspect Ratio: Choose Standard or Widescreen mode.



PAUSE MENU

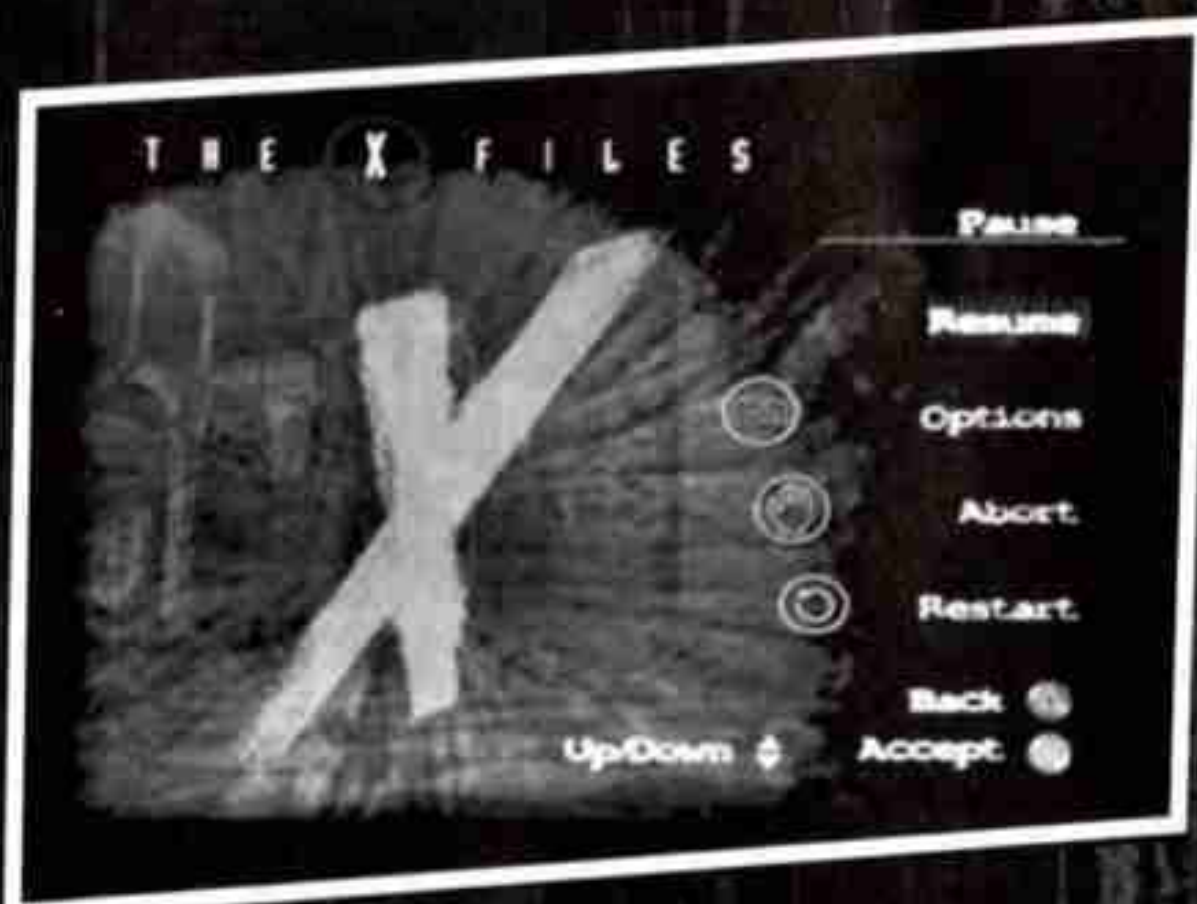
Press the **START** button during gameplay to bring up the Pause Menu, with the following options:

RESUME: Return to the game in progress.

OPTIONS: Adjust game settings, controls, and audio and video settings. See "OPTIONS MENU" on Page 6 for details.

ABORT: End the mission and go back to the Main Menu. **Note:** All progress will be lost from the previous saved game.

RESTART: Restart the act that is currently in progress.



HEADS-UP DISPLAYS (HUD)



INTERACTIVITY ICON

Whenever Mulder or Scully is able to interact with anything in the environment, a spinning *X* will appear in the lower right corner of the screen. Be sure to investigate it every time it appears.

NOTEPAD ICON

When Mulder or Scully comes across anything new that may be of use in their investigation, a spinning notepad icon will appear in the lower left corner of the screen.

BOSS METER

When a large *X meter* appears in the upper right corner of the screen, the agents have just encountered a key figure in the X-file, whom they will need to get rid of any way they can. Pay close attention to this meter as it will provide hints about what to do.

HOW TO PLAY

SAVING A GAME

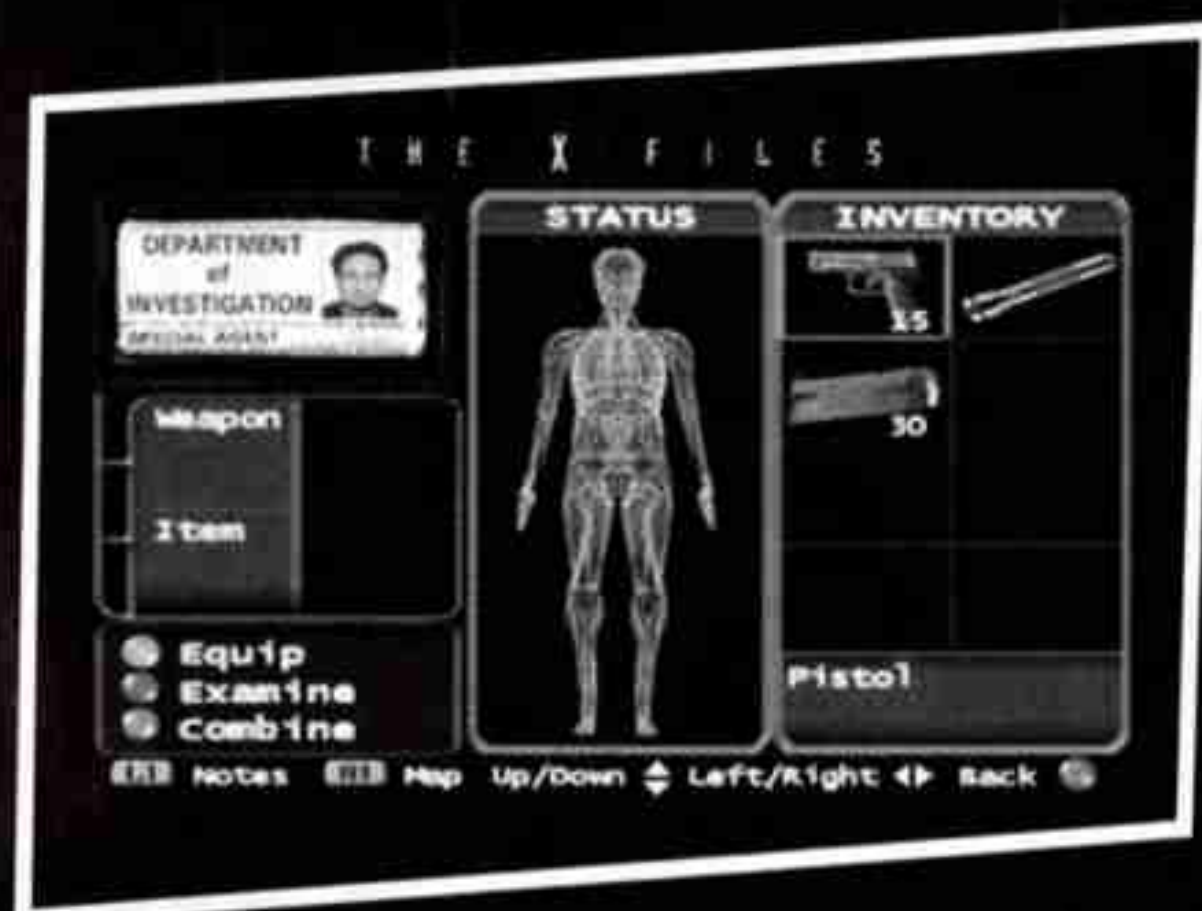
In order to save a game, Mulder and Scully must be facing an *X* made out of masking tape. These *X* marks will be found throughout the investigation. When Mulder or Scully is next to the *X* mark, pressing the **X button** will bring up the Save Menu. There is no limit to the number of times a save point can be used.



INVENTORY

Items that are picked up will automatically be stored in the Inventory, which can be accessed at any time during game play by pressing the **SELECT button**. Each item has its own slot in the right-hand section. Move the highlight by using the **directional buttons** or the **left analog stick**. Press the **X button** to equip or use a highlighted item. To examine an item more closely, press

the **□ button** while the highlight is on the item. To combine two separate items, highlight one item and press the **○ button**, then move the highlight again and press the **○ button** to combine them.



STATUS

In the center of the Inventory Screen is a diagram of your character, displaying injuries sustained on the journey. Areas of the body, which are covered in red to indicate how much damage has been done, can be healed by using Bandages, First-Aid Kits and Aspirin Bottles located throughout each map. **Note:** If parts of the body diagram have turned green, the agent has been poisoned and will require an antidote.

READING THE MAP

After picking up the map from the environment, you can access it by pressing either the **UP directional button** or the **R1 button** in the Inventory Screen. As Mulder and Scully go through the environment, they will update the map to show where they have been. They will also mark a blue X wherever a save point has been discovered. The blinking red dot on the map symbolizes the agent's current location so you always know where you are.



THE NOTEPAD

As Mulder and Scully investigate the X-file, they take notes in the notepads, which can be accessed by pushing the **DOWN directional button** or by pressing the **L1 button** on the Inventory Screen. These notes provide insight into information that might be overlooked and let you know what the agents are doing at any given time. Be sure to check the notes whenever the notepad icon appears in the bottom left corner of the screen.

WEAPONS

The following weapons and ammo can be found throughout the environment and on the bodies of fallen enemies. Weapons can only be equipped through the Inventory Screen, by highlighting the item, pushing the **⊗ button**, and then exiting the Inventory Screen.



PISTOL

Holds up to 15 bullets per magazine and shoots 9mm bullets



MAGNUM REVOLVER

Holds up to 6 bullets at a time



SHOTGUN

Holds up to 8 shells at a time



AK-47

Holds up to 30 bullets in a magazine



M4 CARBINE

Holds up to 30 bullets in a magazine



FLAMETHROWER

Fires flames from fuel designated specifically for the flamethrower



MOLOTOV COCKTAIL

Made up of common materials found in the environment, which act as a firebomb when combined and lit. **Note:** The lighter must be equipped as well in order to equip the Molotov cocktail.

PICKUPS AND HEALTH

The following items, found throughout the environment, replenish Mulder and Scully's health. To use an item, highlight it on the Inventory Screen and press the **⊗ button**.

FIRST AID



BANDAGES



ASPIRIN



CHARACTER DESCRIPTIONS

SPECIAL AGENT FOX MULDER

Special Agent Fox Mulder was recruited by the F.B.I. after studying psychology at Oxford University. Initially, his future was bright. Adept at getting into the mind of the killers, he produced criminal profiles that led to many successful arrests. In 1989, however, Mulder's career was derailed when he underwent hypnotic regression and unearthed a memory of his sister Samantha's abduction. Convinced that she had been kidnapped by aliens, he began working on the X-Files and started investigating reports of the paranormal while keeping an open file on his sister's case.

Reluctantly, Mulder took on Special Agent Dana Scully as a partner. Although he often disagreed with her scientific method of solving cases, they often arrived at similar conclusions. Their loyalty to each other and friendship grew with time, and the partnership flourished. Mulder has often credited Dana with keeping him honest about his work. Though his far-out theories have often proved to be right, it was Scully's even-handed attitude and logical approach to cases that have kept Mulder's feet on the ground and lent legitimacy to his work. His devotion to her is unwavering.

Often flouting FBI policy, Mulder has worked to expose a conspiracy to conceal the existence of extraterrestrial life—a conspiracy which, he feels, is at the core of his sister's abduction. Mulder believes that a group of men within the government—a Syndicate that includes the Cigarette-Smoking Man—has ties to this alien conspiracy.

Mulder's work on the X-Files has taken over his life. During one case, Syndicate henchman, Alex Krycek, murdered Mulder's father. On another case, which took him to a gulag in Tunguska, Russia, Mulder was imprisoned and infected with the alien black oil. This infection may have been at the root of his reaction to rubbings of an alien artifact—part of an alien spacecraft found on the Ivory Coast. As a result, he developed psychic abilities and experienced strange visions. During this experience, the Cigarette-Smoking Man took Mulder and arranged for him to have brain surgery. Mulder does not know for what purpose.

Often at the center of the Syndicate's plans, Mulder has frequently been manipulated by the Cigarette-Smoking Man to serve its ends. Mulder does not let these complications deter him, but they do take their toll.

SPECIAL AGENT DANA SCULLY

Special Agent Dana Scully began her career in the F.B.I. after medical school. Against her father's wishes, she transferred directly to Quantico, where she taught at the training academy. A medical doctor with an emphasis in forensics, she has proved invaluable to the X-Files investigations. She conducts many autopsies herself and is thus able to look for hidden clues that may solve the case. She is a strong believer in logic and the scientific method, which often puts her at odds with her partner, Fox Mulder.

Agent Scully was initially assigned to the X-Files to debunk Mulder's work. Rather than looking for ways to prove his theories outrageous and useless, she came at her work from a scientific standpoint. Though she and Mulder often employed very different investigative methods, they often arrived at similar conclusions. As time passed, her respect for Mulder grew, despite his wild theories, as did her loyalty to him and his work. Her ability to keep a cool head in stressful situations and her logical methods have lent legitimacy to the X-Files.

Never a believer in aliens, it took many years and overwhelming evidence for Agent Scully to accept the existence of extraterrestrials. The discovery of the alien spacecraft on the Ivory Coast and the implications of the inscriptions on it rocked her beliefs to the core.

Like Agent Mulder, Agent Scully's life has been consumed by her work. Scully became an X-file when she was abducted and found on her return that a chip had been implanted in her neck. After removing the chip, she developed terminal cancer. It was only when a new chip, supplied by the Cigarette-Smoking Man, was implanted that her cancer went into remission. Scully has often said that her decision to stay with the X-Files is irreversible and has repeatedly rebuffed Mulder's attempts to get her to leave for the sake of her health.

In spite of her reliance on science, Agent Scully is deeply religious. A practicing Catholic, she wears a small gold cross around her neck at all times. She is a believer in miracles and is often at odds with Mulder in cases where religion is a factor. In those cases, they tend to trade sides—she becomes the believer and he the skeptic.

A.D. WALTER SKINNER

Assistant Director Walter Skinner supervises Mulder and Scully's work on the X-Files. A former Marine, he is stern and dedicated to duty. Though he is often caught in a bureaucratic cross fire, he is fiercely loyal to Mulder and Scully. Whenever he can, Skinner uses his access and power to help them expose the conspiracy hatched by the Syndicate. Though he does not believe in aliens himself, he respects Mulder's drive and works covertly to assist him in his quest.

Skinner has experienced paranormal phenomena from time to time, though he is loath to explore them. In Vietnam, he experienced a ghostly visitation. And once he was visited by a succubus, which led to his implication in a murder. Although he refused to discuss this encounter, Agents Mulder and Scully helped to exonerate him and apprehend the real killer.

Skinner is hampered by the political constraints of his job and has, on occasion, been forced to close the X-Files. However, he has also reopened the X-Files on his own authority. He often warns the agents when their investigations cross the line, although his warnings usually go unheeded. In most cases, Skinner strikes a balance by offering as much assistance as he can while still appearing to follow F.B.I. policy.

ALEX KRYCEK

After the first closing of the X-Files, Alex Krycek came into Fox Mulder's life as his new partner. Krycek lost no time ingratiating himself with Mulder. However, his duplicity was soon unmasked when it was revealed that he reported to the Cigarette-Smoking Man. Krycek played a key role in Scully's abduction and poisoned Duane Barry before disappearing from the F.B.I. Soon after, he turned up as an agent for the Syndicate, taking orders from the Cigarette-Smoking Man.

Krycek was present at the murder of Scully's sister and was the culprit in the murder of Mulder's father. At times he claimed that he wanted to help Mulder, but his motives were always murky. Krycek was betrayed by the Cigarette-Smoking Man and locked in an abandoned missile silo. Eventually, he escaped and contacted Mulder, swearing that he wanted to bring the Syndicate down.

The son of Cold War refugees, he accompanied Mulder to Tunguska, Russia, after leading him to a meteor containing the black oil. He and Mulder were captured and thrown into a prison camp, but Krycek was soon revealed to be in league with the guards. Mulder escaped from the camp, taking Krycek as a hostage. After they were separated, Krycek encountered local villagers who had amputated their left arms to avoid the testing going on in the area. As Krycek slept, the villagers pounced on him and held him down. He woke to find them cutting off his arm.

Now using a prosthetic arm, Krycek has returned to work for the Cigarette-Smoking Man. His relationship with Mulder remains antagonistic, but he often claims to be protecting Mulder from attempts on his life.

CIGARETTE-SMOKING MAN (CSM)

For many years, the elusive Cigarette-Smoking Man has been a major player in the conspiracy to conceal the existence of extraterrestrials. A former friend of William Mulder, the CSM, alias C.G.B. Spender, once had an affair with Mulder's mother.

The Cigarette-Smoking Man keeps an eye on Mulder's work, often actively working to derail him or making attempts on his life and Agent Scully's. He was instrumental in Scully's development of cancer and in her eventual cure. Thus far, he has stopped short of killing Mulder, fearful that this would make him a martyr.

The CSM survived an assassination attempt and went into hiding for several months. During that time he made contact with his son, Jeffrey Spender, and used his connections to place him higher in the ranks of the FBI. Jeffrey refused his father's request for a relationship, but later decided to work for him. He turned against him when the true nature of his father's role in the conspiracy became clear. The Cigarette-Smoking Man shot and presumably killed his own son.

Formerly married to Cassandra Spender, CSM gave his wife up to the aliens in the deal that also resulted in Samantha Mulder's abduction. After Cassandra's return, the aliens destroyed the Syndicate, but C.G.B. Spender escaped. He took Diana Fowley, an intimate of Mulder's, under his wing and groomed her to be his contact inside the F.B.I. She eventually turned on him when he arranged for brain matter to be transplanted from Mulder's brain to his own. It is more than likely that CSM had Diana murdered for assisting Mulder's escape after the surgery.

Although the Cigarette-Smoking Man is a member of the Syndicate and the conspiracy, he has always put his own interests first. Out of affection and respect he has spared Mulder's life, but his desire to break Mulder's will proves how little these sentiments are to be relied upon. When all is said and done, he remains Mulder's greatest enemy.

THE LONE GUNMEN

John Fitzgerald Byers, Richard "Ringo" Langly, and Melvin Frohike, otherwise known as the Lone Gunmen, are long-time friends and advisors of Agents Mulder and Scully. The three men met at a technology convention in 1989 and joined forces to help Susanne Modeski, a government scientist, unravel a plot to expose the public to a paranoia-inducing gas. At the convention, they also met Mulder, who was chasing Modeski.

Bound together by their recognition of the very real conspiratorial elements in the government, they soon began publishing *The Lone Gunman*, an underground paper steeped in conspiracy theories and bent on exposing the nefarious doings of the government.

As a former public affairs officer for the FCC, Byers is always well dressed and ready with background information on almost any fringe subject. He is an expert on information systems and military projects. Byers is also deeply patriotic and strives to expose the darker machinations of the government in the hope of bringing back the glory days of the Kennedy era.

Langly, a Dungeons and Dragons geek with a punk-rock sensibility, is an accomplished computer hacker and communications expert. He boasts that he can break into almost any mainframe or secure server. He has a tendency toward extreme paranoia and sarcastic quips.

Frohike met the other Gunmen while selling cable descramblers. A surveillance specialist, Frohike has a sharp wit and a longtime crush on Agent Scully. Though small in stature—a trait he is defensive about—he makes up for it with a large personality. Also an accomplished computer hacker, he was once forced to concede that his hacking “kung-fu” was inferior to Langly’s.

The Lone Gunmen have no qualms about helping Mulder hack into secure databases or tap into orbiting satellites. Their adventures with Mulder and Scully have often put their lives in danger. However, they believe in uncovering the truth and pursue that goal whatever way they can.

MARITA COVARRUBIAS

Marita Covarrubias was the assistant to the Special Representative to the Secretary General of the United Nations. Mulder found her following the apocryphal clue left by his former informant “X.” At first, the striking blond was helpful, giving Mulder information about a cloning project involving his sister Samantha and supplying him with UN credentials for his trip to Russia to investigate the Tunguska crash site. Agent Mulder trusted her guidance until he discovered that she was in league with Alex Krycek, her onetime lover. In the end, Krycek betrayed her. Led by the Cigarette-Smoking Man, The Syndicate infected her with the black oil virus, then used her to test their vaccine against the virus.

TIPS AND TRICKS

INVESTIGATION TIP

Items that can be picked up in the environment will light up when the flashlight is pointed at them. Always be sure to use the flashlight in darkened locations so you don't overlook vital pieces of information.

BLINDING TIP

Aside from lighting up the environment, the flashlight can also be used to blind enemies temporarily. This will give the agents just enough time to escape a single enemy or an overwhelming mob.

SEARCHING TIP

Don't forget to search the corpses of enemies you have killed, as well as those you find along the way. The *X* icon will appear if Mulder or Scully is standing next to a body holding an item such as extra ammo or health.

CREDITS

DEVELOPED BY BLACK OPS ENTERTAINMENT, LLC

Development

Director
Jose Villeta

Lead Game Programmer
Heather Barclay

Game Programmers
Brian Bradshaw
Jesse Burneko
Alexandra Getty
Rob Kohout
Brayton Matheson
Kelly McCarthy
Jerrod Putman
David Tsuchiyama

Audio Programmers
Neal Addicott
Justin Butler

Tools Programmers
Owen Brand
Rudi Kammerer

Additional Game Programming
Tim Berry
Anthony Carotenuto
Steve Duan
Garret Foster
Matthew C. Harmon
Doug Kuppinger
Kyle Riccio
Keith Thompson

Lead Designer/Producer
Kirk Lambert

Designer/Associate Producer
Seth Kleinberg

Additional Designers
Cole Harris
Rob Kohout

Art Director
Michael Field

2D Artists
Narry Cinelli
Mike Lomibao

Sr. 3D Artists

Kim Haines
Jake Cotton

3D Artists

Chris Barnes
David Grega
James Haywood
Randy Mills
John Ployhar
Heather Poon
David Turner

Lead Animator
Maggie Langley

Animators

Eric Hulser
Mike Laygo
Brian Sanchez
Richard Sternberg
Mike Trull
Sam Ware
Additional Art
Christy Arnold
Ivan Bouinatchov
Jake Geiger
Jeremy Kromberg
Gerald Jo
Jeremy Page
Carlo Surla
Dmitri Terletski

Executive Producer
John Botti

Line Producer
Jessica Budin

Additional Testing
Rob Hargraves
Joseph Lamas

Video/Audio Editing
Miguel Ortiz

Location Photographers
Manuela deSousa
John Botti

Human Resources/Recruiting Manager
Tim Johnson

Special Thanks

Solana Lansdowne
Natalie Martin
Christine Nielsen
John Sheen
Will Woodard

SOUND DESIGN AND FOLEY

Tommy Tallarico Studios, Inc.

Audio Director
Tommy Tallarico

Sound Design
Joey Kuras

Voice Over Editing
Mike Tallarico

MOTION CAPTURE PRODUCTION CREW

Director
Jose Villeta

Producer
John Botti

Line Producer
Jessica Budin

Animation QA
Sam Ware
Richard Sternberg

B-Roll Photography
Manuela deSousa

Talent
Brett Ball
Michelle Chaldu
Richard Dorton

Motion Capture provided by
hOuse of mOves
(Los Angeles, CA)

**Executive in Charge
of Production**

Tom Tolles

Executive Producer
Jarrod Phillips

**Chief Operating
Officer**
Matthew Lawrence

**Motion Capture
Production
Manager**
Christopher Bellaci

Technical Director
Dennis Hauck

**Production
Coordinator**
Kathleen McMullen

**Senior Motion
Capture Artist**
Jennifer Becherer

**Lead Motion
Capture Artist**
Josh Ochoa

**Motion
Capture Artist**
Garry Gray

**Motion Capture
Director**
Johnny Ravenna

**Motion Capture
Video Assist.**
Louis Gonzalez

Stage Manager
Scott Webster

**Creative
Consultants**
Mary Astadourian
Tom Schnauz

Story and Dialogue
Tom Schnauz

Voice Talent
David Duchovny
Gillian Anderson
Mitch Pileggi
Tom Braidwood
Dean Haglund
Bruce Harwood
Nicholas Lea
William B. Davis
Laurie Holden
James Pickens, Jr.
Bill Dow
Arlene Pileggi

Voice Director
Paul Rabwin

Additional Voices
Mary Astadourian
Maya Blume
Ben Borth
Brad Follmer
Joel Kleinberg
Michael Pole
Paul Rabwin
Gabe Rotter

Additional Writers
Whitney Edwards
Gennifer Hutchinson
Jen Johnson

Storyboard Artists
Andrew Baron
Ben Borth
Victor Lopez
John McKey
Tom Schnauz

Concept Artist
Fil Barlow

Menu Design
Hamagami / Carroll, Inc.

**CG and NIS
Animation**
Blue Dream Studios
Scott Sava

MUSIC

"Adflatus"
"Carmen Amatorium Ex Arcanum"
"Dubitatio"
"Fides Fragilis"
"Lamenta"
"Memoria"
"Mercutura"
"Progigno De Axis"
"Raptus"
Written by
Mark Snow and Chris Carter
Published by T C F
Music Publishing, Inc. (ASCAP)
Courtesy of Twentieth Century Fox Film
Corporation

"Facetus Malum"
"Insequi"
"Iter"
"Materia Primoris: The X-Files Theme
(Main Title)"
"Mitis Lumen"
"Otium"
Written by Mark Snow
Published by T C F
Music Publishing, Inc. (ASCAP)
Courtesy of Twentieth Century Fox Film
Corporation

"Cantus Excio"
Written by Mark Snow
and Sara B. Cooper
Published by T C F
Music Publishing, Inc. (ASCAP)
Courtesy of Twentieth Century Fox Film
Corporation

"Introitus: Praecepta
Transito Spatium"
Written by Chris Carter
and Jeffrey L. Charbonneau
Published by T C F Music Publishing,
Inc. (ASCAP) and Fox Film Music Corp.
(BMI)
Courtesy of Twentieth Century
Fox Film Corporation

**American
Federation of
Musicians**

**Composer,
Keyboards**
Mark Snow

Contractor
David Sherr

PUBLISHED BY VIVENDI UNIVERSAL GAMES

Executive Producer
Jim Flaharty

Producer
Kirk Scott

Associate Producers
Ben Borth
Francis Choi

Vice President of Technology
Michael Heilemann

Technical Director
Ryan T. Sammartino

Executive Vice President of World Wide Studios
Michael Pole

VU GAMES MARKETING

Group Vice President of Marketing
Nicholas Longano

Marketing Director
Craig Howe

Brand Manager
Lindsey Fischer

Director of Public Relations
Sarita Churchill

Creative Director
Kathy Carter

Creative Manager
Jessica Drossin

Lead Designer
Hayley Sumner

Account Supervisor
Jacob Cho
Egil Gloersen

Manual Designer
Lauren Azeltine

Vivendi Universal Games

Special Thanks (Marketing)
Industrial Creative

Evette Vargas
Guy Welch
Kovel Fuller
Phil O'Neil
Luc Vanhal
Maria Stipp
Bob Wharton
Kristin Bruno
John Choon

QUALITY ASSURANCE

QA Director
James Galloway

QA Manager
Igor Krinitskiy

QA Supervisor
Michael Gonzales

Project Leads
Luke Thai
Geoff Bent

Associate Project Leads
Jen Johnson
Joe Castellano

QA Testers
Arvin Cabrera
Kit Chan
Justin Cruz
David Dionisio
Ulysses Forosan
Wilson Fung
Albert Gavieres
Daniel Germann
Ben Hines
Brian Kang
Patrick Lee
Jonathan Masterson
James Pasque
Kevin Sodini
Veronica Valdez
Nicco Wargon
Ellen Williams
Calvin Wong
Jacob Zabie

Technical Requirements

Group
Ali Raza
Mark Jihanian
Thomas Craven
Jamie Saxon
Joseph Olivas
Lauren Kamieniecki
Joaquin Meza
Fausto Lorenzano

Product Certification
Brandon Valdez
Cyra Talton
Glenn Dphrepaulezz

Senior Engineer
Richard Benavides

Lab Technicians
Jeff Kuhn
Jon Paul Walton
Kevin Troung

Configuration Supervisor
Jaime Rios

Configuration Engineers
Afolabi Akibola
Andrew Ebert
Jack Yao
Jason Perry
Min Huang
Robert Gardner
Steve Hung

Special Thanks
Mary Astadourian
Tom Gastall
Erik Larson
Kate Carlyle
Luke Letizia
Dan Mackechnie
Megan O'Brien
Jamie Samson
Amy D'Alessandro
Greg Finley
Jeff Harlan
Bradley Lockerman
Edward Shkolnikov
Seregie Sage
Angelo Vacco

CUSTOMER SUPPORT

TECHNICAL SUPPORT

Phone: 310 649-8030, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0755

Internet: <http://support.vugames.com>

CUSTOMER SERVICE

Phone: 310 649-8031, M-F, 8 am-4:30 pm, PST

Fax: 310 258-0744

MAIL

Vivendi Universal Games

4247 South Minnewawa Ave., Fresno, CA 93725



www.thex-filesgame.com

© 2004 Twentieth Century Fox Film Corporation. All rights reserved. Fox Interactive, The X-Files, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Developed by Black Ops Entertainment. Copyright © 1994 - 2004 by Black Ops Entertainment, LLC. All Rights Reserved.

7198510