



FOR THE LATEST GAME RELEASES AND NEWS VISIT
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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.

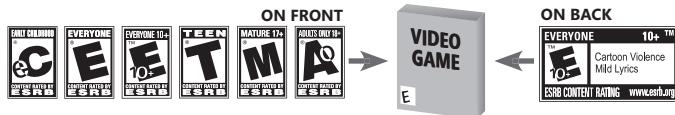
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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



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INTRODUCTION

In the wake of a bloody civil war, both sides fell to dust. Out of the lawless chaos, a new power arose and began to spread across the land, leading it into damnation.

After a devastating civil war that has left both sides exhausted, America abides in chaos. As the former captain of a regiment decimated during the war, Hamilton Rourke now leads a small group of rebels against a new threat, Prescott Standard Industries (PSI), a military complex which moves to restore order by crushing anything or anyone that stands in its way. As Rourke and the resistance journey across the country on a mission that will encompass both salvation and vengeance, they may be the last hope to save the country from utter destruction.





GETTING STARTED

INSTALLATION

To install the game you will need administrative privileges, and it is advisable to have no unnecessary programs running during installation.

Insert the Damnation™ disc into your DVD drive. If AutoPlay is enabled, the Damnation™ launcher will appear. If it does not, browse to your DVD drive and run “Autorun.exe”. Press the Install button on the launcher to begin installation and then simply follow the on-screen instructions. Damnation™ requires the presence of DirectX 9.0c on your system and this will be automatically installed with the game, if it is not already present.

RUNNING THE GAME

WINDOWS® VISTA:

After installing the game, open the Games Explorer from within the Start menu, and simply double click the Damnation icon to launch the game. Other actions can be carried out by right-clicking this icon.

WINDOWS® XP:

After installing the game, double click the game's icon on the Desktop. Alternatively, navigate to the “Programs\Codemasters\Damnation” folder in the Start menu and click the shortcut within.



MAIN MENU

CAMPAIN

Start or continue a new campaign - or load a previously unlocked chapter in a solo or co-op campaign. Once initial campaign information is selected, choose a difficulty level before beginning game play.

VERSUS

Start or join a multiplayer game, and select session type and other details. See page 11 for details.

UNLOCKABLES

View any special features you have unlocked.

OPTIONS

Change game options:

GAME CONFIGURATION Change game settings, including violence settings (where available), HUD and subtitle preferences, and tooltip icons.

AUDIO SETTINGS Adjust audio settings, including the volume for music, sound effects, and dialogue.

VIDEO SETTINGS Select video settings, including brightness and display preferences.

CONTROL SETTINGS Select controller preferences, including axis inversion and sensitivity.

CREDITS View all game credits.

QUIT

End your gaming session.



PAUSE MENU

Press **Esc** to pause the game at any point during game play.
Any objectives will be displayed.

RESUME GAME

Return to game play session.

OPTIONS

Change most settings, including general game configuration, audio / video settings and controller settings.

LOAD LAST CHECKPOINT

Resume game play using data from last checkpoint location.

QUIT

End game and return to main menu.

GAME OVER

The game ends when the player character (and any controlled through co-op, if applicable) dies. As the player takes damage, colors will gradually desaturate, until death ensues. Health will regenerate, should a player be able to take cover in a safe location. Massive damage, however, such as falling off the edge of a cliff, will cause instant death.

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GAME CONTROLS

KEYBOARD AND MOUSE

ADVENTURE MODE/COMBAT MODE

Draw weapon and enter combat mode	Hold Right Mouse Button
Control Camera / Aim weapon (while in combat mode)	Mouse
Run/Strafe (while in combat mode)	[W], [A], [S], [D]
Sprint	Hold [Up] + Direction
Jump / Dive Roll (while sprinting)	Space Bar
Prepare to Jump (while hanging), Aid Fallen Comrade, Use Object	[Up]
Crouch / Release Hold (while hanging)	[C]
Melee Attack	[E]
Fire Weapon (while in combat mode)	Left Mouse Button
Zoom (while in combat mode)	Middle Mouse Button
Reload (while in combat mode)	[R]
Select Left Weapon Slot	[1]
Select Right Weapon Slot	[2]
Select Pistol	[3]
Plant Tripmine	Hold [Q]
Throw / Detonate Tripmine	Tap [Q]
Enter Spirit Vision (not immediately available)	Hold [Z]
Open Pause Menu	[Esc]

VEHICLE MODE

Mount / Dismount Bike	[Up]
Turn vehicle left/right	[A] (Left) / [D] (Right)
Brake/Reverse	[S], Right Mouse Button
Control Camera (while stationary)	Mouse
Accelerate	[W], Left Mouse Button
Boost	[Z], Space Bar
Draw pistol (co-op player)	Hold Right Mouse Button
Fire pistol (co-op player)	Left Mouse Button



THE GAME SCREEN



- ① Gun selected, amount of loaded ammo and additional clips, any available trip mines
- ② Information, as necessary, regarding NPC status
- ③ Currently carried weapons and other weapon information

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CHARACTERS

HAMILTON ROURKE

A veteran of the devastating war that tore the country apart, Captain Rourke now serves as a member of a guerilla army, fighting to defeat the invading forces of Prescott Standard Industries (PSI). While he has thrown in his lot with this resistance group, his true focus remains finding his lost fiancée, who went MIA during the war.



YAKECAN

A witness to PSI's destruction of her tribe, Yakecan has fended for herself since an early age. A healer, like all Native women, she worked on the front lines during the war, helping anyone in need. After her sister healers were massacred during a PSI ambush, Yakecan broke her code and took up arms, in order to fight PSI directly.



AKAHANDO

Akahando, Yakecan's brother, is a seer who occasionally lends his aid to Yakecan's cause. Wise and quiet, he has his own plans to defeat Prescott.



CHARLES WINSLOW

Professor Winslow, now leader of Rourke's band of rebels, was once a celebrated inventor. His technologies revolutionized the lives of the nation's citizens until, framed for treason, he was forced into exile.



RAMON SEPERIUS ZAGATO

Zagato is a braggart and a scoundrel, but also a skilled—if annoying—fighting comrade.



WILLIAM DEAN PRESCOTT

W.D. Prescott, an erstwhile colleague of Winslow's, has led PSI to become the foremost military contractor on the continent. Now, he is ready to take control of the country as CEO and absolute dictator of a new empire.



JACQUELINE (JACK) WINSLOW

Jack is Professor Winslow's estranged daughter. After her father's exile, Jack was left behind, eventually to be raised by the leaders of PSI. A scientific genius, like her father, Jack's research has elevated PSI to its current status. Angry at her father's abandonment, she aids PSI both to please Prescott and to hurt her father.



SELENA

Prescott's right-hand lieutenant, Selena cares only for herself and her master. Relying on sexual manipulation to control others, she has had a complicated relationship with Jack. She is, however, a fearless and fearsome warrior.



MULTIPLAYER

Join a friend for two player co-op through the entire campaign, or go head to head in eight player versus modes including Deathmatch, Team Deathmatch, Capture the Flag, and King of the Hill.

To participate in co-op or competitive combat online you must be signed into GameSpy®. If you are playing online multiplayer for the first time, you will need to create a new GameSpy®ID.

Online portions of the game are broadband only. You must connect through a DSL, cable modem, higher speed internet connection, a Local Area Network (LAN), or a Wireless Local Area Network (WLAN) in order to connect online.

In order to get online, several additional items are required, including a subscription to an Internet service provider, a network device, and a WLAN access point (for wireless networks).

ONLINE MAIN MENU

Options to host or join online games are available via the Online Main Menu. This menu will also allow players to select other information, including game type, selected map, and match-specific information.



AREA-51® ALX

AREA-51® m15x

AREA-51® m17x

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CREDITS

CREATED & WRITTEN BY

Michael Urbanski

BLUE OMEGA ENTERTAINMENT**EXECUTIVE PRODUCER**

Michael Urbanski

SENIOR PRODUCER

Richard Gilbert

LEAD GAME DESIGNER

Jacob Minoff

TECHNICAL ART DIRECTOR

Carl Schell

ART DIRECTOR

Adam Diller

MULTIPLAYER DESIGNER

Justin Richmond

LEVEL DESIGNER

Ian Hill

CONCEPT ARTISTS

Ben Greene

Erik Ehoff

Todd White

KEY ASSET ARTIST

Steve Jameson

LEAD ANIMATOR

Josh Abegglen

PROGRAMMING SUPPORT

Geoff Rowland

TOOLS PROGRAMMER /

SCHIFFER

Te-Yi Li

SCRIPTER

Jon Shettuck

ASSISTANT PRODUCER /

OA LEAD

Royal Connell

QA LEAD

Dino LaMagna

QA TESTER

John Reichenberg

Chris English

Masharie Nixon

Sean Connolly

Daniel Keats

Jimmy Stewart

WRITER

Seth Hurwitz

CONTRIBUTING WRITER

Mason Bookner

CFO

Susan Lawson

PRODUCTION ASSISTANT

Katie McMamara

Liquid Development

CEO

Fred Stockton

PROJECT DIRECTOR

Darren Barlett

CREATIVE DIRECTOR

Stefan Henry-Biskup

ACCOUNT MANAGER

Heather Dyer

PROJECT MANAGER

Nick Falbo

PRE-PRODUCTION MANAGER

Amanda Crosby

CHARACTER PRODUCTION

MANAGER

Jane Dangola

CHARACTER PRODUCTION**ASSISTANT**

Steve Galgas

CHARACTER ARTISTS

Hugo Beyer

Steven Bodnar

Dong Ming Chuang

Carmen Mengualaine

Espanyol Feliu

Ronald Galand

Gavin Goulden

Don Hecht

Trevor Hennington

Lou Holston

Andrew Hwang

Suresh Kumar

Erik Larsson

Denis Lis

Deniz Ozemre

Tim Poltov

Philip Simmons

Pedro Toledo

Fabricio Torres

Peter Turner

Michael Velasquez

Tyler Wilson

ANIMATION PRODUCTION**MANAGER**

David Casler

ANIMATION PRODUCTION**ASSISTANT**

Christie Gehring

ANIMATOR

Jason Baskett

Russ Bernice

Phil Blume

Lee Davis

Jake Gordon

Sergel Gorskey

Melik Malkasian

Derek Nansen

Jason Newkirk

Hector Reyes, Jr.

Eric Scheur

Drew Shy

Laura Smith

Alex Yoo

ASSET PRODUCTION MANAGER

Will Heilberg

CONCEPT ARTISTS

Ryan

Nate Hallman

3D ARTISTS

Craig Adams

Benefit Aguna

Nick Christiani

Nate Clovar

Forrest Crump

Jorge Fernandez

Anders Fray

Josh Grafton

Brian Griffith

Jason Haddington

Josh Harvey

Alex Haworth

Martin Konecny

Nate LaMartina

Jason Lysinger

Louis Matz

Maxim Miheyenko

Daniel Roberts

Remi Sautai

Brian Schaff

Carson Smith

Michael Smith

Frank Torrebalta

Gabriel Tse

Alan Tse Ryzin

Adrian Zamora

WORLD BUILDING LEAD

Alex Marciniowski

WORLD BUILDERS

David Avery

Artur Brzuza

Mark Forsyth

Erick Green

Timothy Locke

Zack Mark

Joe Theil

TERAIN PRODUCTION**MANAGER**

Tony Clark

TERAIN ARTISTS

Kevin Atkins

Jean-Francois Brogniet

Elliot Byrum

Ezra Hardman

Brice Vandemoortele

Ilyonne Woodland

FX

Ewan Croft

FX ARTISTS

Jason Chappell

Mark Eaton

Geoff Rich

TECHNICAL ARTIST

Adam Kelsey

QUALITY ASSURANCE LEAD

Travis Carstensen

QUALITY ASSURANCE

Casey Aron

Sasha Greene

POINT OF VIEW, INC.**PRODUCTION TEAM****EXECUTIVE PRODUCER**

Frank Hsu

ASSOCIATE PRODUCER

Matthew Phillips

ASSISTANT PRODUCER

Don Oates

PROGRAM TEAM**LEAD PROGRAMMER**

Chris Warner

CORE PROGRAMMERS

Jolex Dol Pilar

Andrew Ladenberger

Andrew Luby

Mike Michaels

Gautam Muralidhar

Sean O'Connor

William Sanders

Mike Terlecki

SCRIPT TEAM**LEAD SCRIPER**

Chris Aguilar

CORE SCRIPERS

Robert Evinger

John Langkusch

Matthew Sutherlin

Megan Sutherlin

TEST TEAM

Cody Sauer

Eric Pham

Adam Chavez

SUPPORT TEAM

Lea Hargis

Vince

Beverly Taylor

Jeff Warner

ADDITIONAL SCRIPERS

Dan Huynh

Shirley Zhou

ADDITIONAL TECHNICAL CONSULTANT

Kamran Manoochehr

ADDITIONAL PROGRAMMING

Pixel Mine, Inc.

STUDIO X LABS**COMPOSER**

Paul Ruskey

SOUND DESIGNER, SPEECH**EDITOR**

Greg Sabitz

Rob Plotnikoff

VOICE ACTORS**ROURKE**

Mark Oliver

PROPHET

Michael Kopsa

Jacqueline Samuda

JACK

Vanessa Parent

DAYDEN

Paul Antil

GOVERNOR

Jan Bos

AKAHANDO

Adrian Hughes

SELENA

Annie Ophovav

WINSLOW

Drew Taylor

ZAGATO

Joe Tchani

DARK SERAPH, TDX

Paul Dobson

MASKED SOLDIER

Korean War

MATRON, CIVILIAN MALE

Michael Donovan

CIVILIAN FEMALE

Robin Ross

FEVERED MALE, PACK

Ian Irine

ABSOLUTE QUALITY**QUALITY ASSURANCE MANAGER**

Calvin Grove

QA TESTERS

Stuart Buppert

Steve Kramer

Steve Palmore

Steve Ellis

Sean Massanapoli

Steve Campaglia

Marc Cook

Donald Buck

Mike Kotey

Adam Baker-Sirby

Dan Gleason



Jack Rapazzo
Matt Ponton

FOG STUDIOS
CEO
Ed Dille

SPECIAL THANKS
Everyone at Heavy Hammer for support and encouragement.

ORIGINAL MOD TEAM

Daniel Gonzales
Mathieu Mallet
Chris Smith
James Hamer-Morton
Michael Shapiro
Donnie Maynard
Erik Van Horn

LEGAL COUNCIL
Scott Johnson
Jonathan Holda

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CODEMASTERS
EXECUTIVE PRODUCER

Scott Kramerich

PRODUCER

Laura Wyrick

ADDITIONAL PRODUCTION

James Altenburg

QA MANAGER

Eddy Di Luccio

QA FUNCTIONALITY MANAGER

Danny Bellard

QA TEAM LEAD

Anthony Cooper

SENIOR QA TECHNICIANS

Robin Passmore

Alyson Williams

QA TECHNICIANS

Rob Appleyard

Jonathan Bennett

Colin Burgess

Daniel Corbett

Benjamin Earle

Stuart Elliston
Jack Foster
Matthew Haven
Dawn Lamprough
Rob Lee
Neil Lee-Cabe
Mike Preedy
Mark Roberts
Samuel Rogers
David Scott
Akwa Timba
Simon Williams
COMPLIANCE & CODE SECURITY
MANAGER

Gary Cody
COMPLIANCE LEADS
Richard Pickering
Neil Martin
COMPLIANCE TECHNICIANS

Kevin Blakeman
Gurtejbir Mangat
Michael Hill
Gurshaan Surana
Ross Taran
Manish Panchmatia

QA ONLINE MANAGER
Jonathan Treacy
QA ONLINE SENIOR TECHNICIANS

David Young
Michael Wood
Gerard McAuley

James Clarke

QA ONLINE TECHNICIANS

Andrew Morris
Anthony Moore
Sukhdeep Thandi
Daniel Wright
Simon Tapley
Mathew Leech
John Baines
Edward Rothwell

ADDITIONAL PRODUCTION QA

Toby Cho

AUDIO LEAD

Andrew Grier

LOCALISATION MANAGER

Daniel Schafers
GERMAN TRANSLATION

Florian Gmbh

Florian Vanino

ITALIAN TRANSLATION

Binari Sonori

SPANISH TRANSLATION

Carolina Villegas

FRENCH TRANSLATION

Jérôme Bayeux

INTERNATIONAL VOICE

PRODUCTION

Binari Sonori

GERMAN VOICE TALENT

AKAHANDO

Manfred Erdmann

DARK SERAPH

Gerhard Acktun

DAYDEN

Sabine Guterbet

GOVERNOR

Patrick Schröder

JACK

Shandra Schadt

PRESCOTT
Josef Vossenkuhl

ROURKE
Torsten Münchow

SELENA
Silvana Gutierrez

MASKED SOLDIER
Gerhard Acktun

WINSLOW
Ulf Soehnisch

YAKECAN
Michelle Tichawsky

ZAGATO
Andreas Lier

ITALIAN VOICE TALENT

AKAHANDO

Alberto Olivero

DARK SERAPH

Diego Baldoni

DAYDEN

Lucy Matera

GOVERNOR

Alberto Olivero

JACK

Patrizia Scianca

PRESCOTT

Silvia Pandolfi

ROURKE

Alberto Olivero

SELENA

Lucy Matera

MASKED SOLDIER

Alessandro Messina

WINSLOW

Andrea Bolognini

YAKECAN

Stefania Patruno

ZAGATO

Ivo De Palma

SPANISH VOICE TALENT

AKAHANDO

Antonio Esquivias

DARK SERAPH

César Olaz

DAYDEN

Olga Velasco

GOVERNOR

Jorge Teixeira

JACK

Yolanda Pérez

PRESCOTT

Miguel Ayones

ROURKE

Fernando de Luis

SELENA

Olga Velasco

MASKED SOLDIER

Raúl David Báscones

WINSLOW

José Escobosa

YAKECAN

Mayte Torres

ZAGATO

Juan A. Pulido

FRENCH VOICE TALENT

AKAHANDO

Patrick Béthune

DARK SERAPH

Martial Le Minoux

DAYDEN

Marie Chevalot

GOUVERNOR

Pascal Germain

JACK

Laetitia Lefebvre

PRESCOTT

Serge Falu

ROURKE

Thierry Mercier

SELENA

Marie Chevalot

MASKED SOLDIER

Jérémie Prévost

WINSLOW

Benoit Allemane

YAKECAN

Marie Gamoy

ZAGATO

Olivier Peissel

SENIOR VICE PRESIDENT OF BRAND

Barry Jafra

VICE PRESIDENT OF MARKETING

David Alcock

DIRECTOR OF MARKETING

Brad Schlaeter

PR

Sam Cordier

Lilit Baron

ADDITIONAL PR

47 Communications

COMMUNITY LIAISON OFFICER

Karl Reader

HEAD OF COMMUNICATIONS

Richard Eddy

MARKETING SERVICES

Peter Matthews

Wesley Strange

David Alcock

Barry Cheney

Andy Hack

Wayne Garforth

Joanne Rose

DIRECTOR OF BUSINESS AFFAIRS

Julian Ward

LAWYER

Simon Moynihan

ACQUISITIONS AND DEVELOPER RELATIONS MANAGER

Pete O'Donnell

ONLINE TEAM

Cheryl Bissell

Jim Wiberley

Graeme White

Jeremy Rider

James Bonshor

Nick McAliffe

Dan Yaxley

Lee Ward

OPERATIONS / PURCHASING

Nick Craig

Mark Geoghegan

SPECIAL THANKS

Bryan Marshall

Simon Goodwin

Codemasters Central

Technology Team



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The Codemasters Software Company Limited,
PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.
Tel: +44 1926 816000 Fax: +44 1926 817595



CUSTOMER SUPPORT

CODEMASTERS WEBSITE

WWW.CODEMASTERS.COM

Codemasters' website contains game patches, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

EMAIL

CUSTSERVICE@CODEMASTERS.COM

Please include your Dxdiag.txt file with a description of your problem. To do this with Windows XP click on 'Start', then 'Run' or with Windows Vista click the Windows button and use the search box. Now type DXDIAG and click 'Ok'. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Email support is provided 7 days a week.

TELEPHONE / FAX

Before calling, ensure that you have checked our website for a possible solution and have read the Damnation™ help file which can be found on the Damnation™ DVD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README.TXT".

TEL: (from within US) 646-432-6888
(from outside US) 0044 1926 816044

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (i.e. not having just crashed). Calls may be recorded for training purposes.

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Customer Services, Codemasters Software Ltd,
PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.