




///TABLE OF CONTENTS

The Readme File	04
Installation	04
Controls	05
Because it always needs a place to start... ..	07
Main Menu.....	08
Pause Menu	08
The Environment	09
Using Stealth	11
Multiplayer.....	11
Weapons.....	12
Enemies.....	14
 Svenska (Quickstart)	18
 Suomi (Quickstart).....	21
 Português (Quickstart).....	24
Joystick controls	28
Credits	29
Customer Service Numbers	33

www.atari.co.uk

///THE README FILE

The Chronicles of Riddick™ Assault on Dark Athena has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print, ways to optimise your gaming experience and solve many problems.

To view the ReadMe, click on the Start button on your Windows® taskbar, then on All Programs, then on Atari, then on The Chronicles of Riddick™ Assault on Dark Athena, then on the Open readme file.

///INSTALLATION

Insert The Chronicles of Riddick™ Assault on Dark Athena DVD into your DVD-ROM drive. Setup should begin automatically, just follow the on-screen instructions.

If setup does not begin automatically, please proceed as follows:

- 1- On your Start menu, click on Run
- 2- Type D:\Setup.exe (where D is the default letter for your DVD-ROM drive, please change it, if necessary).
- 3- Click on Accept.

Follow the onscreen instructions to install and play The Chronicles of Riddick™ Assault on Dark Athena.

Installation of DirectX®

The Chronicles of Riddick™ Assault on Dark Athena requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.

///CONTROLS

Mouse button 1

Fire / Punch

Mouse button 1

Stealth Kill (while closing in on the enemy from behind)

Mouse button 1

Counter Move (When standing close in front of an armed enemy performing a melee attack, you can counter attack or perform a "finishing off" move by pressing the Mouse button 1.)

Mouse button 2

Block

Mouse button 2

Aim / Alternative fire

Mouse button 2

Zoom (When using a ranged weapon you can zoom by pressing the Mouse button 2.)

Mouse button 2

Grab (When standing close behind an enemy, you can grab him/her for a stealth kill. If a drone is grabbed, you'll be able to use its attached weapon while the drone's body provides you with a temporary shield.)

V key

Lean

Z key

Select Weapon

Mouse

Look

F key

Melee Weapon Attack

A, S, W, D keys

Move (Press the CTRL key to sprint (only in Multiplayer). While moving melee attack will be made in the direction you are travelling.)

Q key

Eyeshine

G key

Flashlight (if one is available on the currently equipped weapon).

1, 2 keys

Weapon hot keys (When highlighting a weapon in the weapon selection interface you can press the 1 or 2 key to add that weapon on a hot spot.)

Up, Left, Down, Right arrow keys

Scroll through menus, dialog options, and in-game shopping interface for Butcher Bay Riot in multiplayer game.

R key

Reload

R key

Skip dialogues and cut-scenes.

C key

Stealth mode

Space

Jump (if you are in stealth mode jumping will deactivate it.)

E key

Use

J key

Journal / Inventory

Esc key

Pause (Pause menu)

///BECAUSE IT ALWAYS NEEDS A PLACE TO START...

Welcome to the Chronicles of Riddick, an epic science-fiction experience led by the most notorious criminal in the universe.

First stop; Butcher Bay, the toughest triple-max slam in the galaxy, the perfect place for you - Riddick - to build your reputation as the most dangerous man alive. Encounter guards, savage inmates, dimly lit corridors and dark tunnels, and the famous warden Hoxie - anxious to keep you locked away for life. It's time to play "Who's the better killer?"

But that's only the beginning. You've heard the rumours. The Merc juggernaut they call the Dark Athena. Something about empty ships floating in space, missing their crew - it's got people paranoid. Only one thing to be sure about. They better hope they never find you... what could be worse than capturing Riddick?



THE DARKNESS... FOR ME... IS WHERE I SHINE!

///MAIN MENU

Continue – Continue from your last saved checkpoint.

New Game – Start a new game. There are two campaigns to complete: “Escape from Butcher Bay” and “Assault on Dark Athena”.

Checkpoints – Load a level you have already played through.

Multiplayer – Start a multiplayer game on Internet or a local area network (LAN). From there you will also access the Settings (Characters / Options) and Statistics menus.

Options – Modify different game options.

Accomplishments – Here you can check the achievements you have completed and see what’s coming next.

Extra Content – View additional content you may have unlocked during the game.

Quit – To exit to Desktop.



///PAUSE MENU

Resume – Resume your game.

Restart Checkpoint – Restart from the last saved point.

Change Difficulty – Modify the difficulty level.

Options – Modify different game options.

Quit to Main Menu – Quit the game and go back to the main menu.



///THE ENVIRONMENT

Your Journal

If you ever need a reminder about what you should be doing or what your current goal is, press J key to access your journal. Your journal will list your current goal and help point you in the right direction if you need a nudge.



NanoMED Health Units

You can regain health using a NanoMED health unit. To use approach it and press E key. If a NanoMED health unit is empty, you’ll need to recharge it with a NanoMED Cartridge.



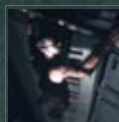
Climbing Crates

You can climb crates by approaching them and pressing E key. Then use the W, A, S, D keys to climb up or down the crate.



Shimmying across ledges

You can shimmy across some ledges to new areas. To do this, approach the ledge and press E key. Then use the W, A, S, D keys to move left, right, up or down on the ledge. Press the E key to let go and drop.



Using hangrails

Hangrails are pieces of overhead scaffolding that Riddick can move across. Just look up at the hangrail and press E key to grab it. Then use the W, A, S, D keys to move and press the E key again to let go of the hangrail.



Restricted access doors

If you’re having trouble getting through a door with restricted access, try “borrowing” the codes from someone in the area; a guard for example.





Using Vents

You can use vents to sneak through areas undetected. You need a vent tool to unseal the vents. Once you have one, just approach a vent and press E key.

Interacting with the environment



There are many inmates and guards in the prison that you can interact with. To do so, approach a character until his/her name appears onscreen, and then press the E key. You can get missions from different people that will help you gather items. Take some time to explore and interact. There are hidden surprises for those who get to know their surroundings.

There are also items in the world that you can interact with. To do so, simply approach it and press the E key.

Useful items that you'll want to collect to help you escape.



UD Money

The currency of our time, UD Money can be traded for weapons or smokes.



NanoMED Cartridges

When you need health and a NanoMED health unit is empty, this cartridge will recharge the station and allow you to get health from it.



Vent Tool

This will help you open sealed vents so you can explore and get deeper into the prison.



Drugs

There is always demand for this stuff in Butcher Bay; use this to your advantage.



Smokes

Also a valuable item; smokes unlock special features in the game!



Bounty Cards

Unlock special features in the game!

///USING STEALTH

Heading into a fight with your guns blazing may not always be the best approach. Sometimes a little stealth is more effective, and sometimes it's just more fun to hunt your enemies.

Stealth mode

Press the C key to activate the stealth mode. Riddick always crouches when in this mode. When you are in stealth mode, you get an indication of when you are hidden in the shadows and undetectable (screen turns to blue). You also move around silently. Being in stealth mode gives you the ability to drag and hide bodies as well.

Stealth kills

If you need to keep things quiet, you can sneak up behind an enemy and break his neck so as not to alert others. Press the mouse button 1 while closing in on the enemy from behind and you'll perform a stealth kill!

///MULTIPLAYER

Selecting Multiplayer from the Main Menu allows you to play online. When you select Multiplayer in the Main Menu, a screen will appear where you get to choose whether to play through LAN or on Internet. The multi-player game contains several distinct levels based on Butcher Bay and the Dark Athena.

Find Game

Selecting this option lets you to choose a game mode and a map to play, or to let the game decide by selecting Random Game mode option. When the search has been completed you will get the list of servers with your search criteria.

Creating a game

Select a game mode from the game mode list or let the game decide by selecting Random Gamemode option which you want to play and select Create Game option to create your server.

///WEAPONS

Several weapons you can collect throughout the adventure will help you to make your escape.

Fire Weapons



Gun

A simple, single-fire weapon. Reliable, but not very powerful.



SCAR (Single-player)

The SCAR (Sonic Compressor Assault Rifle) is an energy-based weapon which recharges itself automatically. It shoots projectiles that stick to the world and characters. These projectiles can then be detonated using the alternative fire button.



Sub-Machine Gun

The fire rate of this weapon is higher than the assault rifle but it does less damage. Its automatic fire is also less concentrated.



Minigun

A high-powered chain gun that could drop even a Furryan.



Shotgun

This weapon is extremely powerful and devastating at close range, but ineffective at a distance.



Assault Rifle

Good up close or from a distance, this automatic rifle fires rounds rapidly and accurately.



Tranquilizer Gun

This gun will stun your opponents with a powerful jolt of electricity. But take care of your business quickly, because they'll wake up after a while.



"Modified" SCAR (Multiplayer)

The SCAR used in the multiplayer games is a heavily modified version. It does not recharge automatically and needs ammunition pickups. Projectiles also function differently.



Grenade Launcher (Multiplayer)

This weapon clears a wide area at some distance.



Sniper Rifle (Multiplayer/Assault on Dark Athena)

This rifle is effective at very long ranges.

Melee weapons



Hairpin

Looks useless? Not in Riddick's hands.



Ulaks

These double-curved blades are as simple and sharp as they are lethal!



Shivs

These simple weapons are very effective during hand-to-hand combat.



Brass Knuckles or 2 Knuckledusters

Useful in close fighting; these really pack a punch.



Club

This crude weapon can inflict major damage on your enemies.



Grenades

Grenades are effective at cleaning out rooms, making it safe for you to enter.

///ENEMIES

Escape from Butcher Bay

Inmates

Prison is a kill-or-be-killed joint. So kill or be killed.



Maximum Security Light Guard

Non-armoured guards love to call for backup whenever there's trouble.

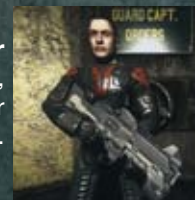


Double-max Light Guard

Armoured guards rush into any fight with a little more confidence than their maximum security counterparts.

Light Guard Squad Leader

Decorated in red armour, these captains lead their teams in firefights.



Riot Guard

These heavily-armoured assault units are mechanised and almost invulnerable.

Heavy Guard

Not to be toyed with, these guards carry extreme firepower and have orders to kill prisoners on sight, and at will.



Security Turret

Because guards can't be everywhere at all times, these small camera-turret units survey the prison and neutralise, on the spot, anyone who breaks prison rules.

Assault on Dark Athena



The Mercs

Mercs are skilled and organised bounty hunters. But that's not their only form of employment. These guys will do anything for money, and violence is not a major issue. Dark Athena Mercs are even more vicious than those found elsewhere in the universe and they have expanded into enterprises that border on piracy. Riddick will come across different variations of Mercs...

Ghost Drones

The grotesque inhabitants of the Dark Athena. These once-men weeklong warriors are the pride of Captain Revas and her pirate cooperative. Drones wander throughout the ship, constantly on patrol and constantly on alert. Be careful, they're watching...



AI Ghost Drone

The natural state of the Ghost Drone. While in this mode, the lights attached to their armour glow a bright red, and they operate on their own artificial intelligence.

Merc-controlled Ghost Drone

The crux of the Ghost Drone army! At any time they can be controlled by Mercs throughout the ship, enhancing their combat abilities and making them twice as deadly. While being controlled, all of the lights attached to their armour glow a blinding white. You'll also hear the Mercs talking to you through the Drones!



Team Leader Drone (Merc-controlled)

Tougher than ordinary Drones and dish out more damage.

Dark Athena Mech

These heavily-armoured assault units carry a powerful rocket launcher!



Repair Droid

The automated repair system aboard the Dark Athena dispatches these deadly little machines whenever hull integrity becomes a problem. Be ready. They hurt.

Spider Turret

Built into pods and deployed from the Athena, this turret can attach itself to its designated location. Once locked into position, it will function as a static turret.



///FILE README

Till The Chronicles of Riddick™ Assault on Dark Athena finns filen ReadMe (viktigt), som innehåller licensavtalet samt den senaste informationen om spelet. Om du läser den här filen får du veta vilka ändringar som gjorts efter att handboken trycktes, information om hur du kan optimera din spelupplevelse och lösningarna på många problem.

När du vill öppna filen ReadMe klickar du på Start-knappen i Aktivitetsfältet i Windows® och klickar sedan på Alla program, Atari, The Chronicles of Riddick™ Assault on Dark Athena och Open readme (öppna Viktigt!).

///INSTALLATION

Sätt in DVD-skivan med The Chronicles of Riddick™ Assault on Dark Athena i DVD-ROM-enheten. Installationen bör starta automatiskt så att du kan följa instruktionerna på skärmen.

Om installationen inte startar automatiskt gör du så här:

1. Klicka på Kör på Start-menyn
2. Skriv D:\Setup.exe (där D är standardbokstaven för din DVD-ROM-enhet, ändra den vid behov).
3. Klicka på Accept (acceptera).

Följ instruktionerna på skärmen för att installera och spela The Chronicles of Riddick™ Assault on Dark Athena.

Installera DirectX®

Du måste ha DirectX® 9.0c eller senare för att köra DVD-skivan med The Chronicles of Riddick™ Assault on Dark Athena. Om du inte har DirectX® 9.0c eller senare installerat klickar du på "Yes" (ja) för att acceptera licensavtalet för DirectX® 9.0c. Därefter startas installationsprogrammet för DirectX® 9.0c.

///KONTROLLER

Musknapp 1	Skjuta / slå
Musknapp 1	Stealth Kill (lönnmord – när du närmar dig fienden bakifrån)
Musknapp 1	Counter Move (motdrag – när du står framför en beväpnad fiende som genomför en närstridsattack kan du gå till motanfall eller "avsluta" genom att trycka på musknapp 1).
Musknapp 2	Blockera
Musknapp 2	Sikta / alternativ eldgivning
Musknapp 2	Zooma (När du använder ett vapen med lång räckvidd kan du zooma in med musknapp 2.)
Musknapp 2	Ta tag (När du står nära bakom en fiende kan du ta tag i honom/henne för ett tyst mord. Om du tar tag i en drone kan du använda det tillhörande vapnet samtidigt som du får tillfälligt skydd av dronens kropp.)
V-tangenten	Luta
Z-tangenten	Välj vapen
Mus	Titta
F-tangenten	Anfall med närstridsvapen

A, S, W, D-tangenterna	Röra sig (Tryck på CTRL för att spurta (endast i flerspelarläge). Under förflyttningen utförs närstridsattacken i den riktning du rör dig.)
Q-tangenten	Eyeshine
G-tangenten	Ficklampa (om det finns någon på det vapen du använder för tillfället).
1, 2-tangenterna	Snabbknappar för vapen (När du väljer ett vapen kan du trycka på 1- eller 2-tangenten för att tilldela vapnet en snabbtangent.)
Piltangent Up, Left, Down, Right	Bläddra igenom menyer, dialogalternativ och gränssnittet för att köpa saker i spelet under flerspelarläget för Butcher Bay Riot.
R-tangenten	Ladda om
R-tangenten	Hoppa över dialoger och mellansekvenser.
C-tangenten	Smygläge
Blanksteg	Hoppa (om du är i smygläge lämnar du det när du hoppar).
E-tangenten	Använda
J-tangenten	Anteckningar / utrustning
Esc	Pausa (Paus-menyn)

Suomi (Quickstart)

///README-TIEDOSTO

The Chronicles of Riddick™ Assault on Dark Athena pitää sisällään ReadMe-tiedoston, josta löytyy käyttösopimus sekä päivitettyä tietoa pelistä. Lukemalla tiedoston saat selville, mitä muutoksia peliin on tehty ohjekirjan painamisen jälkeen, miten saat pelin toimimaan mahdollisimman sujuvasti ja vastauksia erilaisiin ongelmatilanteisiin.

Voit avata ReadMe-tiedoston napsauttamalla Windows®-työpöydän Käynnistä-painiketta, valitsemalla Kaikki ohjelmat, Atari ja The Chronicles of Riddick™ Assault on Dark Athena, ja napsauttamalla Open readme -painiketta.

///INSTALLATION

Aseta The Chronicles of Riddick™ Assault on Dark Athena -DVD DVD-ROM-asemaasi. Asennusohjelman pitäisi käynnistyä automaattisesti, seuraa vain ruudulle ilmestyviä ohjeita.

Jos asennusohjelma ei käynnisty automaattisesti, toimi seuraavasti:

1. Napsauta Käynnistä-valikon Suorita-painiketta.
2. Kirjoita D:\Setup.exe (Jos DVD-ROM-asemasi tunnus on joku muu kuin D, kirjoita sen sijaan oikea tunnus).
3. Napsauta Hyväksy-painiketta.

Asenna The Chronicles of Riddick™ Assault on Dark Athena ja aloita pelaaminen seuraamalla ruudulle ilmestyviä ohjeita.

DirectX®:n asentaminen

The Chronicles of Riddick™ Assault on Dark Athena DVD-ROM vaatii DirectX® 9.0c:n tai uudemman version toimiakseen. Jos koneellasi ei ole asennettuna sitä, hyväksy DirectX® 9.0c:n käyttösopimus napsauttamalla "Yes" (kyllä) -painiketta. Tällöin DirectX® 9.0c:n asennusohjelma käynnistyy.

///OHJAUSKOMENNOT

Hiiren painike 1	Tulitus / lyönti
Hiiren painike 1	Hiljainen tappo (lähestyttäessä vihollista takaapäin)
Hiiren painike 1	Vastaisku (Kun edessäsi oleva aseistettu vihollinen hyökkää lähitaisteluun, voit tehdä vastahyökkäyksen tai tehdä "viimeistelyliikkeen" painamalla hiiren painiketta 1.)
Hiiren painike 2	Torjunta
Hiiren painike 2	Tähtää / tulita kakkosaseella
Hiiren painike 2	Kohdista (Kun käytät pitkänmatkanasetta, voit kohdistaa painamalla hiiren painiketta 2.)
Hiiren painike 2	Tartu kiinni (Kun seisot lähellä vihollisen takana, voit tappaa hänet hiljaisesti tarttumalla häneen. Jos nappaat dronesta kiinni, voit käyttää hänen asettaan samalla kun dronen ruumis tarjoaa sinulle väliaikaista suojaa.)
V-näppäin	Nojaudu
Z-näppäin	Valitse ase
Hiiri	Katso ympärille
F-näppäin	Hyökkäys lähitaisteluaseella

A, S, W, D-näppäimet	Liiku (Voit juosta painamalla CTRL-näppäintä (vain monipelissä). Liikkuessasi lähitaisteluhyökkäys suoritetaan liikkumissuuntaasi.)
Q-näppäin	Erikoisnäkö
G-näppäin	Taskulamppu (jos käytössäsi olevassa aseessa on sellainen).
1, 2-näppäimet	Aseen pikavalinta (Kun valitset aseita aseenvaihtaruudulta, voit lisätä aseennäkövalintaan painamalla 1- tai 2-näppäintä.)
Up, Left, Down, Right -nuolinäppäimet	Selaa valikoita, keskusteluvaihtoehtoja ja ostosvalikkoo Butcher Bay Riotissa monipelissä.
R-näppäin	Lataa ase
R-näppäin	Ohita dialogit ja videopätkät.
C-näppäin	Hiljainen tila
Välilyönti	Hyppää (tämä kumoaa hiljaisen tilan)
E-näppäin	Käytä
J-näppäin	Aikakirja / tavaraluettelo
Esc-näppäin	Pysäytä (pysäytysvalikko)

///O FICHEIRO README

O The Chronicles of Riddick™ Assault on Dark Athena tem um ficheiro ReadMe que apresenta o Acordo de Utilização e informação actualizada sobre o jogo. Por favor, lê este ficheiro para ficares a saber mais sobre as alterações que foram feitas depois de este manual ser impresso, sobre as formas de optimizares a tua experiência de jogo e resolveres muitos problemas.

Para veres o ficheiro ReadMe, clica no botão Iniciar na tua barra de tarefas do Windows®, depois em Todos os programas, seguidamente em Atari, depois em The Chronicles of Riddick™ Assault on Dark Athena, e finalmente em Abrir o ficheiro readme.

///INSTALLATION

Introduz o DVD do The Chronicles of Riddick™ Assault on Dark Athena na tua drive de DVD-ROM. A instalação deverá começar automaticamente, bastando seguirem as instruções do ecrã.

Se a instalação não começar automaticamente, por favor, procede como a seguir se indica:

1. No teu menu Iniciar, clica em Executar
2. Escreve D:\Setup.exe (em que D é a letra por defeito que designa a tua drive de DVD-ROM; por favor, muda-a, se necessário).
3. Clica em Aceitar.

Segue as instruções do ecrã para instalares e jogares o The Chronicles of Riddick™ Assault on Dark Athena.

Instalação do DirectX®

O DVD-ROM do The Chronicles of Riddick™ Assault on Dark Athena precisa do DirectX® 9.0c ou superior para poder funcionar. Se não tens o DirectX® 9.0c ou superior instalado, clica em "Yes" (Sim) para aceites o Acordo de Utilização do DirectX® 9.0c. Isto dará início ao programa de instalação do DirectX®

///COMANDOS

Botão do rato 1 Fogo / Murro

Botão do rato 1 Execução sob disfarce (ao aproximares-te do inimigo por trás).

Botão do rato 1 Movimento de oposição (Quando estiveres em frente de um inimigo armado que execute um ataque de investida, podes contra-atacar ou efectuar um movimento de finalização premindo o botão do rato 1).

Botão do rato 2 Bloquear

Botão do rato 2 Apontar / Fogo alternativo

Botão do rato 2 Aproximação de imagem (Quando usares uma arma de arremesso podes aproximar a imagem premindo o botão do rato 2).

Botão do rato 2 Agarrar (Quando estiveres perto de um inimigo por trás dele, podes agarrá-lo para efectuares uma execução sob disfarce. Se agarrares um drone, poderás utilizar a sua arma ao mesmo tempo que o seu corpo te proporciona um escudo temporário).

Tecla V Encostar-se

Tecla Z Seleccionar arma

Rato Olhar

Tecla F Ataque com arma de investida

Teclas A, S, W, D

Mover-se (Prime a tecla CTRL para correrés em velocidade (apenas no jogo multijogador). Enquanto te moves, o ataque de investida será feito na direcção para onde estás a avançar).

Tecla Q

Brilho nos olhos

Tecla G

Lanterna (se houver uma disponível na arma actualmente equipada).

Teclas 1, 2

Botões de atalho das armas (Quando seleccionares uma arma no interface de selecção de armas, podes premir a tecla 1 ou 2 para adicionares essa arma a um botão de atalho).

**Teclas das setas
Up, Left, Down, Right**

Desliza pelos menus, pelas opções de diálogo e no interface de compras no interior do jogo para Butcher Bay Riot no modo multijogador.

Tecla R

Recarregar

Tecla R

Saltar os diálogos e cenas de animação.

Tecla C

Modo disfarçado

Barra de espaços

Saltar (se estiveres no modo disfarçado, saltar irá desactivar esse modo).

Tecla E

Usar

Tecla J

Diário / Inventário

Tecla Esc

Pausa (menu de Pausa)

///JOYSTICK CONTROLS

Primary Fire	Negative axis 4
Aim / Alt. fire	Positive Axis 4
Melee Attack	Button 9
Reload	Button 1
Select Weapon GUI	Button 5
Weapon Hotspot 2	POV 1
Weapon HoSpot 1	POV 3
Look up	Negative axis 2
Look down	Positive axis 2
Look left	Negative axis 3
Look right	Positive axis 1
Flashlight	POV 0
Eyeshine	POV 2
Journal	Button 6
Use	Button 3
Multiplayer Scoreboard	Button 6
Pause	Button 7
Menu scroll up	POV 0
Menu scroll right	POV 1
Menu scroll down	POV 2
Menu scroll left	POV 3
Menu Ok / Select	Button 0
Menu Game Cancel / Back	Button 1
Move Forward	Negative axis 0
Move Backward	Negative axis 0
Strafe left	Negative axis 1
Strafe right	Negative axis 1
Jump	Button 0
Stealth	Button 2
Sprint (Multiplayer Only)	Button 8
Leanmode	Button 4

///CREDITS

UNIVERSAL PICTURES DIGITAL PLATFORMS GROUP

VP / General Manager Interactive - Bill Kisper
Sr. Manager Business Development Interactive - Gary Lokum
Sr. Director of Business & Legal Affairs - Kam Naderi
SVP, Universal Pictures Digital Platforms - Adam Rymmer
Manager, FP&A, Universal Pictures Digital Platforms - Viktor Mohacsy
Sr. Financial Analyst, Universal Pictures Digital Platforms - Gregg Jones
Producer - Nick Torchia
Executive Producer - Pete Wanat

Tigon Studios

Executive Producer - Vin Diesel
Executive Producer - Samantha Vincent
Head of Game Production - Ian Stevens
Director of Marketing & Merchandising - Thyrale Thai
Additional Production Support - Susan Leibowitz
Business Development - Rob Sebastian

STARBREEZE STUDIOS - Assault on Dark Athena Credits

Executive Producer - Lars Johansson,
Producer - Samuel Ranta-Eskola,
External Producer - Todd Hartwig,
Associate Producer - Mattias Abrahamsson, Peter Horvath
Lead Designer - Jerk Gustafsson,
Art Director - Mattias Snygg,
Additional Art Direction - Kjell Emanuelsson, Jens Matthies,
Lead Writer - Tommy Tordsson,
Written By - Tommy Tordsson, Mikael Säker, John Suur
Platten, Flint Dille,
Additional Writing - Luke Openshaw,
Creative Editor - Kimberly Grefberg,
Game Design - Ian Stevens, Anders Backman, Roger Mattsson,
Additional Game Design - Jan Andersson, Fredrik Ljungdahl,
Technology Director - Magnus Högdahl,
Lead Tools Programmer - Michael Wynne,
Engine & Tools Programming - Jim Kjellin, Anton Ragnarsson,
Magnus Auvinen, Anders Ekermo, Jesper Rudberg, Marcus Hennix, Anders Pistol, Otto Kivling, Markus Ålind, Magnus Högdahl, Michael Wynne,
Lead Game Programmer - Anders Backman,
Game Programming - Magnus Auvinen, Jakob Ericsson, Roger Mattsson, Lars-Magnus Lång, Anders Olsson, Olie Rosenquist, Anders Södow, Joel de Vahl, Patrik Willbo, Leo Willman, Peter Bertlin,
Gameplay Designers - Jan Andersson, Martin Annander, Nicklas Larsson, Jonas Nordström, Anders Olsson, Johan Oskarsson, Theo Savidis,
Additional Gameplay Design - Daniel Ahlén, Lars Holmgren,
Lead Level Designer - Torbjörn Ahlén,
Level Design - Thibault Courbet, Jimmy Eriksson, Christian

Grawert, Emil Gustavsson, Eric Ramberg,
Additional Level Design - Björn Aneer,
Senior Texture Artist - Carl Sturk,
Texture Artists - Teddy Bergsman, Carolina Dahlberg, Kjell Emanuelsson, Reine Rosenberg, Joakim Wikberg, Torbjörn Ahlén,
Lead Modeller - Patrik Karlsson,
Character Artists - Angel Navarro, Vladas Zukas, Tom Fritzson, Nicholas Siren, Pelle Tingström,
Modeling - Elias Dahlström, Pontus Wåhlin, Carl-Mikael Lagnecrantz, Erik Pettersson,
Additional Modeling - Björn Norling, Essi Ryuuzaki,
Lead Concept Artist - Axel Torvenius,
Concept Artists - Henrik Sahlström, Bradley Wright, Kieran Yanner, Kjell Emanuelsson,
Lead Animator - Henrik Håkansson,
Cinematic/Keyframe Artists - Markus Söderqvist, Daniel Eriksson,
Motion Capture Specialist - Sigtor Kildal,
Motion Capture Editor - Sandra Sporre,
Technical Animator - Nils Lerin,
Sound Producer - Carl Vikman, Music - Gustaf Grafberg,
Sound - Gustaf Grafberg, Johan Altoff, Carl Vikman,
Additional Sound Design - Samuel Tyskling, Sebastian Lönnberg, Jonas Hellberg,
QA Lead - Hugo Hirsh,
QA - Tobias 'Dopefish' Lundmark, David 'Big Dave' Izzo,
Sound QA - Sebastian Lönnberg,
Additional QA - Pontus Bergengren, Annika 'm3lda' Fogelgren, Anton 'dyll6' Humphreys, Tommy Johansson, Karolis Lukosius, Vilhelm Flohr,
IT Manager - Jon Johansson,
IT Tech Support - Petter Johansson,
Starbreeze CEO - Johan Kristiansson,
Starbreeze HR - Robert Nyberg,
Starbreeze Finance & Accounting - Ursula Bende, Malin Svantfeldt, Christie Berlin, Eva Harris Johansson, Hanne Lundberg,
Legal Affairs - Tommy Persson,
Thanks to - André Celinder, Erik Gullberg, Joakim Gustavsson, Hansoft, Simon Hartikainen, Ola Ingvarsson, Nils Jansson, Martin Larsson, Peter Lindholm, Gustav Ljungdahl, André Lundin, Alex Löfberg, Daniel Nyberg, Patrik Karlsson, David Palm, Oskar Rahm, Patrik Strang, Ralph Sundberg, Helena Thulin, Patrick Liu, Marco Sjöberg, Jocke Sohlis,
Casting - Tom Keegan, Eric Weiss,
VO & Performance Casting Director - Eric Weiss,
Supervising Dialog Editor & ADR/Performance Capture Editor - Mike Patterson,
Talent Coordinators - Andrea Toyias,
Dialog Editor - Matt Verzola, Jordan Wotkowski,
Mocap Cast - Johanna Salander, Erik Dahlin, Åsa Olsson, Frans Wiklund, Elias Dahlström, Johan Ranner, Lukas Loughran,
Motion Capture Shoot - Perspective Studios,

Motion Capture Shoot & Tracking & Solving - NLS (Northern Light Studios),
Tracking Solving Editing - Mocaptools,
Music Samples courtesy of - Miroslav Vitous Woodwind & Brass, EWOL Symphonic Orchestra, EWOL RA, Heart of Asia, Advanced Archestra, Stormdrum, Spectrasonics' Atmosphere, Toontrack, Vocal samples courtesy of - Spectrasonics' 'Symphony of Voices', Classical Choir, EWOL Symphonic Choirs,
'Awaiting the Turmoil' (G.Jorde) - Performed by Valley of the Dead (available online)

Atari Special Thanks

Steven Bercu and Valerie Walls, Ilme, Ille - Lawyers for Interactive Media & Entertainment
Synthesis International - Milano
Synthesis Iberia - Madrid
Around the Word
Take Off
Ben / Benji @ Petrol
Sidonie @ LeFidesien
EDS - Global Testing Practice
ENZYME TESTING LABS
Paul-André Renaud, François Berthiaume - Enzyme Compliance Project Manager
Maxim Lacasse, Sandra Malenfant - Enzyme Compliance Lead Tester
Benoit Gaudreau, Simon Chabot, Daniel L'heureux - Enzyme Compliance Testers

ACTORS AND WRITERS

Actors and Writers - The Chronicles of Riddick™ Butcher Bay:
Vin Diesel
Flint Dille and John Platten
Union Entertainment LLC
Cole Hauser
Ron Perlman
Kristin Lehman
Michael Rooker
Joaquim de Almeida
Willis Burks II
John Di Maggio
Dwight Schultz
Xzibit
Annell Powell
T.C. Carson
David Sobolov
Quinton Flynn
Rick Worhly
Beng Spies
Adam Alexi-Malle
Wayne Pere
Stephen McHattie
Tony Plana
Jody Wood

Lombardo Boyar
Harry Van Gorkim
Khary Payton
Ivo Nanov
Morgan Sheppard
Arthur Burghardt
Joshua Leonard
Bingo Dinh
Michael Chinyamurindi
David Pizzuto
Eddie Santiago
Michael Ralph
Nick Jameson
Nick Guest
Debbie Mae West
Michael Gough
Ron Yuan
Valentino Morales

Actors and Writers - The Chronicles of Riddick™ Assault on Dark Athena:

Vin Diesel
Michelle Forbes
Alvin Joiner
Morgan Sheppard
David Andriole
Eijiro Ozaki
Heidi Swooler
Mark Ivanir
Jovan Rameau
Patrice Fisher
Gideon Emery
Maury Sterling
Brian Bloom
Steve Blum
Sean Donellan
Michael Ralph
Nolan North
Scott Bullock
Dave Wittenberg
Wade Williams
Lance Henriksen
Bridget Shergalis
Riddick dialogue written by: Ground Zero Productions, Inc., Flint Dille and John Platten

This product contains copyrighted material owned or distributed under authority by Quazal Technologies, Inc. Copyright 1998-2006, Quazal Technologies Inc. All Rights Reserved. Multiplayer Connectivity by Quazal.

Facial animation software provided by FaceFX. ©2002-2006, OC3 Entertainment, Inc. and its licensors. All rights reserved.

