

# THE NAMELESS MOD



# Player Manual

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# The World of TNM

## Story

Some people will claim that there was a time when PlanetDeusEx Forum City was at peace. A time when the city prospered and all citizens treated each other with respect and kindness. A time when there was no crime and no poverty, and where everyone was free to do as they pleased. It is unclear who these people are or when they lost their grasp on reality.

Forum City has always been built on the foundations of Deus Ex. An entire city dedicated to fans of the masterpiece game. Naturally, this means Forum City has as much crime and poverty and as many restrictions on personal freedom and dark conspiracies in the upper circles of society as the world of Deus Ex had. And most citizens would have it no other way.

PlanetDeusEx (or PDX for short) run the show, and have done so as long as anybody can remember. Despot is the (relatively) undisputed ruler of the city although nobody has ever seen him. He communicates through the head of his moderator corp, King Kashue. The three invulnerable moderators of the city are something akin to special law enforcement officers, and as such, they work for Despot, even if he does appear to give them a lot of leash. The moderators keep the city together, a precarious peace balances on the pillar of their power.

Until... one of the untouchable moderators is abducted.

Panic ensues. Deus Diablo, a greatly feared and respected moderator, has disappeared without a trace. Immediately, the city administration locks down every passageway between the various districts of the city to prevent mass-riots and uncontrollable crime sprees. Then, Phasmatis and King Kashue, the two remaining moderators, discuss what can be done. They decide that an independent investigator must be found; somebody without any personal interests in the city. Phasmatis sees only one option: Trestkon, ex-special operative of the now disbanded PDX Covert Intelligence Service, who left the city 2 years ago (which is an age in an Internet forum), after shockingly rejecting a nomination for a moderator position. Surely he is the man who will uncover the truth behind Deus Diablo's disappearance...

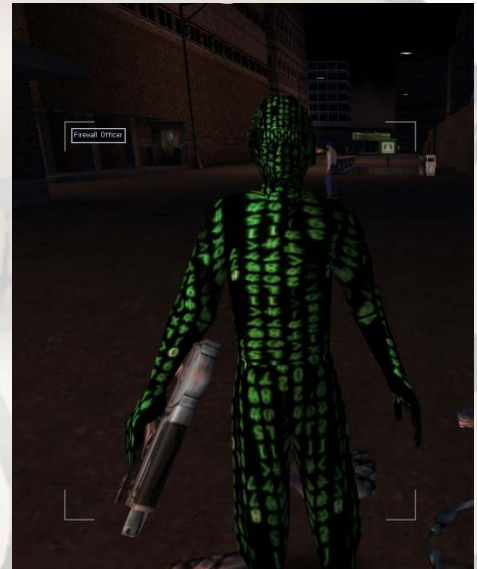
But a man can change a lot in 2 years, and there is no shortage of groups in Forum City who would love to gain the help of one such as Trestkon. Scara B. King, mad multi-billionaire and owner of WorldCorp Incorporated, immediately sees an opportunity to gain a great asset, but he knows that he must act swiftly if he is to turn the old PDXCIS agent to his side. The terrorist faction called DXO seems to keep a low profile as always, but everybody expects them

to approach the investigator sooner or later. And even the two warring religious cults of the city - the Llama fanatics who worship the great Llama and the Goat fanatics who worship the great OOn - would certainly benefit from Trestkon's allegiance. Trestkon is a wild card in the explosive political situation of Forum City. Time will tell if Phasmatis' choice to summon him was wise or foolish...

## Concept

Are you still not sure what TNM is all about? There seems to be a point, but you think you must've just completely missed it? If you actually load up the game and start playing, it should begin to make sense pretty quickly – but if you'd prefer a running start, read on.

The world of Forum City is a representation of an internet message board. Every character you encounter was created, and is ostensibly controlled, by a real world person. Much like you might create an account on our forums, the characters in TNM have been created by their Real World masters. And of course, the main character is controlled by his Real World master: You.



Because the world of TNM is a visual representation of an online world, you may notice several key differences from "reality", such as the existence of moderators. Just as online message boards have people capable of banning users and generally keeping the peace, so does Forum City. If you encounter a moderator in Forum City, it's best to heed their advice and avoid a direct confrontation at all costs; moderators in Forum City are good at their jobs, and of course it helps that they're invincible.

Like any online message board, Forum City is a constantly changing place, it really is quite indistinguishable from a real city. Your character, Trestkon, has just returned from a long and as of yet unexplained absence. He's returned to a city seething with chaos and mystery. Deus Diablo, one of the invulnerable (or so it was thought) moderators, has been kidnapped. Various factions within the city clamor for domination of the city, its inhabitants... and you. You'll be forced to use your intellect and many rather large guns of varying scientific plausibility to discover the incredible truth behind the disappearance of Deus Diablo.

## Factions

Having trouble figuring out who does what and who works for who? Hopefully, this should give you an idea of the various factions who fight for power in Forum City.

### PlanetDeusEx (PDX)

PlanetDeusEx is the administration of the city, a small group of idealistic individuals who work for free to uphold the law and keep the wheels running. Despot is the official leader of PDX, who has a powerful position as administrator of the city. Working under him are three moderators – King Kashue, Phasmatis, and Deus Diablo – who enjoy several benefits of the position to make up for the huge responsibility it entails. Besides running the show, PDX also publishes a daily newspaper written and edited by Slicer and Evil Invasion. The newspaper is made in the PDX HQ and then sent to an external print house who takes care of printing and distributing the paper.



### WorldCorp (WC)

The dazzlingly enormous WorldCorp Inc. started as a small innovative nanotech company with a total of 2 employees: Scara B. King and Jonas Waever. As the company grew, so did Scara's hunger for power, and eventually, the more scientifically inclined Jonas left the company in the greedy hands of Scara B. King, widely reknowned as a brilliant businessman but mediocre scientist. Since then, WorldCorp Inc. has only grown larger, and now has branches in many cities. It is estimated that WC owns somewhere between 50% and 80% of all businesses in PDX Forum City, but their liberal use of complicated bureaucratic procedures and shady business methods makes it difficult to tell. WC no longer confine themselves to nanite technology, but develop anything from new computer chips to revolutionary fertilizers.



### DeusEx.Org (DXO)

DXO started out as a legit and well respected political group interested in providing people with a choice in the political system of Forum City. They forgot one small detail, however: There *is* no political system in Forum City. Despot has absolute, indisputable power. Gradually growing to realize this, DXO eventually turned into a terrorist organization (or, according to their supporters, freedom fighters), who had to go underground and have recently

grown more and more desperate. They still publish their political magazine, but the releases are irregular and infrequent. Understandably, staying alive has been a greater concern of theirs as of late.

### **The Llama Cult**

The Llamas are a religious cult based in a rather prominent temple in the Downtown district. They count quite a few veteran members among their ranks, and whispers even tell of more powerful individuals secretly worshipping Lamar, the god of the Llamas. Most of their temple is built underground, and nobody seems to know how large it truly is. It is, however, a matter of fact that all members of the Llamas are called upon to sacrifice all their material belongings to the great Leader upon joining the cult. Except, it would seem, those who are favoured by the High Priest Beefman...



### **The Goat Cult**

Rumours tell that the Goats are behind the many kidnappings in recent times of unsuspecting citizens. The rumours have grown so many, however, that most people consider them fact. Where these kidnapped people are taken, nobody knows, but legends speak of a hidden city shrouded in mystery. A mythical paradise where the members of the cult have free access to a powerful magical substance called Melk™. The activities of the Goats aren't quite as mysterious as their whereabouts though. They attack the Llamas in the Downtown sector almost ceaselessly, and their large billboard ads are visible everywhere in the city, urging people to join the Goat cult and receive endless supplies of Melk™. The only problem is that nobody knows who to contact in order to sign up for this offer...



## Main Character Overview

Here's a small list of the most significant characters in the mod to help you get into the game a bit more easily. There is a dazzling amount of characters in the mod, and we hope this will help you ease into Forum City, but note that most of this will also be explained in the game itself.

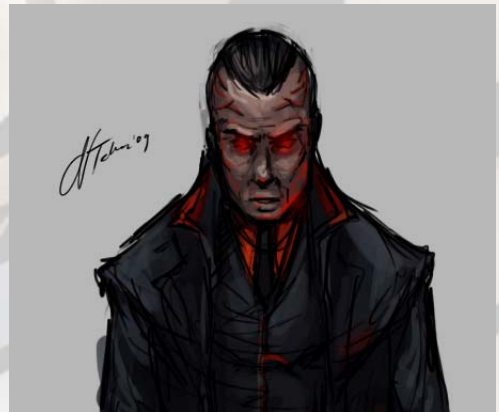
### Phasmatis

Phasmatis is the former head of the PDX Covert Intelligence Service and thus the former boss of Trestkon. He is also, however, one of the best friends Trestkon had back in the days before he left. Phasmatis is a very highly respected moderator of Forum City (meaning he's allied to PDX) and he's the one responsible for summoning Trestkon's help in finding Deus Diablo. While Phasmatis realizes his responsibility as an invulnerable law enforcer, he *really* likes to kick Bad Guy Ass.



### Deus Diablo

Also referred to as Diablo or DD, this ominous character is the second moderator of Forum City, who vanishes without a trace shortly before the beginning of the story, sending shockwaves through the fragile political climate of Forum City and setting off the intricate web of conspiracies that is the story of The Nameless Mod. How such a powerful (and theoretically untouchable) man can be abducted is an enigma – but mysteries exist to be solved, and that can only be done with your help.



### King Kashue

King Kashue is the third moderator of Forum City, and everybody knows he runs the show. Despite of Despot being the official admin of PDX and Ghandaiah being his appointed next-in-command, the real work lands on Kashue's desk. In fact, Kashue is so busy, he rarely gets to leave the PDX headquarters these days. King Kashue takes his responsibility as a law enforcer very seriously and does not condone violent methods.



## Scara B. King

Scara is a genius. There is no doubt about it. He is also, as is often the case with geniuses, stark raving mad. But this doesn't prevent him from running a huge corporation called WorldCorp and keeping a decidedly dictatorial control over the employees. If it's true that most people in Forum City have hidden agendas, Scara's is twice as long as anybody else's. He will doubtlessly try to lure you into serving his scheming, and it's probably equally dangerous to accept and to decline his offers.



## New Weapons

This section is a brief introduction to some of the new weapons found in The Nameless Mod. Note that these are by far not the only weapons in the game, they were merely chosen for their "non-spoilerness" to give you a little taste of what's to come. For special instructions, please consult the sections concerning The Fist Weapon and Firing Modes, respectively. The following is not instructions, just descriptions.

### Fists

First of all, the fists are your last resort. They're most useful as a fallback weapon when you're out of ammo and you've foolishly forgotten to bring a melee weapon. They also serve very well to impress your friends with how badass you are when you can take out five heavily armed guards with your bare hands. More importantly, however, they can be upgraded with a few different gloves found at certain points in the mod. With these upgrades, you can make your fists do additional types of damage or even make them stun your enemies when you hit them. The catch? You can only equip one upgrade at a time, so sorry: No shocking stun-gloves of flaming death.

### Trestkon's Pistols

These exquisitely decorated pistols were created by Phasmatis as a gift for Trestkon back when he worked for the PDX Covert Intelligence Service. Phasmatis has always appreciated a good fight, and the pistols were given as an extra reward for completing a very complicated mission. The pistols have been locked up since Trestkon left the city, but they just might get to see some action again soon.





### **Pump gun**

This pump-action shotgun has a longer barrel than the horribly abused sawn-off version. This longer barrel allows for a greater accuracy and a longer range, but greatly decreases the spread of the blast. Additionally, the pump gun makes use of a clip, which allows for faster reload times and a greater ammo capacity than the sawn-off.



### **PHAT-Rifle**

A very versatile weapon, which has the additional quality of being as astonishingly illogical as it is lethal. With each hit from this weapon, your target will grow a bit fatter. At some point when the physique of your target defies all natural laws, he will explode in quite a visage of blood and intestines. If, however, you stop shooting at him with this weapon, he will gradually lose the extra volume he gained until he's back to normal and you'll have to start over.

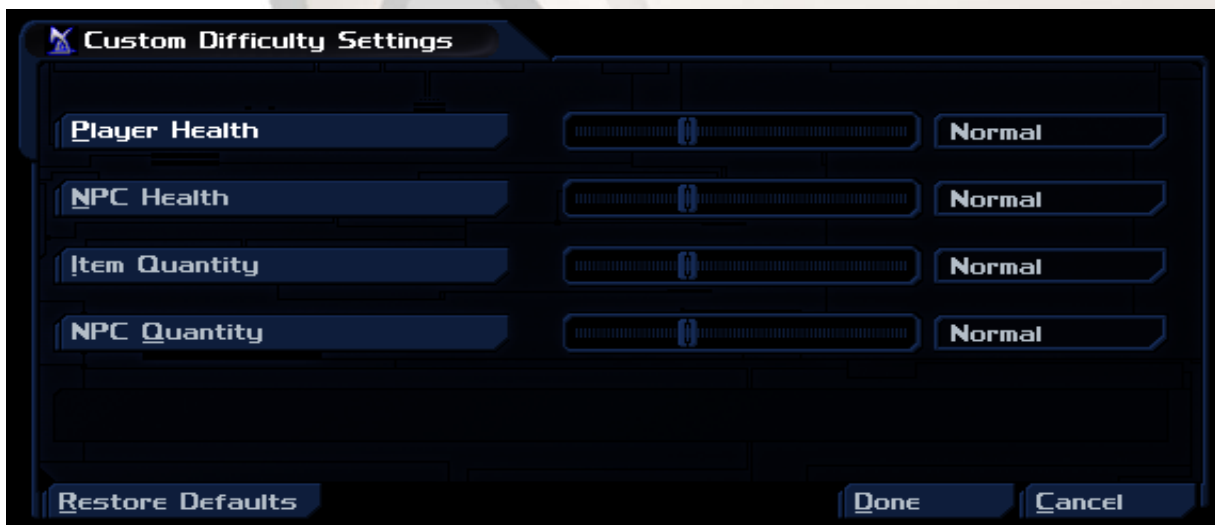


The secondary ammunition of this weapon is a rice bag launcher. With this almost equally strange weapon, you can load your rifle with bags of rice which you may then launch at your enemies at dazzling speed. This weapon will only really have any sort of noticeable effect when you hit your target in the head, which will knock him out cold. If you hit him anywhere else, he'll just get a small bruise.

# New Features

## Difficulty

As in Deus Ex, the first choice you'll be asked to make in TNM is what difficulty to play on. You'll notice the standard difficulty menu has a few more choices now than it did in Deus Ex. *Radish Adventure* is a special mode of play that can be unlocked by locating all easter eggs in the mod, don't worry about that for now. The most important new option is the "Custom" button. This button will take you to a new menu with a more advanced range of selections:



**Player Health** is the difficulty you know from the original Deus Ex. Contrary to what you may think, the setting doesn't actually change your health, but rather it changes how much damage you take from enemy shots. If you wish to play with a difficulty that's comparable to the original game, simply set the Player Health slider and leave the other three sliders on Normal.

**NPC Health** is, on the other hand, exactly what you think it is: How much health everybody else has, friends and enemies alike. On Normal, your enemies will be about as easy or hard to bring down as they were in Deus Ex. Beware that raising this slider to max will make headshots far less effective than you've come to expect, and stealth take-downs can become rather difficult.

**Item Quantity** is where it gets interesting. This setting literally determines how many items you'll come across on your missions, although critical items such as augmentations and upgrade canisters are unaffected. The higher the setting, the *fewer* the items. This is quite the opposite of **NPC Quantity**, which determines the amount of enemies you will encounter – the higher you set this

slider, the *more* enemies that will appear. Note that it may be difficult to “ghost” the game with NPC Quantity at the highest setting.

It’s important to remember that the standard settings no longer merely change how much damage you take like in Deus Ex. It now selects a pre-configured combination of the four custom difficulty options. Please consult the following table to see which settings are chosen at which configuration:

Configurations	Harmless (1)	Challenging (2)	Painful (3)	Punishing (4)
Player Health	Tank (1)	Normal (2)	Vulnerable (3)	Fragile (4)
NPC Health	Push-over (1)	Normal (2)	Normal (2)	Normal (2)
Item Quantity	Abundant (1)	Normal (2)	Normal (2)	Sparse (3)
NPC Quantity	Understaffed (1)	Normal (2)	Normal (2)	Crowded (3)

## The Fist Weapon

The new fist weapon is given to you as soon as you start a new game. The fists will not appear in your inventory, but you will be able to bind a key to the *Select Fists* command in the options. When this key is pressed, you will ready your fists for combat. The fists themselves aren’t worth much except as a last resort if you run out of ammo for everything else.

However, throughout the game, you may pick up upgrades in the form of gloves with which you can augment your fists to deal different kinds of damage or apply useful side effects to your blows. These upgrades will not appear in your inventory either, but you can bring up a list of available upgrades by clicking on the fist icon between the nanokey and ammunition icons in your inventory.

Note that you can only equip one upgrade to the fist at a time, which is done by highlighting the desired upgrade in the list. The next time you bring out your fists, they will be wearing the upgrade you’ve chosen.



## Firing Modes

One of the first weapons you get in the mod is Trestkon’s pistols, which have an alternate firing mode instead of additional ammunition types. By default, you fire the pistols one at a time (“Alternating Fire”) which creates a quick rate of fire similar to a sub-machinegun. If you prefer to fire both pistols simultaneously to deal twice as much damage with each hit (“Double Fire”), press the *Change Ammo* key while the pistols are equipped. You will receive a message telling you which firing mode you have enabled. You may choose

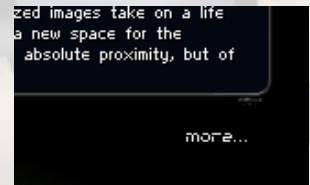
which key to assign the *Change Ammo* command to in the options menu of the game. The dual pistols isn't the only weapon that uses firing modes instead of ammo types.

## Internet Relay Chat

While accessing certain PC's in the game, you may come across a button labelled "IRC Client". If you press this button, you will open an in-game IRC program which will automatically connect to #otp on irc.gamesurge.net if your computer is connected to the Internet. If you're lucky, there'll be some people around to help you if you get stuck anywhere. Or you could just hang around and pass the time, but mIRC may just be better for that. Keep an eye out for the issue of "Technology Today" magazine where the supported commands for the TNM IRC client are listed.

## Multipage Info Devices

The Nameless Mod changes a few things about the way information devices work. Among other things, we can now use multiple pages for each book/datacube/etc. Whenever you open an information device with more pages, the text "more..." will appear below the text window in the right side. To read the next page, press the *Use object in world* key (right mouse button by default), or use the next/previous page buttons which can be bound in the keyboard settings. Another "more..." icon will appear in the left side if there are pages before the current one.



Note that datacubes are no longer automatically added to your notes by default. The new system has enabled the developers to decide whether or not the contents of an information device is worth adding to your notes. You can generally count on important information found in datacubes, books, newspapers, notepads, etc. to be added to your notes by default, but you may want to check every once in a while in case you happen to disagree with us on the importance of a certain piece of information.

## Updating Goals

The goals in The Nameless Mod now also serve as a sort of automatically updated mission journal similar to those found in many role-playing games. Whenever you make significant progress in a mission and your objectives change, the changes are applied to the relevant entry in your goals log. Therefore, if you are ever in doubt of what to do in a particular mission, be sure to check your goals before you fret – important hints may be found here. This new goal system will also add a small conclusion to the goal list when you've completed a mission, detailing how it was completed and/or what reward you received, if any.

## Vending Machines

For various reasons, we've chosen to implement a new user interface for the vending machines in the game. To buy an item in the vending machine menu, simply highlight it in the list to the left and press "Purchase".

## Transportation

The main system of transportation in Forum City is a small network of subway tunnels. This subway system serves 3 districts within the city: The Corporate district, the West Residence district (aka. "The Slums"), and the Central district (aka. "Downtown"). Making use of the subway system requires a ticket which can be bought for the modest sum of 1000 credits and grants free access to the subway for the remainder of the game. To take the train: Get a ticket, use the ticket reader next to a door, and enter the compartment.

Naturally, subways aren't the only way to get around in Forum City. Secret passages is a favoured means of transportation by the semi-paranoid fans of Deus Ex, and some people possessing the right means have even set up their own system of transportation to avoid paying for subway passes.

## ATMs

We have improved a bit upon the way ATM's work in TNM. The Deus Ex method was fine for a linear mission structure like in the original game, but (perhaps ironically) we needed something closer to real life for The Nameless Mod. In TNM, all ATM's use the same accounts, and you can access any bank account you find from any ATM machine in the mod. If you hack an ATM, the first account in the list will be opened for you to steal from. However, the ATM is simultaneously shut down by the bank. This means when you have hacked all the ATM's in the mod, you can no longer access any accounts, even if you acquire the login info.

The most important implication of this change is that hacking an ATM early on in the game is a bit of a write-off: If your Computer skill is not at Master level, you will not gain all the money from the account you hack, and the ATM will be shut down so you may miss an account with a better balance entirely! But if you wait until the end of the mod so you have Mastered your computer skill or so you have collected account info for all the accounts in the mod, you may not need the money. Such is life.

## Other Features

- TNM comes with a new training mission that teaches you some handy things. You can open it with the Training button in the main menu.
- If you find an augmentation you already have, you can now use your new canister to upgrade your existing aug.
- You can upgrade the Light augmentation once to gain unlimited light.
- The Targetting aug can be used to see which augs (if any) a character is equipped with; active augs are displayed in green.
- Characters with augs can be weakened by exposing them to EMP – unless they're carrying spare bioelectric cells or are equipped with the EMP Shield augmentation.
- The new TNM security cameras depend on somebody to monitor their output and sound the alarm when he sees you on the camera.
- Unconscious characters will die if they sustain damage, so be careful what you do if you're a pacifist.
- You can skip most cutscenes by pressing ESC. In certain very long cutscenes, pressing ESC will skip forward to the next section of the scene until you reach the end.
- There are three new colour schemes available in the settings: TNM (our default), WorldCorp, and PlanetDeusEx.
- Most of the new weapons are unique, check each weapon's description to see whether or not it only appears once.
- The fire extinguisher is no longer a one-use item. It now works more like a weapon, so you don't have to use it all at once. Beware that extinguishers cannot be reloaded, however.
- PS20's can now be stacked in your inventory.
- You can log onto IRC while you play and chat via console commands. Type "irc <nick>" to join #otp and "ircquit" to disconnect. While you're connected to IRC this way, the "say" command will send to the channel.
- You can make molotov cocktails out of chemicals and wine bottles if your Demolition skill is high enough.

# Compatibility With Other Mods

Thinking of using The Nameless Mod with another Deus Ex modification? In some cases this is quite possible, in other cases, not so much. We've tested TNM with a bunch of the most interesting mods on the web and here's a rundown of them for your convenience.

## Enhanced OpenGL Renderer (included)

TNM is entirely compatible with the Enhanced OGL renderer. Since the new renderer permits high-resolution textures, a few surfaces throughout TNM may look blurry and undetailed without the new renderer enabled. The Enhanced OGL renderer is included in the full TNM installer, simply run the installer and make sure the "Enhanced OpenGL Renderer" box is ticked before proceeding.

## High-Definition Texture Package

We've worked closely together with the HDTP team to make sure TNM is fully compatible with their mod, which upgrades all decorations and items and many weapons with more detailed models and textures. Some of the HDTP models are used in TNM no matter whether or not you have HDTP enabled, but we recommend that you install HDTP with TNM to get the full high-definition experience. Trust us, once you've played with HDTP, you'll never go back.



## New Vision

New Vision will replace all the original texture packages of Deus Ex with larger, prettier, and more advanced textures in a new format developed for the Unreal Engine 2. With New Vision installed, Deus Ex will look like a far more modern game, and so will The Nameless Mod. Since New Vision simply replaces the .utx files in which the game's textures are stored, it will be compatible with any other mod, including TNM.

## Shifter

Shifter has several features that conflict with TNM's code, and tends to cause a lot of weird bugs and glitches. Since Shifter replaces DeusEx.u, which TNM doesn't modify in any way, you can use Shifter together with TNM, but be advised that we can't help you solve any problems you might experience while playing TNM with Shifter. According to Yuki, Shifter works with TNM since **version 1.8.2**, but it may still cause weirdness, so use it at your own risk.



## Known Bugs

Known bugs? There are none! There is nothing we cannot fix! We are the champions of modding! Our mad bugfixing skillz are unparalleled! No bug shall stand in our way! If you find any cowardly bugs which have managed to hide from us, shoot us a mail at [tnm@offtopicproductions.com](mailto:tnm@offtopicproductions.com) and we shall track down and viciously eradicate them.

And if we can't, we may just track down and eradicate you and subsequently deny all knowledge of the bug.

## Troubleshooting

**Problem:** I can't run TNM! It tells me it can't bind to native class TNMNative tnmNativeHookObject.

**Solution:** You'll want to install the *Microsoft Visual C++ 2008 Redistributable Package*. The package is included with TNM since version 1.0.1, but you can also find it at the following address:

<http://www.microsoft.com/downloads/details.aspx?displaylang=en&FamilyID=a5c84275-3b97-4ab7-a40d-3802b2af5fc2>

Note that the installer for this package is prone to fail without telling you, so if it doesn't work, try re-installing it until it does.

**Problem:** I'm experiencing visual glitches and other graphics problems.

**Solution:** Try changing your renderer. Which renderer you ought to use depends on your video card and drivers. Open TNM\System\TNM.ini and find the line that starts with GameRenderDevice. If it says "D3DDrv.D3DrenderDevice" (without the quotation marks) after the equation mark, try changing it to "OpenGLDrv.OpenGLRenderDevice" (again, no quotes) or vice versa. If this doesn't solve the problem, try visiting our forums and maybe we can help you out.

**Problem:** The display on the Targetting aug window disappears a split-second after I've activated the augmentation.

**Solution:** This is a problem with the OpenGL renderer settings. Open TNM.ini and find the line "SceneNodeHack=False". Change this to "SceneNodeHack=True" (no quotes) or add the line if SceneNodeHack doesn't already exist. The problem only seems to exist on certain hardware configurations, and the game hasn't been thoroughly tested with SceneNodeHack enabled, so that's the reason we haven't set this property by default.



**Problem:** I'm getting a lot of really weird and obvious bugs! A lot of models are messed up and I'm getting some weird scripting errors! I can't believe you didn't catch this in the beta testing!

**Solution:** During beta, certain players did encounter a shocking amount of bugs that the rest of us couldn't reproduce. All of these bugs went away upon re-installing Deus Ex and TNM. If you're experiencing a lot of strange bugs, please reinstall the game before you contact us, and see if that fixes it. Be warned that your savegames will almost certainly be broken so you'll have to start over, but the alternative is to endure the glitches, and that's hardly tempting.

**Problem:** Everything goes balls up when I try to run the in-game IRC client. ZoneAlarm completely panics.

**Solution:** Unreal's IRC code doesn't play that well with certain firewalls, ZoneAlarm being one. We recommend you save your game before trying to connect with an in-game IRC client if you're using a firewall program, in case the game crashes when minimized.

**Problem:** When I try to change my resolution, the game blows up.

**Solution:** This is an unpleasant side-effect of our GUI size fix. There are two solutions: Either use the settings FullscreenViewportX and FullscreenViewportY in \DeusEx\TNM\System\TNM.ini to set your resolution or replace the line Root=TNMGUI.tnmRootWindow with Root=DeusEx.DeusExRootWindow to revert to the old GUI.

**Problem:** The GUI is too small for me to read, how do I make it bigger?

**Solution:** Reverting to the old Deus Ex GUI should do the trick. See above for instructions. Note that the old GUI scales up in increments, so you may be unfortunate enough to still get a GUI that's too small for your liking, depending on what resolution you're playing in.

**Problem:** How do I add TNM to Steam as a third party shortcut?

**Solution:** When you've installed The Nameless Mod, it should show up in your "Add non-Steam game" list. If it doesn't, you'll have to add it manually. After you've added the mod, open the shortcut and put quotes around the executable path (and only the executable path) such that it says something like this:

```
"C:\DeusEx\System\TNM.exe" -hax0r INI="C:\DeusEx\TNM\System\TNM.ini"  
USERINI="C:\DeusEx\TNM\System\TNMUser.ini" log=TNM.log
```

**Problem:** Argh something is wrong and you didn't mention it here!

**Solution:** Remain calm, open your browser of choice, and visit our forums at [offtopicproductions.com/forum](http://offtopicproductions.com/forum). Check our Help & Support forum for the solution to your problem, or go ahead and post a new thread if your question hasn't been answered already.

# Credits

## Development Team

### Producer

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### Lead Designer and Project Director

Jonas Wæver

### Level Designers

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Jonas Wæver  
Riaz "NonKillingMachine" Khan

### Additional Level Design

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Kevin "Kevo-sama" C.  
Lawrence "Trestkon" Laxdal

### Programmers

Nicholas "NVShacker" Van Sickle  
Shane "That Guy" Tapp

### Native Engine Programming

Hugh "Jim" Bailey  
Nicholas "NVShacker" Van Sickle

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Kevin "Smoke39" Kockler

### 3D Artist

Jason "Phasmatis" Cooke

### Additional 3D Art

Lawrence "Trestkon" Laxdal

### 2D Artists

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Christopher "Hao Niu-rou" McFadden

Jason "Phasmatis" Cooke  
Manuel "Ricemanu" Palme  
Ryan "Cyan" Singleton

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Brendan "Yardbomb" Sturges  
Damian "fub" March  
Jonas Wæver  
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Metche "Mercedes" Steele

### Dialogue and Cinematics

Jonas Wæver

### Narrative Consultant

Gelo "Moonbo" Fleisher

### Additional Dialogue

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Andrew "Andreas" Seel  
Gelo "Moonbo" Fleisher  
Lawrence "Trestkon" Laxdal  
Nicholas "NVShacker" Van Sickle  
Scott C.  
Zaid "AT Jazz" Ahmed

### In-Game Text

Jonas Wæver

### Additional In-Game Text

Alek "Grub" Burnes  
Gelo "Moonbo" Fleisher  
Lawrence "Trestkon" Laxdal  
William "Alpha Operator" Cutter  
Zaid "AT Jazz" Ahmed

### Sound Effects

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### Dialogue Editing

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Spaic  
Stephan Rungweber

### **Additional Editing by Brand X Audio**

Michael D. Csurics  
Thomas M. Powell

### **Trestkon Editing by T-Recs Studios**

Friedrich Klemme

### **Music**

Leo Bad  
Martin "Ahmatron" Nielsen  
Steve "Orak" Foxon

### **Additional Music**

Andrew "Sensei" Livingston  
Brian "Redd" Giannotti  
Graeme Arthur  
SpiritVII  
Trent Robertson

### **External QA (Alpha)**

Erluk, Master\_Kale, Jim, Deus Diablo, Dr.  
Dumb Lunatic, Pointman, Slicer

### **External QA (Beta)**

## **Cast**

### **Alek "Grub" Burnes**

Bob  
Bunky  
Bystander 2  
Corporate Male B  
Firewall  
Grub  
NOOB Male  
Raving Thug  
walton simons

### **Andrew A. Kwasny**

Vavrek  
Zerohero

### **Andrew "Andreas" Seel**

Andreas

### **Andrew "Sensei" Livingston**

Andrew Livingston  
Buzz

### **Andy Dennis**

SymGeosis

### **Bubba Skippo**

Bwark  
Glottis  
Kleef  
Slum Male B

### **Casey Mongillo**

Hao Niu-rou

### **Chris "Kirbopher" Niosi**

Beefman  
Jabroni  
Ryan  
Sol Bomber 1  
WC Thug

### **Chris the Cynic**

Chris the Cynic

### **Chris Zito**

Evil Invasion  
Dazza

### **Corinne Sudberg**

Krissy

### **Daniel "DP" Priestman**

DP

Aemer, Chris the Cynic, darkozmo, EER,  
Face, Fox, Fox Hound, Jered Cain,  
lofaesofa, Noah, marcin1337, m3rc113ss,  
Semianonymous, Spot, Tranquillite

### **Voice Management**

Gelo "Moonbo" Fleisher  
Jonas Wæver  
Lawrence "Trestkon" Laxdal

### **Web Development**

Matthew "Master\_Kale" Miller  
OiNutter

### **Web Design**

Kenneth Bruhn Nielsen

### **Box and Disc Design**

Manuel "Ricemanu" Palme

### **Launch Trailer Editing**

Morten Clausen

### **Daniel Rodrigues**

Becker  
Deus Diablo  
Hobbes  
Kevo-sama  
Raving Nutter  
Silver Dragon  
Yardbomb

### **David "Deadrocks"**

#### **Deruvo**

ABI Cell Guard  
CSI Guard

### **Eddie "BananaSkill"**

#### **Bimmel**

Bum 1  
Lo Vaquero  
Slum Male A  
Wilbur

### **Edward "Otherone"**

#### **Ashley**

Gabriel Syme

### **Edwyn Tiong**

Abomination  
Beeblequix  
Board Guest B  
Endar  
Midashand  
Nosferatu  
Spaceman

**Elizabeth Anastacia**

Patricia  
Slum Female

**Eric Shields**

Sam

**Erik "EER" Renes**

EER

**Gelo "Moonbo" Fleisher**

Agent Smith  
Gelo  
Partyzone Patron 2  
Pimp-Jojo  
Shawn PA  
Silverdawn  
WCID Agent  
WC Guy

**Henry Sargeant**

Slicer

**Hugh "Jim" Bailey**

Jim

**James "Atomic Edge"**

**Bray**

ABI Commando  
Bystander 3  
Corporate Male A

**Jason "Mounce" Mounce**

Digital Ronin  
Rent-a-cop

**Jeremiah Costello**

Breadfan  
Downtown Male B  
Downtown Thug 2  
Dreamcast  
Eric  
Kunio-Kun  
Melk Thug 1  
Ricemanu  
Scara B. King  
Sol Bomber 2  
Sol's Witness 1  
Trestkon

**Jeremy Pommier**

Ghandaiah  
Pointman  
Thomas Good

**John C. Winson**

The Narcissus Entity

**John "Dr. Dumb  
Lunatic" Hildyard**

Dr. Dumb Lunatic  
Slum Mechanic  
Whoever

**Jonas Wæver**

Fargo  
Jonas Waever  
Ozmo

**Jon Baijan**

WorldCorp Scientist

**Joseph Morris**

Albert  
WC Sublevel Scientist

**Kathryn Pryde**

ABI Guard Female  
Lynn  
TAD

**Keith Williams**

ZeroPresence

**Kris "DJ Toph3r"**

**Shields**  
Gambler

**Lawrence "Trestkon"**

**Laxdal**  
Equiverse  
Face  
JCMonkey  
Madmax  
OiNutter  
Partyzone Patron 1

**Leo Badinella**

LeoBad

**Lizanneh**

Bystander 1  
Corporate Female A  
Kylie  
Shaina

**Lucien Dodge**

Kaigen

**Mads "Aemer"  
Tejlgaard Olesen**

Aemer

**Marc Swint**

WC Security

**Martin "Ahmatron"  
Nielsen**

Ahmatron

**Mathias "Tranquilite"  
Moe**

Winquman

**Mathew Nichol**

Phasmatis

**Matthew "Master\_Kale"  
Miller**

Board Guest A  
Master\_Kale

**Matt Watson-Howatt**

Computoc  
Downtown Male A

**Mauri "Darkblade"  
Majanoja**

Tangy

**Melissa D. "Mippa"  
Johnson**

NOOB Female

**Metche "Mercedes"  
Steele**

Mercedes

**Mike Arthur**

Alpha Operator  
Partyzone Sailor  
Ryan's Hitmen

**Michael Myers**

King Kashue  
ShadowCode

**Mike Arthur**

Alpha Operator  
Partyzone Sailor  
Ryan's Hitmen

**Michael "CornetTheory"****Hillard**

TheRenegadeMaster  
Admiral Justin

**Mindy Owen**

Dancer A  
Downtown Female A  
Goat Female  
Sol Witness 2  
Tina  
WCID Receptionist

**Morten S. Clausen**

Bums  
Delsyn  
Fragmaster  
Partyzone Scientist Male

**Nick "NVShacker" Van Sickle**

A2  
Debugger  
NVShacker  
Mole

**Rina-chan**

Dancer B  
Downtown Female B  
Llama Female

**Rob Shields Jr.**

Despot

**Rob Shields Sr.**

HammerandSickle  
Mr. Clark

**Ryan Anderson**

DTThug1  
Gary

**Sean Crisden**

Fender2k1  
Goat Male

**Shane "That Guy" Tapp**

That Guy

**Sheldon Pacotti**

Sheldon

**Simon Benjamin**

jimmycracker

**Slicer**

Sluggo

**Steve "Orak" Foxon**

Athanatos

Orak

SnipaMasta

**Steve Tack**

Steve Tack

**Thomas M. Powell**

Wolfy

**Tina Huang**

Athena  
Corporate Female B  
DXI Vox  
Jackie

**Tony "Spot" Erceg**

Graffiti Guy

**Trent Robertson**

ABI Guard Male  
Gwog  
Llama Male  
ManInBlack

**Winter Sie-Hilland**

Partyzone Scientist Female

**Zak "Xaiter" Dali**

Illuminati\_IIS  
Nineball

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This manual was written by Jonas Wæver and Lawrence Laxdal and contains a lot of rubbish that we really can't imagine anybody would want to copy. The character portraits, however, were drawn by Nicole Tekin, and are awesome.