



## URBAN CHAOS

### **EPILEPSY WARNING**

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

#### PRECAUTIONS TO TAKE DURING USE

- ❑ Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- ❑ Preferably play the game on a small television screen.
- ❑ Avoid playing if you are tired or have not had much sleep.
- ❑ Make sure that the room in which you are playing is well lit.
- ❑ Rest for at least 10 to 15 minutes per hour while playing a video game.

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## INTRODUCTION

*"In the year 1999, and seven months, from the sky will come the great king of terror. He will bring to life the great king of the Mongols. Before and after war reigns happily."*

*Nostradamus*

### Happy New Year

Since the closing months of the last millennium the streets of Union City had witnessed a crime wave that was unprecedented in the precinct's long history. Nobody was more aware of this than Officer D'arci Stern, a front-line cop with the Union City Police Department. Suicides were up, vandalism and joyriding were reaching epidemic proportions and, with shootings and stabbings an almost nightly activity in some buildings, murder had never enjoyed such a boom in popularity. But it wasn't just the rise in street crime that so unsettled Officer Stern. Sure there'd always been gang activity to contend with, and she was no stranger to crackpots spouting new religions or conspiracy theories or both. But with all these things together the streets had taken on a new and sinister air, an air of casual violence and brooding menace, as if the fragile social order might at any moment descend into an intoxicating instability...

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# **SYSTEM REQUIREMENTS**

## Minimum System Requirements

Pentium 233Mhz or better  
32 MB Ram  
4 MB DirectX D3D compatible video card  
Sound Blaster or 100% compatible sound card  
400MB of Hard drive space  
4 x CD-ROM drive  
Windows 95\98  
DirectX 6.1 or later

## Recommended System Requirements

Pentium 2 300Mhz or better  
64 MB Ram  
8 MB D3D Hardware accelerator card  
Sound Blaster or 100% compatible sound card.  
600MB of Hard drive space.  
8 x CD-ROM drive  
Windows 95\98  
DirectX 6.1 or later  
Microsoft SideWinder TM game pad



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# INSTALLATION

## Installation and start-up

### Installing Urban Chaos

Installing Urban Chaos is easy. Simply insert the CD into your CD-ROM drive. After a few seconds, the launch panel will appear:

#### *NOTE:*

*In the event the Launch Panel does not appear when you insert the CD:*

- ❑ Double-click on the My Computer icon, then double-click on the CD-ROM icon, and lastly double click on the SETUP.EXE file to bring up the launch panel OR:
  1. Click on the start button.
  2. Choose Run from the ensuing pop-up menu.
  3. Type d:\setup.exe in the box provided (where d: designates your CD-ROM drive letter).
  4. Click on the OK button to begin the install program.
- ❑ Click on the install button to begin the installer. The welcome panel will then appear.
- ❑ Click on the next button to proceed with the installation. The program will guide through the rest of the remaining process via onscreen prompts.
- ❑ You can configure the amount of files that Urban Chaos installs to your hard drive by choosing from the options of sound, textures and movies.

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# INSTALLATION

- 1 The default is **C:\Program files \ Eidos Interactive \ Urban Chaos**. Click on the Next button to accept the default destination, or click on the browse button to type in a new location in the box provided.
- 2 You will be prompted to enter the name of the programme folder you wish to create if you do not want the default "Urban Chaos" folder.
- 3 You can configure the amount of files that Urban Chaos installs to your hard drive by choosing from the options of sound, textures and movies. If you choose the minimum amount of files to be installed then Urban Chaos will run mainly from CD. If this is your choice then Urban Chaos will be slower to load each mission, as the files will have to be loaded off of the CD.
- 4 The installer will check to see if your machine requires Direct X 6.1 to be installed. If it is determined that the Direct X 6.1 installation is required, the Install DirectX Information Panel will appear.
- 5 Click on the Install DirectX button to proceed with the installation. (You may elect to not install DirectX, but you won't be able to play the game.)

If you are experiencing difficulties installing Urban Chaos, please consult the Troubleshooting guide and performance Issues section of the README File.



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## UN - INSTALLING

### UN - Installing Urban Chaos

If you need to un-install Urban Chaos you may do any of the following things:

1. Insert the CD into the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch Panel. Click on the un-install button and follow the on-screen prompts.
2. Click on the start button. Choose Programmes from the pop-up menu. Drag you mouse to the right and click on **Eidos Interactive \ Urban Chaos**. Click on the Un-install Urban Chaos from the ensuing pop-up menu and follow on-screen instructions.
3. Go to the Control Panel and choose Add/Remove Programs. Click on Urban Chaos, select the add/remove button and follow the on-screen prompts. If you are experiencing difficulties un-installing Urban Chaos, please consult the Troubleshooting and Performance Issues section of the READ ME File.

# LAUNCHING

## Launching Urban Chaos

Click on the start button. Choose Programmes from the pop-up menu. Drag your mouse to the right and click on Eidos Interactive \ Urban Chaos. Click on the Urban Chaos button.

Urban Chaos also installs a desktop icon, which you can use to launch the game. To launch using the desktop icon double click on the icon to start Urban Chaos.

### Title Screen and Demo

Press any key on the title screen to proceed to the main menu. Press any key during the demo to return to the title screen.

### Menu Controls

Urban Chaos can be controlled using the keyboard or using most types of control devices (game pads, joysticks, etc.)

Function	Description	Keyboard	Game pad or joystick
Select	Use these to highlight the option of your choice	Cursor/Arrow keys	Direction pad or stick
Confirm	Use this to select the highlighted option	ENTER key	Button 1
Cancel	Use this to return to the previous menu	ESCAPE key	Button 2



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## MAIN MENU

- Start** Begin a game from the start.
- Load** Load a previously saved game.
- Save Game** This allow you to access the save game screen and save your current game.
- Options** Change the game configuration in the options screen.
- Exit** Return to Windows.

### Map Menu Screen



Once you start the game you will be presented with the map screen. This screen tells you which missions are available to you. As you complete missions further pins will be added to the map. Some pins contain more than one mission, If there is a mission within a pin location that is available to play the pin will be a GOLD colour when you move over it. To navigate around this screen you can use either the arrow keys or the d-pad on your Joypad.

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## MAIN MENU

Select one of the markers to view the missions available at that location by moving over it. Select one of the missions that are listed to read the mission briefing by pressing "ENTER". This tells you what the primary objectives of the mission are, you must carry these instructions out if you are to complete the mission successfully. If you're ready to accept the mission, then press "ENTER".

## General Controls

Name	Action	Keyboard / Mouse	Game pad or joystick
Direction keys	Use the UP direction key to run forwards, LEFT and RIGHT to turn left or right respectively, and DOWN to walk backwards.	Arrow keys	Up direction pad or stick
Action key	Crouch down, sprint (when running), pick up/throw object, enter /exit vehicle, pull lever, talk to person, arrest prone suspect, search body	C	Button 1
Jump key	Jump, jumping kick	SPACE	Button 0
Punch key	Punch, fire selected weapon	Z	Button 3
Kick key	Kick, sliding tackle	X	Button 4



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## CONTROLS

### **ENTER key**

Press the ENTER key to bring up your inventory.

### **View Controls**

#### **Look around**

Hold down the A key then use the direction keys to look around: use the UP and DOWN direction keys to look down and up respectively.

#### **Rotate camera right**

Press the DELETE key to rotate the view to the right.

#### **Rotate camera left**

Press the PAGE DOWN key to rotate the view to the left.

#### **Centre view**

Press the END key to look dead ahead.

#### **Raise Camera**

For a higher point of view press either F6 or F7 depending on whether you want a close in or far away view respectively.

#### **Lower Camera**

For a lower point of view press either F5 or F8 depending on whether you want a close in or far away view respectively.

## **CONTROLS**

### **Running and Sprinting**

Hold the UP direction key to run forward. Hold the action key while running to sprint (note, you can only do this for a limited time).

### **Jumping**

You can jump using the jump key. Pressing the jump key together with one of the direction keys allows you jump in any of four directions.

### **Getting Over Obstacles**

You can scale obstacles such as walls and fences by facing them and pressing the UP direction key.

### **Crouching and Crawling**

Press and hold the action key when stationary to crouch down; now press one of the direction keys to begin crawling in that direction.

### **Ladders**

When you're standing close to the foot of a ladder press the UP direction key to begin climbing. Use the UP or DOWN direction key to climb up or down a ladder.

### **Making Enquiries**

You can talk to anybody in the game by simply standing in front of the person and pressing the action key to initiate a conversation. This is particularly useful if you want to question an eyewitness to a street crime and find out what they know (if you're lucky you can often find a few witnesses hanging around a crime scene).



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## Items and Inventory

You can pick up many items you see in the game by standing over them and pressing the action key. Press the ENTER key to bring up your inventory: this is where all the items and weapons you have collected are displayed. Use the ENTER key to select an item then release the ENTER key to close the inventory - the item will now be selected.

## On-Screen Panel



The panel in the bottom left of the screen shows you your objective directions, health meter and what you are carrying at the time. As objectives are added to your missions, these will appear as differing coloured arrows with an objective name on the Navigation map. As you approach your target the arrow will turn into a small dot on the inside of the radar screen until it reaches the centre of radar. On some missions there is a time limit, this is shown above the icon for your currently held item and will decrease as the mission progresses.

## The In-Game View

### *1) Health*

Your health bar is shown as the circular bar around the navigation map. As you are wounded your health will decrease until you die. If you have been wounded you can get yourself back to full strength by picking up a medical kit. Each medical kit recovers up to 50% of your health instantaneously.

## ON-SCREEN

### 2) *Disciplinary Violations*

Should you deliberately or accidentally cause the death of an innocent civilian during the course of your duties then you will receive a citation for disciplinary violation. If a police officer witnesses the killing then he will attempt and take you into custody. Even if you manage to avoid arrest if you receive five citations then you will be instantaneously removed from duty, forcing you to start the mission from the beginning. Note, the Department takes a particularly dim view of the death of its patrol officers - killing a fellow police officer could result in instant dismissal and the termination of the mission. The department takes a very serious view on the killing of innocents, if you kill too many civilians during a mission, the internal affairs department will begin an investigation into your actions. If the rate of civilian kills gets too high for the department you will be removed from duty permanently.

### 3) *Item being carried Icon*

This shows a picture of your currently selected weapon. If you are unarmed it shows a hand. If the weapon selected is a gun then the amount of ammunition presently in the magazine is displayed below.

### 4) *The Crime Rate*

This percentage gives an indication of the level of lawlessness in your area. The figure rises every time a crime is committed in the current district and it drops every time you arrest a criminal (in each case the rise or fall depends on the nature of the crime committed). If the crime rate should reach 100% then you will fail the mission and be forced to start again. The crime rate only applies to certain missions.



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## Combat

Many times during a mission you will have to resort to physical force to overcome suspects or anyone obstructing you in the course of your duties. Sometimes, if your own safety is under threat, the use of lethal force is sanctioned.

### Hand To Hand Fighting

Name	Action	Keyboard	Game pad or joystick
Direction	Movement. Use the LEFT and RIGHT direction keys to circle an opponent either left or right. Press the UP direction key to advance and the DOWN direction key to retreat. If you are fighting multiple opponents the direction keys allow you to aim your attacks towards one of your assailants (see the section: Fighting Multiple Opponents)	Arrow keys	Up direction pad or stick
Action key	Pick up / throw object. Press the action key while standing over an object on the floor to pick it up. Press the action key a second time to throw it.	C	Button 1

## COMBAT

Name	Action	Keyboard	Game pad or joystick
Punch key	Punch. Use selected object. If you have knife or baseball bat selected press the punch key to use that object. If you have a gun selected press the punch key to fire it.	Z	Button 3
Kick key	Kick	X	Button 4
Jump key	Jumping kick	SPACE	Button 0

Try using variations of the direction, punching and kicking buttons for combination attacks.

### Sliding tackle

Press the kick key when running or sprinting to perform a sliding tackle. Timed correctly you can knock two or more people to the floor in this way. This may give you the opportunity to arrest an opponent before they have a chance to get an attack in.

### Fighting Multiple Opponents

If you come up against more than one opponent at close range you will find they often try to surround you - in the worst case scenario you will have an opponent to the front, one each to your left and right and a fourth directly behind you. In this situation you can use the direction keys to aim your attacks. For example holding the LEFT direction key and pressing the punch key will throw a punch to the opponent standing to your left, while holding the DOWN direction key and pressing the kick key will kick out at the opponent standing directly behind you.



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## GRABBING

### Grabbing your opponents

Forward on the D-pad and punch will allow you to grab the enemy, you can then throw them to the floor (for stomping or arresting) or knee them in the stomach.

#### **Blocking your opponents attack**

Blocking is achieved by backing away from the enemy, D'arci will auto block, when in autoblock a foot sweep can be performed using the kick button.

#### Identifying Your Opponents

If you come up against more than one opponent you can identify the gang members by the colour of their jacket. The jacket colour represents the overall strength of your opponent.

#### **Grey Jackets: *Easy***

These guys are fairly easy to beat and these are the WILDCAT gang members you will meet early on in Union City.

#### **Green Jackets: *Medium***

The Green coloured jackets on your opponents mean that these WILDCAT gang members are more skillful in hand to hand combat and more accurate with weapon fire.

#### **Red Jackets: *Hard***

The highest members of the WILDCAT gang at street level. The red coloured jackets on WILDCAT gang members signify that these guys are deadly in unarmed combat and lethal with a weapon.

## **SUSPECTS**

### **Bane's Hit Men**

Not much is known about these opponents. Rarely seen in daylight, they stalk the streets at night and answer to a much higher power. Armed with a lethal array of weapons, these Hit Men are to be avoided if at all possible.

## **Dealing With Suspects**

### **Making an Arrest**

You get the opportunity to arrest a suspect only if you physically overpower them during hand to hand combat, while they are lying dazed on the floor you can restrain them and place them under arrest. Stand over the suspect and press the action key to handcuff them. Note: you only have a few moments to do this - after that the suspect will be back on their feet and either running off or ready to continue the fight. If the suspect has indeed been involved in some criminal activity then once you have made the arrest a brief message will pop-up to indicate the crime they committed and showing the effect that your work has made on the overall crime rate.

### **Searching Suspects**

You can frisk bodies or anybody you've placed under arrest for weapons or other concealed items. Stand over the suspect and hold down the action key to begin the search. You will see a rising percentage to indicate how far the search has progressed; if it gets to 100% and you've found nothing then it's safe to assume the suspect is/was clean. If you do find something it will appear next to the suspect, stand over it and press the action key to pick it up.



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## Stealth

You will find that in many situations stealth tactics will yield better results than a gung-ho approach. If you are trying to avoid attracting the attention of potential enemies then there are a number of points to bear in mind:

### **Keep out of site**

Enemies will be alerted to your presence even if they just catch a glimpse of your shadow. If there's low cover nearby you can use it by crawling along on all fours. Press and hold the action key then use the direction keys to move. If you're close to a wall press the action key to push yourself flat against it, then you can use the LEFT and RIGHT direction keys to move along flush against it.

### **Stay silent**

It is important that you do not betray your position by making any noise: firing a gun or accidentally kicking a discarded can will both bring enemies down upon you. Note, you can sometimes use this to your advantage: throwing a can into another area will draw the attention of guards away from where you are.

### **Leave no trace**

Any evidence you leave as you pass through a sensitive area may be discovered by subsequent guard patrols. If you are badly injured you will leave a telltale trail of blood that will be spotted by any guard who comes across it - use a medical kit before proceeding.

# DRIVING

## Use of Vehicles

Although most parked vehicles you come across will be locked occasionally you will find or be given keys to certain vehicles. Note, you do not have to select the key to open a locked vehicle, if the key is in your inventory then you merely have to walk up to the door and press the action key. The easiest way to commandeer a vehicle being driven in the street is to stand in front of it to block its passage then fire a single shot as a warning. The driver will usually exit the vehicle and flee at this stage leaving you free to climb in and drive off.

If you press the brake key and either the left or right directional buttons while moving at speed then the vehicle will perform a handbrake turn.

There are many vehicles on the streets of Union City: cars, vans, taxis, police cruisers, police and 4-wheel drives. Each type vehicle is different in terms of top speed, handling and protection offered.

## Driving Controls

Name	Action	Keyboard/ Mouse	Game pad or joystick
Action key	Enter/exit vehicle	C	Button 1
Direction	Use the UP direction key to go forwards, LEFT and RIGHT to steer the vehicle, and DOWN to put it in reverse.	Arrow keys	Direction pad or stick
Jump key	Pursuit mode. Tap SPACE to go into pursuit mode. Tap again to go back into normal driving mode	SPACE	Button 0



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### **Commandeering vehicles**

Though being a police officer you will have occasional access to the police pound vehicles such as cars or MPV's. You may in the course of your duties choose to commandeer a civilian vehicle. To do this stand in front of the vehicle and fire a warning shot from your weapon. If the civilian in the vehicle gets scared they may exit the vehicle and allow you to take control. Be careful though some civilians will not give their vehicle up.

### **Saving**

Once you have successfully completed your mission you will be asked if you wish to save your progress. Select "YES" to save (or "NO" to skip straight to the mission select screen) then select from one of the eight (remove eight) saved game slots.

### **Loading**

If you have already saved your progress in a game then you may resume play at that point by selecting "Load" from the main menu, then selecting the file from those listed in the eight (remove eight) saved game slots.

### **Options**

Select "Options" from the main menu to get to the Options Screen. From here, the choices are as follows:

## AUDIO/VIDEO

### Audio Configuration

Use the UP and DOWN direction keys to highlight one of the following:

**Volume** – raise and lowers the in game master volume.

**Ambient Volume** - Lower or raise the volume level for in-game sound effects.

**Music Volume** - Lower or raise the volume level for in-game music.

**Return** - choose this to return to the Options Menu.

### Video Configuration

All of these options will increase or decrease the overall speed of your game dependant on the options chosen. Urban Chaos will configure itself to run as fast as it can on your machine when you first start playing the game. If you change any of these options it may decrease the overall speed of Urban Chaos.

<b>Stars</b>	Turns the stars on or off
<b>Shadows</b>	Turns the in-game shadows on or off
<b>Puddles</b>	Turns the puddles on or off
<b>Dirt</b>	Turns the leaves and litter on or off
<b>Mist</b>	Turns the in game fog on or off
<b>Rain</b>	Turns the rain on or off
<b>Skyline</b>	Turns the background skyline on or off
<b>Crinkles</b>	Turns the Crinkles on and off

### Reflections

<b>Moon</b>	Turns the moon off in the background
<b>People</b>	Turns the people reflections off in puddles etc



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## GAMMA

### Texture Mapping

Perspective -

Turn perspective correction on or off

Bilinear -

Turns bilinear filtering on or off

## Gamma Correction

Low - High slider bar -

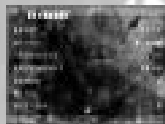
This changes' the overall brightness of your gamma settings on your video card.

Return -

choose this to return to the Options Menu.

### Controller Configuration

#### Keyboard



You can change any of the keyboard controls for Urban Chaos by pressing "Enter" on your keyboard and then pressing your new desired button on your keyboard for that control option.

#### Joypad



You can change any of the keyboard controls for Urban Chaos by pressing "Enter" on your keyboard and then pressing your new desired button on your Joypad for that control option.

## **GAMMA**

### **Return**

Takes you back to the main menu.

### **Exiting the game**

If you want to stop playing Urban Chaos and return to windows choose this option and press "ENTER". You will be asked if you are sure before being return to your desktop.



### **UCPD**

Personnel File

Name: STERN, D'ARCI

Rank: Officer

DOB 07/07/70

### **Comments**

Officer Stern is ambitious and enthusiastic as you would expect from someone from a family with a strong tradition of law enforcement (both her father and brother served in the UCPD and both were sadly lost in the line of the duty). However she also has a tendency to be headstrong and sometimes over-zealous in the execution of her duties. She is a loyal and dependable partner but seems to prefer working on her own. Officer Stern is extremely athletic, with an excellent level of stamina. At present she can run faster and jump further than anyone else in the department.

### **Disciplinary History:**

1983: up against assault charges brought by the suspect accused of killing her brother. Charges dropped through insufficient evidence.



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## ICONS

UCPD

Felony Record

Name: McIntyre, ROPER

DOB 01/01/44

Current Address: None

Known Associates: None

Previous Convictions: Assault, deception, breaking and entering, impersonating a police officer, and resisting arrest. Numerous charges for firearms offences, vagrancy and drunkenness.

Summary: Subject is ex-military and former informant for this department. Psychiatric reports indicate paranoia - he appears to see himself as some kind of vigilante. The subject is extremely dangerous and should not be approached without backup even when unarmed.

### Pickup Icons

The following Icons, whilst have a minimum effect immediately over time they will increase the players overall ability if all are found per level.

#### Max Health



This Icon once found will return the players health to its full amount, this icon also increases the players health bar over time.

#### Reflexes / Accuracy



The Reflexes / Accuracy Icon will accrue throughout the game. The player will notice that after a period of time the reaction times and the accuracy whilst shooting of the players character will improve.

## ICONS

### Strength / Damage



The Strength / Damage Icon, like the Reflexes / Accuracy Icon accrues throughout the game. The player will notice that after a period of time the players character will be able to take more damage whilst fighting.

### Constitution / Speed



Again like the above Icons this accrues throughout the game. The players overall speed and running distance will improve.

### Weapons

Although you begin most missions with no weapons you should be able to find some fairly easily. You can often disarm an armed assailant during the course of a brawl; when you see the weapon fall to the floor nearby stand over the top of it and press the action key to pick it up. Remember, once a weapon is in your inventory you still have to select it before you can use it.

### Firearms – See below

All guns work in the same way: when a target presents itself ahead of you a targeting icon will appear around it to denote that you are aimed and ready to fire.

### Explosives – See below

*Hand grenades* - Press the action key to pull the pin then press the action key a second time to throw. Note, the grenade has a 6-second fuse.

*Time bombs* - General-purpose explosives for all manner of demolition work. Press the action key to place the bomb, you then have 5 seconds to get outside of the blast radius.



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## OTHER WEAPONS

### Other Weapons

#### Beretta Pistol



The pistol is a good all round weapon. It has a good short to mid-range accuracy with a high fire rate.

#### Shotgun



Devastating at short range, this weapon has a slow reload time.

#### M16 Assault Rifle



A good all round weapon once found or acquired. A good fire rate with a mid-range distance and an excellent accuracy.

#### Grenade



The grenade has a six-second fuse, once primed the user must release this weapon toward their target or be blown to pieces

#### Knife



A short-range weapon used in hand to hand combat. When in the hands of an experienced user can be deadly on sneak attacks.

## **OTHER WEAPONS**

### **Baseball Bat**



Another hand to hand combat weapon. Used to stun or knock down opponents.

### **Explosives**



The explosives are either given to the player at the start of a mission or found during the level. The explosives have a devastating short-range blast, and must be used in conjunction with the mission brief.

### **Pistol Clip**



Pistol clips give the pistol weapon a full cartridge of bullets.

### **Shotgun Shells**



Shotgun shells vary in amount when found.

### **M16 Rifle Clip**



M16 Rifle clips give the M16 rifle a full cartridge of bullets.

### **Health**



The health icon gives the player, approximately 50% health increase.



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# CREDITS

## Mucky Foot

Mucky Foot are Ashley Hampton, Barry Meade, Chris Knott, Eddie Edwards, Fin McGechie, Gary Carr, Guy Simmons, James 'Dudley' Watson, Jan Svarovsky, John Steels, Junior Walker, Justin Amore, Mark Smart, Mark Adam, Martin Oliver, Matthew Rosenfeld, Mike Burnham, Mike Diskett, Oliver Shaw, Penny MacArthur, Richard Franke, Simon Keating, Stuart Black, Tom Ireland and Wayne Imlach.

Here's an effort to divide up we what did to make Urban Chaos!

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David Walker  
David Wright  
Gary Carr

John Steels  
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### Localisation Team

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Flavia Timiani

### Testing

Jean Yves Duret - Lead

### Tester

Linus Dominique  
Mike Hanley  
Louis Famham  
Clint Nembhard  
Nick Oakley

### Marketing

Karen Ridley  
Lorna Evans

### PR

Jonathan Rosenblatt  
Steve Staris

### Creative Services

Caroline Simon

## Eidos USA

### Producer

Eric Adams

### QA Manager

Mike McHale

### Product Manager

Jennifer Fitzsimmons

### Marketing Manager

Susan Boshkoff

### PR

Brian Kemp  
Greg Rizzer

## Testing

Corey Fong  
Kjell Vind  
Ralph Ortiz  
John Arvay

## Eidos France

### Marketing Manager

Olivier Salomon

### Localisation Manager

Stephan Gonizzi

### PR Manager

Priscille Demoly

### Localisation Testing

Guillaume Mahouin

## Eidos Germany

Thanks Eidos Germany.

### Voice Production Casting

Phil Morris at  
AllintheGame

### Voice Production

Barry Meade  
Martin Oliver  
Chris O'Saughanessy  
Phil Morris

### Voice Actors

Jhonnies Fiori  
Dan Russell  
Sharon Holm  
Kerry Shale  
Julienne Davis  
Colin McFarlane  
Ted Maynard  
Brad Lavelle  
Trago Igawa

### Translation

Around the World, Paris  
French Voices  
Le Lotus Rose, Paris

# URBAN CHAOS