THE DA VINCI CODE™

TEEN T CONTENT RATED BY ESRB

29944-2

XBOX

THE DA VINCI CODE™

COLUMBIA PICTURES

SONY PICTURES CONSUMER PRODUCTS

the collective

2K

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games.

Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

GETTING STARTED 2
STARTING UP 3
GAME CONTROLS 3
INTRODUCTION 4
CHARACTERS 4
ORGANIZATIONS 5
QUICK START 7
MAIN MENU 7
GAME MENU 8
LOADING A SAVED GAME 9
PAUSE MENU 9
NAVIGATION 10
INVESTIGATION 10
INVENTORY 11
PLAYER INTERACTIVE SEQUENCES 11
STEALTH 12
COMBAT 13
STRUGGLE SYSTEM 13
WEAPONS 14
HEALTH 14
VISUAL DATABASE 15
OPTIONS 16
CREDITS 18

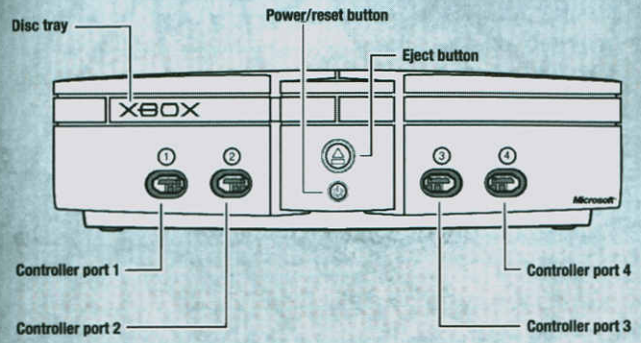
LETTER FROM THE DEVELOPER

Thank you for purchasing The Da Vinci Code™ game. We've brought together for you a wealth of information on everything from ancient Goddesses to actual decryption methods that are used by cryptographers to this day. For the action gamer we've incorporated a new cinematic style of combat unlike any you've seen before. Finally, for the puzzle lover in all of us, an abundance of unique encryptions, anagrams and mind twisters will keep you thinking throughout the game.

There's something for everyone here, and we hope that you will enjoy your journey as you explore the mysteries set forth in the book and movie as well as some surprising plot twists that are completely new to The Da Vinci Code™ world.

The Collective

GETTING STARTED



USING THE XBOX VIDEO GAME SYSTEM

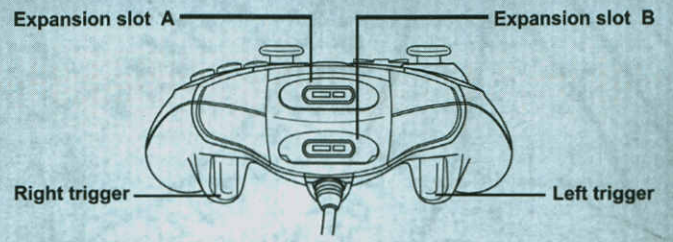
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the Power button and the status indicator light will light up.
3. Press the Eject button and the disc tray will open.
4. Place The Da Vinci Code™ disc on the disc tray with label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing The Da Vinci Code™.

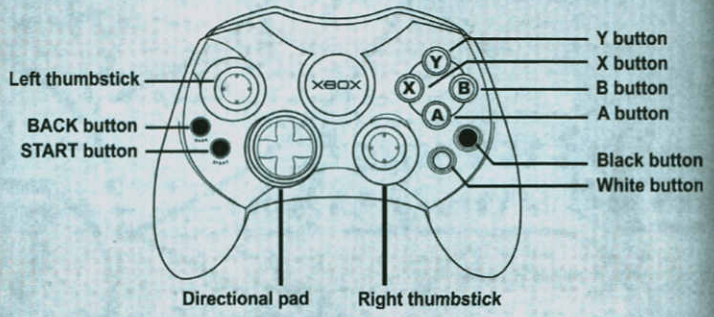
AVOIDING DAMAGE TO DISCS OR DISC DRIVES

To avoid damage to discs or disc drive:

- Insert only Xbox-compatible discs into disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

STARTING UP





GAME CONTROLS

LEFT Thumbstick	Move Character
RIGHT Thumbstick	Control camera
A button	Action
X button	Attack
Y button	Not used
B button	Not used
Directional pad	Selection
L trigger	Stealth
button	Visual Database
R trigger	Run
button	Inventory
BACK button	Not used
START button	Pause

INTRODUCTION

The Power of Symbols speech at the Symbology Symposium in Paris went amazingly well, despite a certain Boston Magazine article's embarrassing commentary being read aloud during Robert Langdon's introduction. Everything went perfectly, from Robert's subtle introduction of the amazing origin of symbols and their meanings, to their use today in subliminal advertising and corporate logos.

With the sound of thunderous applause echoing behind him, Robert was stunned to see two DCPJ officers looking for him backstage. "There has been an incident," is what Robert thought the larger officer was attempting to say in English. This was followed by a much more clear and precise "You will come with us?"

CHARACTERS

ROBERT LANGDON - A professor of Symbology at Harvard University, Mr. Langdon is not foreign to danger and mystery, as some of his previous adventures have brought him close to ancient conspiracies and assassination attempts on his life. It's no wonder that intrigue follows wherever he goes.

Langdon came to Paris to give a lecture at the American University of Paris on the power of symbols. While there he was supposed to meet with Jacques Sauniere to discuss an unknown matter at Sauniere's behest, however, a shocking turn of events brings Robert to Sauniere, but not as expected.

SOPHIE NEVEU - An agent of the Judicial Police, Miss. Neveu works in the cryptography department deciphering coded messages. Though her childhood was tragic she has become a strong woman in her own right. However, on this particular night a most bizarre crime scene image has come across the desk of this cryptology expert.

BEZU FACHE - An Inspector of the Judicial Police, Fache, or Le Taureau as his officers call him, is well known for getting the criminal he's after. He pursues relentlessly and always captures the perpetrator. Unfortunately, the bizarre circumstances behind his current investigation have given him a great deal to ponder and the most unlikely suspect seems to be the most likely culprit.

JACQUES SAUNIERE - The Curator of the Louvre had always been known as a quiet and peaceful man. His time away from work was kept very private, and no one could ever have known about his secret life at home. Recent events have caused mysterious affiliations in Sauniere's life to bubble to the surface, and now the secrets he held most dear must be passed on to someone soon, or will be lost forever.

SILAS - Silas was an albino born to a spiteful father and a timid mother. She was beaten to death by Silas' father for daring to have an albino child, Silas retaliated by slaying his father with a butcher knife. He then ran to the streets where he grew up as a thief without a name until he was caught stealing by dock workers and killed one of them as he was being beaten. He was sent to prison, and without an identity, he soon became lost in the system, damned to spend his life rotting in a cell.

Until one day, the earth shook and the wall of his cell crumbled. He escaped and wandered aimlessly in a delirious fever until he passed out. When he awoke, he found himself under the care of a priest of Manus Dei, Manuel Aringarosa. It was Aringarosa who gave Silas his name and his purpose in life.

SIR LEIGH TEABING - The author of over a dozen books on Grail Lore, Leigh Teabing is a world-renowned expert on the history of the Holy Grail. Leigh was diagnosed with Polio at the age of nine and was forced to use crutches for the rest of his life. He spent several years traveling to famous Grail sites throughout Europe. He obtained a first-class honors degree in History before moving on to Cambridge University to complete his PhD. After purchasing Château Villette, Teabing retired to focus on his life's passion, the quest for the Holy Grail.

ORGANIZATIONS

DCPJ - The Direction Centrale Police Judiciaire is a major French internal security service. Made of two departments, the national police force and the national gendarmerie (or military police), their principal mission is to combat criminal and delinquent behaviors in whatever form crime may take.

BRITISH POLICE - British police forces are organized under three main factions: the British Transport Police, the National Crime Squad, and SOCA (Serious Organized Crime Agency). The majority of police work is handled by territorial police forces covering a particular city and under the command of a Commissioner.

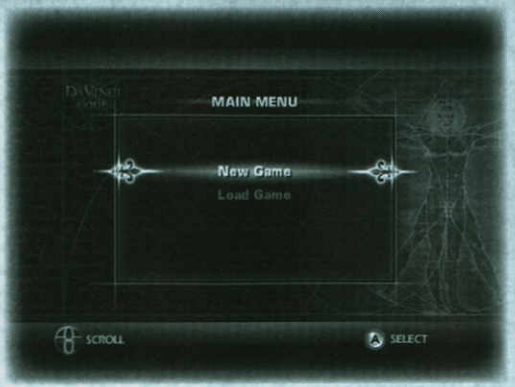
MANUS DEI - This conservative and highly regulated sect of the Church, values discipline and strict following of the rules above all. They have little tolerance for other religions and their practice of corporal mortification (self-flagellation to absolve their sins and keep pure) is looked down upon by the upper echelon of the Church. Though their practices have always been a point of contention, recently it has become a high profile issue and the Church has been considering Manus Dei's removal from their stable of recognized sects.

SANCTUS UMBRA - The seedy underbelly of Manus Dei, Sanctus Umbra is only a whispered tale passed on as a legend from the early 1930s. Rumors speak of a group of monks trained by Manus Dei in the ways of the ancient Hassassins (or assassins) from their youth. Their ability to blend with shadows is said to be uncanny, and their thirst to inflict God's vengeance, insatiable.

THE PRIORY OF SION - Many rumors abound about this mysterious secret society. Though documentation of their existence has proven to be questionable at best, it is rumored that the Priory itself would prefer its activities and members remain unknown. While the history of the Priory remains in question, it is said that they had a hand in the creation of the Knights Templar and ultimately in keeping the bloodline of the Merovingian dynasty, the last line to Jesus Christ, alive.

MERCENARIES - These cutthroat criminals care about only one thing, money. If you can pay, you've got yourself a veritable army of bloodthirsty villains who know the ins and outs of any type of job you send them on. Need a bank robbed? No problem. Want someone taken out? No sweat. Need a Church secured? Well, that's not exactly their cup of tea, but for the right price, they'll do their best.

QUICK START



To start your game as quickly as possible, follow these instructions.

- Hit Start.
- The Main Menu will appear. The New Game option will be highlighted, push Select Ⓐ button.
- Move to an Empty Saved Game slot and push Select Ⓐ button.
- Push Select Ⓐ button to reserve that game slot for your new game.
- Push Select Ⓐ button again to confirm that your saved game slot is now reserved.
- From the Game Menu, Start Game will now be highlighted. Push Select Ⓐ button to start your game.
- Enjoy the game!

MAIN MENU

NEW GAME - This allows you to select a new save slot where your new game will be saved.

LOAD GAME - This brings up your list of saved games and allows you to load one of them into memory.

GAME MENU

START GAME or **RESUME GAME** - This begins a new game in the new memory slot you selected or resumes the game you loaded from your list of saved games.

MISSION SELECT - If you have completed a level of the game you can select it from here and play through the level again.

OPTIONS - This is where you can adjust various settings to suit your preferences. Read the section on Options (page 16) for more information.

EXTRAS - This allows you to see all the extras that you have unlocked by playing the game and discovering secrets.

CREDITS - Displays a list of people who created this game.

EXIT - Returns you to the Main Menu so you can start a new game or load a saved game.

LOADING A SAVED GAME

- To load a saved game, select Load Game from the Main Menu.
- Your saved game list will appear, select the saved game you wish to load.
- Once selected the Game Menu will appear. From the Game Menu, select Start Game and the saved game you selected will load.

PAUSE MENU

During gameplay you can push **START** button to pause the game and bring up this menu. All of the options here are the same as the Game Menu with the following exceptions.

OBJECTIVES - This will display your primary mission objectives for the level. If you are unsure of what to do, consult your objectives.

SECRETS - If you have found any secrets they will be displayed here.

RESTART - This restarts the level you are currently playing.

QUIT - This will quit the game and return you to the Game Menu.

SAVE - You may save your game after you have reached a save checkpoint by using this option. Any progress you have made after a checkpoint will be lost. Look for the message "Checkpoint reached," to determine if you are at a point where you can save the game without losing progress.

NAVIGATION

- Use your **LEFT THUMBSTICK** to move around the world.
- Use your **RIGHT THUMBSTICK** to rotate the camera around your character.
- When an object or person is interactive, a message will appear at the bottom of the screen telling you what button to push to interact, and what sort of interaction will take place.

INVESTIGATION

CAMERA CONTROL - Use the **LEFT THUMBSTICK** to pan the camera around the object or objects you are investigating.

OBJECTS OF INTEREST - When you pan the camera over an object of interest it will highlight and an examine message will appear at the bottom of

the screen telling you to push Ⓐ button. If you do, your character might discuss the object of interest and give you interesting and useful information. Some objects will automatically be picked up when you investigate them so that you can examine them further in your inventory.

INVENTORY

BASICS - Push ● button to access your inventory. You can move the **LEFT THUMBSTICK** up or down to move through the items in your inventory. Push the Ⓐ button to select an item and bring up three menu options.

USE - This allows you to use the current object you have selected in your inventory upon an object or place within the world.

COMBINE - Selecting combine will bring up a secondary inventory menu allowing you to select another object from inventory. Once you select the second object, the two objects will combine when they are compatible.

EXAMINE - Allows you to rotate an object to examine it from all sides. This also brings up anything interesting about the object that Robert or Sophie might notice.

PLAYER INTERACTIVE SEQUENCES

There are a variety of sequences that require special motions on the analog sticks as well as rapid button presses. Pay attention to the directions at the bottom of the screen to determine what you must do to complete these sequences.

If you do not push the buttons rapidly enough or do the improper motions on the analog sticks, you can fail a sequence. Have no fear; you can continue to attempt the sequence until you succeed.

STEALTH

BASICS

- To move stealthily, hold down the L button while you are moving. This will cause you to move silently such that guards cannot hear your movement; however, they can still see you. If you are in deep shadows, your character will crouch low to the ground, in areas of deep shadows, opponents will be unable to see you.
- To cause a sound distraction, continue to hold down L button and simultaneously pull the R button for run. Opponents within the general area will hear this noise and come to investigate allowing you to avoid them, ambush them, or attack.

WALL AMBUSH

- When you are near a wall that would be suitable for an ambush, a message at the bottom of the screen will appear telling you to push A button to go into a wall ambush.
- From a wall ambush you can pan the camera to see around a corner and look for approaching opponents.
- If you push X button for attack, your character will charge straight towards the open end of the nearby hallway. If you time it right, you can hit your opponent and possibly render them unconscious.
- If you push B button for tap, your character will tap the wall, causing an opponent in the general area to come and investigate. Using this can set up a perfect opportunity for your attack.
- If you push Y button for exit, you will abandon the wall ambush technique and can move around normally.

SOUND DISTRACTION

- Though there are multiple ways to create sound distractions, the safest way is to throw an item to attract an opponent's attention. Soda cans, glass jars, rocks, staplers, coffee mugs, and bolts can all be used for this purpose. A distraction can be used to draw the opponent's attention away from an area you want to sneak through, or to setup an ambush.
- To initiate a sound distraction, pick up a sound distraction item. You can drop a sound distraction item you are currently holding by pressing A button.
- Push X button to initiate aiming where you want to throw the sound distraction item. Use the **LEFT THUMBSTICK** to pick the precise location where you want to throw it. When you are ready to throw, push X button to throw the item. Opponents in the general area will move to investigate the sound.
- If you decide to not throw the item, push B button to break out of aiming.

BODY DRAGGING

- If you've defeated an opponent in combat, remember that they are only unconscious. If another opponent sees them, they can be woken up, or worse, they may call for backup.
- To drag a body, simply walk up to it and press A button for drag. You may have to do this twice because a body can only be dragged if it is face up.
- Once you are dragging the body, you can move around using the left analog stick as you normally do.
- Try to find a dark corner or a hallway where your opponents do not typically go and push A button for drag again to drop the body there.

STEALTH ATTACK

- When an opponent is unaware of you, it is possible to get behind them using stealth. If you can get directly behind them, a stealth attack option will appear.
- To stealth attack, rapidly press X button to begin your attack. If you succeed before you are noticed, you will inflict a great amount of fatigue damage. If you are holding a weapon you will render your opponent unconscious.

COMBAT

BASICS - Combat in The Da Vinci Code™ is a unique cinematic experience. Once an opponent has discovered you, they will usually approach to engage you in melee. Your character will immediately move into a combat ready stance where you can push X button to attack them or push R button to run away. When either you or your opponent connects with an attack, you will go into the Struggle System.

STRUGGLE SYSTEM

THE DECISION - You have three choices you can make when engaged in a struggle. If you are ever uncertain of what to do, look for the buttons that appear on the bottom of the screen indicating what you should be doing.

ATTACK -This will give you a sequence of buttons that you must push in a short timed sequence. If you hit a button within the proper time, the button display will highlight in gold. If you succeed on all of the button presses, your character will do a sequence of attacks that greatly damage your opponent and will enable you to make the next combat Decision.

PUSH - This will allow you to maneuver your opponent into a more favorable combat position using the **LEFT THUMBSTICK**. You can push enemies into walls, tables and desks to enable a special attack sequence that can cause greater damage.

THROW - This will cause you to enter into an intense test of strength as you struggle to overpower your opponent. You must rapidly press Ⓐ button to win. If you succeed, you will throw your opponent away from you. This will allow you to break out of a struggle, but it is most beneficial if you throw your opponent into a wall or desk as it will stun them and allow you to escape.

DEFENSE - If you fail a sequence or test, you will be put into a defensive mode where you must push buttons as they appear on screen in order to dodge the enemy attacks. Each failure will result in damage and possibly render you unconscious. If you succeed on all of the button presses in the sequence you will be able to make the next combat Decision. If you fail the sequence the enemy will control the next combat Decision.

WEAPONS

When you have a weapon equipped, stealth attacks will be much easier to complete and will render your opponent unconscious. In regular combat, weapons give you better reach so that you can damage your opponent before they can attack you. There are many weapons throughout the game, including: mallets, crowbars, candle sticks, metal posts, lead pipes, two by fours, and wrenches. If you find one, stand over it and press Ⓐ button to pick it up. Pushing Ⓐ button again will drop the weapon. The Ⓧ button will cause your character to attack with it.

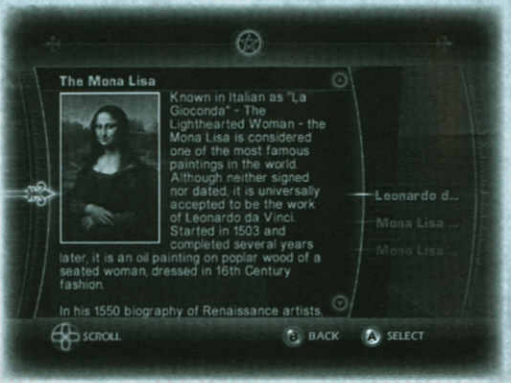
HEALTH

DAMAGE - When your health becomes low, your character may become dazed. You will notice this when you take a particularly strong hit as you will see red and the world may go out of focus. If you have taken light damage, the world may become slightly gray and blurry. If you are close to unconsciousness you will see red.

HEALING - There are three items that can heal you of damage.

- ***Small Bandage*** - This will heal a small amount of damage.
- ***Large Bandage*** - This will heal a moderate amount of damage.
- ***First Aid*** - This will completely heal you.

VISUAL DATABASE



The Visual Database can be accessed by pressing ○ button. This is where all of the information that you gather throughout the game will be stored. When you need to research something for a puzzle, or can't remember a topic that was discussed, you can use the Visual Database to help remind yourself. As you progress, these sections will fill, but can you discover everything?

Information in the Visual Database is divided into six sections.

ART - Paintings, statues and other works of artistic expression will have their elaborate histories, meanings and details of their creation written here.

HISTORY - Interesting events surrounding art, people and places will be displayed here as you discover them. Secret cults, religions, and organizations will also appear in this section.

PEOPLE - The artists and people of history, as well as the people you meet on your journey will have their interesting lives written here.

PLACES - The locations that you travel to as well as interesting points within those areas will have their relevant information written here.

CLUES - As you uncover puzzles and cryptic messages, clues to solving them will appear in this section.

SECRETS - Hidden throughout the locations are secrets. As they are collected, information about them will appear in this section.

OPTIONS

CONTROLS - This displays your controller and explains what the various buttons do within the game.

AUDIO

- ***Dialogue*** - You can adjust the volume of all spoken dialogue within the game to your preference.
- ***Music*** - You can adjust the volume of all game music to your preference.
- ***Effects*** - You can adjust the volume of sound effects (such as a door opening or a dog barking) to your preference.

GAMEPLAY

- ***Subtitles*** - Turning this on will display text for all of the spoken dialogue in the game.
- ***Vibration*** - Turning this on will cause your controller to vibrate during key moments throughout the game, enhancing the gameplay experience.
- ***Combat*** - You can tune the difficulty of combat to your preference by choosing between Easy, Normal and Hard.

THE DA VINCI CODE™

Powered by Slayer ™

Developed by The Collective
A Foundation 9 Entertainment Company

Foundation 9

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VERY SPECIAL THANKS

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SPECIAL THANKS

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David Boutry	Ryan Brant
Scott DeFreitas	David Edwards
Dan Einzig	David Gershik
Susan Lewis	Xenia Mul
Nan Teh	Natalya Wilson
Peggy Yu	

2K INTERNATIONAL

Producer	Scott Morrow
Technical Producer	Saj

SONY PICTURES CONSUMER PRODUCTS

Executive Director, Interactive	Mark Caplan
Executive Producer, Interactive	Keith Hargrove

SPECIAL THANKS
Dan Brown
Ron Howard
Brian Grazer
Michael Rosenberg

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International PR Director — Markus Wilding
International Marketing Director — Matthias Wehner
International Product Manager — Lia Tsele
Licensing Director — Claire Roberts

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Technical Producer — Sajjad Majid

DEVELOPMENT TEAM
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Mark Ward — Simon Picard
Wayne Boyce

Localisation Manager — Scott Morrow

LOCALISATION TEAMS
Around The Word
Coda Entertainment, München
Synthesis Iberia
Synthesis International
U-TRAX Multimedia Localisation B.V.

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QA Localisation Supervisor — Iain Willows
Lead QA Technician — Steve Manners
Lead QA Technician — Alex Cox

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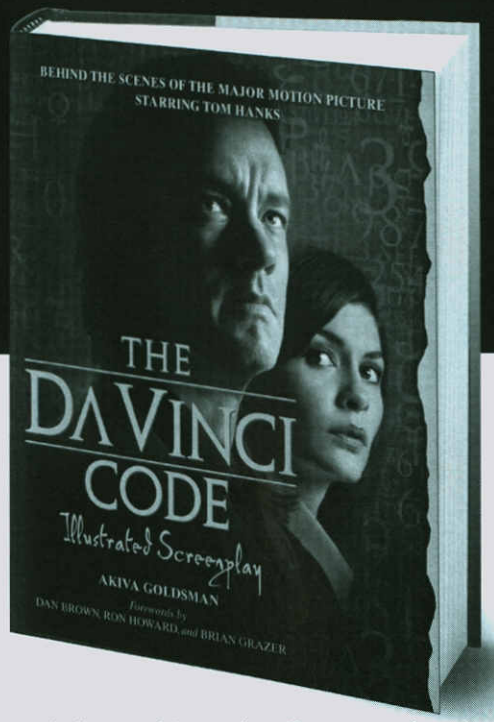
James Ellingford — Tom Baker
James Quinlan — Tracey Chaplin
Jan Sturm — Valentine Heliot
Jochen Färber — Warner Guinée
Jochen Till — Zoran Roso
Jon Broadbridge
Jose Antonio Muñoz-Calero Fernandez

GO BEHIND THE SCENES OF THE MAJOR MOTION PICTURE!



The Da Vinci Code Illustrated Screenplay offers unprecedented access to the tightly guarded "closed set," and a view of the filmmaking process that has never been seen publicly. Lavishly illustrated with 275 images of the actors and filmmakers —from the set and the film itself—Academy Award®-winning screenwriter Akiva Goldsman has assembled a backstage chronicle of the incredible journey to bring Dan Brown's record-setting novel to the big screen. This behind-the-scenes tour includes the complete screenplay of the film and moments and scenes that do not appear in the final cut. Also included are Forewords by Dan Brown, director Ron Howard, and producer Brian Grazer.

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