

SIREN BLOOD CURSE™



PROLOGUE

On August 3rd 2007, an American television crew reporting from deep within the mountains of Japan vanished suddenly and without trace.
Their whereabouts remain unknown.

Prior to their disappearance, the crew had been investigating the ruins of a village destroyed in a landslide in 1976.
Their investigation focused on rumours that the village had been the site of ceremonies involving human sacrifice.

The name of the site was Hanuda village. A village lost. A village cursed.

August 3rd 2007: midnight in the mountains. A ghostly siren wails...

A red ocean appears... The lost village returns.

USING MENU SCREENS

Press the **↑**, **↓**, **←** or **→** directional buttons to highlight an option, then press the **×** button to confirm. To return to the previous menu screen, press the **○** button.

When playing *Siren Blood Curse*™ in 480i or 480p resolution, press the **R2** button to zoom in to and out of menu screens.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←** or **→** etc. are used to denote the direction of the directional buttons only unless stated otherwise.

DEFAULT CONTROLS

MOVEMENT

left stick

right stick

L1 button (hold) + left stick

Move

Turn head/move camera

Strafe/side step

ACTION

↑/↓/←/→

× button

○ button

□ button or **R1** button

△ button (hold)

Access sub-command menu

Action (open/close doors; pick up weapon)

Crouch/stand

Attack

Brace door

VIEW

- L2** button
- R2** button (tap)
- R2** button (hold)
- R3** button

- Enter/exit sight jack view
- Quick first person view
- First person zoom view
- Toggle first person view on/off

PAUSE

- START
▶ button
- SELECT
■ button

- Access Pause Menu
- Access Story Menu

SUB-COMMAND MENU CONTROLS



- Switch flashlight on/off
- Special action (set trap/light flare)
- Yell
- Give commands to other characters

GUN CONTROLS

GENERAL GUN CONTROLS

- L1** button
- L1** button (hold) + **△** button
- L1** button (hold) + **□** button or **R1** button

- Ready gun
- Reload
- Fire gun

HANDGUNS

- right stick
- left stick (when not locked on to an enemy)
- left stick (when locked on to an enemy)

- Aim/lock on to an enemy
- Move
- Circle around enemy

LONG-BARRELLED GUNS

Press and hold the **L1** button to enter sniper view. While in sniper view, the following controls apply:

- left stick
- right stick
- ↑/↓

- Move
- Aim
- Zoom in/out

MOTION SENSITIVE CONTROLS



(when grabbed by a Shibito)

Throw off Shibito



(when holding a gun)

Reload

MAIN MENU

The options on the Main Menu are as follows: **New Game, Episodes, Archive, Options, Results, Mini Games* and Online Manual***.

*Access to the “Mini Games” and “Online Manual” requires a broadband Internet connection and a PLAYSTATION®Network account. For further information on connecting your PLAYSTATION®3 system to the Internet and signing in to PLAYSTATION®Network, please refer to the Quick Reference manual supplied with your system.

NEW GAME

An unseen siren calls and a blood red sea surrounds Hanuda village: welcome to **Siren Blood Curse™**. It is up to you to decide how much suffering you can endure, so choose a difficulty level carefully. Select either normal or easy – and prepare to enter a living hell...

EPISODES

Siren Blood Curse™ is divided into twelve episodes, each of which is divided into several chapters. Previously completed chapters and episodes can be viewed and replayed from the Episodes Menu.

New episodes of **Siren Blood Curse™** can be purchased and downloaded from PLAYSTATION®Network via the Episode Select Screen.

In addition, previously installed episodes can be deleted via the Episode Select Screen. For more information on downloading or deleting episodes of **Siren Blood Curse™**, please refer to the “Downloading Episodes” section outlined later in this manual.

The “Episodes” option will not be displayed on the Main Menu until a new game has been started, when it will replace the New Game option.

ARCHIVE

View information on objects and items discovered in **Siren Blood Curse™**. Often these items give clues and important background information that will help you to understand the secret of Hanuda’s terrible fate. You can also view information on all weapons discovered so far, including details of their weight and strength.

The “Archive” option will not be displayed until one or more items or weapons have been discovered and added to the archive.

OPTIONS

View and adjust a range of settings and options, including screen settings and camera view controls.

RESULTS

View a range of statistics relating to your performance within **Siren Blood Curse™**.

The “Results” option will not be displayed until the full story of **Siren Blood Curse™** has unfolded and all episodes have been completed.

MINI-GAMES

Let the terror continue with a selection of bonus mini-games.

The “Mini-Games” option will not be displayed until certain items have been discovered and added to the archive.

ONLINE MANUAL

Access the online manual for help and advice on how to survive **Siren Blood Curse™**.

PAUSE MENU

Choose from the following options:

Resume

Checkpoint

Restart

Chapter Select

Return to the nightmare

Restart from the last checkpoint

Restart the current chapter

Return to the Chapter Select Screen

STORY MENU

View the Story Menu for information on the current situation and mission objectives. Press the **L1** button or the **R1** button to cycle between options on the Story Menu.

MAP

View current mission objectives as well as a map of the immediate area. Map controls are as follows:

left stick

right stick

↑/↓

←/→

□ button

△ button

Position the map on-screen

Rotate map and alter map perspective

Change the altitude level

Zoom in to and out of the map

Turn landmark names on or off

Reset map to default view

STATUS

View a profile of the current character as well as information on items and weapons currently in their possession.

ARCHIVE

View information on items discovered during the current chapter and on all weapons discovered so far.

NOTE: to view information on items discovered during other chapters, select the “Archive” option on the Main Menu.

HELP

Get helpful advice on how to survive **Siren Blood Curse™**. Controls, combat and sight jacking are all covered here.

OPTIONS

View the Options Menu. For more information on the Options Menu, please see the “Options” section outlined earlier in this manual.

PLAYING THE GAME

SIGHT JACKING

When the mysterious siren sounds, Hanuda becomes a centre of dark forces – and a huge amount of psychic energy converges on the mountain. This energy is a side effect of the horrific blood curse, but it offers a blessing of sorts for those trapped on the mountain with the bloodthirsty Shibito: it allows them to sight jack.

Sight jacking is a psychic technique which allows the sight jacker to “tune in” to the minds of other beings – human or Shibito – in the vicinity, and to see the action through their eyes. Sight jack nearby enemies to find out if it’s safe to leave a hiding place or turn a blind corner: it’s a skill that just might save your life.

L2 button

L1 button

R1 button

R2 button

right stick

□ button

Enter/exit sight jack view

Auto search for nearest target

Auto search for furthest target

Emergency sight jack

Manual sight jack

Lock on to current sight jack target

NOTE: you can only move while sight jacking if you are locked on to a sight jack target. Press the **L2** button to release the sight jack lock.

EMERGENCY SIGHT JACKING

Carry out an emergency sight jack to tune in to a Shibito that is either approaching, on alert or attacking. When multiple Shibito are present, an emergency sight jack will tune in to an attacking enemy first, followed by an enemy on alert and then by an approaching enemy. Nearby Shibito take precedence over those that are further away.

If no Shibito are attacking, on alert or approaching, performing an emergency sight jack will have no effect.

ADVANCED SIGHT JACKING

When several enemies are close at hand it is sometimes necessary to sight jack more than one of them at the same time. It is possible to sight jack up to three enemies at once using sight jack shortcuts.

While sight jacking an enemy, press and hold the **X** button, the **O** button or the **△** button to assign a sight jack shortcut to the current enemy. Once a sight jack shortcut has been assigned, you may continue sight jacking as usual – but pressing the relevant shortcut button will cause your character to sight jack the enemy currently assigned to that shortcut, as well as any other enemies assigned to a shortcut.

While sight jacking multiple enemies using the shortcut technique, press a shortcut button to highlight the enemy currently assigned to that button. Press the **□** button to lock on to the highlighted enemy.

COMBAT

The Shibito are relentless in their desire to hunt down the living, and sometimes avoiding them by stealth is simply not an option. At such moments, you are advised to find yourself a weapon, and fast...

Press the **□** button or the **R1** button to lash out with your fists or with any weapon you currently hold. The damage you inflict will depend on your weapon and the character you are currently controlling. Some weapons are too heavy for some characters to wield.

Several kinds of attack are possible, though the availability of each will depend upon the current character and the weapon they are using.

With all weapons except guns, press and hold the **□** button or the **R1** button to land a stronger blow on an enemy. Press the **□** button or the **R1** button repeatedly to inflict a rapid series of attacks. Press the **□** button or the **R1** button while running to carry out a dash attack.

NOTE: for further information on using guns within **Siren Blood Curse™**, please refer to the “Gun Controls” section outlined earlier in this manual.

CREDITS

INTERNATIONAL SOFTWARE DEVELOPMENT

PRODUCER

Florence Kum
Elodie Hummel

ASSISTANT PRODUCER

Gavin Russell

LOCALISATION ASSET MANAGER

Anna Wojewodzka

DIRECTOR OF INTERNATIONAL DEVELOPMENT

Sean Kelly

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JAPAN STUDIO

Sony Computer Entertainment JAPAN Studio

DEVELOPMENT TEAM

project SIREN

STORY CONCEPT/GAME DESIGNER

Keiichiro Toyama

STORY CONCEPT/ SCENARIO WRITERS

Naoko Sato
Eric Bailey
Art Director
Isao Takahashi

GAME SYSTEM DIRECTOR

Kazunobu Sato

PROGRAMMING MANAGER

Eigo Miyazaki

LEAD PROGRAMMER

Masanori Sadamitsu

PROGRAMMERS

Asako Sanada
Nobukazu Takamitsu
Atsushi Nakamura
Shingo Motizuki
Satoshi Kondo
Shinsuke Fukuda
Shingo Matsumoto
Lead Planner / Scripter
Bacteria Co., Ltd.
Junya Okura

PLANNERS / SCRIPTERS

Satoru Yamabe
Shinichi Takebayashi
Hiroshi Tamate/Masashi Kudo
Yusuke Shimizu
Lindwurm Co.,Ltd.
Hideaki Nagai
Atsushi Kawashima
Shunji Ohba

MINI GAME PLANNER

Minako Sakai

LEAD CHARACTER DESIGNER

Yoshiaki Yamaguchi

CHARACTER DESIGNERS

Yasuhiro Fujii
Haruhiko Kawaguchi
Kohichiro Tamura
Bacteria Co., Ltd.
Tatsuko Miki
Takuya Yazaki
Alvion Co., Ltd.
Kouji Oshiro
Masayuki Nakahara
Tetsuya Okuda
Atsushi Nishida
Shinichi Ito
Nobuo Umahara
Pearl Digital Entertainment

SHIBITO / CREATURE DESIGNER

Miki Takahashi

LEAD STAGE DESIGNER

Shingo Komiya

STAGE DESIGNERS

Norimasa Kawano
Naomi Horikawa
Miho Takayanagi
Norihiko Takami
Kyoko Kikuchi
Tomohiro Ise
Nozieres Felicien
Kyoung Mo Sung
Takeshi Oga
Natsuko Shimizu
Azusa Kinoshita
Alvion Co., Ltd.
Aika Yamaguchi
Tomoko Tabata

Pearl Digital Entertainment
Collision Designer
Kazuto Abe

LEAD MOTION DESIGNER

Gavin Moore

MOTION DESIGNERS

Yoshio Namiki
Marshall Stephen Anri
Shuu Teraoka
Masakatsu Yoneta
Adrian Millington
Daisuke Kuki

LEAD PARTICLE / VISUAL EFFECTS DESIGNER

Tomohito Hashiguchi

PARTICLE / VISUAL EFFECTS DESIGNER

Takaomi Hirono
Item Designer
Seiichiro Funayama

GUI DESIGNERS

Nobuharu Noto
Takahiro Fujii

LEAD MOVIE DESIGNER

So Toyota

MOVIE DESIGNERS

Goro Kaneko
Shuu Teraoka
Masakatsu Yoneta
Daisuke Kuki
Gavin Moore
Yoshio Namiki
Marshall Stephen Anri
Yasuhiro Fujii

IN-GAME ARCHIVE DESIGNERS

Seiichiro Funayama

Yoshiaki Yamaguchi
Miki Takahashi
Nobuharu Noto
Shingo Komiya
Yasuhiro Fujii
Eric Bailey
Minako Sakai
Production Managers
So Toyota
Shiho Miyazaki

LOCALIZATION MANAGER

Eric Bailey

PRODUCTION ASSISTANTS

Momoko Ikeda
Miki Funato

CAST

MODELS

Miyako
Natsuki Okamoto

Howard Wright
Stephan Fisher

Sam Monroe
Jonathan Legg

Melissa Gale
Emma Howard

Seigo Saiga
Seiji Hattori

Bella Monroe
Ryana Crocker

Amana
Alexis
Sol Jackson
Kenny Scott

Yukie Kobe
Chiang limei

Shuji Shimada
Tadashi Shiraishi

Shibito

Ikko Tamura
Yuko Kobayashi
Miyuki Sugiyama
Mariko Yamatani
Chiduru Ochiai
Hiduru Sato
Masa Osada
Hiroshi Yamaguchi
Yoshiya Honjyo
Tomoyuki Turuda
Akinori Maeda

VOICES

Miyako
Natsuki Okamoto

Seigo Saiga
Seiji Hattori

Bella Monroe
Ryana Crocker

Shuji Shimada
Takao Oyama

Yukie Kobe
Ryoko Sugizaki

Shibito / Villagers

Yasuo Yamada
Yuzo Nakamura
Masato Morimoto
Yasuhiro Kikuchi
Sachiko Inoue
Shino Tsuno
Atsuko Kawana
Shigemi Sugiyama

Young Saiga

Sakumi Toyama
Movie
Studio Hibari Co., Ltd.

Producers

Yuya Kumekawa
Kenji Kobayashi

Choreographer / Storyboard Artist

Shingo Shimoyama

Movie / Technical Directors

Chihiro Takigawa
Naoki Kondo

ASSISTANT DIRECTOR

Rindo Adachi

LEAD ANIMATORS

Yoshinori Morita
Soichi Tazawa

ANIMATORS

Shogo Okamoto
Kenta Miyairi
Shinya Narita
Yuka Shimomaki

ANIMATION MANAGER

Masatomo Watabe

LEAD FACIAL ANIMATORS

Seiji Iseda
Miki Yoshida
Facial Animators
Takashi Suzuki
Keiko Yamawaki
Hitoshi Miyake
Marika Nozue
Miyuki Takeda

FACIAL ANIMATION MANAGER

Kanae Murayama

LIP SYNC SUPERVISOR

Bernard Edlington

VISUAL EFFECTS SUPERVISOR

Noriaki Kato

VISUAL EFFECTS DESIGNER

Shigeomi Kitagawa

SPECIAL COMPOSITOR

Daisuke Kamisaku

MODELING SUPERVISOR

Ray Yoshizawa
Modelers
Ikuno Wada
Yuri Ishihara
Satoshi Watanabe

GUIDE FOOTAGE CREW

Masahiko Kubota
Ryuichi Oyama
Fusako Aratake
Chie Ozaki
Texture Sampling
IMAGICA

PHOTOGRAPHERS

Akio Nomura
Tsuguhiro Ishikawa

LIGHTING TECHNICIAN

Morimasa Onda

VIDEO ENGINEER

Nobuyuki Kato

STAGE CREW

Ryuzou Chuda
Yukinori Watanabe

MAKE-UP ARTISTS

Satoshi Miura
Shunichi Kawada

COSTUME DESIGNERS

Emiko Mibu
Rie Ishibashi

3D HEAD SCANS

Artem Digital
Mike Humphreys
Motion Capture

MOTION ACTORS

Ikko Tamura
Yuko Kobayashi
Yoshio Sato
Hideki Sugiguchi
Miwa Hashiguchi
Mirai Ishida
Emma Howard
Jonathan Legg
Kenny Scott
Seiji Hattori
Ryana Crocker
Stephan Fisher
Natsuki Okamoto
EEN Inc.

LEAD MOTION CAPTURE ANIMATORS

Keisuke Maruyama
Shinya Kazumata

MOTION CAPTURE ANIMATORS

Yuki Date
Chie Nakaizumi
Kozo Fukuyama
Yoko Konno
Tatsuhiko Tachibe
Yasuaki Sato
Haruki Uchida
Kazunao Tokuda

Shogo Takata
Kousuke Miyazawa
Yuriko Sugiyama
Mayu Tanaka
Mariko Yoshida
Chihiro Kamijo
Daisuke Fukuda
Miki Owada
Mika Shiohara
Yoshihisa_Sasaki
Yuki Morita
Miyazaki Tomokazu
Motion Capture Assistants
Shigeki Matsumoto
Takeru Kurauchi
Tomo Kitamura
Yukari Tawara
Kei Tateno
Ryo Furukawa
Miwa Takahashi
Kiyohisa Naganuma
Kaori Ota
Syuto Kakuta
Kaoru Shibasaki
Shu U
Yasunori Tatsuki
Assistant Motion Capture Engineers
Megumi Kawabata
Toru Takegawa
Sion Ishizaka
Misato Ogawa
Yuki Yoshida
Mio Tanaka
Hikaru Takezawa

ACTION SUPERVISORS

Jun Murakami
Hiromichi Suzuki

PRODUCTION ASSISTANT

Akiko Fujimura

BUSINESS ADMINISTRATOR

Tetsuya Tagaya

ASSISTANT PRODUCER / ASSISTANT STUDIO MANAGER

Kanaho Tsutsumi

PRODUCER / STUDIO MANAGER

Hiroyuki Shigeta

PRODUCER

Kenji Ozawa

EXECUTIVE PRODUCER

Katsunori Yamaji

SOUND

SOUND PRODUCTION

SCE Japan Studio Sound and Video Group

SOUND LIBRARY PROGRAMMERS

Isamu Terasaka
Hiroshi Yamamoto
Mitsuteru Furukawa
Tomohito Ito
Junichi Komori

LEAD SOUND DESIGNER

Kaori Ohshima

SOUND DESIGNERS

Yuji Yamauchi
Ryo Yamamura
Keita Sone

SOUND PRODUCER

Shinpei Yamaguchi

COMPOSED AND ARRANGED BY

Manual of Errors Artists, Inc.
Hitomi Shimizu

VOICE PERFORMANCE

Yula Yayoi
vions

TRUMPET

Christopher Fryman

ONDES MARTENOT

Wakana Ichikawa

"HOSHINGOEIKA"

LYRICS

Naoko Sato

COMPOSITION

Hitomi Shimizu

VOCALS

Yula Yayoi
vions
Hiroshi Obiki
Shuji Okayama
Masaaki Aoyama
Tokuhisa William Kotaro

MIXING

SMC
Naoto Tanemura
Hiroya Takayama

"ENDING THEME" IKD-SJ

LYRICS

ogiishi akira

COMPOSITION

sakagchi hirokads

ARRANGEMENT

ikd-sj

"BERMUDA LOVE TRIANGLE"

Lyrics

Naoko Sato

COMPOSITION/ARRANGEMENT

Manual of Errors Artists, Inc.

Taro Nagata

MASTERING / MIXING ENGINEER

Kenzi Nagashima

RECORDING ENGINEER (BERMUDA LOVE TRIANGLE)

Masatsuna Chubachi

VOICERECORDING (JAPAN)

VOICE DIRECTOR

AUDIO•TANAKA

Hideyuki Tanaka

VOICE RECORDING ENGINEERS

Hiro Sound Technic

Tatsuhiko Amano

Shinichi Enomoto

MOVIE SOUND EFFECTS

Sound Box

Shizuo Kurahashi

Naoto Yamaya

VOICERECORDING (US)

Casting

CUP OF TEA PRODUCTIONS, INC.

PROJECT MANAGERS/ CONSULTANTS

Danielle Hunt & Lainie Bushey

VOICE DIRECTOR

Sam Riegel

RECORDING STUDIO

NSI / Cup of Tea

SOUND ENGINEER

Danielle Hunt

PRODUCTION ASSISTANT

Arpi Vartanian

EDITORS

Danielle Hunt & Jean Luc Dub

QA

QA Manager

Tomohiko Sato

QA Staff

Tatsunori Kitahara

Isao Nara

Takanori Honda

Seiichi Kasai

Nobuhide Kon

Fumikazu Watanabe

Kenta Komatsu

Mei Watanabe

Kenji Tamura

Hiroaki Kaneta

Osamu Hirose

Koji Suzuki

Chinatsu Nakama

Mikitomo Kubota

Naomi Iguchi

Digital Hearts Inc.

Yosuke Shingai

Kazuya Tada

SPECIAL THANKS

Camel Arts Co., Ltd.

Zengoro Mamiana

Ryo Yamamoto

SWEET ROOM CO., LTD.

Hirofumi Futami

GRAY'S

Masayuki Hayashi

ButWhy

Ryoichi Takahashi

Manual of Errors Artists, Inc.

Haruko Miyake

Bacteria Co., Ltd.

Tomoaky Tachizawa

Alvion Co., Ltd.

Ichiro Hiraoka

Fumika Noichi

PEARL DIGITAL Entertainment

Leland Madren

Digital Hearts Inc.

Jun Shida

Studio Hibari Co., Ltd.

Seiji Mitsunobu

FORO GRAFICO Co., Ltd.

Hiro Sound Technic

Hiroyasu Yamashita

AUDIO•TANAKA

Tadashi Jimbo

"Tokyo University of Technology

Katayanagi Advanced Research Laboratories

CREATIVE LAB"

Mitsuru Kaneko

Koji Mikami

Pearl Digital Entertainment

Image Metrics

Crescent, Inc.

JAPAN ACTION ENTERPRISE CO., LTD.

Tokyo Jido Gekidan

Zephyr CO., LTD.

TOITA INDUSTRIES INC.

Premium Agency Inc_

Tokyo University of Agriculture and Technology

Osamu Ninagi

Nihon Kogyo, Inc.

Yoshimasa Mizuno

Masami Mizuno

Mihito Kato

Sakura Iken

Nodadaira School

Nishi Tokyo Bus Co.,Ltd.
Shinagawa Jinja Shrine
Chizu Morishita
Kazuo Kato
Takayuki Wakimura
Sony Music Publishing Inc.
Tomonobu Kikuchi
Tatsuro Nakamura
Takashi Aoki
Keiichiro Suzuki
Takeshi Hotta
Tomomi Nakamura
Junichi Akatsuka
Motokatsu Matsui
Kazunori Nozawa
Yuri Nakayama
Masayuki Mizuno
Shinya Nakamura
Naoko Isono
Seiya Rachi
Asami Eto
Reiko Ishida
Kenjo Akiyama
Satoshi Taino
Katsuhiko Miki
Taku Tanabe
Takaaki Hida
Miyuki Nakagawa
Mizuho Hanada
Tomoko Funakoshi
Kazuki Ohara
Fumiko Tamura
Risa Koizumi
Nao Higo
Project Director
Keiichiro Toyama

ASSOCIATE PRODUCERS

So Toyota
Shiho Miyazaki

EXECUTIVE PRODUCERS

Yasuhide Kobayashi
Takafumi Fujisawa

SUPERVISORS

Fumiya Takeno
Tomikazu Kirita
Masatsuka Saeki
Seigi Sasaki
Shawn Layden
SCEA Santa Monica Studios

QA TEST SUPERVISORS

Ara Demirjian
Andrew Woodworth

DIRECTOR, PRODUCT DEVELOPMENT INFORMATION TECHNOLOGY (PDIT)

Adam Harris

SCEE MARKETING

SENIOR VICE PRESIDENT MARKETING AND SALES

Simon Rutter

EUROPEAN MARKETING DIRECTOR

Mark Hardy

EUROPEAN SOFTWARE MANAGER

Isabelle Tomatis

EUROPEAN PRODUCT MANAGER

Kimberley Piper

HEAD OF PRODUCT PR

Charlotte Panther

EUROPEAN PR MANAGER

Araceli Perez

EUROPEAN RELEASE MANAGER

Louise Welch

EUROPEAN NEW RELEASE ADMINISTRATOR

Natasha Ramsay

SCEE BUSINESS AFFAIRS

DIRECTOR LEGAL & BUSINESS AFFAIRS

Susan Pluckrose

LEGAL AND BUSINESS AFFAIRS MANAGER

Julia Foguel

SCEA LEGAL

SENIOR CORPORATE COUNSEL

Steve Madsen

SENIOR PARALEGAL

Suzanne Williams

SCEE FIRST PARTY QUALITY ASSURANCE

HEAD OF FIRST PARTY QUALITY ASSURANCE

Dave Parkinson

FIRST PARTY QUALITY ASSURANCE COORDINATOR

Steve Madsen

PLANNING COORDINATOR

Shaun Leach

TEST OPERATIONS

TEST MANAGER

Gareth Spencer

LOCALISATION TEST MANAGER

Nadine Martin

FUNCTIONAL TESTING SUPERVISOR

Wayne Smith

FUNCTIONAL TESTING LEADS

Rowan Lee

FUNCTIONAL TESTING ASSISTANT LEAD

Paul Longley

FUNCTIONAL TESTERS

Stephen Wignall

Andrew Rostron

Steven Denman

Martin Adcock

Nicholas Cooper

David Deeble

John Rogers

TRC TESTING SUPERVISOR

Paul French

TRC TESTING LEAD

John Hale

David Hill

TRC TESTERS

Graham Price

John Carter

Don Shallcross

Lee Jones

Greg Munt

Lee Champion

Brandon Conley

Wayne Quinn

(EXTERNAL) LOCALISATION TESTING SUPERVISOR

Yolanda Akil

(INTERNAL) LOCALISATION TESTING SUPERVISOR

Pauline Brisoux

LOCALISATION TESTING LEAD

Katharina Tropf

LOCALISATION TESTERS

Aurélien Mouliets

Flavie Mathieu

Daniel Antoni

Benoît Provôt

Katharina Scharpf

Sandra Schweder

Harry Weber

Alberto Pérez

Silvia Ferrero

Rafael de Vicente

Rafael Deogracias

Gianni Bianchini

Cesare Sivo

Francesca d'Errico

Packy Caruso

SHIFT SUPERVISOR

Matthew Osborne

CONTRACT STAFF COORDINATORS

Dan Giles

Nicholas Cooper

SUPPORT SERVICES

SUPPORT SERVICES MANAGER

Anthony Gill

SUPPORT SERVICES COORDINATORS

Neil Moran

Robert Karp

LEAD QA TECHNICIAN COORDINATORS

Chris Hopley

QA TECHNICIANS

Michael Bishop

Barry Fearn

ONLINE QA

ONLINE QA LEAD

Michael Kennedy

ONLINE QA TESTER

Nicholas Wilkie

SPECIAL THANKS

Glenn Renwick

Yukiko Goto

Elliot Martin

Simon Roberts

SPECIAL THANKS

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