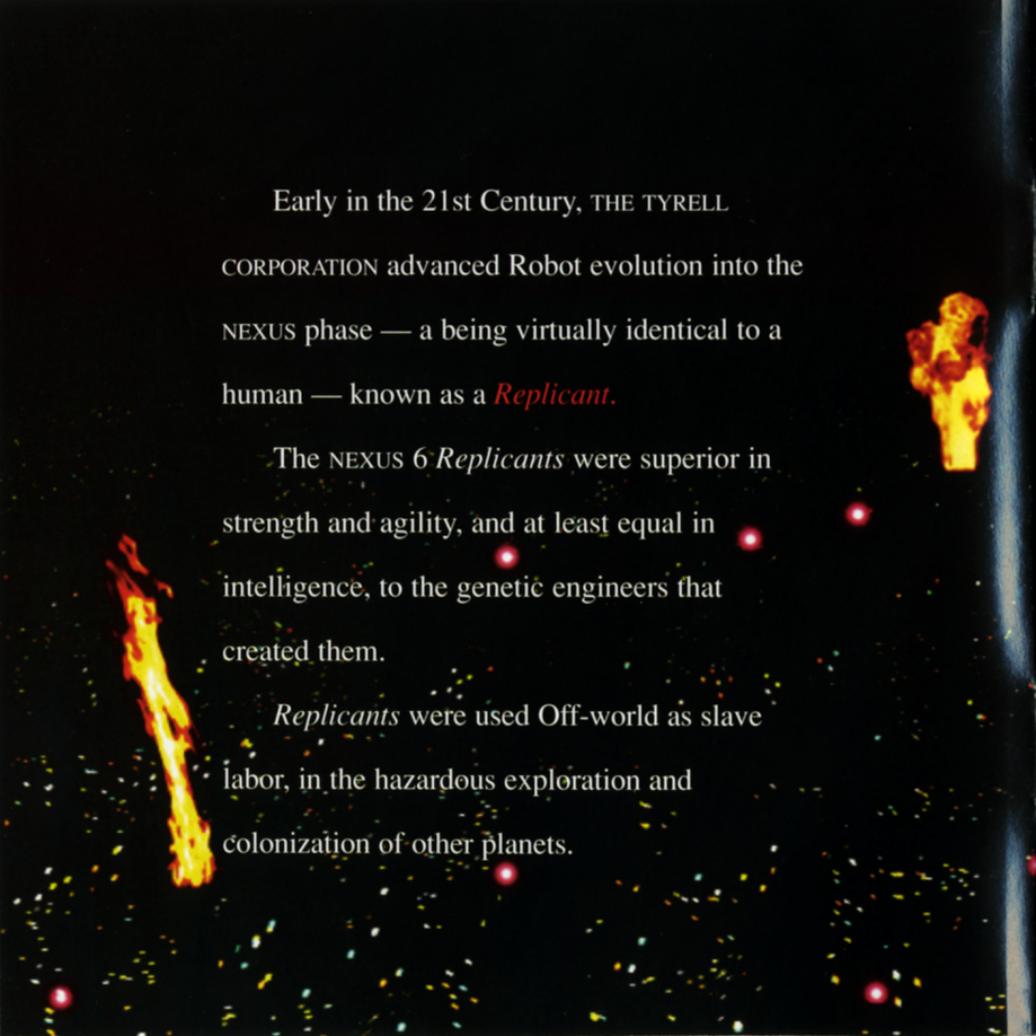


BLADE RUNNERTM
BEHIND THE SCENES



Early in the 21st Century, THE TYRELL CORPORATION advanced Robot evolution into the NEXUS phase — a being virtually identical to a human — known as a *Replicant*.

The NEXUS 6 *Replicants* were superior in strength and agility, and at least equal in intelligence, to the genetic engineers that created them.

Replicants were used Off-world as slave labor, in the hazardous exploration and colonization of other planets.



After a bloody mutiny by a NEXUS 6
combat team in an Off-world colony, *Replicants*
were declared illegal on earth — under penalty
of death.

Special police squads — BLADE RUNNER
UNITS — had orders to shoot to kill, upon
detection, any trespassing replicant.

This was not called execution.
It was called retirement.

incept date

Fifteen years ago, Blade Runner redefined cinematic science fiction. Now, Westwood Studios takes the universe of one of the richest films ever made to the next level.

The Blade Runner game creates a mood and sense of tension rarely accomplished in interactive entertainment. A Hollywood screenwriter was brought in to help develop a Blade Runner story as immersive as the original.



Ultimately, the experience had to be interactive in order to add an unpredictable element that is not simply random, but a result of your choices and actions.



In order to do justice to Blade Runner, an unrivaled game design would not be enough. The dark, rainy, neon-lit atmosphere had to be created with the same intensity and vision of the original film. Syd Mead, visual futurist for the film, worked with Westwood to bring these images back to life—this time on your PC.



technologies

After years of searching for a developer that could create Blade Runner the way it should be, the Blade Runner Partnership chose Westwood Studios. The pioneering spirit of Westwood not only landed them the opportunity to create Blade Runner, but also spawned new technologies that have raised the standard in PC gaming.

One of the first things you'll notice about the game is how realistic the characters appear. Each began as a 3D model and was brought to life with state-of-the-art motion capture technology.



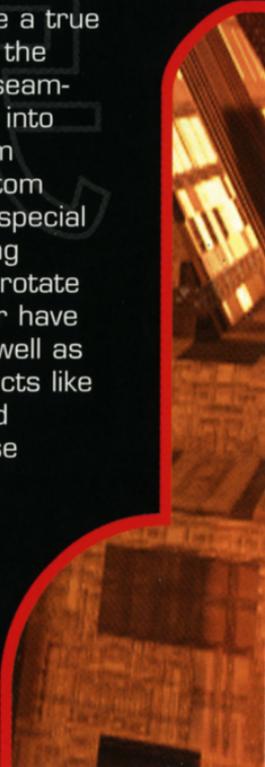
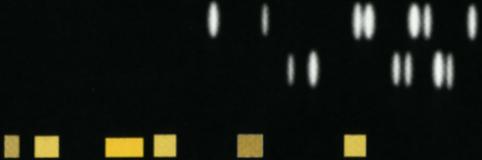


Westwood developed a new engine technology that combines detailed textures, life-like motion and complex polygonal models without sacrificing speed. The resulting world contains a high number of characters moving about a dynamic environment with unprecedented realism—More Human Than Human.



In order to create a true 3D world where the characters are seamlessly integrated into the set, the team developed a custom palette of visual special effects. Animating lights that blink, rotate and change color have been added, as well as atmospheric effects like rain, fog, fire and

smoke. These dramatic effects help to fully immerse you into the Blade Runner world. The most amazing feat was an end result that requires no additional hardware acceleration.



inhabitants

MCCOY

Welcome to the Blade Runner Unit, rookie—hope you're up to the job. Word is, you're a good man to have around, but you know how things are around here—actions speak louder than words. You'll get a retirement bonus for every Rep you bring down, but kill a civilian and your career is over.



CLOVIS

The leader of the Replicants, he fancies himself the classic warrior-poet. If that means he's graceful, strong, intelligent, and cool, well he might just be right. Clovis is Nexus 6 and that's all you really need to know.





CRYSTAL STEELE

Steele's a hell of a Blade Runner and one tough cookie—quick, agile, strong and smart. She's on a special undercover assignment right now, but if you're lucky you just might get a chance to see her in action. Keep your eyes open and you could learn a lot. Don't let Steele's sweet disposition fool you, though - somewhere down deep lies the heart of a killer.

LUCY

She might be a Rep or she might be a victim—only a Voigt-Kampff empathy test will tell for sure. Either way, Lucy is one girl who's had more than her share of troubles.

LT. GUZZA

Guzza's a veteran cop from the old school. He learned his job the hard way—working the streets with a badge and pair of comfortable shoes. With Bryant out sick, he'll be giving you your orders—but watch your back. Sure, he's friendly enough, but Guzza didn't make lieutenant by being a patsy.





ELDON TYRELL

Big genius behind the development and utilization of Replicants off-world. Funny, Tyrell can make them "more human than human" but he can't keep them from flipping out and murdering people.

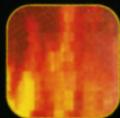
Nothing worse than a genius with an eye towards the bottom line.

RACHAEL

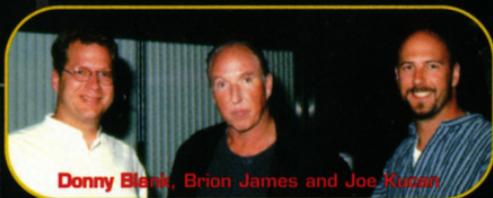
Chief spin doctor for the Tyrell Corporation, she can be a pretty cold fish and not particularly fond of Blade Runners. Don't rub her the wrong way if you want to get in good with the big boss.



cast



Rachael: Sean Young • **Tyrell:** Joseph Turkel • **Chew:** James Hong • **Sebastian:** William Sanderson • **Leon:** Brion James • **Ray McCoy:** Mark Benninghoffen • **Crystal Steele:** Lisa Edelstein • **Clovis:** Mark Rolston • **Bullet Bob:** Vincent Schiavelli • **Early Q:** Stephen Root • **Sadik:** Alexander Mervin • **Gordo Frizz:** Bruno N. Oliver • **Dektora:** Signy Coleman • **Lieutenant Guzza:** Jeff Garlin • **Lucy Devlin:** Pauley P • **Izo:** Tim Dang • **Crazylegs:** Joe Kucan • **Luther & Lance:** Jason Cottle • **Marcus Eisenduller:** Michael McShane • **Spencer Grigorian:** Tom Jourden • **Gaff:** Victor Gardell • **Runciter:** Warren Burton • **Howie Lee:** Toru Nagai • **Baker:** Mark Worden • **Holloway:** Jerry Kernion • **Tyrell Guard:** Warren Burton • **Zuben:** Gerald Okamura • **Governor Kolvig:** Tony Mitch • **Mia:** Gloria Hoffman • **Murray:** Jerry Lan • **Moraji:** Iqbal Theba • **Officer Leary:** Anthony Izzo • **Officer Grayford:** Joseph Zeoli • **Insect Dealer:** Myriam Tupert •



Donny Blank, Brion James and Joe Kucan

Transient: Mark Rolston •
Hanoi: Billy Wade • **Desk Clerk:**
Richard Kimmel • **Fish Dealer:**
Karen Maruyama • **Dino Klein:**
Martin Azarow • **Hawker's**
Barkeep: Micheal McShane •
Sergeant Walls: Michael McShane
• **Hasan:** Steve Sorrentino •
Photographer: Jason Cottle •
Dispatcher: Gwen Castaldi • **Answering Machine:**
Jessica Straus • **Rajif:** Alexander Mervin • **Early Q**
Bartender: Jeff Garlin • **Shoeshine Man:** Stephen
Sorrentino • **Isabella:** Rosalyn Sidewater •
General Doll: Gary Colombo • **Blimp Announcer:**
Ron Snow • **Newscaster:** Gwen Castaldi • **Male**
Announcer: Mark Benninghoffen • **Female**
Announcer: Jessica Straus

Additional Voices: Michael Legg, Sandra Wang,
Melonie Sung, Tse Cheng Lo, Mohanned
Mansour, Etsuko Mader, Lloyd Bell, Demarlo
Lewis, Dwight Okahara, Eric Gooch, Mike



Grayford, Shelly Johnson, Jim Walls, Jennifer Hoge,
Gerald Deloff, Gary Freeman and Kia Huntzinger



Character Models: Sean Young, Joseph Turkel, James Hong, William Sanderson, Brion James, Jessica Clemens, Cristiva Turner, Scott Talley, Shelly Lyden, Fukwon, Anthony Izzo, Joseph Zeoli, Larry Power, Toru Nagai, Michael R. Sousa, Marco Canestrelli, Bruno Oliver, Gerald Okamura, Matthew Mooney, Cerina Vincent, Shoosha Carroll, Miguel Lleras, Iqbal Theba, Leon Marathon, Kenneth J. Kucan and Rob Bollinger



Mike Grayford, Sean Young
and Michael Legg

Additional Models: Gary Averett, Lloyd Bell, Jason Curtis, Jeff Fillhaber, Gary Freeman, Karen Gloyd, Rick Gush, David Leary, Ferby Miguel, Ren Olsen, Bill Petro, Gin Petro, Cheryl-Ann Prenger, Rob Sandberg, Anne Silva, Kurt Vordahl, Jim Walls, Eric Wang and Sandra Wang

Movement Actors: Joseph Kucan, Darla-Jean Ralston, Amy Shoopman, Paul Bastardo, Lynne Litterer, Mindi Gladman, Jeff Fillhaber and Shelby Scanlan



creators

A Joint Production of Westwood
Studios and The Blade Runner

Partnership



Blade Runner Partnership

Executive Producers: Bud Yorkin and Jerry Perenchio

Supervising Producer: Josh Gutfreund

Westwood Studios

Executive Producer: Louis Castle

Producer: Donny Blank

Assistant Producer: Rade Stojsavljevic

Screenwriters: David Yorkin and David Leary

Designers: David Leary and Jim Walls

Assistant Designer: Tim Fritz

Art Director: Louis Castle

Lead Artist: Aaron Powell



3D Artists: Miguel Lleras, Tse Cheng Lo, Gerald Deloff, David Austin, Ferby Miguel, Cary Averett, Ren Olsen, Damon Conn, Gary Freeman, Matthew Hansel, Kurt Vordahl, Bob Marker, Margo Angevine and Miles Ritter

Concept Artists: Jack Martin, Ren Olsen and Jeff Hydorn

Character Animators: Aaron Powell, Elie Arabian, Damon Conn, Tse Cheng Lo and Shelly Johnson

Audio Director: Paul Mudra

Sound Designer: Dwight Okahara

Composer: Frank Klepacki

Vangelis Music Performed By: Frank Klepacki

Technical Director: Louis Castle

Core Programmers: Michael Legg, Mike Grayford and James McNeill

Script Programmers: David Leary, Jim Walls, Brett Levin, Denzil Long and Eric Wang

Installation Programmer: Maria del Mar McCreedy Legg

Technical Assistance: Greg Hjelstrom



Director of Dramatic Assets: Joseph D. Kucan

Motion Capture Editors: Kurt Vordahl and
Patience Becquet

Production Coordinator: Paul Bastardo

Movie Compression: Tim Fritz

**Director of QA and Customer
Support:** Mike Meisheid

QA Director: Glenn Sperry

QA Lead: Michael Smith

QA Testers: James Adkins,
Lloyd Bell, Chris Blevens,
D'Andre Campbell, Jason
Campbell, Shane Dietrich,
Joseph Gernert, Randy
Greenback, Jon Hall, Chris Hix, Chris Holloway,
Mark Laity, Troy Leonard, DeMarlo Lewis, Levi
Luke, Pat Offord, Richard Rasmussen, Michael
Ruppert, Steve Shockey, Albert Springfield and
John Tryon



Visual Consultant: Syd Mead

Additional Design: Erik Yeo

Additional 3D Art: Damon Redmond and Frank Mendeola

Preliminary Motion-Capture Research: Mohammed Mansour

Additional 3D Set Design: Mondo Media, Inc., Melissa Kangeter, Eric Chadwick, Brit Anderson, Andy Murdock, Goose, Dave Horowitz, Jane Sommerhauser, Mark Giambruno, Cody Chancellor, Manny Marquez, Art Maturra, Mat Smiley and Andrew Guevarra

Additional Asset Management: Matt Vella

Additional Sound Editing: Eight Ball Sound, Inc., Caron Weidner

Additional Sound Effects: Wavegroup Sound, Inc.

Additional Music: Arkenounds, Inc.

Additional Casting: Marilee Lear, CSA

Development Support: Rob Sandberg, Kurt Oehlschlaeger, Rick Nelson, Jeremy Olson and Russell Tracy

Hair and Makeup: Cindy Cline, Jim Sakka, Robert Lattin, Armida Lugo and Katie Taylor

Wardrobe: Christy Moeler



Marketing: Laura Wheeler (Director), Keith Levenson, Lincoln Hershberger, Chris Rubyor, Denise Moe and Ted Morris

Package Design: Victoria Hart and Art Pagsuyoin

Additional Copywriting: Mike McCaa

Manual Design: O'MileyRyan Advertising Design



Based on the 1982 motion picture "Blade Runner" and the P.K. Dick novel "Do Androids Dream of Electric Sheep"



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German Office: Marc Buro, Ulrich Muhl, Thilo Hubner and Rolf Busch

Special Thanks to Brett W. Sperry



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