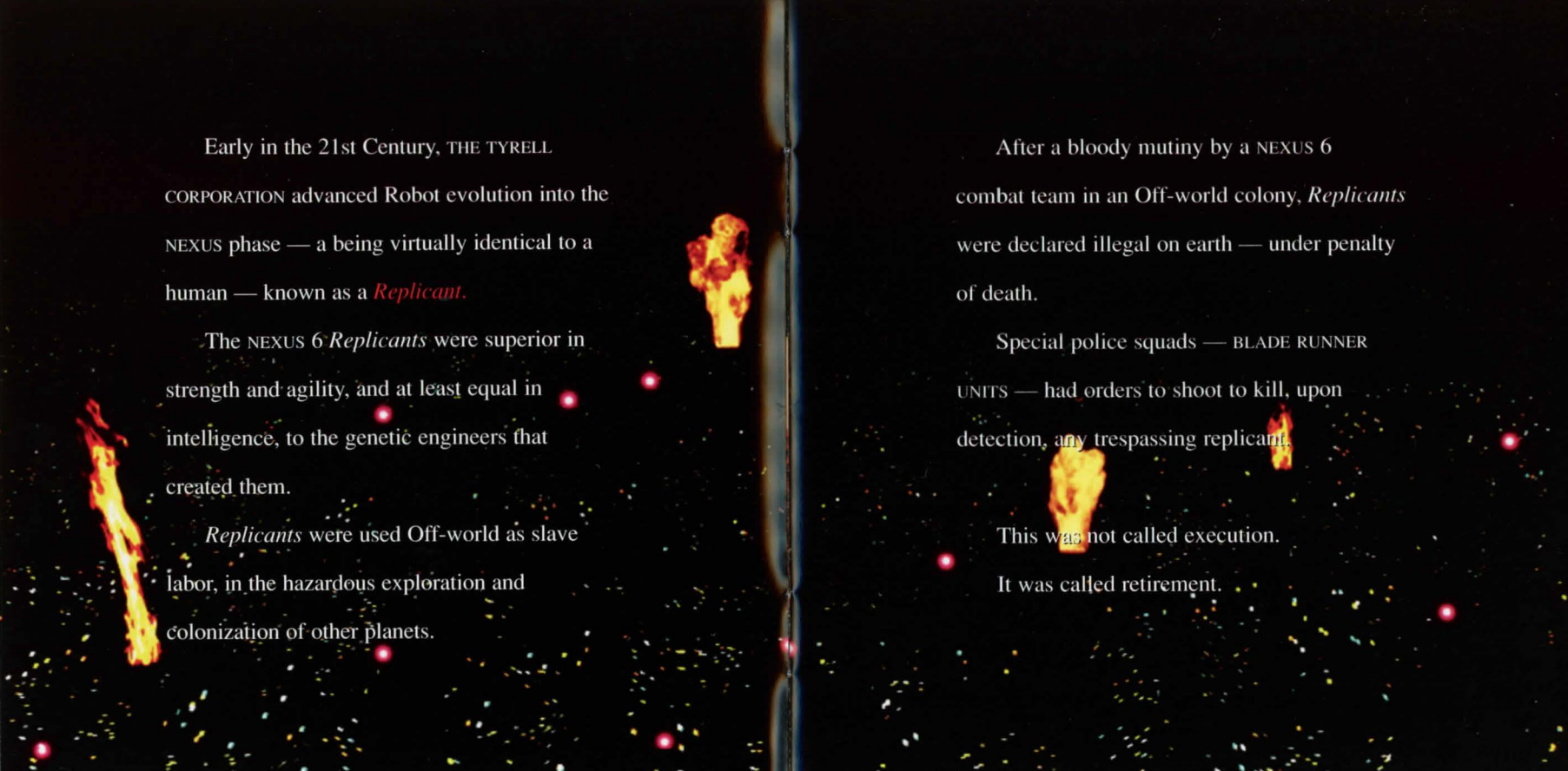


**BLADE RUNNER™**  
BEHIND THE SCENES



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 choose 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.



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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.

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## 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.



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### 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.



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### 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.

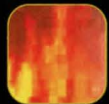
Nothing worse than a genius with an eye towards the bottom line.

### RACHAEL

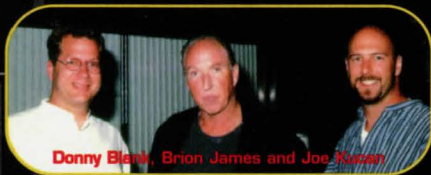
Chief spin doctor for the Tyrell Corporation, she can be a pretty cold fish and not particularly fond of Blade Runners. Don't rub her the wrong way if you want to get in good with the big boss.



## 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 Litteer,  
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



Louis Castle

**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 Meischeid

**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

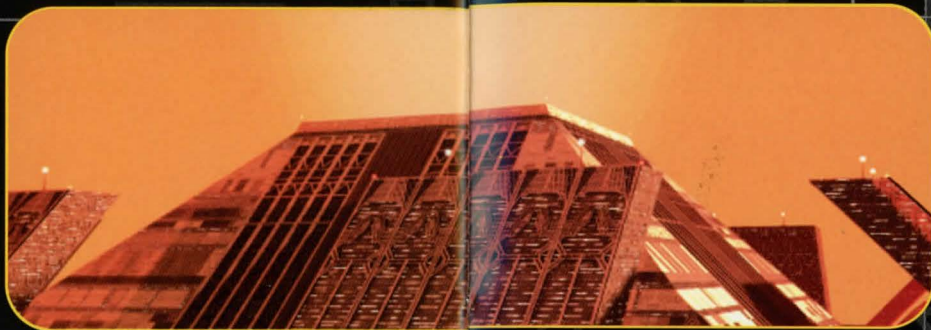
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**German Office:** Marc Buro, Ulrich Muhl, Thilo Hubner and Rolf Busch

**Special Thanks to Brett W. Sperry**



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

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