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SEGA

MN-SDC-1043-1

SEGA

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T-12502N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

I.	*PROLOGUE*	2
II.	*GETTING STARTED*	3
III.	*CONTROLS*	7
IV.	*THE CHARACTERS*	12
	Kurt Hectic	12
	Max	15
	Dr. Fluke Hawkins	17
V.	*ITEMS*	19
VI.	*THE ENEMIES*	22
VII.	*HINTS*	23
VIII.	*TECHNICAL SUPPORT*	24
IX.	*LICENSE & LEGAL*	25
X.	*CREDITS*	26
XI.	*INTERPLAY WEBSITE*	28

I. PROLOGUE

Kurt Hectic never wanted to be a hero. He would have been content with a normal life, living his years in quiet, dignified anonymity, but it was not to be. Kurt was a loyal employee, and working for eccentric genius Doctor Fluke Hawkins meant occasionally doing the extraordinary. In utter disbelief, Kurt was eventually called upon to leave his beloved Earth, assuming the unlikely title of first janitor in space.

Doctor Hawkins had long suffered ridicule from his fellow scientists. They claimed he was too eccentric, and that his methods were questionable at best. In time Hawkins grew tired of hearing such things, and seeking to work undisturbed he fled the earth into a self-imposed exile. His ship, the 'Jim Dandy,' was launched without fanfare, and he swore not to return until he had vindicated himself in the eyes of his peers. Weeks turned to months and months slowly turned to years.

The greatest of the Doctor's inventions in exile was a six-legged canine named Max, the first successful attempt by Dr. Hawkins to create an artificial intelligence. 'Successful' meant that he never tried to kill the good doctor, and had no plans for global domination. The perfect assistant, Max kept the Doctor grounded in reality, and performed much the same function as the safety-catch on an assault rifle. He was eager to please and adaptable to any task, his gentle soul oddly balanced with an affinity for firepower.

The time for Doctor Hawkins to prove the real merit of his genius came sooner than anyone could have expected. Creatures from a strange dimension attacked the Earth, riding 'energy streams' to the surface and stripping it of all mineral wealth. They landed great machines: 'minecrawlers' that destroyed everything in their path and laid waste to entire cities. The forces of Earth were helpless before the onslaught.

Watching the devastation on Earth, the crew of the 'Jim Dandy' knew they had to act. Kurt was outfitted in the most radical of the Doctor's creations: an untested armored 'Coil Suit,' with chain-gun and a sniper rifle ordinance that could target enemies a mile away. Leaping from the ship on an unconventional parachute of ribbon, Kurt had to make his way to the pilot of each minecrawler and hopefully disable the machines. Kurt was reluctant, but he had no choice. He was the Earth's last hope.

Kurt valiantly fought through the alien defenses, driving to the very heart of each minecrawler, defeating pilot after pilot after pilot, with each falling to his desperate determination. He ultimately challenged the evil mastermind behind the attack, a grotesque, sadistic creature by the name of Gunter Glut. With the aid of Max and the Doctor's inventions, Kurt was able to take the fight directly to this diabolical beast, and was eventually victorious in the climactic battle. The invasion crumbled and the aliens retreated, their tails between their legs, leaving the Earth battered, despoiled, even ruined, but not beaten. No, not beaten.

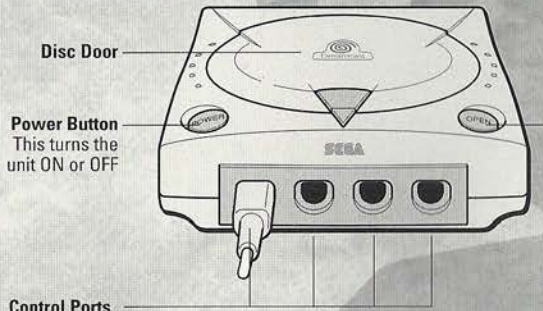
Now, with the aliens routed and order restored, our heroes can return to their normal, everyday lives. Or can they? Only time will tell.

II. GETTING STARTED

MDK2 is a single player game designed for use with the Sega Dreamcast. You will need a VMU (Visual Memory Unit) if you wish to save game status and action replays.

TO PLAY MDK2:

1. With the Sega Dreamcast power off, insert the MDK2 Disc into the Sega Dreamcast.
2. Plug in your Sega Dreamcast controller.
3. Insert your VMU (sold seperately).
4. Press the power button to activate your Sega Dreamcast.



Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port**.

After pressing the start button on the Title Screen, the game will enter the Game Start and Option Screen. If you don't press the Start Button during the Title Screen, MDK2 will enter an automatic demo mode that will playback snippets of MDK2 gameplay.

The Game Start and Option Screen is the screen from which a new game can be started. Game options can also be set from this screen.

NEW GAME

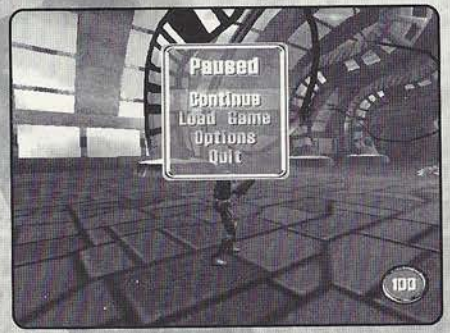
Choose the new game option to begin a new game of MDK2. The intro movie will begin following a short loading period, after which the game will begin.

LOAD GAME

A VMU (Visual Memory Unit) can be used to store MDK2 save games. Choosing the load game option will allow you to continue your game from a previously saved location. Saved games are automatically generated during gameplay and stored on the VMU.

OPTIONS

The options menu offers a number of gameplay options. There are three main categories of options – Game, Control, and Audio options.



Game Options Submenu

These options modify basic game functionality.

Display Movie Text
This feature toggles the display of text during movie playback.

Control Submenu
These options modify elements of the game controls.

Reverse Normal Up/Down
This option reverses the Vertical (Up/Down) axis of movement for the Analog Thumb Pad during regular gameplay.

Reverse Sniper Up/Down
This option reverses the Vertical (Up/Down) axis of movement for the Analog Thumb Pad only during Kurt's Sniper Mode.

Analog Sensitivity
Increasing the bar makes the analog Thumb Pad more responsive.

Analog Deadzone
Deadzone represents a buffer-zone in which movement of the analog Thumb Pad doesn't move the game camera. Increasing the bar increases the deadzone, making the analog Thumb Pad less responsive.

Jump Pack Support
MDK2 supports the vibration features of the Jump Pack. This option toggles support for the Jump Pack.

Flip Triggers
Default assignment of the Left Trigger (Jump) and Right Trigger (Fire/Use) can be reversed with this option.

Audio Submenu
Members of this submenu modify features related to the sound and music in MDK2.

Stereo or Mono toggle
This option toggles between stereo and mono audio output.

Effects Volume
The options control the volume for sound effects in MDK2.

Music Volume
This option controls music volume.

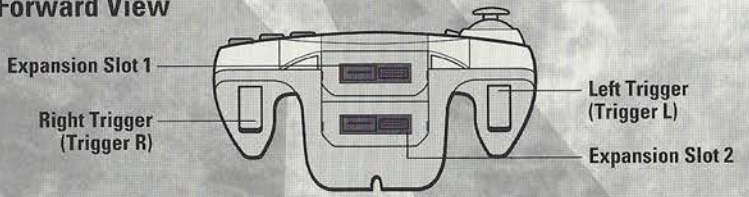
Voice Volume
This option controls voice volume.

Play Movies
This option allows the in-game movies to be viewed from the Game Start and Option Screen.

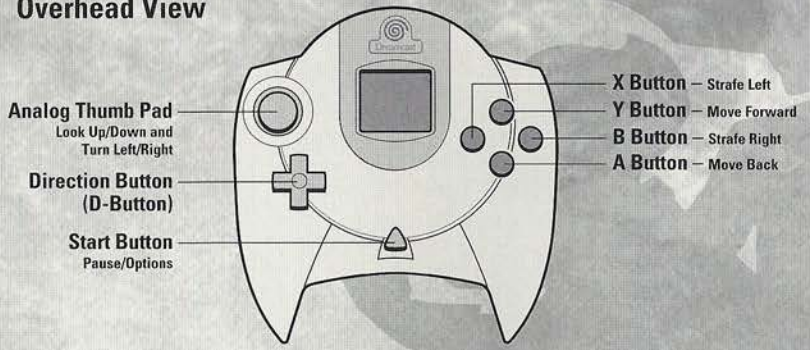
In-Game Menu
There is an in-game menu that can be accessed during gameplay by hitting the Start Button. This menu has the following options: Continue (returns to the game), Load game (this reloads from a saved checkpoint), Options (this accesses the option screen) and Quit (this quits the game and returns to the Game Start and Option screen).

III. CONTROLS

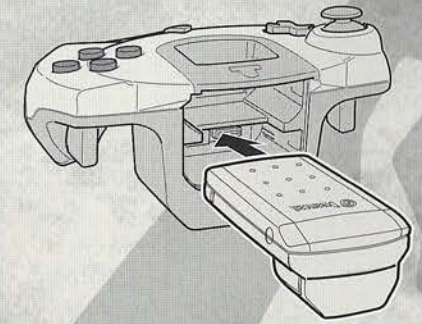
SEGA DREAMCAST CONTROLLER
Forward View



SEGA DREAMCAST CONTROLLER
Overhead View

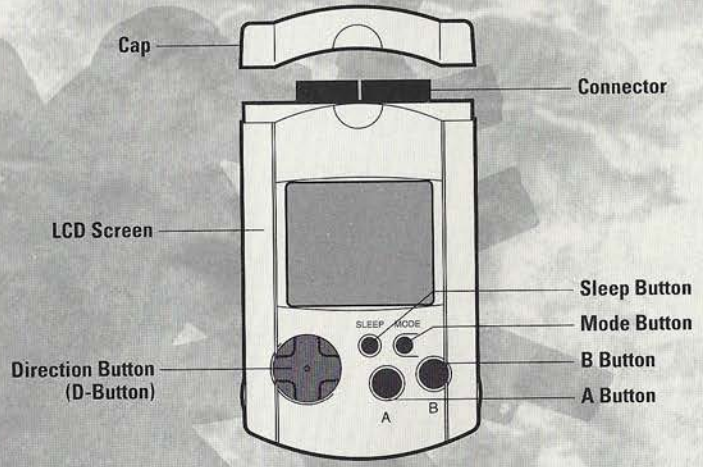


SEGA DREAMCAST JUMP PACK™



To return to the title screen at any point during the game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA VISUAL MEMORY UNIT (VMU)



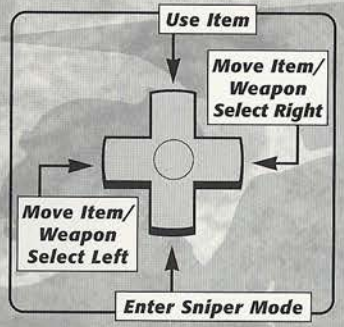
While saving a VMU/VM (Visual Memory Unit)-Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

There are three main characters in MDK2 – Kurt Hectic, Max and Doctor Fluke Hawkins. Each character has both a common and a unique set of controls.

KURT

GENERIC COMMANDS

Y Button	Move Forward
A Button	Move Backward
X Button	Strafe Left
B Button	Strafe Right

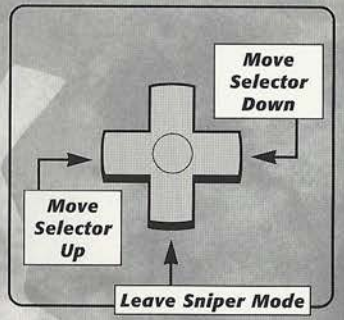


KURT COMMANDS

Left Trigger	Jump (Press and Hold for Parachute)
Right Trigger	Shoot Chain Gun
D-Button Down	Enter Sniper Mode
D-Button Left	Move Item/Weapon Selector Left
D-Button Right	Move Item/Weapon Selector Right
D-Button Up	Use Item

SNIPER MODE

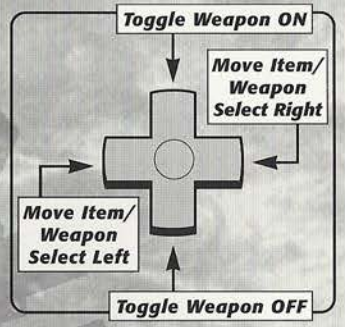
Y Button	Zoom In
A Button	Zoom Out
X Button	Strafe Left
B Button	Strafe Right
Right Trigger	Shoot
D-Button Left	Move Item/Weapon Selector Up
D-Button Right	Move Item/Weapon Selector Down
D-Button Down	Leave Sniper Mode



MAX

GENERIC COMMANDS

Y Button	Move Forward
A Button	Move Backward
X Button	Strafe Left
B Button	Strafe Right



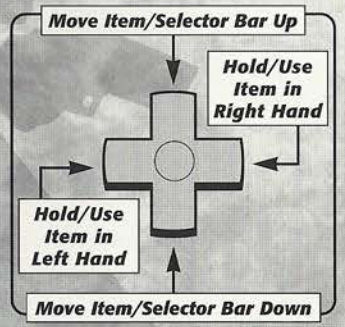
MAX COMMANDS

Left Trigger	Jump (Press and Hold for Jetpack – Analog Control)
Right Trigger	Shoot Equipped Weapons
D-Button Left	Move Item/Weapon Selector Left
D-Button Right	Move Item/Weapon Selector Right
D-Button Up	Toggle Weapon ON
D-Button Down	Toggle Weapon OFF

DOC

GENERIC COMMANDS

Y Button	Move Forward
A Button	Move Backward
X Button	Strafe Left
B Button	Strafe Right



DOC COMMANDS

Left Trigger	Jump
Right Trigger	Combine Items in Both Hands

D-Button Up	Move Item/Weapon Selector Up
D-Button Down	Move Item/Weapon Selector Down
D-Button Right	Hold Item in Right Hand (Pressing Twice uses Item in Right Hand)
D-Button Left	Hold Item in Left Hand (Pressing Twice used Item in Left Hand)

Note: *Pressing any of the Movement buttons (A, B, X, Y) causes your character to run in the direction of the button that is pressed. Combinations of keys will cause your character to run in diagonal directions.*

IV. THE CHARACTERS

MDK2 allows you to take control of three completely different characters during the course of the game. Each character has a number of unique characteristics and abilities that set him apart from his comrades.

KURT HECTIC

Kurt Hectic, the lead character from the original MDK, is a reluctant hero, cursed by circumstance. The 'Coil Suit' was designed by Doctor Hawkins both as a powerful weapon and an alternative to classy evening wear. The 'Coil Suit' gives Kurt a number of special abilities including: a Sniper Scope that he can use to shoot enemies a mile away, a Ribbon Chute that can silently carry Kurt a great distance while floating through the air, and a devastating Chain Gun. Kurt reluctantly uses these tools to defend the Earth.

Movement
Kurt can jump into the air by using the Left Trigger. He can also grab ledges and pull himself up to surfaces that he might otherwise be unable to reach by jumping toward them and holding the Left Trigger.

Chain Gun
Kurt has a Chain Gun mounted on his right hand. Pressing the Right Trigger causes the Chain Gun to fire. The Chain Gun has unlimited ammo, never overheats, and can be used continuously, should the situation require it. There are upgrades that Kurt can find for the Chain Gun that change both its firing characteristics and damage.

Sniper Scope
Pressing Down on the D-Button causes Kurt to enter Sniper Mode. A new Graphical User Interface appears when Kurt enters Sniper Mode. This GUI features a zooming viewport that Kurt controls with the Y button (Zoom In) and the A Button (Zoom Out), a camera view that shows either Kurt or the bullet he most recently fired, and an array of ammunition currently available.

Kurt can change his sniper bullet with the D-Button by pressing either Left or Right to move the selector up or down. Pressing the Right Trigger causes Kurt to fire a single sniper shot. Be careful with your ammunition because all shots, with the exception of the default sniper bullet, have limited ammunition.

Note: *Kurt has limited movement in Sniper Mode with the X and B buttons.*

Ribbon Chute
While falling or jumping, Kurt's ribbon chute can be activated by pressing and holding the Left Trigger. While activated, the ribbon chute allows Kurt to glide around his environment. Movement keys can be used in combination with the ribbon chute to explore the environment.

Note: *If the ribbon chute is opened in an updraft Kurt will rise up into the air.*

Inventory

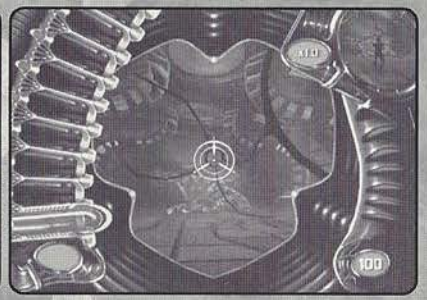
Kurt has a limited inventory of items that he can use during his mission. Kurt's inventory is always active; the current active item can be changed by pressing either Left or Right on the D-Button. Pushing up on the D-Button uses the currently selected inventory item.

Health

Kurt starts the game with 100 health points. As he is damaged, his health decreases. Kurt can find items in his environment that can be used to heal his injuries back to a maximum of 100 points.

Game Screen

Sniper GUI



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Fantasy ❒ Other

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SNES ❒ N64® ❒ Sega Dreamcast™
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Max: the standard jetpack and the atomic jetpack. Pressing and holding the Left Trigger access both. The jetpacks both use the Analog Thumb Pad and thus their fuel usage and thrust can be carefully controlled.

Note: *If the ribbon chute is*

Inventory

Kurt has a limited inventor
Kurt's inventory is always a
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uses the currently selected

Health

Kurt starts the game with 1
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Game Screen

WIN A FRE

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❒ Game Boy® ❒ Genesis ❒
❒ PC (DOS) ❒ PC (Win 95) ❒ Macintosh ❒

MDK™ 2

MAX

Max is the robotic creation of Doctor Fluke Hawkins. His unusual design (2 legs and 4 arms) allows him to hold up to four weapons simultaneously. Originally quite tame, Max downloaded an action hero personality in order to better help in the defense of the Earth against the Streamriding Aliens.

Movement

Max can jump into the air by using the Left Trigger. He can also grab ledges and pull himself up to surfaces that he might otherwise be unable to reach by jumping toward them and holding the Left Trigger.

Weapons

A number of weapons are available to Max, and thanks to his unusual physical enhancements, up to four weapons can be used simultaneously. To select different weapons press either Left or Right on the D-Button to move the Selector. When an unequipped weapon is highlighted, press up on the D-Button to activate it. You'll notice that the weapon changes from transparent to solid when equipped. To unequip a weapon press Down on the D-Button.

Max is unable to add ammunition to his weapons and thus he will throw empty weapons away without prompting from the player. Don't worry, there are a number of weapons available in his environments.

Jetpack

There are two different jetpacks available for use by Max: the standard jetpack and the atomic jetpack. Pressing and holding the Left Trigger access both. The jetpacks both use the Analog Thumb Pad and thus their fuel usage and thrust can be carefully controlled.

The standard jetpack has a limited amount of fuel and must be refueled at specific fueling stations. The atomic jetpack has an unlimited source of fuel and recharges when not in use.

Health

Because of his robotic construction, Max has more health points than either Kurt or Doctor Hawkins. He starts with 200 health points that can be replenished by specific items found in his environments.

Game Screen

DOCTOR FLUKE HAWKINS

Doctor Fluke Hawkins is the famed irascible genius responsible both for the creation of Max and the development of "the Coil Suit." As a player character, Doctor Hawkins is most unusual in that his physical weakness is more than made up for by his ingenuity.

Movement

The Doctor can jump into the air by using the Left Trigger. He can also grab ledges, but he is too weak to pull himself up!

Inventory

Doctor Hawkins has two, completely independent inventories, one for his left hand, and one for his right. His selection bar is controlled by the D-Button; pushing Up on the D-Button moves the Selector up while pushing Down on the D-Button moves it down.

When the selection bar sits over an unequipped item, the Doctor can presses the D-Button to the direction of the item (left or right) to hold the item in its designated hand. He can of course hold different items simultaneously, one in each hand.

While holding an item in his hand, if he presses the D-Button either to the Left or Right (toward for the hand in which he holds the item) the item is used.

Combining Items

The Doctor's primary power is to combine items. To do this, he must first hold the items he wishes to combine, one in the left hand and the other in the right, and then press the Right Trigger.

One of three outcomes can occur when the doctor attempts to combine items. The first outcome that might occur is... nothing! Not all items can be combined; in fact, many are absolutely incompatible and can cause serious problems when combined. The second potential outcome from combining items is that a new item is created. The name of this new item will be displayed, and the new item will be created in the Doctor's inventory. The third outcome is that an effect might be produced after the combination of items. The effect could lead to either a positive or negative outcome. Don't be afraid to experiment with the Doctor and his items.

Health

Of the three characters, Doctor Hawkins is by far the physically weakest. He only has a total of 60 health points, but fortunately he can create and find items that can replenish his health.

Game Screen

V. THE ITEMS

THE FOLLOWING ITEMS CAN ONLY BE USED BY KURT HECTIC.

Grenade

Kurt can thrown the basic grenade at his enemies to create concussive damage. The distance the grenade is thrown depends on the upward angle at the time of launch. Be careful because Kurt can be damaged by his own grenades.

Dummy Decoy

Kurt can throw the Dummy Decoy into the battlefield in order to confuse his enemies. Being of slightly dim intelligence, the Aliens aren't able to tell the difference between Kurt and his decoy. In fact, they prefer to shoot the decoy, because of its satisfying response to their attacks.

Cloak

One of Kurt's more effective items is the Cloak. The Cloak renders Kurt invisible to alien eyes and allows him to run unscathed through their defenses. Beware, as it has a limited life span.

SNIPER BULLETS AND ITEMS

The following Sniper Bullets and Items can be loaded into the Sniper scope and shot with different effect!

Sniper Bullet

The basic sniper bullet travels straight to its target, causing damage with its impact.

Homing Bullet
The homing bullet tracks its target.

Sniper Mortar
The sniper mortar follows an arcing path to its target. Its arcing trajectory can be used to bomb those difficult to reach spots.

Sniper Grenade
The sniper grenade follows a direct path and explodes on contact.

Bouncing Bullet
The bouncing bullet ricochets off multiple walls on the way to its target.

Sniper Shield
The sniper shield absorbs damage from alien weaponry for a limited period of time.

THE FOLLOWING ITEMS CAN BE USED BY MAX.

Magnum
The Magnum is a basic, non-automatic weapon. Max is given a special Magnum that never runs out of ammunition.

Uzi
The Uzi is a basic, automatic weapon.

Shotgun
The Shotgun is a powerful, non-automatic weapon.

GatGun
The Gatgun is a powerful, automatic weapon.

THE FOLLOWING ITEMS ARE USED BY DOCTOR FLUKE HAWKINS.

They completely defy description.

Toaster

Lighter

Loaf

A Pile of Dirty Towels

Pipes

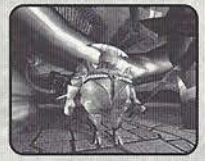
An Electrical Cord

Remember *– experiment with the Doctor's items to discover new combinations!*

VI. THE ENEMIES

Here is a very small sampling of the enemies that our faithful heroes will face in MDK2.

Conehead
Coneheads make up the working class of the Streamriding Alien society. They appear to be harmless until provoked. Once angered, Coneheads lash out with a powerful psychic attack that can pass through physical barriers.



Bif
Bif functions as an imperial guard for the Streamriding Aliens elite. Large and tremendously powerful, Bif possesses a fearsome lightning staff that can discharge electrical attacks that can track the player.

Bottrocks
Bottrocks make up the bulk of the Streamriding Alien shock troops. Extremely mobile and agile, Bottrocks can attack with either their energy cannon or by throwing concussive grenades.

Birdbrain
Birdbrains function primarily as sentries for the Streamriding Aliens. Their ability to fly affords them tremendous maneuverability and their wicked temper makes them a tenacious enemy.

VII. HINTS

- Most of the enemies are extremely dangerous if you get too close to them. Keep your distance except if you mysteriously develop a hand-to-hand attack.
- Make use of Kurt's Ribbon Chute to fully explore his environments. You'll never know what you might find.
- When possible, use Kurt's sniper mode. It's much more powerful than his standard chain gun.
- Don't be afraid to use Kurt's special items when you get into a bind, they can be most helpful.
- Remember that Max has four arms that means 4 guns!
- Max can destroy considerable parts of his environments. Don't be afraid to shoot out windows, walls and anything else that catches your fancy.
- Be very careful with Max and the jetpack. There is usually barely enough fuel for the maneuvers you are required to pull off. Max is tough but he still takes damage from falling long distances.
- Keep the Doctor out of direct combat unless you are have a couple healing items at your disposal.
- Don't be afraid to explore strange combinations of items with the Doctor, you might be pleasantly surprised with what you find.

VIII. TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

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www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Platform
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY [7529]. You must be 18 years +, have a touch-tone phone, and the cost is $0.95 per minute. This service is only available in the U.S.

Interplay Productions Support Fax: (949) 252-2820

Interplay Productions Technical Support

16815 Von Karman Avenue, Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

FTP: ftp.interplay.com

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X. CREDITS

BIOWARE

Produced and Designed by
Cameron Tofer Greg Zeschuk

Game Design
MDK2 Team

Lead Programmer
Cameron Tofer

Programming
Stan Melax Justin Smith
David Falkner Ryan Hoyle
Charles Randall

Additional Programming
Don Moar Scott Greig
Jeremy Sheldon Mike Devine
Patrick Chan Kalvin Lyle
Casey Hudson

Art Direction and Special Effects
Russ Rice

Level Design and Art
Cassidy Scott Kalvin Lyle
Casey Hudson Tobyn Manthorpe

Art
Sean Smailes Derek Watts
Rob Sugama Matt Goldman
Lindsay Jorgensen Mike Sass

Additional Art
Kelly Goodine John Gallagher
Sung Kim

Director of Animation
Dave Hibbeln

Animators
Rick Li Tony de Waal
Steve Gilmour Deo Perez
Larry Stevens Henrik Vasquez

Sound
David Chan

Writing
Lukas Kristjanson Greg Zeschuk
Dave Hibbeln

BioWare QA
Karl Schreiner (Lead) Derrick Collins
Keith Soleski Scott Rodrique
Scott Horner

Executive Producers
Greg Zeschuk Ray Muzyka

Support Staff
Dave Hamel Juliette Irish
Mike Nudel Theresa Baxter
Chris Zeschuk Teresa Stevenson

Voices
Three Dead Trolls in a Baggie Atomic Improv
Wes Borg & Joe Bird Paul Mather & Donovan Workun
www.deadtroll.com www.subatomichumor.com/atomic
And Greg Zeschuk

Casting by
CorporateImprov.com

INTERPLAY

Head of Product Development
Trish Wright

Division Director
Jim Molitor

Producer
Todd Morgan

Line Producer
Brandon Lang

PR Manager
Wayne Teats

VP of Marketing
Cal Morrell

Marketing Director
Debbie Howell

Marketing Managers
Monica Guerra
Mike Scharnikow

Manual Design & Layout
Michael L. Quintos

Traffic Manager
Sherry LaVertu

INTERPLAY QA

Director of QA
Jeremy S. Barnes

QA Manager
Greg Baumeister

TEAM 1

Project Supervisor
Rob Giampa
Damien Evans

Senior Tester
Rodney Smith

Testers
Gary Tesdall
Hector Espinoza
Danielle Cragun
Charles Salzman
Robert Lark

TEAM 2

Project Supervisor
John Kirkland

Senior Tester
Kris Giampa

Testers
Sean Johnson
Thomas Edmonds
John Palmero
Lisa Hawker
Marc Droudian

INTERPLAY AUDIO

Music
Jesper Kyd
Albert Olson
Raymond Watts

Music Editing
Rick Jackson

Additional Sound Effects
Charles Deenen
Adam Levenson
Gene Semel

Sound Assistant
JP Walton

Narrator Voice
Don Morrow

Mastering
Frank Szick

Precision
Tom Baker

Audio Administrator
Gloria Soto

VIDEO

Video Manager
Dan Williams

Multimedia Specialist
Bill Stoudt

Video Editor
Dave Cravens

THANKS TO

Interplay US - Brian Fargo, Cal Morrell, Jim Molitor, Todd Morgan, Trish Wright, Jim Boone, Steve Shube, Tina Aughinbaugh, Stony and Feargus Urquhart.

Interplay UK - Scott Burfitt, Diarmid Clarke, and Matt Findley.

The fine folks at SEGA - David Rudolph, Roxana Hui, Neil Robison, Kathy Schoback Greg Lanz, Mark Maslowicz, and Adam Rabin.

Virgin - Sean Brennan, Peter Bilotta, Sarah Thompson, Allison Grant, Ingo Horn, Laurent Jorda, Anne-Karine Denoble, Julie, Theresa Nunez, Javier Rodriguez.

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Brian Fargo, C.E.O.

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