

SOCCER KID



MANUAL

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WELCOME!

Welcome to Soccer Kid. Years of work has gone into producing Soccer Kid. It wasn't easy, and software piracy doesn't help. For every pirate copy of Soccer Kid made, a sale is lost. This reduces the level of money that can be invested in future software development. Any fool can copy software. It takes a little more intelligence not to.

PART 1 GETTING STARTED

SYSTEM REQUIREMENTS:

To play SOCCER KID you will need an IBM PC or compatible computer with a hard drive and optional Sound Blaster compatible sound card and Joystick. You must have a minimum of 14MB free hard disk space and your system must be running DOS Version 3.3 or higher. The minimum amount of free DOS base memory is 500kb.

SOCCER KID cannot be played with an expanded memory manager installed (eg: EMM386 and 386MAX). Please disable any such memory managers before attempting to run SOCCER KID.

To play SOCCER KID CD-ROM, a CD-ROM drive (single speed 150k/sec transfer rate or better) is necessary in addition to the above requirements.

INSTALLING SOCCER KID FROM 3.5" DISKS:

1. Insert Disk 1 into the appropriate floppy disk drive (eg: Drive A:).
2. Switch to the floppy drive where you inserted Disk 1. For example, if you inserted Disk 1 into Drive A:

Type: A:\ and press ENTER.

NOTE: You must switch to the floppy drive before you execute the INSTALL command. You CANNOT simply type A:\INSTALL.

3. Type: INSTALL and press ENTER. The Installation screen will then appear.
4. The Installation screen, lets you configure SOCCER KID to your computer settings.

AUDIO OPTIONS:

Use the cursor keys to move the grey box highlight over the appropriate Sound selection and press the SPACEBAR or ENTER to select. A small red TICK should appear within two brackets. This indicates the option has been selected. You can now set the relevant DMA, PORT and IRQ settings. Simply move the box highlight over the option you want to change and press SPACEBAR or ENTER to advance through the various selections, until you find the one that corresponds to your particular sound card.

GAME OPTIONS:

Use the box highlight to choose the required Control method and Game speed options and press the SPACEBAR or ENTER to select.

INSTALL OPTIONS:

To change the drive and directory path, move the box highlight to the Destination Path text line (eg: C:\KRISALISKID), and then use the BACKSPACE key to delete the text. You can now insert your own drive letter and the directory path to which SOCCER KID will be installed by typing in the relevant text.

5. If you wish to abort the installation at this point, press ESC or move the box highlight over CANCEL INSTALLATION and press the SPACEBAR or ENTER. This will take you back to DOS.
6. Once you are satisfied with the selections on the Installation screen, move the box highlight over PROCEED WITH INSTALLATION and press the SPACEBAR or ENTER. This will start the installation process and you will be prompted to insert additional disks, until the installation is finished. If the installation is successful, you will then be prompted to press any key to return to DOS within the game directory.

NOTE: If there is insufficient space to install the game onto your hard drive, you will be prompted by the install program.

7. You should now be in the directory to which SOCCER KID was installed. To begin the game, please refer to the RUNNING SOCCER KID section.

INSTALLING SOCCER KID CD-ROM:

1. Insert the CD-ROM disk into your CD-ROM drive (e.g., Drive D:).
2. Switch to the CD-ROM drive where you inserted your CD-ROM disk. For instance, in Drive D, you would type D:\ and press ENTER.

NOTE: You must switch to the CD-ROM drive before you execute the INSTALL command. You cannot simply type D:\INSTALL.

3. Type INSTALL and press ENTER. The installation screen will then appear.
4. Follow the directions from Step 5 of "Installing SOCCER KID from 3.5" Disks."

GAME SPEED

The INSTALL and SETUP programs allow you to change the speed of the game by selecting 30Hz or 60Hz. We recommend that you select 30Hz for slower machines and 60 Hz for faster machines. Choose the option which best suits your computer.

CHANGING SOUND/SPEED/CONTROL SETTINGS AFTER INSTALLATION:

If you wish to change your game settings, this is possible from DOS. Type: CD\ followed by the path of the game directory where SOCCER KID is installed, and press ENTER. Now type: SETUP and press ENTER. You'll see a screen similar to the install screen seen previously. You can now change all the game settings in exactly the same manner as when installing (see Step 4 of installation procedure).

When satisfied with your choice of settings, move the cursor over EXIT SETUP and press SPACEBAR or ENTER. If you wish to retain your original settings, then press ESC to abort SETUP. Please note that SETUP has an option to create a SOCCER KID BOOT disk.

RUNNING SOCCER KID:

To load and play SOCCER KID:

1. Start your computer as you normally would.
2. Switch to the hard drive where the game is installed. For example, if you installed the game on Drive C:
Type C:\ and press ENTER.
3. Type CD\ followed by the path of the game directory. For example, if the game is contained in KRISALISKID (the default directory), you would:
Type CD \KRISALISKID and press ENTER.
4. To start loading the game at this point.
Type KID and press ENTER.
5. The MicroLeague logo will appear, followed by the intro. To skip these, press fire.

6. On the Title screen is a menu with the following options:

START
OPTIONS
DISK
EXIT

Move the cursor next to the relevant option and press FIRE.

START

Starts the game with the currently selected LANGUAGE and DIFFICULTY levels.

OPTIONS

Allows you to select the difficulty level and language. Move the cursor up and down to the relevant position. Press Fire to change the current setting. Move the cursor to EXIT. Press fire.

DISK

Allows you to load a saved game. Move the cursor up or down to select the game you wish to load. Press L to load the game.

EXIT

Quit to DOS (confirm by pressing Y or N).

CONTROLS:

JOYSTICK FUNCTION

KEYBOARD EQUIVALENT

UP	CURSOR UP
DOWN	CURSOR DOWN
LEFT	CURSOR LEFT
RIGHT	CURSOR RIGHT
FIRE	SPACE

LOADING AND SAVING GAMES:

You can LOAD a saved game from the TITLE SCREEN MENU or in between countries. You can SAVE a game between countries.

TO LOAD A SAVED GAME

Move the cursor up or down to select the game you wish to load from the saved game list and then press L to load the game.

TO SAVE A GAME

Move the cursor up or down to select a position in the saved game list. Press S to highlight save game slot. Edit the save game title using the keyboard. Press ENTER to save the game.

CREATING A SOCCER KID BOOT DISK:

Owners of MS DOS Version 6.00 or higher may not need to make a boot disk, as it is possible to press F5 at the bootup message "Starting MS DOS...". This will then ignore all preset boot files and go straight to the command line (eg: C:\). However, software selectable SOUNDBLASTER 16 sound cards, may require system booting or, you may find it more convenient to use a boot disk. Also, if a MEMORY MANAGER is present and you do not want to modify your CONFIG.SYS or AUTOEXEC.BAT boot files, it will be necessary to create a boot disk.

To create a SOCCER KID boot disk:

1. Format a blank floppy disk on your disk drive by using a normal DOS format command. Please note that if your drive A:\ is 5.25 inch, you must use this type of floppy disk.
2. Now change to the SOCCER KID drive/directory path, then type: SETUP and press ENTER.
3. Use the cursor keys to move the highlight to: <MAKE SK BOOT DISK TO RUN GAME ON RESET>

Now press SPACEBAR or ENTER to select. A red TICK will appear between two brackets.

4. Move highlight to <EXIT SETUP> and press SPACEBAR or ENTER to select.
5. You will be prompted on-screen to insert the formatted disk. Be sure the disk is write-enabled. On-screen information will show the progress of the boot disk creation.

The BOOTDISK option within the SOCCER KID SETUP UTILITY, uses the DOS <SYS.COM> command to copy the SYSTEM files to the formatted disk. This command must be present in your MS DOS directory.

RUNNING SOCCER KID BOOT DISK:

1. Insert SOCCER KID BOOT disk into your floppy DRIVE A:

2. Either RESET your computer or switch it on.

PLEASE NOTE: If you have a SOUNDBLASTER 16 fitted to your computer, instead of RESETING:

Type: A:\ <ENTER>
Then type: BOOT <ENTER>

Or, use keyboard reboot (usually CTRL+ALT+DEL).

3. The SOCCER KID BOOT disk will now run SOCCER KID automatically on reboot.

PROBLEMS:

If the game will not run, you may get one of the following error messages:

Soccer Kid requires 80386 or above - SOCCER KID has been designed to run on modern IBM PCs with an 80386 processor or above---You may have an older processor which is not compatible with this game.

XMS Error - Insufficient extended memory---SOCCER KID requires 2MB of extended memory (FREE). You may have less than this limit or other programs may be using some part of this memory. You may need to remove some device drivers from your CONFIG.SYS file to free more memory or, if this does not work, try starting your computer with a boot disk.

EMM present---SOCCER KID will not work if there is an EXPANDED MEMORY MANAGER present. You will have to remove any such memory manager from your CONFIG.SYS file in order to run SOCCER KID or, if this does not work, try starting your computer with a boot disk.

A20 Error---Try starting your computer with a boot disk.

TECHNICAL SUPPORT:

If you have any questions about this game, our Customer Service Department is here to help you. Call MicroLeague Interactive Software at (302) 368-9990 Monday through Friday, 8:30 AM to 5:30 PM ET, or write:

MicroLeague Interactive Software,
U.O.P., 201 Bellevue Building, Newark, DE 19702.

Please be sure to include the following information in your letter:

* Type and model of computer you own.

* Type of operating system or DOS version number.

* Any additional system information such as:

Hard Disk Type, Video Card, Memory, Mouse, Printer etc...

* Full description of the problem.

PART 2

THE STORY SO FAR...

It's the day of the World Cup Final in the United States of America. The atmosphere is electric. A capacity crowd is waiting for the match to begin. So, too, thousands of miles across the water, is Soccer Kid, sitting in front of his television.

A million miles away in outer space, far above the planet Earth, the alien pirate Scab is scanning the area for a trophy of Great Importance to add to his enormous collection. 'Beep beep beep!' goes the scanner as it locates the World Cup, the most prestigious award on Earth, shining brightly in the American sun.

Suddenly, a blanket of darkness falls over the stadium and Scab's spaceship materializes. The crowd is awe struck as the World Cup disappears. They gasp. They boo. They cry seconds later when the stadium is relit... and Scab's ship is already orbiting the Earth.

BANG! The smug Scab collides with an asteroid. The World Cup shatters into five pieces which fall to Earth, each chunk landing on a different part of the globe.

Soccer Kid decides then and there to save the day by recovering the five pieces of the World Cup.

THE TITLE SCREEN

Hey! There's Soccer Kid, ready to roll. Three options are presented: 'START GAME', 'KIT DESIGN' and 'OPTIONS'. Push the joystick up or down to move the ball marker between the options and press the fire button to select an option.

START GAME

Select this option when you are ready to play.

KIT DESIGN

You can change the colors of Soccer Kid's shorts and shirt to those of your favorite team. Push the joystick up or down to change his shirt color, and left or right to

change the color of his shorts. Press the fire button to return to the title screen.

OPTIONS

Four options are presented: 'MUSIC ON', 'SOUND ON', 'TUTORIAL' and 'EXIT'. Push the joystick up or down to move the arrow between the options, and press the fire button to select an option. You can turn the music and sound effects heard during play on or off (the sounds can prove useful so you'd best leave them on). Or you could try the Soccer Kid tutorial where you can view his skills. Select the 'EXIT' option to return to the title screen.

TODAY'S TOP SCORERS

If no option is selected from the title screen and you leave the computer and joystick alone for a short while, the top 10 best scores are presented. If you leave the computer and joystick alone for a little longer a demonstration of Soccer Kid in action will be shown. Press the fire button to return to the title screen.

CONTROLLING SOCCER KID

Soccer Kid is one talented individual, no doubt about it. He's an athletic fellow but his real talent shines through when he has a ball at his feet. Soccer Kid gains possession of the ball as soon as he touches it, and he can also use the ball to remove adversaries from play and collect items otherwise out of reach.

HE CAN RUN!

Push the joystick LEFT or RIGHT to make Soccer Kid move in those directions, whether he's in possession of the ball or not.

HE CAN JUMP!

Push the joystick UP to make Soccer Kid jump. The longer the joystick shaft is held in the direction of the jump, the higher Soccer Kid will leap. Soccer Kid will NOT take the ball with him when jumping up or sideways.

HE CAN DUCK!

Push the joystick DOWN to make Soccer Kid duck on the ground. This move allows you to see what's below Soccer Kid.

HE CAN FALL THROUGH THIN PLATFORMS!

Push the joystick DOWN and press the fire button to make Soccer Kid fall through a thin platform. Soccer Kid WILL take the ball with him if he has it.

HE CAN 'DO' SLIDING TACKLES!

Push the joystick DOWN when Soccer Kid is running left or right. Soccer Kid will perform a sliding tackle, whether or not he's in possession of the ball. This move is particularly useful for sliding under low gaps.

HE CAN LAND ON THE BALL!

When Soccer Kid's in the air, push the joystick DOWN to make Soccer Kid land on the ball - but only if he's above it. To make Soccer Kid step off the ball push the joystick in any direction except UP.

HE CAN ROLL ON THE BALL!

When Soccer Kid's standing on the ball, press and hold the fire button, then push the joystick LEFT or RIGHT to make Soccer Kid roll the ball in those directions. To make Soccer Kid step off the ball, release the fire button and push the joystick in any direction except UP.

HE CAN HIGH JUMP OFF THE BALL!

Here's a handy move for when Soccer Kid can't quite reach a platform above him. Push the joystick UP when Soccer Kid's standing on the ball to make him jump high. Push the joystick LEFT or RIGHT to guide Soccer Kid in the air.

HE CAN KICK THE BALL!

Soccer Kid can kick the ball in many different directions. Press the fire button and push the joystick LEFT or RIGHT to make Soccer Kid kick the ball in those directions. Note that the ball can be kicked straight across small gaps.

HE CAN DO TRICK KICKS!

Press the fire button to make Soccer Kid tap the ball on his foot. From here Soccer Kid can perform many tricks. To make Soccer Kid drop the ball, release the fire button and push the joystick DOWN or away from the direction he's facing.

When Soccer Kid is tapping the ball on his foot you can perform any of the following trick kicks...

HE CAN KICK THE BALL HIGH!

Push the joystick UP to make Soccer Kid kick the ball straight up.

HE CAN KICK THE BALL LONG AND HARD!

Push the joystick in the direction Soccer Kid is facing to make him kick the ball long and hard.

HE CAN PLAY A HIGH CHIP!

Push the joystick UP and in the direction Soccer Kid is facing to make him chip the ball.

HE CAN USE BOTH FEET!

Press and hold the fire button then push the joystick away from the direction Soccer Kid's facing to swap feet.

HE CAN HEAD THE BALL!

Press and hold the fire button, then push the joystick UP to make Soccer Kid flip the ball onto his head. To make Soccer Kid drop the ball, release the fire button and push the joystick in any direction except away from the direction he's facing.

HE CAN DO FLYING HEADERS!

This move will take a little more practice than most. Kick the ball straight up, then jump, press and hold the fire button and push the joystick in the direction Soccer Kid's facing to make him head the ball in the air - but only if the ball is near his head.

HE CAN BALANCE ON THE BALL (AGAIN)!

Press and hold the fire button, then push the joystick DOWN to make Soccer Kid stand on the ball. To make Soccer Kid step off the ball, release the fire button and push the joystick in any direction except UP (otherwise he high jumps off the ball).

HE CAN PLAY OVERHEAD KICKS!

When Soccer Kid has the ball on his head, push the joystick away from the direction Soccer Kid's facing to make him perform an overhead kick.

HE'S A TRUE SWINGER!

In some sections Soccer Kid needs to use ropes to swing across chasms. To make Soccer Kid jump onto a rope, simply time his leap so that he will collide with the end of the swinging cord. Push the joystick in the direction of the swing to speed it up. Push the joystick in the direction opposite that of the swing to slow it down. Press the fire button to make Soccer Kid jump off the rope.

NEW BALLS PLEASE

It's not uncommon to lose Soccer Kid's ball. But don't despair! When Soccer Kid's standing still, press and hold the fire button for approximately a second to bring a new ball into play. Note that the fewer balls you use to complete a scene, the higher the bonus you will receive at the end.

NOW YOU CAN MOVE HIM, TRY NOT TO LOSE HIM!!

SOCCER KID'S ENERGY

Soccer Kid starts with two hearts, but if he bumps into an adversary or anything associated with it, he loses one heart. Extra energy and even a third heart can be collected (see PICK 'EM UP!). A Soccer Kid life is lost when no more hearts are remaining. Soccer Kid's energy is replenished when a scene is completed.

TIME REMAINING

Soccer Kid has 45 time units to reach the end of a scene. Bonus points are given for any time remaining when Soccer Kid completes a scene.

YOUR SCORE

Points are scored for removing adversaries from play, collecting bonus items and other surprises.

SOCCER CARDS COLLECTED

You need to collect all 11 Soccer Cards hidden throughout each scene to qualify for the Bonus Game where you can attempt to save a piece of the World Cup.

SOCCER KID LIVES REMAINING

You start with three lives but extra ones can be picked up along the way. When no more lives remain, the final whistle blows and it's all over... until next time.

INFORMATION

Kick the ball into this symbol for information about the current scene.

RESTART POST

If Soccer Kid touches one of these posts he will start from this point (rather than from the beginning of the scene) after a life is lost.

SPECIAL CHEST

Kick the ball at the chest until it explodes. Inside every Special Chest you will find a "power-up" (see PICK 'EM UP!).

THE SCORE BOARD

Once you have completed a scene you are given bonus points for the number of Soccer Cards collected, the number of balls you didn't lose, and time remaining. You are also awarded points for the number of trick kicks used to remove adversaries from play or to collect bonus items.

THE BONUS GAME

If you collect all 11 Soccer Cards from a scene, you can play the Bonus Game in an attempt to pick up a piece of the World Cup. Don't worry if you don't succeed at first. You have three attempts in each country.

THE MAP

The map shows Soccer Kid's progress between countries.

HOLD IT!

Maybe you need to take a break, in which case press the F10 key to freeze the action. The word 'PAUSED' will be shown for a few seconds. To resume play press the F10 key again while the action is frozen.

You may quit the game at any time by pressing the F1 key once.

WHERE ON EARTH IS SOCCER KID??

There are five countries to visit. Each country features three scenes to explore and

complete. With the exception of the Russian Battleship and the Japanese Train, there are two halves to a scene. Among the obstacles you will find are pits, moving platforms, crumbly platforms, and spikes which not only hurt Soccer Kid but also burst his ball. Watch for secret passages to find bonus items and Soccer Cards.

ENGLAND

HOME TOWN

Soccer Kid's journey begins in his home town of Rotherfield, England. Beware of falling bricks, Simon's Silly Cyclists, Stoo's Psychotic Skateboarders and Derek, the bonkers builder.

THE ENGLISH COUNTRYSIDE

Who'd have thought a walk over pleasant pastures could be so bad for your health? Watch out for frogs, snakes, and Farmer Giles who hates soccer and kids running around on his land.

LONDON

Welcome to the fog, the Houses Of Parliament, Big Ben, Tower Bridge, and Gareth, a rogue rugby player.

ITALY

THE RUINS

Among the crumbling masonry you will find swinging demolition balls, deadly darts, Roger the roamin' Roman and (gulp) lots of ghosts.

VENICE

Ah, Venice is very nice, especially the waterways. But bear in mind that Soccer Kid can't swim. Beware of the fish, and watch out for Wicardo, a wacky pizza-wielding waiter.

THE RIVIERA

It's hard to miss the Moped Maniacs riding up and down the beach. Will you get to see the world famous opera singer Paverelli? He hates soccer and kids. Oh no!

RUSSIA

THE FREEZING FOREST

Heavy snow is forecast but there's plenty here to keep you warm. Don't bump into the Slav Sledgers, the squirrels or the wolves. Climb the tall trees if you have to!

THE BATTLESHIP

Beware the big guns - especially the ones in the hands of Red, the crazy sailor!

RED SQUARE

The snow is falling, the tanks are parked... and the Russian Gymnasty Assassins are out in force.

JAPAN

THE COUNTRYSIDE

Watch out for falling conkers, and beware of birds, dragonflies and flying fish. And remember: Soccer Kid hates deep water.

THE TRAIN

Prepare yourself for a high-speed train trip you won't ever forget. Avoid the coal-throwing moles and wandering robots. And watch out for signposts - you will be warned, so prepare to duck!

THE FACTORY

Don't let the fireballs, sparks and crushers make their mark. Not all of the robots are friendly. Look out for the Mad Professor who's almost as nutty as the Sumo Wrestler. USA

THE WILD WEST

And ain't it just, podner! Beware of tumbleweed, porcupines and Chief Pain's Indians.

BABE-WATCH BEACH

Falling coconuts and bouncing beach balls are best avoided and so, too, are the mad, jumping clams and the alligators.

THE CITY

It's not safe here. Rats scurry around the sewers, and deranged dogs run wild in the streets. Watch out for Pneumatic Man, Ricky's 'High Rollers' Roller Blade Troupe, and Chuck, a crazed American sports star.

PICK 'EM UP!

Run or jump into any of the following - or use the ball to collect them.

EXTRA TIME

Collect an extra 15 units of time to help Soccer Kid complete the scene.

EXTRA STAMINA

Have a heart... Soccer Kid can have a maximum of three, which means he can take an extra hit from something bad.

EXTRA ENERGY

Adds one heart's worth of energy to Soccer Kid's energy level.

INVINCIBILITY

The effect is temporary. Soccer Kid flashes while he is invulnerable. Actually, he's not completely invincible: he is still hurt by spikes.

EXTRA LIVES

Collect one for an extra life.

SPEEDY BOOTS

When Soccer Kid has these he runs twice as fast and is invulnerable - but he still has to be careful of spikes!

PLAYING TIPS

Before you play, take time to familiarize yourself with Soccer Kid's control and skills. Use the TUTORIAL option from the OPTIONS menu on the Title Screen.

A scene may contain more than one Information symbol. Hit them with the ball whenever you see them.

Kick the ball over spike pits - it could save your life!

Kick the ball ahead - you may hit an off-screen adversary!

Look down before dropping into a gap - there may be danger below!

To activate the dynamite in the Russian forest - jump on the plungers!

Most importantly, have lots and lots of kicks!

SOCCER KID WAS BROUGHT TO YOU BY...

Game Design

Neil Adamson
Nigel Little
Matt Furniss

Game Programming

Nigel Little
John Stephens

Game Engine Programming

Pete Harrap
Shaun Hollingworth

Graphic Artist

Neil Adamson

Main Sprite Animation

Neil Adamson

Enemy Sprites

Neil Adamson
Phil Hackney
Paul Dobson

Intro Animation

Created By
Les Newstead
Outlining
Darren Hebden
Coloring
Dave Colledge
Mark Potente

Music & Sound Effects

Matt Furniss

Manual

Gary Penn

Manual Editing & Additions

Amanda Pugh
Steve Sumner

Quality Assurance

Steve Sumner

Special Thanks To

Keith Birkett
John Stephens
Simeon Pashley
Tony Kavanagh
Tim James

1001 Millersville Road, P.O. Box 4547
Lancaster, PA 17604-4547
717-872-6567 • 717-871-9959 Fax