

Tomb Raider-style adventure with Magic elements mixed in

PC CD-ROM

DARKENED skye



OXYGEN
ENTERTAINMENT

"Some whisper that a few Skittles remain, and that someday the Magic will return. Aye, someday, someday..."

Lynlora. Sleepy realm of forest and meadow. The most excitement you'll find here is the bake sale at the annual Dwentil-Shearing Festival. You're Skye, and like any good hero-in-waiting, you long for the greater call of Destiny. Until one day it actually shows up. In the form of a strange orange object...

Installation

Minimum System Requirements

- Windows® 98/ME/2000/XP
- DirectX® 8.0 or higher (included on Disk)
- Pentium® II - 350 MHz (Pentium® III - 500 MHz Recommended)
- 64 MB RAM (128 MB RAM Recommended)
- 8 MB Video Card (16 MB Recommended)
- Install requires 400 MB of HD Space (600 MB for full install)
- Mouse
- Gamepad (optional)
- Joystick (optional)

Installing the Game

The game installs easily with on-screen instructions.

1. Exit all running applications.
2. Place Darkened Skye CD 1 into the CD-ROM drive.
3. If AutoPlay is enabled, click the install option on the AutoPlay menu that appears. If the Autoplay menu does not appear, run the Setup.exe file from the contents of the CD.
4. The program will scan your C: drive (or whichever drive you select) to see if there is enough space available to install the game. If not, you will need to make space on your drive.

5. Darkened Sky requires that DirectX® 8.0 be installed on your computer. The program will look for DirectX® 8.0. If it does not find it, it will give you the opportunity to install DirectX® 8.0 from the CD during the game installation process.
6. Before playing, you must run the Configuration program. If you do not do this step during installation, you will need to do it later. On the Windows START Menu go to the Start / Programs / Darkened Sky / Darkened Sky CONFIGURATION.
7. On the Config window, make sure the appropriate 3D device is selected. If your card supports OpenGL you might wish to first try the Direct3D rendering instead to increase performance.
8. You will usually want to set the game for Full Screen. 640 X 480 is a good resolution, especially if you are concerned about game speed. This is the default setting. Open the MORE menu and make sure that all the options listed there are enabled (checked). If you are having performance problems, some of these options can be de-selected later.

To change configurations later, see Step 6 above. For most of the game (except during the intro and ending movies), you will need to have CD 2 in the hard drive.

Please view the readme file on CD 1 for more detailed technical information and for last-minute game updates that may have been made after the manual was printed.

Five Lands. Five Ancient Prisms.

In the Foretimes, the Great Rainbow arched the skies. From this flowed mysterious colored artifacts that the people called SKITTLES®. Alas, in modern times the Rainbow has been “appropriated” by Lord Necroth and his Dark Prism. All magic has been outlawed. Necroth has rounded up all (well, almost all) SKITTLES® for himself and his own foul purposes.

So What Am I Supposed to Do About It?

The only hope for restoring the Rainbow and bringing magic back to the Lands is to reunite five ancient prisms from which the original Rainbow was once cast. Long, long ago, rulers of the Five Lands each assumed protective responsibility for one of the five prisms. Alas, today these ancient prisms have been largely forgotten. The

only way to find and reunite them all will be to adventure throughout your homeland of Lynlora and the other four Lands, Ogmire, Zen'jai, Stoneheath and the Gargoyle Realms. Only when the five prisms are united once again can the rainbow be restored.

You will return to Lynlora several times throughout the game. The other four Lands you will explore only once. Finding the prism within each of the Five Lands is your overall goal. But be patient, it's not an easy task. Each of these foreign lands has three distinct regions (game levels) that you must explore. You will find each Land's prism only by completing all of its three levels. When all five prisms have been reunited, you will be able to destroy Necroth.

Lynlora

Skye's homeland, a peaceful, bucolic place. Until Necroth's thugs did The Stomp on it. Bright colors have now been outlawed as symbols of rebellion. Magic may no longer be practiced by the people.

When you find an orange SKITTLES® early in the game, your discovery immediately ripples through the fabric of reality directly to Necroth himself. Now it's all-out war. Necroth wants the rogue SKITTLES® for himself and he wants you dead. He dispatches his "special forces" to Lynlora to find you.

The ancient green prism can be found in Lynlora. Or can it? You may need to craft it anew; a task that will lead to adventures in three secret realms, all branching off from Lynlora. Whenever you're back in Lynlora, check in with the traveling merchants at the marketplace and with Gannish, the old seer.

Ogmire

A watery world of islands, swamps and half-sunken cities. Merlin the mage has been isolated on a remote island by Necroth's forces. If you can get to him, he knows much about a secret band of rebels that is trying to reunite the ancient prisms. He can also point you in the direction of the yellow prism.

Zen’Jai

A Far Eastern realm, also known as The Land of the Five Birds. When the five colored Birds of Harmony roost together as one, their protective magic keeps the red prism’s power aglow. But an ally of Necroth has stolen the prism. The Birdkeeper has been forced to release the five Birds into the wild to shut off the prism’s power.

Stoneheath

In this land that time has forgotten, you’ll need to wrestle with time itself if you want to find the ancient orange prism. A mysterious valley of Stonehenge-like timepieces, a diabolical goblins’ lair, and a haunted, windswept region called The Bone Lands are the chilling locales you must explore.

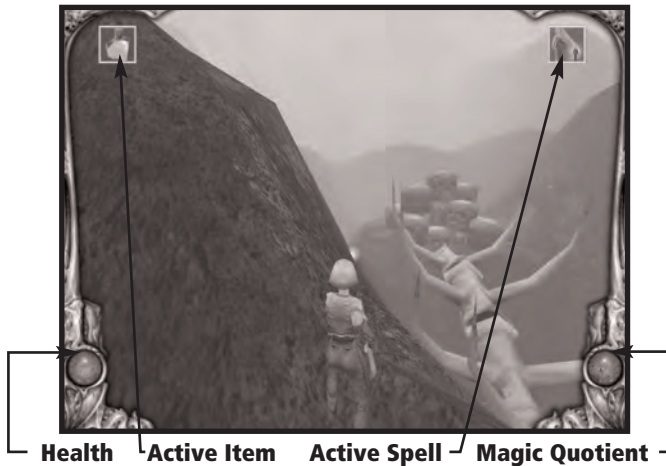
The Gargoyle Realms

This dark, gothic realm is home to vampires, demons and gargoyles. But the gargoyles that live here are a noble breed, elder guardians of the Rainbow. You’ll ride the back of a flying gargoyle to the terrifying realm of Necroth himself, where the purple prism awaits. In this horrifying place you’ll learn astonishing secrets about your friends, your heritage and even yourself.

Combat—Skye’s Staff

Your humble dwentil-herding staff is transformed into an awe-inspiring weapon of war by the magic powers of an orange SKITTLES® you discover at the start of the story. The staff will be indispensable to you throughout your many adventures. Up close, use it to thrash monsters in hand-to-hand combat (right click). From a distance, use it to cast combat spells, such as Prismatic Pulse or Cleanse Evil. When you’re not fighting, use it to cast non-combat spells, such as Shadow Vision, Diminish and Awaken Stone (left click to cast your Active Spell). It’s your all-purpose, spell-casting, butt-kicking tool of choice.

The Action Screen



Health

Skye takes damage when she's hit by evil spells, fists, and other unpleasantries. The red globe on the lower left of the screen shows your current health status. Red healing potions plants found throughout the Five Lands restore partial health. They are consumed automatically. You can also find health vials that restore full health. These go into in your inventory and can be used at any time. Health also renews itself automatically, but it takes a while, so be careful out there.

Magic Quotient

The blue globe on the lower right of screen indicates your Magic Quotient. You'll notice the "meter" go down each time you cast a spell. Some spells are more "expensive" and use more of your quotient than others. Blue vials plants found throughout the Five Lands partially restore your magic quotient; blue vials give you a full dose. Magic Quotient also renews itself automatically, if you're a patient hero. (More on Magic below.)

Active Spell

This icon, in the upper right corner, shows which, if any, spell is currently active. Assuming If your Magic Quotient is high enough, the active spell will be cast whenever you push the Cast Active Spell key (Left Mouse Button or custom choice key).

Active Item

This icon, in the upper left corner, shows which, if any, inventory item is currently active. Press the Use Active Item key (Q or custom choice) to use that item. Please note that whenever you find a new item, that item becomes the active item by default. If you wish to use a different item, just open your inventory banner (see more below).

Skye's Journal

Whenever Skye adds something new to her Journal, this icon will appear. The number over it shows how many new entries have been added that you haven't read yet.



(Red Banner) Inventory Banner (Blue Banner) Spell Banner

The Spell Banner

The blue Spell banner can be seen during normal game action by pressing F6 (or your custom key choice). It displays all of your currently enabled spells, without your needing to open the main Magic Interface. Toggle among the presently enabled spells by hitting Shift (or your custom key choice). Whichever spell is outlined becomes your current Active Spell.

If you hit the Shift button without opening the banner first, you will automatically toggle your Active Spell choice to the next spell on the banner. (More on spells below.)

The Inventory Banner

The red Inventory Banner can be seen during normal game action by pressing F5 (or your custom key choice). It displays all items currently in your inventory. Use the banner to select a new Active Item. Press Ctrl (or your custom key choice) to toggle to the next item on the list. Whenever you press the Use Inventory Item key (Q or your custom key choice), Skye will attempt to use the current Active Item. (More on inventory below.)

If you hit the Ctrl button without opening the banner first, you will automatically toggle your Active Item choice to the next item on the banner. (More on inventory below.)

Game Controls and Key Commands

Default Commands

Move	W
Move Backward	S
Strafe Left	A
Strafe Right	D
Jump	Space Bar
Look around, Aim	Mouse
Use Object/Talk to Character	E
Melee Attack with staff	R mouse
Spin Attack with staff	Secret Combo
Overhead Swing Attack with staff	Space bar + R mouse
Cast Active Spell	L mouse
Open Spell Banner	F6
Select Active Spell	Shift
Open Inventory Banner	F5
Select Active Inventory Item	Ctrl
Use Active Item	Q
Pause, Go to Main Menu	Esc
And one secret combo move!	

Menu Commands

Open Magic Interface	F7
Open Inventory	F8
Quick Save	F2
Quick Restore	F4
Quick-Build a Spell	Cursor over spell icon, L and R mouse
Quick-Disable a Spell	Cursor over spell icon, L and R mouse
Quick-Disable all Spells	Cursor over tray at bottom, L and R mouse

Menus and Interfaces

The Main Menu

The Main Menu is accessed at any time by pressing the Esc key. From the Main Menu you can Continue your game, start a New Game, Save or Load a Game, or Exit.

The Five Menu Buttons



The Five buttons seen at the top of the screen in all the menu and interface screens, from left to right, are:

Return to Game — Go back to the action.

Magic Interface — Open the Magic Interface, where spells are conjured.

Inventory — Open the Inventory for a closer look at items you've collected.

Skye's Journal — Look at Skye's Journal for Quests, Quotes and Notes.

Saving/Loading — Save a game, load a saved game.

The Magic Interface

Magic spells must be built before they can be used. For that you'll need SKITTLES®. SKITTLES® are the single empowering source for all magic in the Five Lands. Necroth's nasties have done their best to round up every last one of these magical orb-disky things, but they haven't been 100% successful. Here and there you might be lucky enough to stumble on a one in a hard-to-find spot or to be given one by a helpful ally.

Each spell has its own special “recipe,” a combination of SKITTLES® of different colors. If you don’t have enough SKITTLES® to cast a spell you want, you’ll have to keep adventuring until you find them. To enable a magic spell, open the Magic Interface.

New magic spells become available throughout the game



**Use
hand/Cursor
to grab and
place
SKITTLES®**

**New and
unused
SKITTLES®
appear here**

**Fully
enabled
spells**

**Scroll UP and
Down to see
more spells**

Using The Magic Interface

As you enter each new world, names and icons for the spells that can become available there appear on the Magic Interface. To enable a spell, simply use the hand/cursor to grab SKITTLES® from the tray at the bottom of the screen or from other spells (once you remove any SKITTLES® from a spell, that spell is no longer active).

Left-click the mouse button to grab a SKITTLES®, then release the button to let it go. When all of the necessary SKITTLES® are in place below a spell icon, that icon becomes enabled and highlighted. You can often have several spells enabled at once, but only one can be the active spell.

To quick-build a spell, hold the cursor over the spell icon and press both mouse buttons. All available SKITTLES® for that spell will pop into place automatically.

The further you get into the game, the more spells you can enable at once. But you can't enable all of them at any one time; you'll have to choose carefully.

SKITTLES® Power

You'll notice that the SKITTLES® in your Magic Interface fade in brightness as you use up your magic quotient. If you use faded SKITTLES® to enable a new spell, you might find that the spell is not yet fully empowered. You may need to find a blue vial or wait for your magic quotient to "recharge" before you can cast that spell.

The Spell Banner

The Spell banner can be seen during normal game action by pressing F6 (or your custom key choice). It displays all of your currently enabled spells, without your needing to open the main Magic Interface. Toggle among the presently enabled spells by hitting Shift (or your custom key choice). Whichever spell is outlined with a square becomes your current Active Spell.

If you hit the Shift button without opening the banner first, you will automatically toggle your Active Spell choice to the next spell on the banner.

The Spells

We could list all the spells here and tell you what they do.
Hmm... Nah, you'll have to find out for yourself.



Some spells, such as Prismatic Pulse, are used in combat only. Others, such as True Sight and Diminish, are non-combat spells and enable special powers you'll need for

exploring and puzzle-solving. Still others, such as Pyro Pulse and Polar Pulse, are dual purpose spells—they're powerful in combat, but can also be used in non-combat situations, for example, to ignite a piece of combustible material or freeze water.

The Inventory Screen



Right-click on item to see close-up view

Skye collects scores of items throughout the Five Lands. Some items pop into your inventory automatically after solving a puzzle, after seeing a cinematic sequence or just by walking into them. Others are collected via the Use command.

Click on an item in the inventory screen and a close-up view of that item, with a short piece of descriptive text, appears. Sometimes these comments can provide a gentle hint.

The Inventory Banner

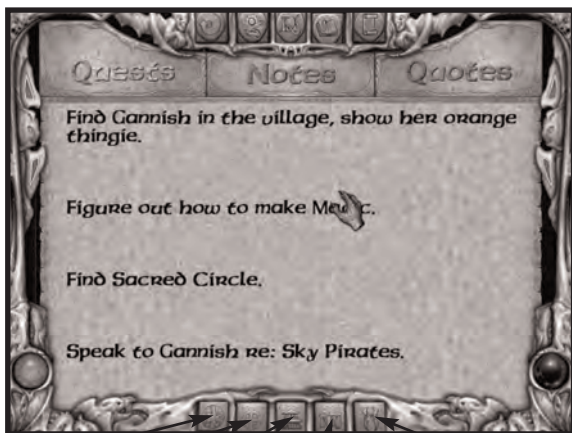
The Inventory Banner can be seen during normal game action by pressing F5 (or your custom key choice). It displays all items currently in your inventory. Use the banner to

select a new active item. Press Ctrl (or your custom key choice) to toggle to the next item on the list. Whenever you press the Use Inventory Item key (Q or your custom key choice), Skye will attempt to use whichever item is presently outlined in the Inventory Banner. In most cases, inventory items do not carry over from one level to the next. Although there are a few important exceptions.

In several of the levels, you'll collect multiple instances of the same inventory item, such as spongites or orange feathers. In this case, only one instance is shown in the inventory. Over it will be displayed the number of that item currently in your possession.

Sometimes you'll need to collect a certain quantity of a substance, such as scorpion venom or electricity. In this case, the percentage of the target total that you now possess is displayed over the item icon.

Skye's Journal



Lynlora Ogmire Zen'jai Stoneheath The Gargoyle Realms

Skye is a compulsive note-taker. (But why don't I ever see her taking notes in the game? Because she does it with SPECIAL MAGIC, okay?) She records what she sees and hears in the Five Lands and often speculates about how to solve a thorny problem.

The journal is divided into five sections, one separate journal is kept for each of the Five Lands. Each contains Quests, Quotes and Notes for that area. The five buttons at the bottom of the Journal are used to select which Land's Quests, Quotes and Notes you wish to read.

Quests

Every time you learn of a new game goal, it appears as a Quest in the Journal. So if you ever forget what the **** you're doing, just check in here. The Journal marks quests differently, depending upon whether: 1) the Quest is presently active, 2) the Quest has already been completed, or 3) you have learned about a Quest but it is not yet possible to complete it.

Quotes

NPCs often impart vital pieces of information. Usually much of their dialogue plays only once and cannot be repeated without restoring a saved game and playing through a sequence again. So, everything of possible significance that you hear from an NPC is recorded here in the Journal. Dialogue is grouped by character name and appears in the order in which you hear it in the game. Quotes often contain helpful hints and information.

Notes

If you're ever stuck while solving a puzzle, Skye's notes can be an invaluable resource. As she ponders the correct solution, you may find yourself getting a nudge in the right direction. Don't worry, though, she'll never hit you over the head with an outright solution (with her staff, maybe, but never with a solution).

Saving and Loading

The Five Lands can be a pretty unforgiving world. You will need to save your game often if you want to make it home for supper. Or make it home at all. Save **BEFORE** entering a new or dangerous area. Save **AFTER** surviving a nasty battle, negotiating a tricky action sequence or solving a puzzle. Go to the Main Menu and click Save/Load a Game.

Quick Save

Use the Quick Save command (F2) to quickly save a game in progress, without leaving the game action. The Quick Restore (F11) command restores you to your last Quick Save position.

Characters

Talking to Characters

Sometimes characters will talk to you automatically. Other times, you'll have to break the ice and take the social initiative. Just press the Environmental Object command key (usually 'E') to talk to a character. Sometimes you'll have to Use a symbol or object to start a conversation. For example, in Ogmire City (Level 4) you'll occasionally encounter the mystical blue symbols of the Fish Rider people. If you **USE** the floating symbol, you'll summon one of the Fish Riders.

It often pays to talk to a character more than once. When a character starts repeating lines, you know you've heard all your gonna hear. At least for now.

Some Characters You'll Encounter

The Five Lands are populated by a weird and wonderful cast of characters. We don't want to spoil the surprise by listing them all here, but a few deserve a special introductions.

DRAAK

Skye has barely begun her adventure when she encounters this mouthy little gargoyle who has hitched a ride to Lynlora with Necroth's minions. Draak has his own ax to grind with Necroth and immediately becomes Skye's faithful sidekick. He hides out in the gargoyle carving at the end of her staff when he's not supplying "helpful" commentary or helping Skye explore strange worlds.

GANNISH

What's a fantasy adventure without an "obligatory, wise-old-knows-everything character"? Gannish lives in a tree village in Lynlora, but she values her privacy, so you'll have to gain her trust. She knows much about the Foretimes. Whenever you're in Lynlora, be sure to stop by Gannish's place. You'll be lost without her invaluable guidance.

DORIAN

Dorian appears from time to time to offer his unique brand of encouragement and assistance. But he remains ever elusive about his own identity.

MERLIN

The mage you must seek in the watery world of Ogmire. Merlin knows much about the five ancient prisms and a secret plan to reunite them all within a unique carved talisman. Your unique carved talisman. The one your mother gave you before she departed on a merchant voyage, never to return. Hey, this is getting personal.

THE BIRDKEEPER

You'll meet him in Zen'jai, where he watches over the Five Birds of Harmony. When the ancient red prism was stolen by an ally of Necroth's ally, the Birdkeeper was forced to set the Birds free, shutting off the prism's power, but also inviting darkness and disharmony into his land.

GWENELLA

In the Foretimes, she rode the hills of Stoneheath on her great white steed. Now her spirit wanders restlessly. Only by reviving her white horse and then Gwenella herself will you discover the secret of the ancient orange prism, a secret Gwenella took to the grave with her.

Creatures of the Five Worlds (Enemies)

Wyrmdrakes

Lord Necroth's Royal Air Patrol. These winged nasties sometimes attack you up close and sometimes hurl fireballs. Will you try to shoot them down or just clobber them when they get too close for comfort?

Grunks

Necroth's main thugs are blissfully unencumbered by IQ. How they manage depth-of-field vision with only one eye is a mystery, but these guys ain't bad archers. They shoot flaming arrows.

Carpies

It's a bird. No it's a fish,. No it's a carpy. Their greatest weapon is their land speed. Pretty tough to take down, too.

Tentaclaws

They hide out in shallow water, waiting to attack the hapless beachcomber. You can try to defeat these giant eel-like monstrosities with your staff. If you're out of your mind. Or you can try a little magic.

Yarrows

Tiny, magic-wielding freaks. Their combat spells can fire across great distances, so you're never safe as long as one of them can get a bead you. Rumors speak of a rare breed of yarrow that flings fireballs and is devilishly hard to beat.

Armor Guards

Seemingly empty suits of armor animated by unknown forces. These guys have no fear, because, um, they have no brains.

Sandstalkers

They burrow beneath the ground and pop out unexpectedly to menace travelers. Rumors of their existence may have inspired a certain series of B horror movies in other lands...

Goblins

Mad inventors, they guard their secrets jealously. Dagger-wielding and gun-wielding goblin soldiers roam the goblins' secret headquarters in great numbers. They make cool grunts when they die.

Scorpions

Their venom holds a high value in the Bone Lands of Stoneheath.

Bone Monsters

They'll leave you alone unless you go looking for trouble. After all, they're dead. If you want to fight them, you're going to have to bring them back to life.

Manta'Krynn

Normally you wouldn't even notice them, except to smack them off your sleeve during a picnic. But when you're shrunk down to tiny size, they become fearsome foes. They fire poison plasma and are tough to target.

Spiders

Okay, so they're spiders. Big deal. Well they are a pretty big deal when you must have to become only two inches tall.

Vampires

This ain't no Anne Rice flick and no one will mistake these dudes for Tom Cruise. They're grunting, hideous abominations that have a nasty habit of coming back to life unless you can find ways to dispose of them permanently.

Glass Demons

These crystalline red horrors are real panes. Smashing them into tiny shards of recycling-bin fodder is one of the game's more satisfying pleasures.

Hints and Tips

- Remember to use Skye's Journal if you're ever stuck in the game. Many a hint can be found there.
- You start the game without any magic spells. You'll have to enable your first one before you depart Lynlora on your big adventure.
- If you can't seem to beat an enemy, maybe you need to use a new or different spell.
- Some enemies are easier to beat with the staff than by using magic, and vice versa.
- Remember that sometimes you'll need magic to solve a puzzle.
- Whenever you find a new SKITTLES®, check your Magic Interface to see if any new spells can be enabled.
- Remember that Skye is a warrior-hero-adventurer-goddess who can't swim. Take extra caution around water.

Credits

Executive Producer

Elizabeth J. Braswell

BOSTON ANIMATION

Executive Producer

Dale DeSharone

Writer/Game Designer/Producer

Andy Wolfendon

Programming

Vice-President/Lead Programmer

Maxim Novikov

Programmer

Oleg Ovechko

Programmer

Eugene Peresada

Programmer

Vitaliy Maximov

Programmer

Kiril Bulatsev

Level Design group

Lead Level Designer/AI Programmer/Script Programmer

Alex Soloveyko

Level Designer/Script Programmer

Ivan Kulbich

Level Designer/Script Programmer

Sergey Samchuk

Level Designer

Olga Pindrus

Level Designer

Alexander Goncharuk

Special Effect Designer/Additional Design

Denis Romanov

Game Tester/Additional design

Konstantin Kalmutsky

Concept Artists/Character Designer

Eugene Tyshkevich

Concept Artist/Character Designer

Anatoliy Lavrenishin

Concept Artist

Sergey Kuzhelniy

3D Artists

Art Production Manager

Igor Gorbunov

3D Architect/Modeler

Ruslan Konoval'chuk

3D Architect

Olga Malko

3D Architect

Natasha Han

3D Architect/Concept Artist

Sergey Kuzhelniy

3D Architect

Andrey Tkachenko

3D Architect

Vladimir Andropov

3D Architect

Veniamin Tuz

3D Architect

Vladislav Artyukhov

Painters

Painter
Painter
Painter
Painter
Painter
Painter
Painter
Painter
Painter
Painter
Painter
Painter

Anatoliy Podorvaniy
Peter Lysenko
Ivan Khivrenko
Denis Volchenko
Roman Litvin
Kirill Potabenko
Sergey Shaterny
Vladimir Nikonorov
Tatyana Klevtsova
Stepan Turskiy
Tanya Chubareva
Katya Gusak
Julia Firsova

Cinematics Group

Cinematics Production Manager
MoCap animator
3D Modeler/Animator
3D Modeler/Animator
3D Animator
3D Animator
3D Animator
3D Animator
3D Animator
3D Animator
Painter
Painter

Valerij Gorban
Alexej Honcharov
Sergej Golovin
Nadya Babarika
Vitaly Yakimenko
Irina Vovkogan
Pavel Markevich
Rostislav Garbar
Alexandra Ilmenskaya
Evgeniya Ilmenskaya
Eugene Alehin
Andrej Klimenko
Oleg Mishchenko

Pre-rendered Cinematics Group

Manager
3D Modeler/Animator
3D Architect
3D Modeler
3D Modeler
Painter
Painter

Alexander Zhukov
Alexander Shmygun
Victoria Balinskaya
Alexei Rubel
Sergey Chudokorov
Olga Akasi
Alexandra Ortynskaya

Sound Group

Audio Manager
Audio Technician
Audio Technician

Eugene Zukov
Alexey Chikry
Oleg Bondarenko

IT engineers

Manager
Assistant
Assistant

Alexander Latenko
Andrew Fefelov
Genady Dovgopoly

Administration

President
Chief accountant
Accountant
Vice-President
Vice-President
Assistant & Contractors' Accountant
Interpreter/Translator

Olga Chebotar
Larisa Lelista
Irina Balakireva
Julia Kharchenko
Maxim Novikov
Tanja Sochneva
Oleg Zuk

Additional Help

Additional Programmer
Concept Artist
Concept Artist
3D Architect
3D Architect/Modeler
Painter
Manager
Animation Director
3D Modeler/Animator
3D Animator
3D Modeler/Animator
3D Animator
Painter

Andrey Kazlitin
Oleg Masukevich
Yaroslav Grabovskiy
Andrew Kabatsky
Denis Vorobev
Juriy Pulkiv
Nick Gabchenko
Elena Kasavina
Peter Syomka
Pavel Prihodko
Tatyana Shcherbina
Yulia Ivanova
Tatyana Piven

Cast of Characters

Skye
Draak
Dorian/Boss Vampire
Gannish
Eeb/The Birdkeeper/

Linda Larkin
Robb Pruitt
Ramon de Ocampo
Ronda Berkman
John Davin

Instrument Salesman/ Great Dragon #2/ Sky Pirate #1/ Awakened Statue(s) Gwenella/Mariama/ Food Merchant/Zogle(s)/ Temple Will-O'-The-Wisps #2 & #3	Chloe Leamon
Veng the Hermit/Bloodsquall/ Coin & Stamp Merchant/ Great Dragon #1/Watcher #1/ Bone Monster(s)/ Awakened Statue(s)	Jerry Kissel
Fish Rider/Necroth/ Grunk Soldier #1/ Goblin Prisoner/ Bell-Tower Gargoyle/ Sky Pirate #2/ Awakened Statue(s)	Ed Peed
Mysterious Enemy/ Gadget Salesman/ Toy Seller	Thomas Reiff
Merlin/Quang/ Great Dragon #3/ Watcher #2/Gargoyle Face/ Awakened Statue(s)/ Zogle Worker	Paul Wann
Orlena/Twell Folk Tikniki Fisherman/ Spoiled Princess/ Temple Will-O'-The-Wisp #1	Phoebe Wray Sheryl Rabinovitz
Yancy/Grunk Soldier #2/ Drunken Ex-Adventurer/ Watcher #3/Goblin Inventor/ Goblin Scientist	Will Lebow
Jewelry Merchant	Peter Berkrot

SIMON AND SCHUSTER INTERACTIVE

President/Publisher
VP, Creative Director
Producer
VP, Director of Marketing/Business Development
Business Manager
Publicity Director
Art Director
Senior Designer
Production Manager
Marketing Services Manager
Sales and Marketing Manager
Online Marketing Manager
Dewanda Howard

Gilles Dana
Jeff Siegel
Kimberly A. Kindyu
Peter von Schlossberg
John Crowe
Peter Binazeski
David S. Rheinhardt
Stephen A. Ganade
Meng Meng Lim
Ellen Goldberg
Christina Kuzma
Lou Charles

And thanks to the rest of the team:

Debbie Clemetson, Steve Hughbes, Kara Krushin, Bill Mooney, Mike Perersen, Terry Romero, Diane Strack, Jill Wallach

ABSOLUTE QUALITY, INC.

Quality Assurance
Project Lead
Testers

Eric "Da Cap'M" Konzal
Sean Davis
Walter Carter
Toby Watkins
Fran Katsimpiris
Clint McCaul
Nathan Briggs
Dan Gleason
Chris Lewis
Rob Gray
Scott Krampeth
Trevor Rose
Brendan Tobin
Dan Cassell

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Technical Support

If you need to call our technical support department, please make sure that you are at your computer and that you have the following information readily available:

1. The product name and version number, which can be found at the top of the Readme file and on the disk itself.
2. The processor and clock speed of your computer (e.g. Pentium® II 500).
3. Your operating system's version number (e.g. Windows® 98) and the amount of free memory and system resources you have available. (To find out, open Windows Explorer and select About Windows® 98 from the Help Menu.)
4. The brand name of the sound device, video card and 3D graphics accelerator installed on your computer (see readme file on CD for more about Video Cards and 3D Graphics Accelerators.)
5. The complete and exact error message (if any) reported by the program.

To Contact Us:

On-line: www.oxygenint.com
Email: support@oxygenint.com
Phone: 01933 391999
Fax: 01933 391998