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XBOX



MadDashRacing.com

Comic Mischief
Mild Language
Mild Lyrics

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PTSP20US03



TIME SPLITTERS 2



FREE
RADICAL

EIDOS
INTERACTIVE

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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U.S.: 1-900-773-4367

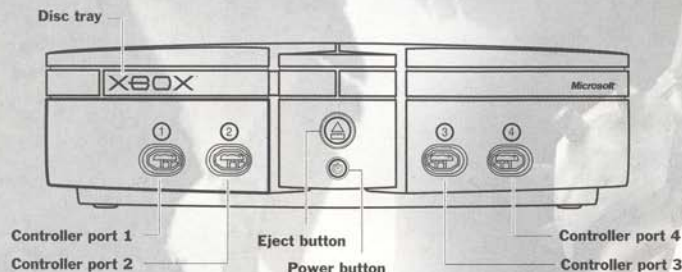
Canada: 1-900-643-4367

Cost of call: \$0.99 - \$1.49/minute.

Must be 18 years of age
or have parent's permission.

Touch-tone phone required.

GETTING STARTED



USING THE XBOX VIDEO GAME SYSTEM

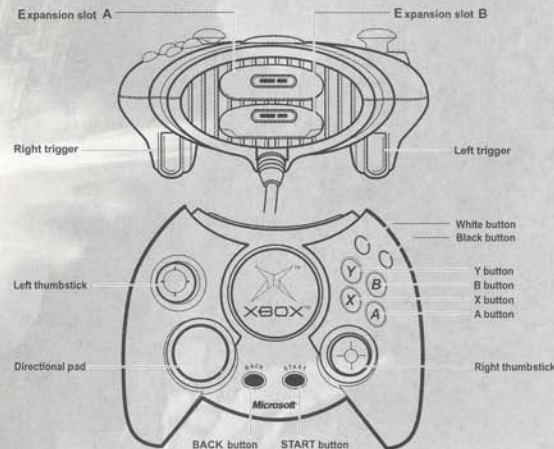
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *TIMESPLITTERS™ 2* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *TIMESPLITTERS™ 2*.

AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

STARTING UP



USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *TIMESPLITTERS™ 2*.
4. See page 13 for game controls.

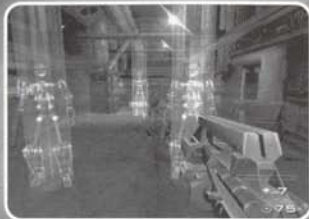
UP TO 16-PLAYER SIMULTANEOUS PLAY

With an Xbox System Link Cable (sold separately), up to 16 people can play *TIMESPLITTERS™ 2* simultaneously on a combination of up to four Xbox Consoles.

MENU CONTROLS

- Use the directional pad to highlight the option of your choice.
- Press the **A** button to confirm your selection.
- Press the **B** button to cancel or return to the previous screen.

2315 || *Robot Factory*



1920 || *Aztec Ruins*



1853 || *Wild West*



1972 || *Atomsmasher*



2280 || *Return to Planet X*



1990 || *Oblansk Dam, Siberia*



1932 || *Chicago*



1895 || *Notre Dame, Paris*



2019 || *Tokyo, Japan*



WHO ARE YOU?

When you insert the **TIMESPLITTERS™2** disc and turn on the power, the game loads and the **Title** screen appears. Here you can select the number of players. Move the directional pad or left thumbstick / to highlight the number of people who will play and press the **A** button to proceed. Remember: the maximum number of players depends on how many controllers are connected.



*A self-running demo starts from the **Title** screen after a short time of inactivity. You can exit the demo at any time by pressing the **A** or **B** button.*

The **Sign On** screen now appears. This is where you select your player. You can choose to create a new player or load an existing player from an Xbox Memory Unit. Each player must sign on individually. See the following sections for details.

CREATING A NEW PLAYER

To create a new player, select **Create New Profile** and press the **A** button. To enter the player's name, use the directional pad to select a letter, number or symbol and press the **A** button to insert it. Select **ABC** to access lowercase characters. Select **DEL** to delete the last character entered.

When the name is complete, select **END** to finish. You will then have the option to save the new player to the Xbox hard disk or the Xbox Memory Unit, or not to save at all. Press the **A** button to save and proceed, or press the **B** button to cancel the entire operation and return to the **Sign On** screen.

LOADING AN EXISTING PLAYER

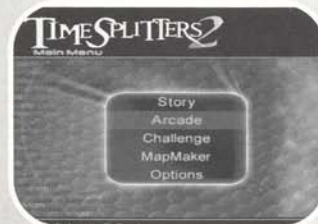
First, make sure you have an Xbox Memory Unit containing one or more saved **TIMESPLITTERS™2** player(s) inserted into an expansion slot. After powerup, select **Load Sign Ons**. If you're using more than one Xbox Memory Unit, you'll then select **Expansion Slot A** or **Expansion Slot B**. If you've saved players to the hard disk, move the directional pad / to select **Xbox Hard Disk**.

At the **Sign On** menu, select a **Player Profile** and press the **A** button to proceed.



*Tip: You can save time by selecting **Load All Sign Ons** to load all player profiles from both Xbox Memory Units.*

MAIN MENU



After all players sign on, the **Main Menu** appears. Choose one of the four game modes to begin play. All modes can be played by a single player or up to four players simultaneously.

STORY

This mission-based game mode allows you to play different characters in different locations spanning over 500 years, from 1853 to 2401. As you complete each mission, further missions are unlocked until the game is complete. **Story** mode is a one- or two-player game, with the **2 Player Cooperative** mode adding a new dimension to the gaming experience.



*Playing Tip: Completion of some missions gives you access to hidden cheats and bonuses in **Arcade** mode. Remember: You must complete a certain amount of levels before other levels open up.*

ARCADE LEAGUE

This mode offers a number of quick tournaments against pre-selected enemies, locations and weapons. If you want a more in-depth test of your skill, then **Arcade League** is what you're looking for.

ARCADE CUSTOM

This mode presents a wide variety and depth of games and options. Up to four people can play, either cooperatively or head-to-head.

SYSTEM LINK

By connecting two Xbox Consoles with an Xbox System Link Cable, up to eight players can compete simultaneously. Connect eight Xbox Consoles using an Ethernet hub and standard Ethernet cable, and 16 players can enjoy a multiplayer experience. Refer to your Xbox Instruction Manual for more information.

CHALLENGE

This mode offers a number of quick challenges against pre-selected enemies, locations and weapons. It's a fast-paced blastfest!

OPTIONS

PLAYER OPTIONS

Choose this to display the names, statistics, awards, controls and preferences for each player. Press the directional pad $\blacktriangle/\blacktriangleleft$ to select a player. For each player, you can view the stats for each game mode or an overall summary of all game modes. Press the directional pad $\blacktriangle/\blacktriangleleft$ to move between stats for each game mode.

AUDIO/VIDEO OPTIONS

Press the directional pad $\blacktriangle/\blacktriangleleft$ to highlight any of the following options, and $\blacktriangle/\blacktriangleleft$ to change its setting.

- Music
- Music Volume
- Sound
- Sound Volume
- Screen Adjust

MAPMAKER

This intuitive, sophisticated tool allows you to create your own levels.

NETWORK

Select this mode to play with your friends via Xbox System Link.

STORY

Begin this mode by choosing a mission to play. Move the directional pad or left thumbstick $\blacktriangle$ or $\blacktriangleleft$ to choose from the available missions, each identified by a unique year. Completing these missions will unlock further missions.

Once you've selected a mission, choose the difficulty setting by highlighting *Easy*, *Normal* or *Hard*. Press the **A** button to proceed.

ARCADE LEAGUE

Arcade League mode offers an array of quick tournaments against pre-selected enemies in set locations using random weapons. If you really want to test your prowess in different situations, try this out.

Move the directional pad or left thumbstick $\blacktriangle$ or $\blacktriangleleft$ to select a tournament to participate in and press the **A** button. As you conquer the available tournaments, more will be unlocked for you to choose from.

ARCADE CUSTOM

Here you can choose between *Custom* setup and *Amateur*, *Honorary* and *Elite* leagues.

Move the directional pad or left thumbstick $\blacktriangle$ or $\blacktriangleleft$ to select a mode to participate in and press the **A** button. Do the same to select a game type. Not all levels are available at the start of the game. You can unlock further levels by completing missions in *Story* mode.

After you select a tournament and location, the *Arcade Options* screen appears. Press the directional pad or left thumbstick $\blacktriangle/\blacktriangleleft$ to highlight any of the following options, and $\blacktriangle/\blacktriangleleft$ to change its setting.

- | | |
|-------------------------|-----------------------|
| • Score Limit | • Display Radar |
| • Score Method | • One Shot Kill |
| • Time Limit | • Handicaps |
| • Bag Carrier Can Shoot | • Music |
| • Teampay | • Character Abilities |
| • Friendly Fire Damage | • Powerups |
| • Always Start with Gun | |

WEAPON SET

You can select weapons from a pre-ordered set, or select your own weapons to make a custom set. To select a pre-set, move the directional pad or left thumbstick  or . To view weapon sets and/or customize a weapon set, press the **A** button.

BOT SET

You can select the team of Bots (computer-controlled characters) to include in the game. To select a pre-set, move the directional pad or left thumbstick  or . To view the Bots in each set and/or customize a Bot set, press the **A** button.

You can customize individual Bots in a set. To do this, highlight a Bot from the list. Then set the following attributes:

- **Bot Team**
Press the **A** button to cycle through the team colors: *Red, Blue, Yellow* and *Green*.
- **Bot Skill**
Add stars to increase the Bot's skill, from *1 Star* (pathetic) to *5 Stars* (awesome). Press the directional pad or left thumbstick  or  to cycle through the settings. Note that a Bot's skill can only be altered if the *Character Abilities* option is disabled.

Set a tick (cross) to include the Bot in the game.

GO!

Highlight **GO!** and press the **A** button to accept the current game options and move on to selecting your character.

CHARACTER SELECT

Move the directional pad or left thumbstick  or  to highlight a character and then press the **A** button. To play a team game, you'll choose a team (*Red, Blue, Yellow* or *Green*) instead of an individual character. (Team choices are only available in team game modes.)



Press the **A** button to proceed.



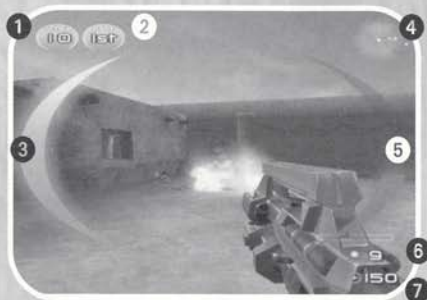
*If the **Handicaps** option is set in the Arcade Options menu, you can choose a handicap from **Rookie** (very high damage protection) to **Hero** (very low damage protection).*

CHALLENGE

This mode allows you to jump straight into the fray! You don't have to set up weapons, Bots and levels. Instead, throw yourself into a pre-defined game in seconds.

The **Challenge** levels run at blast-speed and are great fun while still extremely challenging. Good luck!

IN-GAME SCREEN



1 Kills/Points

Appears in *Arcade League*, *Arcade Custom* and *Challenge* modes only. This shows the current number of points you've gained so far in the game. It flashes on screen temporarily each time your score increases.

2 Ranking

Appears in *Arcade League*, *Arcade Custom* and *Challenge* modes only.

3 Health Gauge

This bar shortens as you take damage. When it reaches zero, you're defeated! Depending on the mode you're playing, you can pick up health paks to replenish your health.

4 Radar

Appears in *Arcade League*, *Arcade Custom* and *Challenge* modes only. This shows the locations of the other combatants. In non-team games, each combatant has a different color radar blip. In team games, the colors of the radar blips denote the character's team allegiance. Combatants who are out of range appear as gray blips on the perimeter of the radar. As they move back into range they assume their correct colors.

5 Armor Gauge

This bar fills in as you pick up armor. It empties out as you get hit. Keep an eye out for armor laying around in a level, and be sure to pick it up.

6 Ammo Remaining

This indicates the amount of ammunition remaining in the magazine of your currently selected weapon. The maximum amount of ammo varies from weapon to weapon.

7 Ammo

This indicates the total amount of ammunition you have for your current weapon.

DEFAULT GAME CONTROLS

- **left thumbstick**
Move to move forward. Move to move backward. Move or to sidestep or strafe in that direction.
- **left thumbstick (push in)**
Toggle crouch. Push in once to crouch; push in again to stand up.
- **right thumbstick**
Move or to turn in that direction. Move or to look up or down. Direction is dependent on your *Inverse Look* setting in the *Options/Preferences* menu. In *Aim* mode (see below), the right thumbstick aims the crosshair.
- **right thumbstick (push in)**
Aim mode. Hold down the button for as long as you want to stay in *Aim* mode. With the *Options/Aim Mode* setting, you can toggle between holding *Aim* mode or toggling *Aim* mode on/off (default: *Hold*). See below and page 14, "Preferences."
- **R trigger**
Primary fire. Fires your current weapon.
- **L trigger**
Secondary fire. Activate the current weapon's secondary fire mode. Only special weapons have secondary fire, so experiment to find out which ones they are. If the weapon has only one firing mode, then pressing this button activates the primary fire.
- **Y button**
Manual reload. As long as you have ammunition remaining, your gun will automatically reload when you reach the end of each clip or magazine. However, because the reloading process renders you momentarily unable to fire, you can opt to reload manually at any time. That way you are less likely to run out of ammo when you need it most.
- **directional pad /**
Select the next or previous weapon in your inventory.
- **directional pad /**
Zoom in/out (*Aim* mode only).
- **X button**
Respawn. When you're defeated, press this button to continue play. Certain objects can also be activated by walking up to them and pressing the **X** button.
- **START button**
Pause the game and display the *In-Game* menu.
- **BACK button**
Display the *In-Game* menu without pausing.

AIM MODE

When you're in *Aim* mode, a crosshair appears in the center of the screen to help you achieve greater targeting accuracy, and the function of the right thumbstick switches to crosshair control. Additionally, some weapons, such as the sniper rifle, have a zoom function operated with the directional pad / . Keep experimenting to find out what different weapons can do!

IN-GAME MENU



Press the **START** (pause) or **BACK** (no pause) button to display the *In-Game* menu. Press the directional pad **↗** and **↖** to move between the various screens. Some screens give you the option of entering submenus or changing certain settings. On these screens, move the directional pad or left thumbstick **↑** and **↓** to highlight your choice and then press the **A** button to select it. Press the **B** or **BACK** button to exit the menu and return to the game.

On bringing up the menu, the first screen you see will depend on which game mode you are currently playing.

- **Continue**
Return to your game.
- **Controls**
Choose *Classic* (default) or *Custom*, which allows you to reconfigure the controls. To do that, select *Custom*, highlight an option by pressing the directional pad **↑** or **↓**, and then edit it by pressing the directional pad **↗** or **↖**. Press the **B** button to exit the *Controls* menu.
- **Preferences**
Press the directional pad **↑** or **↓** to highlight an option, and **↗** or **↖** to change the setting. Press the **B** button to exit the menu.
 - **Weapon Change**
 - **Auto Aim**
 - **Inverse Look**
 - **Auto Lookahead**
 - **Aim Mode**
 - **Crouch Mode**
 - **Vibration**
 - **Vibration Mode**
- **Restart Game**
Press the **A** button to terminate the current game and restart it. A confirmation screen prompts you to select *Restart Game*; press the **A** button after doing so. In *Story* mode you will have the option to restart from a checkpoint (if you reached it).
- **Quit**
Press the **A** button to terminate the current game and return to the *Main Menu*. A confirmation screen prompts you to select *Quit*; press the **A** button after doing so.

MAPMAKER

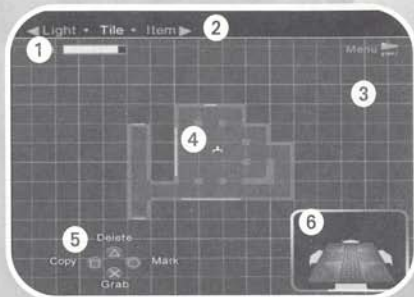
Imagine playing a complex level that you design! The *MapMaker* is a highly intuitive, sophisticated tool that allows you to create your own levels. To access the *MapMaker*, select its option from the *Main Menu*.

MAPMAKER STARTUP SCREEN

- **Edit/Create New Map**
To create a new map or edit an existing map, highlight this option and press the **A** button. See the next section for instructions.
- **Load Map**
To load a map from an Xbox Memory Unit, make sure you are using an Xbox Memory Unit containing a previously created *TIMESPLITTERS™2* map or maps. (If you've stored map data on the hard disk, select *HARD*.) When map data is found, a list of stored maps will appear. Press the directional pad **↑**/**↓** to highlight the desired map and then press the **A** button to load it.

Note: If the message *No TIMESPLITTERS™2 Maps* appears, then the Xbox Memory Unit does not hold any map data.
- **Play Map**
To play the map, highlight this option and press the **A** button.

CREATING A BASIC MAP



1 Memory Usage

Indicates how much free memory remains on the current map. When you attempt to add an item or tile when not enough memory is available, this bar will flash orange and yellow and you will not be able to place the object. Remove items or tiles from the map to free up enough memory to continue.

2 Selection

Identifies the current selection to be placed into the map: *Tile, Item, Light, Story NPCs, Triggers, Actions or Logic.*

3 Grid

This is the placement grid, where you place tiles and arrange them in any order you like.

4 Cursor

Use the cursor to select tiles, and to direct where tiles, items and lights are to be placed.

5 Guide

This is an onscreen guide to what actions the controller buttons can perform at the given moment. Button functions change depending on what you are currently doing in the *MapMaker*.

6 Levels

A seven-level indicator shows which floor is currently in view. Tiles that appear shaded are on the floor below the current floor. Press the directional pad / to move between floors.

MOVING AROUND THE MAPMAKER

- **left thumbstick**
Move the cursor in all directions.
- **right thumbstick**
Scroll the view in all directions.
- **A button**
"Grab" (select) a tile, or place one that's already selected.
- **X button**
While the cursor is over a tile, press this button to make a copy of the highlighted tile.
- **B button**
Delete the highlighted piece.
- **Y button**
Mark a tile. This is useful for marking a number of tiles that you want to copy or move. Alternatively, to mark a group of tiles, drag the cursor across every tile in the group while holding down the **A** button.
- **directional pad** /
Move up/down one level in *Advanced* mode.
- **directional pad** /
Go to the previous or next selection.
- **L trigger/R trigger**
Zoom out/in.
- **START or BACK button**
Display the *MapMaker* menu.

SELECTING AND PLACING TILES

To select a new tile, highlight *Tile* in the menu, move the cursor to an empty area of the grid and press the **A** button. Now move the cursor over the tiles. As the cursor passes over each tile, a 3D view of that tile appears on the right. This view helps you visualize how a tile is structured. When you pass over a tile you want, press the **A** button to pick it up.



MapMaker Tip: Press the **Y** button to go to the next page and view more tiles for selection. Or you can access the next page by moving the cursor over *Next Page* and pressing the **A** button.

After you select a tile you'll return to the *MapMaker* grid. Move the cursor to the spot where you want to position the tile and press the **A** button to place it there.

Select another tile and place it next to the first one. Note that each tile has a connecting section, identified by either a thin red line (two-tile connector) or an aqua line (three-tile connector). These need to be lined up with adjacent tiles. To rotate a tile, first make sure you "grab" it by pressing the **A** button. Move the tile around the grid using the directional pad. Rotate the grabbed tile by pressing the **A** button.

For the most fun, experiment with tiles: grab, rotate and place them, mark and copy them, even mark whole sections of tiles and then copy, rotate and place the sections.

Soon you'll be able to build a great map! When you're satisfied with it, it's time to start adding items.

ADDING ITEMS TO THE MAP

Press the directional pad   to display the *Item Selection* menu. Move the cursor over a tile on which you want to place items and press the **A** button.



*Special Note: To enable **Capture the Bag** and **Capture the Bag** mode, you must place a colored **Start** position for each team color you plan to include in the map.*

- **Item Selection Menu**
This item list allows you to select an item to place in the tile.
- **Y button (zoom)**
Press this button for a 3D view of the tile. Uncovered X's show possible item placements; covered X's indicate tiles with placed items.
- **right thumbstick**
Rotate the 3D view.
- **A button**
Place a highlighted or copied item on an empty tile slot.
- **directional pad**  
Modify the attributes of the currently highlighted item in the submenu.
- **directional buttons**  
Move the selection bar up/down to the next item on the list.
- **B button**
Return to the *MapMaker* grid.



*MapMaker Tip: As a basic rule, always place at least one **Start** item somewhere in the map. Also, place at least one gun item unless you're planning an all out fist fight!*

CHANGING THE MAP LIGHTING

Move the cursor over an empty part of the *MapMaker* grid and press the **A** button. Select the *Light* option and press the **A** button again.

- **Palette**
Shows you a selection of lighting colors.
- **Light Parameters**
Offers four different lighting effects: *Fixed*, *Flicker*, *Switch* and *Pulse*. You can further adapt these effects by adding a phase — the rate at which the chosen effect cycles.
- **Selecting a Lighting Effect**
From here you can add lighting effects to a tile. For example, select *Flicker*, *Medium*, choose a color from the palette and press the **A** button.
Notice that each tile has a small box in its center. Move the cursor over the destination tile and press the **A** button to apply the lighting effect. You can continue adding the same effect to other tiles, or return to the *Light* menu and choose a different effect and color.
To change the phase of a lighting effect, press the **Y** button while the cursor is over the relevant tile. Alternatively, you can restore a light to its default by pressing the **B** button over the tile.
Finally, you can copy a lighting effect from one tile to another by moving the cursor over the tile to be copied, pressing the **X** button, and then moving the cursor over the destination tile and pressing the **A** button.

Congratulations! You've created your first map. Now it's time to test the map in a real game!

PREVIEWING A MAP

MAPMAKER MENU CONTROLS

- **START or BACK button**
Display the *MapMaker* menu.
- **directional pad**  / 
Highlight menu items.
- **A button**
Confirm your selection.
- **B button**
Cancel your selection and return to the *MapMaker* grid.

PREVIEW MAP MENU OPTIONS

- **Map Settings**
This lets you select the *Tile Set* theme, *Bot Set*, *Weapon Set* and *Background Music* for the map.
- **Edit Map Description**
Use this to enter a personalized description or a title that captures the theme of the map you just created.
- **Preview Map**
Preview the map in one of six game modes.

Not all game modes may be available, since you may not have placed an item necessary to support a particular game mode. The *MapMaker* helps you identify what's missing by providing information.

Highlight a game mode and press the **A** button to read the information. Press the **A** button again to close the window and return to the *Preview Map* menu. Now you can return to the *MapMaker* grid and add the necessary items if you wish.

Once you have access to a game mode, highlight your choice and press the **A** button to load it. Note: You will always have access to a Deathmatch game.
- **Undo Last Change**
Cancel the most recent operation you performed on the map.
- **Center Map**
Reposition the view so the center of the map is in the center of your screen. When you do this, the level of zoom defaults to an optimum viewing distance.

- **Clear Map**
Delete the map. You'll be prompted to confirm the action. *Warning: If you don't save the map before you delete it, you cannot recover it.*
- **Options**
Set the intensity of the *MapMaker* grid. Move the directional pad  or  to dim or brighten the gridline display. Press the **B** button to return to the *MapMaker* menu.
- **Load Map**
Load a work-in-progress or finished map previously saved to an Xbox Memory Unit. Before selecting this option, be sure you're using an Xbox Memory Unit containing the map data you want to load.
- **Save Map**
Save your map to an Xbox Memory Unit. If you're using more than one Xbox Memory Unit, highlight the one you want to save to and press the **A** button to confirm.

If the map is new, highlight *New File* and press the **A** button. Create a name for your map that is fairly descriptive so you can easily identify the map. Use the directional pad to highlight letters, numbers or symbols, pressing the **A** button after each selection. When the name is complete, highlight *END* and press the **A** button to save the map. You'll then return to the *MapMaker* menu.
- **Help**
Refresh your memory by checking the *MapMaker* control configuration.
- **Quit MapMaker**
Exit the *MapMaker* and return to the *Main Menu*. Before quitting, it's a good idea to save your map if you want to continue working on it later. *If you don't save before quitting, your map changes will be lost.*

CREDITS

FREE RADICAL DESIGN STAFF

Produced and Directed by

Stephen Ellis
David Doak

Lead Programmer

Hasit Zala

Lead Artist

Karl Hilton

Music & Sound

Graeme Norgate

Lead Animator

James Cunliffe

Programmers

Mike Armstrong
Joe Moulding
Paul Hanshaw
Peter Hall

Level Setup

Derek Littlewood

Programmers

Oliver Jauncey
Andrew Rayson
James Hubbard

Additional Programming

Thomas Houghton
James Bamford

Lead Character Artist

Ben Newman

Character Artist

Les Spink

Artists

Tristan Reidford
Brad Warren
Richard Lord
Rob Steptoe
Lee Ray

Additional Art

Peter Norris

Animators

Bryan Rogers
Alex Crowhurst
Simon Scott
Michelle Stobbs
Nanette Kaulig

Additional Animation

Curtis Fell
Andrew Lawson

QA Manager

Kevin Ellis

Assistant QA Manager

Paul Ellis

Testers

Marcus Jones
Michael Adamson
Jon Marriott

Office Manager

Michella Angeloni

System Support

John Veasey

Additional Music

Richard Parr - Guitar on Western Piece
Goteiki - Credits tune remix

Voice Talent

Heidi Andrews
June Andrews
Kevin Bullock
Michelle Bullock
Anna Burford
Dave Burford
Kevin Clarke
Imme Dahlberg
Malika Djellali
Gary Fraiser
Andrew Goddard
Stuart Graham
Neil Hill
Helen Jackson
Kirsty Juby
Brigitte Juergensen
Ann Macadam
Don Macadam
Ana Louise Marsh
Peter Marshall
Toni Morgan Ray
Rob Moye
Kieran Othen
Jenny Sackin
Mark Stripling
Ross Tregenza
Angela West
Andy Whitehill
Barbara Whitehill
Jo Whitehill

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Laurence Bouvard
Doug Cockle
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Sam Taldeker

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Tom Eastwood
Bill Roberts

Special Thanks

Zeno Coleco
Gillian Cordall
Ramana Prakash
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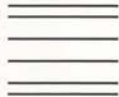
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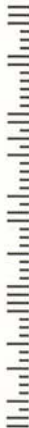


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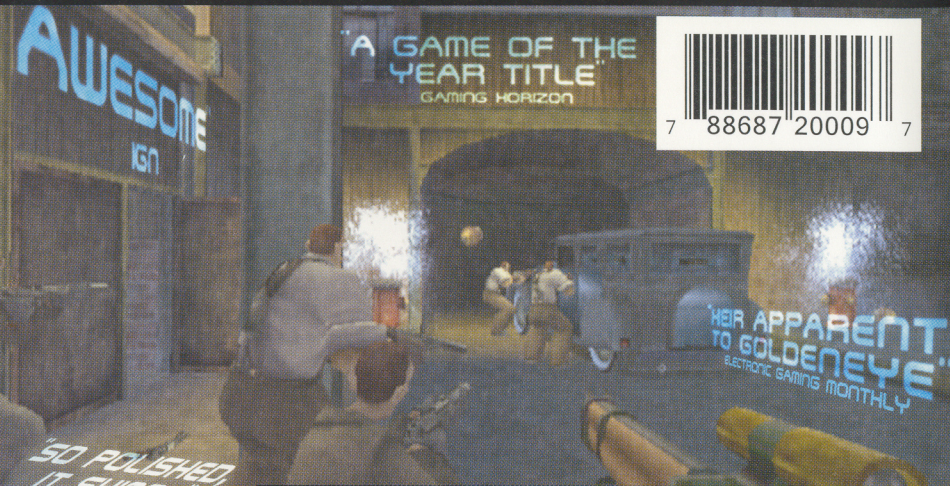
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