BLOODRAYNE™

Warning

PLEASE READ THIS SECTION BEFORE USING THE GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain videogames. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation or any involuntary movement or convulsion while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE:

- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as control devices allow.

- Preferably play the game on a small screen.

- Avoid playing if you are tired or have not had much sleep.

- Make sure that the room where you are playing is well lit.

- Rest for at least 10 to 15 minutes per hour while playing a videogame.

Table of Contents

Getting Started

SPECIFICATIONS:

MINIMUM
- Win98, Win2K or WinXP
- 733MHz PC
- 128MB RAM
- 2GB free hard disk
- 64MB GeForce2 or 64MB Radeon

RECOMMENDED
- Win98, WinXP
- 1GHz PC
- 256+ MB RAM
- 2GB free hard disk
- 64MB GeForce3 or 64MB GeForce4Ti or 64MB Radeon 8500
- Sound Blaster Audigy Card

INSTALLING BLOODRAYNE

Insert the BloodRayne CD. If Autorun is enabled, the installation program will start automatically. If the setup program does not automatically start once the disk is inserted, run X:\setup.exe, where "X" is the drive letter of your CD-ROM.

DirectX 8 or higher must be installed on your computer for BloodRayne to run properly (the game will not start without DirectX 8 installed). The latest version of DirectX can be found at http://www.microsoft.com/directx.

Note: The BloodRayne CD must be in the CD-ROM drive at all times when playing the game.

Default Commands / Alternate Controls

ACTIONS

Left Mouse button/Enter Blade Attack/Perform actions

Right Mouse button/Keypad Ins Gun Attack/Throw Grenade

R / [/ Mouse Wheel Down Scroll Weapons Back

F /] / Mouse Wheel Up Scroll Weapons Forward

Spacebar Jump

E Harpoon/Bite

Left Alt 180° Turn

Caps Lock Blood Rage

ESC Pause Game/Options Menu

F1 Objectives/Target List

F2 Save Game

F3 Load Game

F4 Controls Screen

F5 Quicksave

F6 Audio/Video

Pause Pause Game

MOVEMENT

W / Up Arrow Move Forward

S / Down Arrow Move Backward

A / Left Arrow Strafe Left

D / Right Arrow Strafe Right

Left Shift Toggle Walk/Run

VISION MODES

V Normal Vision

C Dilated Perception

X Aura Sense

Z Extruded View

. Next Vision Mode

, Previous Vision Mode

VIEW

MOUSELOOK

Left Turn Camera Left

Right Turn Camera Right

Up Pitch Camera Up

Down Pitch Camera Down

For game pad support, a "Dual Analog" game pad is required.

Introduction

In 1932 an American teenage girl was apprehended in Europe after carving a path of destruction trying to track down and kill her biological father. The girl's name was Rayne and she claimed the people she killed, and her father who was still at large, were vampires.

Before more information was attained, the girl disappeared.

That girl is a Dhampir; a product of her human mother's rape by her vampire father. Born with powers of a vampire without all of the weaknesses. She was taken in by an underground organization calling themselves the Brimstone Society--a top-secret fraternity that hunts down and destroys supernatural threats. Agent BloodRayne, as she is now known, protects humanity from things that ordinary people shouldn't have to deal with.

In the years between the World Wars, Agent BloodRayne works as a killing machine for The Brimstone Society. Two missions, five years apart, turn out to be connected by one man. For years, this man has been searching the world for powerful occult artifacts to bring Germany into a new age of domination. Agent BloodRayne must face this man's elite Nazi army to prevent them from releasing creatures of unfathomable terror onto the world in their unwavering quest for the artifacts.

Main Menu

The Main menu contains the following:

New Game

Choose NEW GAME to begin playing BloodRayne. You'll then have the option to choose Easy Mode, Normal Mode or Hard Mode. These settings affect BloodRayne's resilience. In Hard mode BloodRayne takes a large amount of damage every time she is hurt. The opposite holds true for Easy Mode.

In Easy Mode, every time you continue (after dying) or restart the level, BloodRayne's health will be fully restored. In Normal Mode, BloodRayne's health will restore proportionate to the amount of time played in the level before continuing or restarting; if you restart immediately upon entering a level, BloodRayne's health will be the same. However, if you play for a few minutes before restarting, BloodRayne will start with more health than she originally had. In Hard Mode, BloodRayne's health will never restore from restarting or continuing after death.

Load

Choose LOAD to go to the Load screen and load previously saved games.

Options

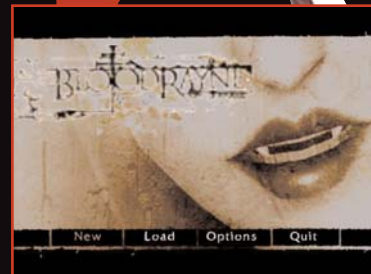Choose OPTIONS to access the Options menu to configure game controls.

Options

Select OPTIONS in the Main menu to display the Options menu where you can configure game controls.

ALWAYS RUN
Enable to make running Rayne's default movement.

LOOK UP/DOWN STYLE
Enabling this setting will invert the Turn/Look function to mimic aviation controls.

LOOK UP/DOWN AUTOCENTER
Autocenters camera when enabled.

TURN LEFT/RIGHT SPEED
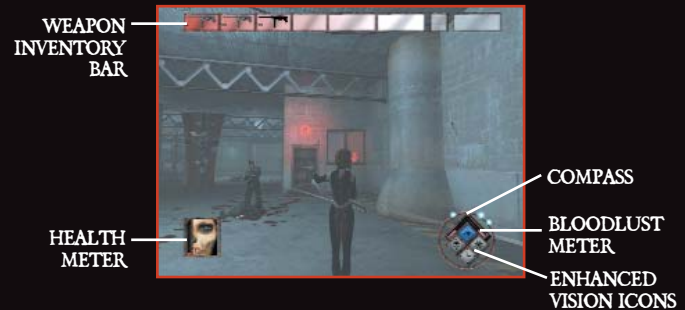Adjust the slider to determine the Left/Right turn speed.

LOOK UP/DOWN SPEED
Adjust the slider to determine the Up/Down look speed.

Load Screen

Selecting LOAD at the Start menu brings up the Load screen which contains a list of all saved game files. The saved game files indicate the level where the game was saved and the amount of time elapsed. When you select one of the files, the game immediately loads.

Load Game - Select Save Game
Old Town   11/19 05:23
0:51:22
Town Hall   11/14 06:23
0:33:11

H.U.D (Heads Up Display)

WEAPON INVENTORY BAR
COMPASS
HEALTH METER
BLOODLUST METER
ENHANCED VISION ICONS

HEALTH METER
Indicates BloodRayne's health.

COMPASS
Indicates the direction of BloodRayne's objective/s (blue dot/s on circular display).

BLOODLUST METER
Rises as BloodRayne kills enemies with her wrist and ankle blades. The Meter rises faster for spectacular kills.

ENHANCED VISION ICONS
Displays BloodRayne's four visions. Press the following keys to activate them: V for Normal Vision; Z for Extruded View; X for Aura Sense; C for Dilated Perception.

WEAPON INVENTORY BAR
Appears on-screen when you press the Scroll Weapons Forward/Backward keys. The bar enables you to cycle through the weapon modes to choose from the inventory BloodRayne is currently carrying. BloodRayne's current weapon mode is depicted by a colored background. The weapon or weapons currently in hand have a bright outline around the weapon silhouette. Ammo counts are also indicated on this bar.

In-Game Menu

Pressing the Pause key pauses the game and brings up the In-Game menu. It contains the following:

```
Pause                        Sanctuary
Resume           Save
Quit             Options
Restart level    Cheats
Load

Investigate the wall.

                              0:05:33
```

RESUME
Returns to game immediately.

MAP OF MORTTON/TARGET LIST
When in Louisiana, a level map is accessible from the In-Game menu to assist in navigation. In Argentina and Germany, a target list appears in place of the map. In addition, level objectives will be automatically displayed at the bottom of the In-Game menu any time you pause the game.

SAVE
Brings you to the Save screen to save the current game.

LOAD
Brings you to the Load screen to load a previously saved game.

RESTART LEVEL
Lets you start your current level over.

OPTIONS
Accesses the Options menu to configure controls.

QUIT
Ends current game and brings you to the Start menu.

CHEATS
Enter cheat codes here.

Save Game

The game auto-saves at the completion of every level. After saving the game, you resume play at the point where you paused the game. When you load a saved game, you start at the beginning of the level where you last saved.

Game Over

When the game is over, you will be given the choice to either QUIT, CONTINUE or LOAD. Selecting QUIT will bring you to the Main menu. Selecting CONTINUE automatically reloads the game you were playing and restarts the current level. Selecting LOAD allows you to load a previously saved game.

Gameplay

Half-human, half-vampire, BloodRayne is a formidable monster hunter. Her superhuman strength, agility and senses make her capable of feats far beyond the scope of a normal human and have allowed her to develop extraordinary skills. Here's what she can do:

MOVEMENT/NAVIGATION
WALK, RUN, STRAFE
The speed of BloodRayne's movement can be adjusted from walk to run by pressing Left Shift. Pressing the A key or the D key causes her to strafe left or right respectively.

180° TURN
Press Left Alt to make BloodRayne turn 180°. This is the quickest way she can deal with attacks from behind.

JUMP
BloodRayne can jump farther than a normal (or even exceptional) human. She can jump to her maximum height as long as the Spacebar is pressed and held down for the duration of the jump. Releasing the Spacebar during the jump causes her to peak at that elevation, and she begins her descent from that point. Use the movement keys in conjunction for multi-directional jumping.

CONTROLLED LANDING

If you are pressing a movement key, BloodRayne automatically rolls upon landing if she intends to keep running. Do not press any movement keys (or release any movement keys you are pressing) if you want her to stop at her landing point.

REBOUND KICK

Pressing the Spacebar while in the air causes BloodRayne to Rebound Kick; she lunges forward feet-first into a spiraling attack. The Rebound Kick enables BloodRayne to jump off of other characters, transferring all her forward momentum to send them flying through the air. The Rebound Kick also enables her to shatter glass, weakened walls and some locked doors. Non-reinforced glass shatters on the first hit but reinforced glass may take more hits.

FEEDING

BloodRayne has built-in health recovery due to her half-vampire heritage: drinking blood of the living. If BloodRayne is close to a victim when the E key is pressed, she begins feeding (as opposed to using the harpoon). If the victim is lying on the ground, she drops down, mounts him and feasts. When feeding while standing, BloodRayne can use the victim as a human shield by turning his body to interpose it between her and other enemies. While feeding, she is somewhat vulnerable because she cannot attack with her blades. However, if she has a gun in her left hand, she can fire it at enemies if she's feeding upright.

HARPOON

The harpoon is a light throwing knife affixed to a chain and attached to BloodRayne's left wrist. The harpoon chooses its target automatically using an auto-aim system similar to her guns.

LONG-RANGE STRIKE

Tapping the E key causes the harpoon to launch out at a targeted enemy. Regardless if the strike is successful, it immediately returns to its sheath.

CAPTURE ENEMY

If you hold the E key when the harpoon strikes an enemy, the enemy is pulled towards BloodRayne by the rapidly retracting chain. This is often helpful when used in conjunction with feeding.

BLOOD RAGE

Blood Rage is a berserker mode in which BloodRayne moves a little faster, inflicts more damage and has a high chance of dismemberment with each hit. She also uses completely different and spectacular attacks than she does in normal mode. The screen tints red, the fog thickens and time slows down a little. You earn Blood Rage by performing blade attacks to fill the Bloodlust meter. A red flame appears above the Bloodlust meter when it is full indicating that Blood Rage is available. When this happens, hit Caps Lock to activate it. The Bloodlust meter ticks down like a timer. Once it has expired, BloodRayne drops out of Blood Rage. You can revert to normal vision and conserve her Bloodlust energy by pressing the key again or by pressing the V key.

ENHANCED VISION

AURA SENSE

Pressing the X key activates Aura Sense and allows BloodRayne to "see" living prey health and attitude (Aura Sense also doubles as night-vision). If the victim is in a relaxed state (patrolling, standing guard, etc.), the aura is red. State of health determines aura intensity: an unaware, healthy enemy will appear bright red while an unaware, unhealthy enemy will be dim red. BloodRayne can safely feed for a whole meal if she catches an edible victim off guard.

If a strong enemy is healthy and alert (chasing, hunting, etc.), his aura appears bright green. As he loses health, the aura changes from green to yellow to orange to red then grows dimmer and dimmer. Once the enemy's health is red, he can safely be eaten but BloodRayne doesn't get much of a meal. If BloodRayne attempts to feed before that, the victim may try to resist her efforts.

Finally, Aura Sense can also be used to detect immediate objectives. Your next destination will be highlighted with a bright blue aura that shines through everything, including walls.

EXTRUDED VIEW

BloodRayne will find a special item that inbues her with the ability to see into the distance as though she is looking through binoculars. Extruded View also doubles as a first-person look/sniper mode. You cannot move in this mode; you can only turn and look using Mouselook. Use Forward and Backward keys to zoom the view in and out.

DILATED PERCEPTION

BloodRayne eventually gains the ability to "slow down" time. This is called Dilated Perception. In actuality, she's simply processing sensory information so fast that everything (including herself) seems to be moving in slow motion. This allows you better control for hitting targets, evading attacks and dodging bullets.

Pressing the C key activates Dilated Perception. Once activated, pressing any other Vision Mode key will immediately deactivate Dilated Perception and activate the vision assigned to the key pressed.

COMBAT ABILITIES

HAND-TO-HAND

BloodRayne's primary weapons are a pair of giant silver blades hinged at her wrists and dagger-like attachments on her boots.

NORMAL HAND-TO-HAND ATTACKS (STANDING ATTACKS ONLY)

BloodRayne performs blade and kick attacks when you press the Blade Attack keys. The direction of each attack is determined by what movement key is pressed.

There are a total of 5 standard attacks. The attacks are linked together in a combo string. BloodRayne starts with only level 1 and level 2, earning more as she progresses through the

game. In Easy and Normal mode, press the Blade Attack keys to initiate normal attack combos. The combos trigger automatically if BloodRayne makes contact with an enemy or object on each attack. In Hard mode, the combos require timing. You must hit the Blade Attack keys at the end of each attack to initiate each combo move.

BLOOD RAGE HAND-TO-HAND ATTACKS

In Blood Rage mode, BloodRayne has five completely different combo attacks that are activated the same way as regular combos. She also starts the game with only level 1 and level 2 Blood Rage attacks, earning more throughout the game.

RAGE ATTACKS

BloodRayne will gain the ability to perform special Rage Attacks. If BloodRayne has earned enough Bloodlust, you can access a Rage Attack by pressing the Blood Rage and Attack keys at the same time. BloodRayne executes a devastating Rage Attack at a cost of roughly 1/3 of her Bloodlust power. This attack is slightly less powerful than her attacks in Blood Rage mode but the difference is that Rage Attacks are accessible at any time, even if only a portion of the Bloodlust meter is filled.

JUMPING ATTACKS

BloodRayne will also gain the ability to perform a special jump harpoon attack. Perform stinging harpoon whip attacks in the air by pressing the Left Mouse button / Enter while jumping.

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Guns and Projectiles

BloodRayne can hold a small arsenal on her body: up to four handguns and/or small sub machineguns on her belt, up to two rifles and/or large sub machineguns on her back, up to two grenades on her belt and one special weapon on her back. Furthermore, due to her inhuman strength, she can also hold almost any gun in a single hand.

This allows her to go guns akimbo with every regular pistol, rifle, assault rifle and sub machinegun.

Auto-Pickup/Discard

BloodRayne will automatically pick up any weapon she walks near as long as it has ammo and she has a spot for it. If her inventory is full, BloodRayne compares any available weapons to her current ones and will switch out so you have the most powerful weapons with the most ammo (Special Weapons are the exception. See pg. 15).

Auto-Aim

The guns are all auto-aim and will target the nearest enemy. The only exception to auto-aim are the grenades (see below).

Firing Guns and Throwing Explosives

Fire guns and throw explosives (grenades and dynamite), by hitting the Gun Attack key.

Weapon Modes

There are four Weapon Modes to choose from in order to select what projectile weapon BloodRayne will use. Select the mode by pressing the Scroll Weapons Forward/Backward keys.

Lightest Gun Mode

BloodRayne picks the weakest two guns from her current inventory of pistols, rifles, assault rifles and sub machineguns. This mode is good for saving more powerful weapons for stronger or more numerous enemies.

Heaviest Gun Mode

BloodRayne picks the strongest two guns from her current inventory of pistols, rifles, assault rifles and sub machineguns. This mode is ideal for most situations since BloodRayne quickly empties and refills her gun inventory.

Explosives Mode

BloodRayne readies explosives from her current inventory. These include grenades and dynamite. Explosives can be thrown over bunkers or around corners. The distance thrown is dependant on the angle you have the camera. Grenades are on a timer so they can be "cooked" by

holding the Gun Attack key for a few seconds before releasing. Be careful not to hold it for too long or the explosive will detonate in BloodRayne's hand.

Special Mode

BloodRayne draws her special weapon from her current inventory. This includes shotguns, sniper rifles, full-size machineguns, grenades and rocket launchers. See Special Weapons below for more information.

Special Weapons

Special weapons have their own unique properties that don't fit into the basic guns category. Note: BloodRayne can only carry one special weapon at a time. When BloodRayne is close enough to a special weapon, a prompt will appear to give you the option to exchange BloodRayne's current special weapon with the new one. To exchange special weapons, press F /] / M Wheel Up. If you want to exchange back, you need only approach the other gun again. Most require two hands but do not slow down BloodRayne's movement at all.

Double Barrel Shotgun

A double barrel shotgun holds two shots. It only has short to medium range but sports widespread damage.

Pump Action Shotgun

A pump action holds 5 or 8 rounds. It has short to medium range but inflicts widespread damage.

Sniper Rifle

This gun is ideal for use with Extruded View because it's the only gun type that is 100% accurate. It has a slow rate of fire, but deals a great amount of damage.

Tripod-Mounted Machineguns

BloodRayne can hold one of these tripod-mounted monsters like a human would hold a rifle or sub machinegun. In other words, it takes both hands, but she can still run and jump with no extra effort.

Grenade Launcher

This experimental weapon holds 10 grenades.

Rocket Launcher

There are two models of rocket launcher: basic and advanced. The basic model is one shot only and the advanced version fires 3 rounds. It is a special weapon because of its massive wide area damage and slow rate of fire.

Louisiana Weapon Stats

WEAPON	AMMO
W&S M1917 Pistol	6
W&S Double-action Pistol	6
Cole44 Pistol	6
Springbrook Rifle	5
Winkesler Rifle	16
Kennings Rifle	20
Breaning A5 Shotgun	5
Ethica 33 Shotgun	8
Double Barrel Shotgun	2
M1918GAR	40
Dynamite	1

German Weapon Stats

WEAPON	AMMO	WEAPON	AMMO
Walthurm PP Pistol	7	ZZG33 Assault Rifle	30
Mauz 9mm Pistol	10	G33 Sniper Rifle	10
Leug P08 Pistol	8	Ethica 33 Shotgun	8
Leug P08 Artil Pistol	32	Kaxik Mg08 Machinegun	Belt
Greaser Sub Machinegun	30	MG32 Machinegun	Belt
SMP34 Sub Machinegun	32	MG06 Machinegun	Belt
Greaser Artil Large Sub Machinegun	50	Granatewurf Grenade Launcher	10
SMP34 Artil Large Sub Machinegun	32	Panzerfaust Rocket Launcher	1
Bergstein MP28 Large Sub Machinegun	50	Panzershrek Rocket Launcher	3
Blitzgewehr32 Assault Rifle	20	Tatermasher Grenade	1

Character Detail

The Brimstone Society

A very secret "fraternity" of individuals around the world that has a special interest in protecting humanity from supernatural threats. They took BloodRayne in to help with their mission.

Mynce

BloodRayne's friend and mentor, Mynce is a Tibetan-born Dhampir with the same abilities as BloodRayne.

The Gegengheist Gruppe

The Gegengheist Gruppe, or GGG, literally translates to "anti-ghost group". It is an elite faction established to seek out supernatural means of bringing Germany to power.

Oberstinfanterie (Infantry Colonel) - Only known as "Kommando"

Not much is known about the "Kommando" except that he is the GGG field special ops commander.

Infanterie-Kommandeur (Infantry Brigadier General) - D. Mauler

Another Aryan experiment, Mauler is meant to be the prime example of Aryan physical potential and dominance.

Totenkopfverbandefuhrer (Concentration Camp Death Head Leader) - Dr. Bathory Mengele a.k.a. "The Butcheress"

Lead scientist in the GGG. She has a sadistic streak and a lust for blood that she attributes to a long line of ancestral mortal "vampirism".

Oberpriester (High Priest) - Von Blut

Thule High Priest. He believes the Aryan race is descended from Atlantis and that the GGG will help them achieve great power.

Generalstabsuberpanzer (Super Tank Lieutenant General) - G. Gosler

In charge of a special experimental "super tank" division.

Wehrmachtbefelshaber (Senior Armed Forces Commanders) - Sigmund Krieger and Simon Krieger a.k.a. "The Doppleganger Twins"

Aryan twins born of experimental means. They are the near epitome of Aryan beauty and fitness. These narcissistic brothers believe it's their duty to bring Germany to victory.

Oberscharfuhrer (High Commander) - unknown

The GGG's mysterious second in command.

Gegengrupenfuhrer (Supreme Commander) - Jurgen Wulf

A WWI war criminal who fled to South America to escape punishment. There he learned of powerful supernatural artifacts and founded the GGG. Wulf is the absolute leader of the GGG.

Credits

TERMINAL REALITY

CAST
Josh Ashworth
Laura Bailey
Holt Boggs
Mary Beth Brooks
Dameon Clarke
Bruce Dubose
Sean Hedigan
Bob Hess
Josh Martin
Lynn Mathis
Carolyn McCormick
Chris Rager
Chris Sabat
Greg Saxon
Paul Slavens
Ric Spiegel
Jason Sussman

CREW

LEAD PROGRAMMER
Fletcher Dunn

ENGINE PROGRAMMER
Mark Randel

PROGRAMMERS
Mac Anderson
Fletcher Dunn
Jeff Mills
Nathan Peugh

PRODUCER
Jeff Mills

GAME DESIGN
Joe Wampole

CHARACTER ART
Jeff Arthur
Chris DeSimone
Nathan Reinhardt
J. Chris "xyle" Roberts
Joe Wampole
Von Williams

SETS
Jason Barajas
Binh Chau
Shannon Dees

Chris DeSimone
Tim Higgins
Javier Ojeda
Immanuel Salas
Greg Saxon
Luke Villanueva

SCRIPTING
Clint Biggs
Clint Bogue
Jennifer Lear
Jeff Mills
Cliff Nordman

ADDITIONAL SCRIPTING
David Glasscock

DIALOGUE COACH
Drew Haworth

AUDIO ENGINEER, MUSIC AND SOUND EFFECTS
Kyle Richards

ADDITIONAL MUSIC
Tommy Tallarico Studios

ADDITIONAL SOUND EDITING
Holt Boggs

SCREENPLAY
Peter Besson
Joe Wampole

ADDITIONAL SCREENPLAY
Christy Wampole

ADDITIONAL PROGRAMMING
Omar Aziz
Marc dePeo
Richard Harvey
Seth Hawkins
Craig Reichard
Sean R. Scott
Mark Trumbull
Jeff Wilkinson
Daniel Young

ART LEAD
Chris DeSimone

ADDITIONAL ART
Andrew Billups
Grant Gosler
Jared Morton

Jason Sussman
Chad Walker

ADDITIONAL CREATIVE DIRECTION/CONTENT
Drew Haworth
Andrew Hoolan

VP
Brett Evan Russell

QUALITY ASSURANCE MANAGER
Paul Eckstein

QUALITY ASSURANCE SUPERVISORS
Marc Phillips
Tatum Tippett
Tim Tischler

INTERNAL TESTERS
Josh Ashworth
Holt Boggs
Peter DeFrank
Al Goss
AJ Ostrander
Mike Stieber
Wayne Walton
Rance Wood
Kris Wright

BUG REPORTER
Teryna Clark

INFORMATION SERVICES
Kendall Long
Jeff Morales

CINEMATOGRAPHY
Donald Mustard

CHARACTER AND LOGO DESIGN
Blur Studios

CG MOVIES
Blur Studios

MAJESCO

CREATIVE DIRECTOR
Joseph Sutton

VP OF DEVELOPMENT AND EXECUTIVE PRODUCER
David Elmekies

PRODUCT DEVELOPMENT MANAGER AND ASSISTANT PRODUCER
Catherine Biebelberg

VP MARKETING
Ken Gold

PRODUCT MANAGER
Liz Buckley

MARKETING ASSISTANT
Roozbeh Ashtyani

ADDITIONAL ART
Tavio Castrillo
Jorge Gutierrez
Frank Lam
Peter Lipman
Chris Moryl

ADDITIONAL ANIMATION
Jay Kapadia
Nikoma Rios

PACKAGING & MANUAL DESIGN
GWhiz

MANUAL WRITER
Corry Fitchpatric

MANUAL LAYOUT
Lesley Zinn

QA MANAGER
John Arvay

TESTERS
Robert Boone
Erica Clayessen
Robert Cooper
John D'Angelo
Eric Jezercak
Kevin Kurdes
Anthony Mariquit
Russ Mock
Nicholas Verhoski

SPECIAL THANKS
Morris Sutton
Jesse Sutton
Joseph Sutton
Adam Sutton
Raymond Holmes
GWHIZ
Highwater Group
Bill Patterson
Tim Miller
Jeremy Cook
Paul Taylor
Jeff Weisend
John Bunt
Sherry Wallace
Feng Zhu