

DREAMFALL

THE LONGEST JOURNEY



ASPYR



TABLE OF CONTENTS



01 THE CHARACTERS	02
02 THE STORY SO FAR	04
03 THE WORLDS	05
04 GLOSSARY	07
05 GAMEPLAY	08
06 CHARACTER MOVEMENT AND MOUSE CONTROL	10
07 INVENTORY	11
08 FOCUS FIELD	12
09 CAMERA	13
10 CONVERSATIONS	14
11 COMBAT	15
12 MOBILE/JOURNAL	16
13 LOAD AND SAVE GAME	17
14 OPTIONS	18
15 CREDITS	22
16 WARRANTY	24
17 PRODUCT SUPPORT	25

01 THE CHARACTERS

Three stories, three people, one destiny:
The dreamer. The rebel. The apostle.

Drawn by chance – or fate – into events that will eventually bring them together, these three people are separated by more than worlds, by more than faith, but in one thing they stand united:

Their lives are about to change, and nothing will ever be the same.



ZOË CASTILLO

Seeker. Nomad. Dreamer.

Zoë lives with her father Gabriel in Casablanca. She has recently dropped out of Cape Town University and ended a serious relationship with her boyfriend Reza. Uncertain about what the future holds, she has begun to lose faith in both herself and her choices in life.

But Zoë is about to get drawn into a global conspiracy that will take her on a dangerous journey across continents, over vast oceans, through exotic cities, past the Divide between worlds, and into the mysterious and desolate place called the Winter.

And for the first time in her life, Zoë will have to take a stand and risk everything to save not only the person she loves – but also herself.



APRIL RYAN

Rebel. Emissary. Chosen.

Ten years ago, April Ryan went on a journey that changed the course of history. A decade later, the innocent girl has grown into a disillusioned woman, trapped in a world that will never be her home. She has lost whatever faith she had in humanity, and she has chosen a life of hardship and war in order to silence her own personal demons.

April may believe that she has finally laid her past behind her, but she is about to discover that destiny has a way of catching up with you.



KIAN

Soldier. Apostle. Assassin.

Kian serves the Six without question or hesitation. He brings the Word of the Goddess to unbelievers and heretics, and converts them – not with admonitions or sermons, but with a clean blade and the promise of swift death. He is the last resort of the faithful. He is an Apostle.

But now Kian is about to embark on a journey that will turn his world upside down, challenge his faith, and force him to question the things he has always held to be self-evident and true.

02 THE STORY SO FAR

Ten years ago, a young art student named April Ryan discovered another world existing in parallel with our own: Arcadia – a world of magic and mystery, of beautiful sights, strange creatures, and dangerous sorcery. April also discovered that she was a Shifter, a person with the unique ability to travel between worlds as easily as you and I cross the street.

Destined to save the ancient Balance between our world – the world of science – and Arcadia – the world of magic – April embarked on a long and dangerous journey that eventually brought her into the Guardian’s Realm, a place between the worlds where the Balance between science and magic, order and chaos, is maintained.

Restoring Balance to the twin worlds and returning the Guardian to his throne, April Ryan was last seen walking into a Shift with her best friend Crow, a talking bird. Few have seen her since. And fewer still know that April – a normal eighteen year old girl – sacrificed everything she had, everything she knew, to save us all.

Ten years have passed, and once again something threatens the twin worlds. But this time, April Ryan is not the only one drawn into the tangled web of destiny. Zoë Castillo, a young woman from Casablanca, and Kian, a mysterious assassin from the Azadi Empire in Arcadia, are both poised to play an important part in the events that are about to unfold...



03 THE WORLDS



Stark and Arcadia – the world of science and the world of magic, order and chaos. Two halves of a circle, divided by powerful thaumaturgists ten millennia ago to prevent humanity from destroying itself.

Stark is our world, two centuries into the future, but much the same as the world we know today. Arcadia is alien and magical, but still comfortably familiar. It is a mirror image of our society, with magic instead of technology.

But there is a third place. A different place. Those who know of it call it the Winter. It is between, below, and above. It is ahead and behind. It is past and future, everywhere and everywhen. And it hides a terrifying secret that will tear the twin worlds apart and cast cosmos into total chaos...

STARK, POST-COLLAPSE

2219. Ten years ago, *something* happened.

No one can remember exactly what happened, or why, but it changed the world.

After almost two centuries of complete freedom, we were trapped, earthbound, the skies above us closed, cities on the other side of the planet inaccessible. For a time – brief but terrifying – we were powerless, frozen, stunned into silence by events that we could neither explain nor understand.

And then, slowly but surely, we picked up the pieces and moved on. A week, two at most, and then civilization brushed the dust of the past off its clothes and set its sights on the future again. So we couldn't fly without wings anymore. So we couldn't jump through holes in cosmos. So we couldn't communicate with those who had moved beyond our solar system. Had we not lived like this before? Could we not live so again?

Ten years on, humanity has learned to live and thrive in a changed world, and while the memory of the Collapse lingers in the back of everyone's minds, it's not something we dwell on. So we don't quite know what happened, and we cannot recall all the details of those few but seemingly endless dark days – but life goes on, we have regained our freedom, our wings, and the future is brighter than ever.



ARCADIA AND MARCURIA

Arcadia was split off from the unified Earth together with Stark more than ten thousand years ago, after the fall of the first civilizations. The laws of nature are not completely reliable in Arcadia, but magic compensates. Technology, therefore, cannot function properly in this world unless augmented by magic, something that – until recently – was strictly forbidden.

The eastern continents of Arcadia are known as the Northlands and the Southlands. One of the largest cities in the Northlands is Marcuria, capital of Ayrede, the unified country. A decade ago, Marcuria was decimated by the Tyren hordes – a barbaric race from the western plains. The Tyren drove everyone north and east, and ransacked the city.

But their occupation would not last long. When all seemed lost, salvation arrived from the west. Vast armies from the mysterious Azadi Empire – a nation few had ever visited – arrived in giant cloudships, swooping down on the Tyren with their advanced weapons, killing most of them within days. With Marcuria liberated, its denizens were free to return to their homes and businesses. The Azadi vowed that their presence was not the spearhead of an invasion, and that the people of the Northlands had nothing to fear.

A decade on, the Azadi armies still remain in Marcuria. Their influence and numbers grow steadily, spreading ever farther. To most, this matters little, and more and more people feel that life is actually better because of the Azadi. The foreigners have brought with them new technology that promises to make life easier, and with soldiers posted on every corner, the streets of Marcuria are safer than ever.

Some, however, see the Azadi as a dangerous and insidious enemy, and have sworn to fight them until the last. These rebels – the Azadi call them terrorists – are scattered about the Northlands, and make regular attacks on Azadi troops and outposts. It is believed that the rebels operate out of a city somewhere in the east, but thus far, their enemy has not been able to locate it.



04 GLOSSARY



THE WIRE

The Wire is omnipresent, and it knows exactly where you are. Always.

The Wire is a wireless network that links every device and reaches every location on Earth, however remote. It's used by mobile phones, screens, consoles, fridges, security cameras, toys, clothes, cars – everything is connected, everything communicates.

Severing embedded Wire transmitters and receivers in products is a thriving black market service. More and more people have become fed up with the constant invasion of privacy, and have started to seek out 'neutral', Wire-disabled products.

THE STATIC

For several weeks, a strange phenomenon has occurred with increasing frequency. The media calls it 'The Static'. It has affected all devices connected to the Wire – which, in effect, means everything. Screens have flickered and shut down, planes and trains have been grounded; automobile control systems have failed, causing deadly accidents.

No one knows the true cause of the Static, and theories range from solar storms to terrorism. But, as of yet, no one has been able to explain it or stop it. And people – particularly those who lived through the Collapse of '09 – are getting worried.

THE SYNDICATE

The upheaval caused by the Collapse led to the establishment of the omniscient Syndicate. The original purpose of this organization was to prevent corporations from acting without boundaries or laws. To that effect, the Syndicate has created an independent law-enforcement agency: The EYE – an international and inter-corporate police force.

WATICORP

WATICorp has been a leading manufacturer of robotic toys and household helpers for almost two hundred years, but it was the cuddly robot Watilla that made the corporation into the financial and political powerhouse that it is today. Based in the corporate town of Wati City on the island of Hokkaido in Northern Japan, WATICorp currently employs tens of thousands of people – and robots – across the world.

The corporation has recently announced that they are only months away from the launch of their most important product in decades – perhaps forever: Project Alchera. The world is holding its breath. WATICorp has never disappointed before.

05 GAMEPLAY

THE MAIN SCREEN






1. YOUR CHARACTER
2. OBJECT FOCUS
3. ACTION ICONS
4. MOBILE ICON
5. INVENTORY



Explore your surroundings by moving the character around with the mouse, keyboard or joystick. Whenever your character is standing next to an object of interest – the object will be in focus (2). Depending on the type of object in focus and the situation of your character there will be different types of actions available.

Available interaction is indicated by an icon in the right hand corner of your screen (3). Click the **Left Mouse Button** or **Space** to initiate interaction with the object in focus. If more than one action is available, select the interaction you wish to perform from the pop-up menu using the mouse.

EXAMPLES OF ACTION ICONS:

	LOOK AT Look at or examine an object.
	PICK UP Pick up object.
	USE Use object.
	TALK Initiate conversation with a character.
	NAVIGATE Signifies special navigation such as climbing, crawling, etc.

When you receive a message on your mobile or an entry is added to your journal, an icon will appear at the top of the screen (4). Press **M** to check your mobile and journal.

Items you pick up and collect during the course of the game are stored in your inventory (5). To see the items you have collected press **TAB** or click the **Mouse Wheel** to open your inventory.

GAMEPLAY CONTROLS



Move



Interaction



Activate focus field



Sneak



Walk



Inventory



Mobile



Game menu



Pause game



Skip cinematic

INVENTORY CONTROLS



Open inventory



Browse items



Interaction

FOCUS FIELD CONTROLS



Activate/de-activate focus field

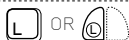


Cycle items within focus field



Camera (only while in focus field)

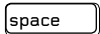
COMBAT CONTROLS



Light attack



Heavy attack



Block



06 CHARACTER MOVEMENT AND MOUSE CONTROL

By adjusting the option 'Mouse Mode' from 'Camera' to 'Movement' – you can choose to control the character's movement with the mouse.

The mouse controls both speed and direction of movement. Push the mouse in the direction you want the character to move. The distance you push the mouse determines if the character will walk or run.

Once the character has started moving, they will keep moving until you adjust direction or speed again. Moving the mouse in the opposite direction of movement or tapping the **Left Mouse Button** will make the character stop.

In this mode the camera is controlled by holding down the **Right Mouse Button** while moving the mouse.

07 INVENTORY



Open the inventory with the **TAB** button, or by clicking the **Mouse Wheel**.

Cycle through items in your inventory with the **A** and **D** keys or the **Mouse Wheel**. Press **W** or click the **Left Mouse Button** to initiate interaction with the highlighted inventory item.

Depending on the item you will be presented with one or more interactions:




EXAMINE ITEM

Press **A** or click the  to use or give the item.




USE OR GIVE ITEM

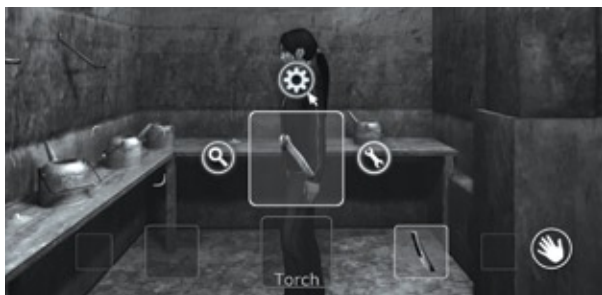
With a character or object highlighted it is sometimes possible to use or give inventory items. Press **W** or click the  to use or give the item.



COMBINE INVENTORY ITEMS

Some items can be combined to form useful new items. Press **D** or click the  to attempt to combine this item. Scroll through the inventory and press **W** or **Left Mouse Button** to select the second item to combine with initial item.

To close your inventory press **S** or click the **Mouse Wheel**.



08 FOCUS FIELD



FOCUS FIELD

The focus field is a feature that lets you interact with objects or characters at a distance. It is also handy for quickly scanning for available interactions around you.

Click the **Right Mouse Button** to activate the focus field. Move the mouse to aim the focus field at objects or characters you want to interact with.

With the focus field active it is possible to have several foci available. Use the **Q** and **E** keys or **Mouse Wheel** to scroll through available foci within the focus field.

Keep in mind that some objects and characters will have different actions available depending on whether you interact with them from a distance or up close!

09 CAMERA

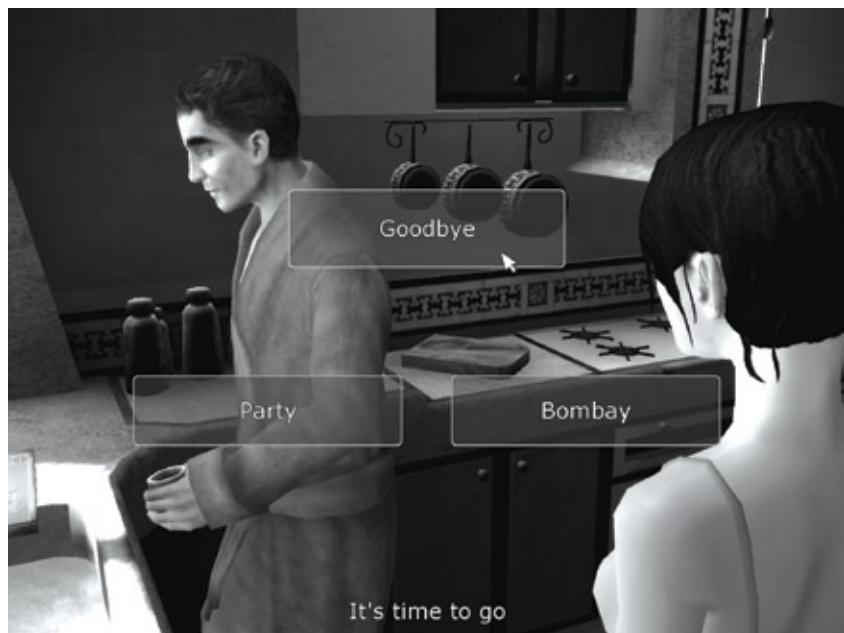


Move the mouse to adjust the camera's orientation.

If you wish to adjust the camera while the focus field is active, click and hold the **Right Mouse Button** while moving the mouse.

The default behavior of the camera is 'fixed behind'. This means that the camera will always try to keep its position behind the character's back. Within the options menu you can change this to 'normal' where the camera will never try to automatically readjust its position.

10 CONVERSATIONS



When you are presented with a conversation choice, use the mouse to highlight your preferred response. Press the **Left Mouse Button** to select the response.

Notice that a preview of the response is displayed at the bottom of the screen while a conversation choice is highlighted.

11 COMBAT



Press **Left Mouse Button** or **L** to perform light attacks. Your opponent can block light attacks.

Press **Right Mouse Button** or **K** to perform heavy attacks. Heavy attacks cannot be blocked, but are slow and can be dodged.

Different attacks can be performed if **W**, **A**, **S**, or **D** is pressed in combination with **Left Mouse Button** or **Right Mouse Button**.

To block attacks, press and hold **SPACE** before the attack lands.

To dodge attacks, press and hold **SPACE** while moving the character in the direction you wish to dodge.

12 MOBILE/JOURNAL

Your mobile – in Arcadia, it becomes a journal – keeps track of all the important information you need in the game. It logs all of your conversations with other characters, and it also doubles as Zoë's diary. The mobile can also receive e-mails from other characters in the game.

Pressing **M** opens the mobile.

Whenever the mobile icon appears at the top of the screen it means that you have a message on your mobile that you should read.

The mobile/journal menu offers four options:



DIARY

This section shows the characters' diary and is automatically updated as you progress through the game. When you have an unread diary update you will see the diary icon flashing during gameplay.



LOG

This section shows you a log of the conversations you have had with other characters.



MESSAGES

This section allows you to read messages sent to you by other characters. When you have an unread message you will see the phone icon flashing on the screen during gameplay.



EXIT

Exits the Mobile menu.



13 LOAD AND SAVE GAME



Dreamfall features an autosave function that will automatically save your progress through the game.

LOAD GAME

From the main menu:

Select Load Game. Select the saved game you wish to load.

From within the game:

Press **Esc** then select Load Game. Select the saved game you wish to load.

Warning! Any unsaved progress in the current game will be lost!

SAVE GAME

To manually save game progress press **Esc** select Save Game.

Select a slot to save the game to.

Warning! Selecting a used slot will overwrite the saved game occupying the slot!



14 OPTIONS

The options menu allows you to configure the game settings and preferences.

SOUND MENU

MASTER VOLUME

Adjust the overall volume of sound in the game.

EFFECTS VOLUME

Adjust the volume of sound effects in the game.

SPEECH VOLUME

Adjust the volume of voice effects in the game.

MUSIC VOLUME

Adjust the volume of music effects in the game.

SYSTEM SOUND CONFIG

The following preset sound set-ups are available from the options:

Software Options

- Stereo, Headphones, Dolby Surround, SRS Circle Surround, 4.0 Channel Discreet, 5.1 Channel Discreet, 6.1 Channel Discreet, 7.1 Channel Discreet, 8.1 Channel Discreet, Directsound 3D

Hardware Options

- EAX2, EAX3, EAX4

Dreamfall: The Longest Journey 2 uses EAX® ADVANCED HD™ technology on supported PC systems.

With an EAX® ADVANCED HD 3 or 4 sound provider selected in the audio options screen, you can experience enhanced 3D effects including the renowned EAX® Environmental Reverberation.



GAME MENU

SUBTITLES ON/OFF

Allows you to toggle whether subtitles appear for spoken dialogue. Default is ON.

TUTORIAL

Toggles the tutorial on and off. Default is ON.

VIDEO MENU

The following video options are available:

SCREEN ASPECT RATIO

Toggles between the following aspect ratios:

- Automatic (recommended), Normal (4:3), Widescreen (16:9), Widescreen (16:10)

RESOLUTION

Allows you to set the screen resolution.

Screen resolutions available are dependent on your PC's specifications.

ANTI-ALIASING QUALITY

Toggles between different anti-aliasing levels (depending on video card).

GRAPHICS QUALITY

This sets the quality of in-game textures.

- Low, Normal, High, Ultra (256MB video cards or better only)



KEYBOARD/MOUSE/GAMEPAD MENUS

These menus allow you to configure the game controls:

KEYBOARD CONTROLS

Here you can assign actions to preferred keys or restore the controls to default values.

MOUSE CONTROLS

This menu allows you to adjust the sensitivity of the mouse.

The sensitivity of each type of mouse input can be adjusted independently.

Mouse Mode

This option toggles if the primary behaviour of the mouse should be camera control or character control.

Camera Horizontal Axis

This option allows you to toggle between normal and inverted camera controls when using the mouse.

Camera vertical axis

This option allows you to toggle between normal and inverted camera controls when using the mouse.

Camera behavior

This option allows you to toggle between the default 'fixed behind' mode where the camera locks behind your character and 'normal' free camera mode, when using the mouse.

GAMEPAD CONTROLS

This menu allows you to assign actions to preferred buttons on your Gamepad.

Camera horizontal axis

This option allows you to toggle between normal and inverted camera controls when using a gamepad.

Camera vertical axis

This option allows you to toggle between normal and inverted camera controls when using a gamepad.

Camera behavior

This option allows you to toggle between the default 'normal' mode where the camera can be freely adjusted and 'fixed behind' mode where the camera locks behind your character, when using a gamepad.

15 CREDITS

FUNCOM

GAME DIRECTOR
Ragnar Tørnquist

PROJECT MANAGER
Øivind Scharning

ART DIRECTOR
Christer Sveen

LEAD DESIGNERS
Jarl Schjerverud
Henning Solberg

DESIGNERS
Aleksander S. Grøndal
Dag Scheve
Torbjørn 'Tobben' Sitre

WRITTEN BY
Ragnar Tørnquist & Dag Scheve

LEAD ARTIST
Kjetil Hjeldnes

CONCEPT ARTISTS
Christer Sveen
Didrik Tollefsen
Gavin Henry Whelan
Sigbjørn 'Siggy' Galán
Vebjørn Strømmen

SCENE ARTISTS
Richard Cawte
Øyvind Jernskau
Dan Cormick
Lee Symes
Mats Tveita
Markus Schille
Pekka Järventausta
Sonia Tyndale

CHARACTER ARTISTS
Vebjørn Strømmen
Robert Kist

ANIMATORS
Eigil Jarl Halse
Frode Thorkildsen
Ingvild Oppedal Olsen Ashurst
Maria Skau
Morten Øverlie
Tibor Nagy
Trygve Bjellvåg
William John Ashurst

ADDITIONAL ARTISTS
Razvan Vacar
Thomas Sundfær
Waqas Chaudhry

LEAD PROGRAMMERS
Morten Lode
Christian Tellefsen
Enno Rehling

PROGRAMMERS

Arnleif Mydland
Jørn Jensen
Jørn Are Sjulsen
Knut Johannessen
Morten Brenna
Morten Hustveit
Morten Lied Johansen
Tommy Strand

AUDIO DIRECTOR
Morten Sørlie

LEAD SOUND DESIGNER
Simon Poole

MUSIC
Leon Willett

ADDITIONAL MUSIC
Even Johansen / Universal Publishing
Ingvild Hasund
Morten Sørlie
Octavcat
Simon Poole

VOICE DIRECTOR
(English version)
Ragnar Tørnquist

**CASTING AND
RECORDING COORDINATOR**
Dag Scheve

**ADDITIONAL DIALOGUE
EDITING**
Lee Walker

ASSISTANT PROJECT MANAGER
Anita Dalsrud

CEO
Trond Arne Aas

**QUALITY ASSURANCE
QA MANAGER**
Ørjan Mathis Tvedt

ASSISTANT QA MANAGER
Scott Junior

TECHNICAL LEAD
Michael Søvik

QA TESTERS
Anthony Strickland
Brad Berrier
Christopher Bjørnsti
Dax Hock
Eirik Munthe
Glen Swan
Joseph Levinski
Nina Louise Sund
Rune Valle

**SALES & MARKETING
AND MANAGEMENT
DIRECTOR OF OPERATIONS**
Ole Schreiner

**SALES & MARKETING
DIRECTOR**
Ove Forseth

SALES & MARKETING
Annette De Freitas
Terri Perkins

**PR AND PRODUCT
DIRECTOR**
Jørgen Tharaldsen

COMMUNITY MANAGER
Craig Morrison

**VP BUSINESS
DEVELOPMENT**
Nicolay Nickelsen

BUSINESS CONTROLLER
Jan Inge Torgersen

CFO
Martin Hoff

SPECIAL THANKS TO
Johan Tengå
Vivi Christensen
Geoff Higgins
Brian Lee
Funcom US Customer service
team

PRODUCTION BABIES
Ingvild Mydland
Maren Mary Ashurst

VOICE ACTORS
Ellie Conrad Leigh: *Zoë Castillo*
Sarah Hamilton: *April Ryan*
Gavin O'Connor: *Kian*
Ralph Byers: *Brian Westhouse/
Roper Klacks*
Jo Dow: *Peats/
Warden Murrion/Dark People*
Kwesi Ameyaw: *Chawan*
Matthew Keenan: *Brynn*
Mary Healy: *Olivia DeMarco*
Daryl Alan Reed: *Charlie*
Jack Angel: *Wonkers the Watilla*
Wes Parker: *The Chinaman*
Brian Bloom: *Marcus Crozier/The
Guardian/Kenji*
Andre Sogliuzzo: *Blind Bob*
Hadeel Alwash: *Na'ane*
Anna Savva:
Kara/WATI Computer Voice
Iris Quinn: *Helena Chang*
Michael FitzGerald: *Reza Temiz*
Patrick FitzSymons:
Gabriel Castillo/Spice Merchant



Victor Burke: *Damien Cavanaugh*
 Vanessa Jones: *Jama Mbaye*
 Roger Raines: *Crow*
 Julia Murney:

Emma de Vrijer/Dr. Park/Yuriko
 Håvard Bakke: *Ivar*
 Alan Stanford:

The Vagabond/The Captain
 Paul Tylak: *Interrogator*

Marcus Lamb: *Museum Guard*
 Maryke Hendrickse:

Lucia the Watilla/Sam Gilmore
 Cordis Heard: *Benrime Salmin*

Ruth McCabe: *Crazy Clara*
 Garrett Lombard: *Vamon/Dagdam*

David Goodall: *Garmon Koumas*
 Dougie Wallace: *Ary Kinryn*

Nadine Shenton: *Fringe Hostess*
 Len Firth: *Vinnie*

Deirdre Donnelly:
Minstrum Magda/Obaasan

Louis Gregg: *Hiro*
 Roger Gregg: *Elwyn/Male Scientist*

Georgia Pearce: *Faith*
 Jenny Maher:

The White Dragon/
Abya of the Six/Karen

Jade Yourell: *Yona of the Six/*
Sister Sahya/Female Scientist

Doireann Ni Chorrigan:
Child Ena/Riko

Hilary Cahill: *Maha of the Six/Sela*
 Javier Fernandez: *Manny Chavez*

ADDITIONAL VOICES

Susan Zelouf, Pat Kinevane, Annie Ryan, Joe Rooney, Peter Ferris, Ingerborg Raustøl, Petronella Barker, Lena Meieran, Jan Erik Madsen, Anders Ribu, Franklin Adjaye, Susan Winder, Yuke Sun, Kuo Guo, Sirui Ren

RECORDING, SOUND PRODUCTION AND CASTING

For Blindlight:

CASTING DIRECTOR
 Dawn Hershey, C.S.A.

VO PRODUCER

Alexandra Dorris

VOICE DIRECTOR

Michael Hack

For Moymihan Russel Studios:

Paul Lynch

Airwavessound

For Voiceover.uk:

Gary Churcher

For Voicebank.ie:

Geraldine O'Shea, Katie Molony

For Abe's Audio:

Abe Udy

For Skyline Studios:

Luke Hatfield

Sound Hound Studios

For Nordubb:

Morten Karlstad

MOTION CAPTURE

PERFORMERS

Bjørn-Erik Hytt
 Thea Danielsen Fjortoft
 Vilde Jansen

VIRTUOS CHINA ART TEAM

CHARACTER MODELLERS

Wu Wei
 Sui Bo
 Xu Kun Peng
 Xie Hai Tian
 Zhang Yu Ya

LEVEL AND OBJECT MODELLERS

Sui Bo
 Xie Hai Tian
 Li Zheng

CEO

Gilles Langourieux

ART DIRECTOR

Cheng Yu

PRODUCTION DIRECTOR

Pan Feng

ASPYR STUDIOS

PRODUCER

Blaine Christine

PRODUCTION COORDINATORS

Chance Copeland
 Andy Cook

SENIOR PROJECT MANAGER

Kelly Bates

PROJECT COORDINATOR

Patrick Rogers

LEAD QA ANALYST

Dustan Coleman

ASSISTANT QA LEAD ANALYST/TCR SPECIALIST

Andy Cook

QA ANALYSTS

Nick Hubble
 Amy Lynn
 Jon Savinelli
 Ty Myrick

Shyla Spurlock

Ryan Stocks

Clement Yeung

Matthew Claunch

Tom Rees

Steven Sharpe

COMPATIBILITY LAB TECH

Jessie Boyer

TECHNICAL SUPPORT

Jason McClure
 Jennifer Becker
 Samuel Francisco Morris
 Joe Rinaldi
 Clint Parker
 Haley Lumpkin

DIRECTOR OF DEVELOPMENT

Glenda Adams

DEVELOPMENT MANAGER

Mark Krenek

DIRECTOR OF PRODUCTION

Jim Hudson

DIRECTOR OF MARKETING

Leah Heck

MARKETING MANAGER

Amity Ponsetti

TECHNICAL MARKETING ASSISTANT

Nestor Hernandez

CREATIVE PROGRAM DIRECTOR

Zach Rener

PUBLIC RELATIONS

Susan Lusty, Lori Mezoff

MARKETING ART DIRECTOR

Tyler Schmitt

GRAPHIC DESIGNERS

Greg Althoff, Devin Cox

DIRECTOR OF QA AND

TECHNICAL SUPPORT

Tim Attuquayefio

QUALITY ASSURANCE SUPERVISOR

Matt Scates

TECHNICAL SUPPORT/ COMPATIBILITY LAB

MANAGER

Andy Brazell

SPECIAL THANKS TO

Tim Fuller
 Jennifer Becker
 Claudia Gauthier
 Aaron Whitesell