



EXPLORE THE CASTLE!

4 Play hide & seek with the fairies and find the key to the party!

Sing along to Sleeping Beauty's special song!

2 Play music with the friendly forest animals!

6 Help the fairies put everyone to sleep!



1 The fairies bring gifts to baby Sleeping Beauty... but the evil fairy casts a spell!

5 The evil fairy tricks Sleeping Beauty into pricking her finger on the spinning wheel!

9 Prince Ken awakens Sleeping Beauty with true love's kiss!

3 Design a dress and crown for Sleeping Beauty's birthday party!

7 Help the fairies care for Sleeping Beauty while she waits for true love's kiss!

8 Get through the briar maze and help Prince Ken wake Sleeping Beauty!

11 Wake up the kingdom!

12 Celebrate Sleeping Beauty's birthday at last!



Barbie
Software for Girls®

*Join Sleeping
Beauty and
her magical
friends on a
fairy tale
adventure
full of games
& surprises!*



USER GUIDE

23468-0920



Ages 4 and Up

23468
MATTEL
EVERYONE
CONTENT RATED BY
ESRB
E
MEDIA

TABLE OF CONTENTS

LICENSE AGREEMENT	2
MINIMUM SYSTEM REQUIREMENTS	3
INSTALLING BARBIE® AS SLEEPING BEAUTY CD-ROM	4
RUNNING BARBIE® AS SLEEPING BEAUTY CD-ROM	5
UNINSTALLING BARBIE® AS SLEEPING BEAUTY CD-ROM	5
INTRODUCTION	6
GETTING STARTED	7
Story Fairy	7
Castle Fairy	7
CASTLE STORY ROOMS	9
Throne Room	10
Woodland Grove	11
Dressing Room	12
Coloring Princess Rose's Dress	13
Designing Princess Rose's Crown	13
Library	17
Spindle Room	17
Castle Asleep	18
Princess Rose's Bedroom	18
Prince to the Rescue	19
Kiss of True Love	20
Spindle Corridor	20
Castle Wake Up	21
Banquet Hall	21
EXITING BARBIE® AS SLEEPING BEAUTY CD-ROM	22
REGISTRATION	23
TIPS AND TROUBLESHOOTING	23
CUSTOMER SERVICE AND TECHNICAL SUPPORT	27
CREDITS	28
WARRANTY	32

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MINIMUM SYSTEM REQUIREMENTS

For PC Users:

- Microsoft® Windows® 95 or Windows® 98
- Multimedia Pentium® 100 MHz processor or higher
- Quad-Speed (4X) CD-ROM drive or faster
- 16 MB of RAM or higher
- 40 MB of free disk space
- 16-bit Sound Blaster®, or 100% compatible sound card
- VGA Color Monitor
- 16-bit Direct X®-compatible video card (640X480 resolution)
- Standard keyboard and mouse
- Inkjet or laser printer (optional)

For Macintosh® Computer Users:

- Macintosh® Power PC®/100 MHz processor or higher
- System 7.6.1 or higher
- Quad-Speed (4X) CD-ROM drive or faster
- 24 MB of available RAM or higher
- 40 MB free disk space
- Thousands of colors or higher video card
- Color Monitor
- Built-in sound or Sound Manager® 3.1 compatible sound card and speakers
- Standard mouse & keyboard
- Inkjet or laser printer (optional)

INSTALLING BARBIE® AS SLEEPING BEAUTY CD-ROM

For PC users:

- Close all applications.
- Insert the Barbie® as Sleeping Beauty CD-ROM into your CD-ROM drive.
- If you have the AutoRun feature enabled for your CD-ROM, the installation program will start automatically and you can skip the following two steps.
 - Click Start and then Run from the Windows® 95 or Windows® 98 task bar
 - Type d:\setup (d: refers to your CD-ROM drive. If your CD-ROM drive is not d:, type the appropriate drive letter.)
- Follow the on-screen installation instructions.
- Review the 'Read Me' file found in the Barbie® as Sleeping Beauty folder for important information.
- After installation is complete, you'll find a Barbie® as Sleeping Beauty CD-ROM icon in the Barbie menu of your Programs menu and on your desktop.

For Macintosh® computer users:

- Close all applications.
- Insert the Barbie® as Sleeping Beauty CD-ROM into your CD-ROM drive. If not prompted automatically, double click on the Barbie® as Sleeping Beauty CD-ROM icon.
- Review the 'Read Me' file for important information.

RUNNING BARBIE® AS SLEEPING BEAUTY CD-ROM

For PC users:

- Insert the Barbie® as Sleeping Beauty CD-ROM into your CD-ROM drive.
- When the Autostart window appears, click Play to run the program.
- You can also click Start/Programs/Barbie/Barbie® as Sleeping Beauty from the Windows® 95 or Windows® 98 task bar or double click the Barbie® as Sleeping Beauty shortcut icon on your Windows® desktop.

For Macintosh® computer users:

- Double click on the CD icon to open the window.
- Double click on the Barbie® as Sleeping Beauty CD-ROM icon.

UNINSTALLING BARBIE® AS SLEEPING BEAUTY CD-ROM

For PC users:

- From the Windows® 95 or Windows® 98 Start Menu, click Programs/Barbie/Uninstall Barbie® as Sleeping Beauty icon and follow the on-screen prompts.

For Macintosh® computer users:

- Drag the Barbie® as Sleeping Beauty CD-ROM directory into the trash.

INTRODUCTION

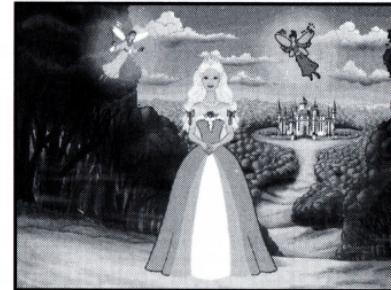
Barbie® as Sleeping Beauty features Barbie as the beautiful Princess Rose, who invites you to step into her magical fairy tale adventure. Join Princess Rose and her special fairy friends as she discovers her magical music gift, captures the heart of Prince Ken™, and bravely battles the Evil Fairy.

Our story begins at Princess Rose's christening. While the magical fairies give special gifts to baby Princess Rose, the Evil Fairy angered by not being invited, casts a wicked spell on the tiny Princess that on her sixteenth birthday she will prick her finger on a spinning wheel and sleep for a hundred years!

Sixteen years pass and it is finally time for Princess Rose's birthday. She needs your help to design a special crown and dress for her celebration. But before she can attend, the Evil Fairy's spell is carried out and Princess Rose falls into an enchanted sleep. Only you can help Princess Rose learn to play magical music, play fun games, solve mazes and outwit the Evil Fairy so she can join Prince Ken at her 16th birthday party!

Adults: Reading this Manual with your child before playing the Barbie® as Sleeping Beauty CD-ROM will help your child play more independently later on.

GETTING STARTED & CHOOSING WHICH WAY TO PLAY



As you begin the program, you will see Barbie® as Sleeping Beauty with two magical fairies on either side of her. Barbie®, or 'Princess Rose,' invites you to choose one of the fairies, Story Fairy or Castle Fairy, to take you through the adventure.

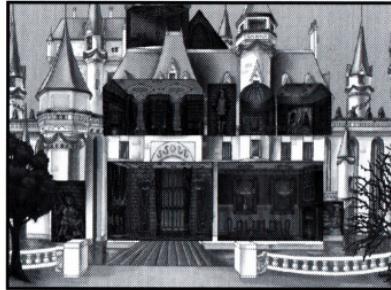
Click on each fairy and listen to how each of them helps you explore the story.

- **Story Fairy:** Click the purple Story Fairy to play the adventure from beginning to end. The Story Fairy will guide you through the adventure by telling you the story and offering help during the games.
- **Castle Fairy:** Click the blue Castle Fairy to go to the castle screen where you can choose to see your favorite parts of the story and play the games and activities over and over.

NAVIGATING THE CASTLE

- Whether you choose the Story Fairy path or the Castle Fairy path, both fairies will appear on all story screens.
- Whenever you are ready to leave a game or story screen, click on one of the fairies. Depending on which path you have chosen, the appropriate fairy will flutter to indicate where to click.
- If you click on the Story Fairy, you will go to the next scene in the story and continue playing the adventure in order.
- If you click on the Castle Fairy, you will transition to the castle screen where you can choose any room in the castle to explore.
- If you accidentally click on the Castle Fairy, simply click on the Story Fairy from the castle screen to continue playing the adventure where you left off.

CASTLE STORY ROOMS



Select the Castle Fairy to explore Princess Rose's enchanted castle where each room tells a different part of the story. Hold the mouse cursor over any room, or over the trees and briars on the royal grounds to hear what happens in that area.

Note: See back cover for additional castle descriptions.

- To explore a room or part of the grounds, click on the highlighted area.
- Click on the glow in the main tower to listen to a story song the Fairies wrote about Sleeping Beauty.

THRONE ROOM – OPENING PRINCESS ROSE'S PARTY GIFTS



Join the King, Queen and the magic fairies as they celebrate the birth of Princess Rose with lots of special presents. Click on the presents to help Princess Rose open them as they are given to her. Watch out for the Evil Fairy – instead of bringing a present, she casts a spell!

WOODLAND GROVE – PLAYING MAGICAL MUSIC



Princess Rose loves to play music with her animal friends! Play a special birthday tune with her and discover the power of her musical gift – the gift of waking living things and...hearts.

The Gold Fairy, who gave Princess Rose a magical flute, will explain how to play special tunes to wake up her sleeping animal friends. When all the animals are awake, you can make even more music with them.

To wake the animals:

- Click on any of the sleeping animals.
- The little birds in the tree will sing a little tune. Watch the keys on the flute at the bottom of the screen light up as each note is played.

- Click on the colored flute keys in the same order as the birds sang. When you play the tune just as the birds did, Princess Rose will play the same tune you played and the animal you picked will wake up!
- Click on the birds to hear the tune again.
- When all the animals are awake, Princess Rose and her friends will play a magical song together. Play along with them by clicking the flute keys.

PRINCESS ROSE'S DRESSING ROOM



Princess Rose needs a special dress and crown to wear to her birthday party. You can help the Fairies decorate her magical birthday dress and design a sparkling crown for the special occasion. You can even print out your own matching crown to wear!

COLORING PRINCESS ROSE'S DRESS

- Click on Princess Rose to decorate her dress. The Blue Fairy changes Princess Rose's dress into a beautiful ball gown.
- Click on the color wands to change the color of the dress.
- To add glitter, click on the magic glitter wand and watch it sparkle.
- The dress will automatically be saved for Princess Rose to wear to her party.

DESIGNING AND DECORATING PRINCESS ROSE'S CROWN

- Click on the table to design a crown. Princess Rose will appear at her table.
- To choose a crown style, click the crown on the pillow. It will change styles. Keep clicking on the crowns until you find the one you like, then click on Princess Rose. A design screen will appear with your selected crown style and decorating tools at the bottom of the screen.

DESIGNING AND DECORATING TOOLS



- **Scale:** Use the scale to change the size of a decoration tool, sticker, jewel, or engraving before placing it on the crown. To increase the size of a tool, sticker, jewel or engraving, click on the large button. To decrease the size of a decoration, click on the small button. The status bar shows how large or small a decoration can be.



Polish

To polish your crown, click the polish icon on the toolbar. A brass polish jar will appear on the selection area at the top of the screen. Click the scroll arrows by the jar for more polish choices. To apply the polish to the crown, click and hold down the right mouse button. Move the polish tool over the crown. You can use more than one color of polish on a crown.



Jewels

- To add jewels, click on the jewel chest. A jewel will appear in the selection area at the top of the screen and a color wheel will appear to the right of the selection area. Click on the scroll arrows to see more jewels.
- Click on the color wheel to change the color of the jewels in the selection area. Move your cursor over the crown. The jewel you've selected will be attached to your cursor.
- Use the scale to make the jewel larger or smaller. Click anywhere on the crown to place the jewel. You can use as many jewels as you would like on the crown.
- Use the Undo Cloth, described below, to remove or change the location of a jewel.



Stickers

- To add stickers, click on the sticker box. A sticker will



appear in the selection area at the top of the screen. Click the scroll arrows to see more sticker choices. Move your cursor over the crown. The sticker you've selected will be attached to your cursor. Use the scale to make the sticker larger or smaller. Click anywhere on the crown to place the sticker.

- When you place a sticker on the crown a color wheel will appear to the right of the selection area. Select a color from the wheel. Move your cursor over the sticker. Your cursor will change to a paintbrush when it is moved over an area that can be colored in. Click and hold the right mouse button to add color to the sticker.
- Only one copy of each sticker can be added to the crown.
- Use the Undo Cloth, described below, to remove or change the location of a sticker.

Engraving

- To add engravings to the crown, click the engraving box. An engraved design will appear in the selection area at the top of the screen. Click the scroll arrows to see more engraving choices. Move your cursor over the crown. The engraving design you've selected will be attached to your cursor.
- Use the scale to make the design larger or smaller. Click anywhere on the crown to place the engraving.

- To remove an engraving, use the polishing tool to cover over the area.

Make Your Own Engraving

You can make your own engraved design on the crown. Use the scroll arrows to see all the patterns. After the last pattern appears in the selection window, a small circle appears. Move your cursor over the crown. Click and hold down the right mouse button and move the circle engraving tool over the crown to make your own design. To remove an engraving, use the polishing tool to cover over the area.



Undo Cloth

To remove or change the position of a sticker or jewel, click on the Undo Cloth, then click on the decoration. The sticker or jewel will attach to your cursor. Click anywhere on the crown to place the decoration. Click on the Undo Cloth again to delete the decoration.



To print out your matching crown, click the Print Scroll.

- Click the pink arrow when you are finished designing Princess Rose's crown and Princess Rose will model your crown. The crown will be saved for Princess Rose to wear later in the story.

- If you want to save the crown you designed, click the table drawer to open it. Click on the crown on Princess Rose's head to save it in the drawer.
- Click the crown in the drawer to place it on Princess Rose's head.
- Click the arrow to return to Princess Rose's dressing room.
- Click the Story Fairy or Castle Fairy when you are finished.

THE LIBRARY – PLAY FAIRY HIDE 'N SEEK

The Fairies have hidden the key to Princess Rose's birthday party in the library. Play a game of hide and seek with the fairies – when you find them all, they'll give the golden key to the Princess.

- The fairies are hiding all around the library.
- Click around the room to find the Fairies' hiding places. Look in drawers, behind clocks, and under pillows!
- Watch closely because sometimes the Fairies peek out at you!
- When you have found all the Fairies, they will give Princess Rose the golden key. But the Evil Fairy puts a spell on the key – instead of opening the door to her party, it leads to the Spindle Room where the Evil Fairy is anxiously waiting!

SPINDLE ROOM

Watch as the Evil Fairy tricks Princess Rose into pricking her finger on the spindle needle! Princess Rose becomes Sleeping Beauty as she falls into an enchanted sleep. Then, the Evil Fairy takes Princess Rose's flute as it falls out of her hand.

CASTLE ASLEEP

The Fairies know that Princess Rose's friends and family will be so sad if they find out the Evil Fairy's spell has come true. They decide to put everyone in the castle to sleep too, until they can find the magic to wake Sleeping Beauty from her spell. Use the magic wand to help the Fairies make everyone fall asleep.

- Click on each picture with the wand to make everyone fall asleep.

PRINCESS ROSE'S BEDROOM – TENDING TO SLEEPING BEAUTY



Now that everyone in the castle is asleep, let's help the Fairies take care of Sleeping Beauty.

- Click on each fairy and on special things in Sleeping Beauty's room to help give Sleeping Beauty sweet dreams while she sleeps.
- Click on Sleeping Beauty's squirrel friend when he appears in the window so he can find someone to help wake the Princess!

PRINCE KEN™ TO THE RESCUE – THE BRIAR MAZE

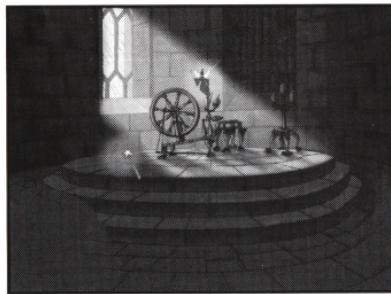
Prince Ken™ is on his way to rescue Princess Rose when the Evil Fairy makes a wall of thorny briars spring up in front of the castle and block his way! Help Prince Ken™ find his way through the briar maze so he can rescue Sleeping Beauty!

- To cut through the briars, click on the briar squares with your sword cursor.
- As you cut away the briars, pieces of the path will be revealed. But the path is all mixed up! You'll need to turn the pieces to make a path so that the Prince can get to Sleeping Beauty.
- To turn a path piece, click on it. Continue clicking on the pieces of the trail until you have a clear path to the castle gate. As a clear path forms, Prince Ken will automatically move through it.
- The Prince can only move in the direction he is pointed. To turn the Prince to another direction, click on him.

KISS OF TRUE LOVE

Prince Ken™ has reached Sleeping Beauty and awakens her with a kiss of true love. Now that she is awake, she must recover her magic flute from the Evil Fairy before she can wake up the rest of the castle.

PRINCESS ROSE FACES THE EVIL FAIRY – CATCHING EVIL SPELLS



Once more, Princess Rose enters the Spindle Room to reclaim her magic flute so she can wake the castle. But the Evil Fairy refuses to give back the flute! Help Princess Rose catch the Evil Fairy who is desperately casting evil spells on Princess Rose to keep her away.

- To catch an evil spell and change it into a beautiful butterfly, click on it before the spell gets too close to Princess Rose. The more evil spells you catch, the closer Princess Rose gets to the Evil Fairy.

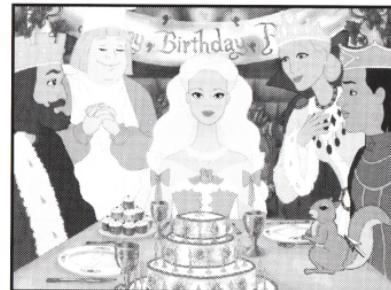
- When Princess Rose gets very close to the Evil Fairy, click on the Evil Fairy and watch how Princess Rose's special gifts help even this meanest of fairies. The Evil Fairy then returns the flute to Princess Rose so she can wake up all her friends.

CASTLE WAKE-UP – WAKE-UP THE KINGDOM

Just as you helped put the kingdom to sleep, you must now wake it up!

- To wake up the kingdom, click Princess Rose's magical flute on each picture. Princess Rose will play her special wake-up song. Everyone will awake refreshed and ready for the party!

THE BIRTHDAY PARTY



The Gold Fairy has returned the key. At last, it's time to go to Princess Rose's birthday celebration.

- To open the banquet room door, click on the door. When the door to the banquet hall opens, join Princess Rose, Prince Ken™, and all her friends for birthday cake and a joyous birthday party! Princess Rose looks beautiful in the gown and crown you designed just for her!
- Can you help Princess Rose blow out her birthday candles? Click on her special animal friend to blow out the candles.

EXITING BARBIE® AS SLEEPING BEAUTY



- To exit Barbie® as Sleeping Beauty, click **Quit** on the Castle Screen or at the end of the story, Barbie® will ask you if you are sure you want to quit. If you are, click **Yes**. If you do not want to quit, click **No**, and you'll return to the Castle Screen.
- To Play the adventure again, click **Play Again** and the Castle and Story Fairy will ask you to choose one of them to go through the story.

REGISTRATION

PC users may register for the product at any time by clicking the registration icon in the Barbie® as Sleeping Beauty software folder. You can find the registration icon by going to Start/Programs/Barbie®/Barbie® as Sleeping Beauty.

Macintosh® computer users will need to fill out the registration card to register their product.

TIPS AND TROUBLESHOOTING

GENERAL TROUBLESHOOTING TIPS

Please reference the **READ ME** file from the Barbie® as Sleeping Beauty CD-ROM for the latest important information.

Personal Computers

A) IF DISPLAY OR GRAPHICS PROBLEMS OCCUR

1. Make sure that your display setting is at 640x480 resolution and 16-bit color.
2. Refer to your system or Windows® documentation.
3. Contact your video card or systems vendor to obtain the latest version of their video driver.
(Updated Video Drivers may be available via the Internet)

B) IF SOUND PROBLEMS OCCUR

Barbie® as Sleeping Beauty CD-ROM makes extensive use of your computer's sound card. While this program is running, other applications will not be able to play sounds or music through the sound card. Even when minimized, Barbie® as Sleeping Beauty may not always be able to release the sound card for other applications. If this is the case, the sound card will only become available to other applications after you exit Barbie® as Sleeping Beauty. If your sound system is configured with an incorrect or outdated sound driver, the sound may not play properly. Contact your sound card manufacturer to obtain the current sound drivers. (Updated SOUND Drivers may be available via the Internet). Barbie® as Sleeping Beauty plays on systems with 8-bit or higher sound cards. 16-bit or higher sound cards are recommended, since they provide better performance and higher quality audio reproduction.

C) IF THE PROGRAM RUNS SLOWLY:

1. Close any unnecessary applications that may be running.
2. Be sure you are running Windows® enhanced mode and that the Virtual Memory settings are active. Refer to the performance tips in the Read Me file or your Windows® documentation.

D) IF DIFFICULTIES ARE ENCOUNTERED WHILE PRINTING:

1. Make sure your printer is plugged into your computer correctly, plugged in to a power outlet and turned ON. Also make sure your printer is in the Ready mode.

2. Make sure your computer is not connected to a Network printer. This program will not print on a Network system.

Macintosh®

VIRTUAL MEMORY

Barbie® as Sleeping Beauty requires a minimum of 24 MB of available memory. If your system does not have enough memory available, you will need to turn Virtual Memory on and set it to approximately 50 MB. To do this, go to the APPLE menu, select CONTROL PANELS, and select MEMORY. Turn Virtual Memory ON and set Virtual Memory to 40 MB.

The lower you set the Virtual Memory, the better your performance will be. To find out the minimum amount for setting Virtual Memory, go to the APPLE menu and select ABOUT THIS MACINTOSH to find out how much memory your system requires (typically 8-20 MB). Then go to the APPLE menu, select CONTROL PANELS, and select MEMORY. Turn Virtual Memory ON and set Virtual Memory to at least 3 MB more than what you need to run your System software and Barbie® as Sleeping Beauty. For example, if your System software requires 12 MB and Barbie® as Sleeping Beauty requires 24 MB, then you would set your virtual memory to 31 MB (12+16+3).

Note: You may experience slower program performance with Virtual Memory turned on.

OPTIMIZING THE DISPLAY

To improve the appearance of the software on your monitor, you should set the monitor depth to 16-bit or higher.

To do this, click on the APPLE menu, choose CONTROL PANELS and select MONITORS AND SOUND. Select Thousands of colors or higher.

SLOW PROGRAM PERFORMANCE

If the program seems to be running slowly try the following suggestions:

1. Make sure your system meets the minimum requirements
2. Close any open programs to free up more memory (RAM)
3. If you have enough available memory, turn OFF Virtual Memory (see Section 3A for more details on Virtual Memory)
4. If you have used the program for an extended period of time, try exiting the program and re-starting your computer before re-starting the program
5. Try turning Background Printing OFF (go to APPLE menu select CHOOSEN and turn the Background Printing checkbox off)
6. Click on Barbie® when she is talking to interrupt the sound
7. If the program won't launch, shut down all applications, re-boot the computer and re-start the program

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If you have any questions, please contact us for assistance. Our technical support specialists can be reached toll-free at the following numbers:

In the US, call 1-888-MATTEL9 (1-888-628-8359)

In Canada, call 1-888-MEDIA11 (1-888-633-4211)

In the UK, call (0171) 519 5049

In Australia, call 1-902-262-513

(Calls charged at \$1.50 per minute. A higher rate applies from public or mobile phones)

For a great place to get quick answers to the most commonly asked questions about **Barbie® Sleeping Beauty CD-ROM**, you can also contact Mattel on the World Wide Web at:

<http://www.mattelmedia.com>

Comments or questions can also be mailed to:

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SPECIAL THANKS

Rosa Allen, Jim Balthaser, Edgar Bautista, Kenny B. Bender, Matt Bengtson, John Bloodworth, Kevin Brooks, Robert Bryant, Jonoshka Creager, Agnes Davies, Toni DeBerry, Karen E. Ditto, Michelle Douglas, Nancy Duarte, Milton Evensizer, Adrian Fernandez, Desiree Flores, Craig Forrest, Rossino Gil, David Gordon, Dawn Gottula, Jeff Goodwin, Jo Ann Green, David Haddad, Cheryl E. Hager, Aaron Hinklin, Roger Hu, Karen Kelly, Danny Kwan, Maureen Lemoi, Lori Logan, Oscar Lopez, Ginger Martinez, Katherine Mazrantonis, Michele Mcshane, Pat Moore, Robert Normile, Ify Obiaya, Pam Peretz, Jonathan Petersen, Todd Piccus, Stephen Ramsey, Nicole Resnick, Cynthia Rogerson, Deborah Rosenbaum, Shaun Rowan, Jeannie Sanchez, Maryhelen Sandoval, Kendale Sheran, Theresa Sieker, Michael Shore, John Sullivan, Julie Takata, Cathy A. Takemura, Cathy Tische, Leslee Trussell, Tiffany West.

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Tom Ward Animation Supervisor
Paul Nunn Animation Director
Bea Rasmussen Animation Coordinator
Thom Bowen Production Coordinator
Paul Meylink Lead Animator Barbie & Background Design
Chad Sliwinski Animation & Clean-up
Michael Richlin Animation
Agustin Huerta Jr Production Assistant-Animation
Teresa Murphy Production Assistant-Ink & Paint
Sue Peach Production Artist-Backgrounds & Interface Art
Aaron Johnson Effects Animation
Big Nasty Redhead Background Production
Film Factory Animation Production
Little Wolf Animation Production
Virtual Magic Paint Production

Stunt Puppy Entertainment, Inc.

Design Gano Haine, Karen Johnson, Jan Bozarth
Script & Dialogue Gano Haine

Blue Arrow Music

Music Composed, Produced and Performed by:
Jan Bozarth, Shane O'Madden

Bardic Tale Performed by:

Shane O'Madden, Jyl Hershman-Ross

Gorilla Systems, Inc.

Executive Producer Jonathan Browne
Producer Brian J. Geiger
Lead Programmer James Lawrence
Programmers Leo Krzewina, John Reego, Warren Browne
Jeff Fullerton Jonathan Browne
Macintosh Programmer Daniel Tartaglia
Graphics Engine Leo Krzewina
Audio Engineers Michael Beaumont, Bruce Edwards
Artists Brad D. Nault, Andrew R.J. Cremeans
Business Operations Rosemarie Marcolongo

Special Thanks Ryan Lindfield, Lynda Morrison
Alison Camacho, Nikolaus Ingeneri

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