ENEMY TERRITORY
QUAKE WARS™

id

splash damage™

INSTALLING THE GAME

To install *Enemy Territory: QUAKE Wars™*:

1. Insert the *Enemy Territory: QUAKE Wars™* DVD into your DVD-ROM drive.

2. Double-click the DVD icon that appears on your desktop.

3. Drag the *Enemy Territory: QUAKE Wars™* folder from the DVD to the location on your hard drive where you would like to install the game.

4. To start the game, double-click the *Enemy Territory: QUAKE Wars™* application on your hard drive.

OVERVIEW

Ready to join the war? You're only a few short steps from enlisting with Earth's Global Defence Force or the invading alien Strogg in an all-out battle for Earth. This manual is intended to assist you with the critical steps required to get you into battle. Once you are playing the game, you'll hear and see a number of instructions and tips on how to do everything you need to join and help a team. The game will remember what you have and haven't done and will always provide helpful instructions when you first encounter an unfamiliar situation—so listen carefully.

We've also provided an Advanced Player's Guide on the game disc that includes more detailed player and game information, special configuration options and information on setting up game servers. Note: The Advanced Player's Guide is also available online at http://www.enemyterritory.com.

MISSION CRITICAL

Welcome to Enemy Territory: Quake Wars™.The basic rules of the game are simple. In Enemy Territory, one team assaults while the other defends. Each battlefield is divided into three to four key missions or Primary Objectives.

To win the game, the attacking team must complete all of the Primary Objectives within the defined time limit. The defending team must stop them.

Primary Objectives are identified by a yellow diamond icon. Some Primary Objectives require a specific device or tool that is only carried by one character class (see Completing Objectives section for more detail). When an objective is accomplished, the team takes control of the territory around that objective, identified by green boundary lines on the map. Teams can deploy battlefield support assets such as fire support, turrets and reinforcements in any territory it controls. Once the attacking team gains a territory, it cannot be retaken.

The default movement keys are similar to those used in most modern first-person games. The most unique and important keys to learn are:

(L) Limbo Menu – Press the **L** key to enter the Limbo Menu. Select your team, character class and spawn point, and review your game and player status.

(G) Enter Vehicle/Mount Weapon – Approach a vehicle or weapon emplacement until an Arrow Icon appears. Then press the **G** key.

(F) Use/Cycle – The Use key is context sensitive and will automatically equip the correct tool for you. If you can use a tool on a target, approach it until the Hand Icon appears and then hold the **F** key.

When you are ready to start playing, go through the manual and take it step by step, from setting up your character to learning how to gain rank and advance your abilities in a campaign. Enemy Territory offers tons of tips during gameplay. Take the time to experiment with the various character classes, tools and devices. Destroying the enemy is always useful, but if at any time you want a hint on how to help your team, press the **Mission (M)** key to cycle a useful mission to the top right of your screen.

BASIC GUIDE
TO GETTING STARTED

Now that you understand the mission critical information, below is a step-by-step guide for making it through the game. For additional details on weapons and classes, please refer to the Advanced Player's Guide installed with the game.

STEP 1: CREATING A PROFILE
The first time you launch the game, you will be prompted to create a user account. Simply select **Create User** from the login menu and follow the instructions. Online accounts require a broadband Internet connection, unique username, password and your key code (located on the back of this manual or in the case of the game). There are three types of accounts:

- **Create a new online account** - Select this option if you have not created an account and want to play online.

- **Use an existing account** - Select this option if you already have an online account, but have reinstalled the game or are using a different computer.

- **Create a user for offline user only** - Select this option if you do not have an Internet connection and only want to play offline against bots or in a LAN.

STEP 2: SETTING UP YOUR CONTROLS
To change your controls, from the Main Menu, go to **Game Settings** and then **Controls**. The default controls are similar to other games you have played. Please see the keyboard layout card (enclosed separately) for a complete list of controls or review them in the Controls Menu. There are three keys unique to *Enemy Territory: QUAKE Wars™*, and very important to remember.

USE (F) - The **USE** key is context-sensitive. It will USE tools and cycle selections. Different classes have different tools. For example, the Medic can revive dying teammates with his Defibrillator tool. Walk toward and look at the target until a USE (hand) icon appears. Press and hold the **USE** key to ready the tool and perform the required action. The action will be complete when the timer circle around the crosshair is full.

Also, press the **USE** key to change seating positions inside a vehicle, to zoom your view in and out when using a scope on certain weapons, to cycle through available deployables when using the Deploy Tool and to activate your parachute (GDF) or air brake (Strogg).

Limbo (L) - Press the **L** key to enter the Limbo Menu. Select your team, character class, spawn point and weapons, as well as review the command map and objectives.

Enter Vehicle (G) - To enter or exit a vehicle and mount an emplaced GDF machinegun, press the **Enter Vehicle (G)** key.

All control references are based upon default key binds. If you change your bindings, the onscreen tool tips will also change, but they'll differ from the references in this manual.

STEP 3: JOINING A GAME
To join an online game, select **Play Online** from the Main Menu. The screen that appears next displays a list of online games. There are a number of options to help you locate a game. Sort the list of servers by clicking on the **Tab** above each column.

The PING column indicates the speed of the connection to the computer hosting the game. The higher the PING value, the worse the connection to the server. You will also notice three different game types.

Objective - A one map battle.

Campaign - Three maps played in succession.

Stopwatch - Teams alternate between attacking and defending and compete to beat the other's time.

To play an offline game against computer-controlled players (called bots), select **Play Computer** from the Main Menu. The screen that appears next allows you to create your own game, add bots and adjust their skill level. No Internet connection is required to play against bots. To play on a Local Area Network, select **Play LAN Game**.

STEP 4: ENTERING THE BATTLE
After the map has loaded, you will see the Limbo menu. This is where you choose your team, class, weapons and spawn point. This menu can be accessed at any point during the game by pressing the **Limbo (L)** menu key. After you select your team, class and weapon, select **Deploy** to enter the game.

Use the map in the Limbo menu to select your Spawn Point. By default, you will deploy at the furthest advanced team spawn point. There are, however, forward deployment locations represented by flagpoles on your command map. Select any **green flagpole** to deploy at that location.

STEP 5: CHOOSING YOUR CHARACTER CLASS
To win the game, the attacking team must complete all the Primary Objectives within the time limit. A Primary Objective is identified by a yellow diamond on the map. Most Primary Objectives require a specific character class to complete them. However, having a good mix of combat and support classes is vital. Below is a basic list of the character classes and their abilities.

Class Icon	GDF	Strogg	Play Style & Basic Unique Abilities
	Soldier	Aggressor	Aggressive and guns-blazing. Uses heavy weapons and explosive charges.
	Engineer	Constructor	Defensive and strategic. Deploys defensive turrets, constructs and repairs, disarms explosive charges.
	Medic	Technician	Supportive and selfless. Dispenses health/ Stroyent and revives fallen teammates.
	Field Ops	Oppressor	Strategic and Supportive. Deploys artillery and missile systems, "paints" enemy positions for attack, calls in air and orbital strikes.
	Covert Ops	Infiltrator	Stealthy. Sniper. Hacks, uses remote viewing equipment, deploys radar and steals identities.

STEP 6: LEARNING THE INTERFACE

1. **Objectives & Missions** - Current mission and XP value. Press the **M** key to toggle through available personal missions.
2. **Critical Information** - Hints and important information.
3. **Command Map** - Top-down view of battlefield. Press the **N** key to expand.
4. **Mission Status** - Includes current objective number, status and mission time remaining.
5. **Weapon/Tool Selection** - Select weapon or equipment to equip.
6. **Weapon Status** - Selected weapon and ammo.
7. **Deployable Status** - Type, health, fire status of deployable you have on the battlefield, and available Mines (Engineer/Constructor only).
8. **Chat Window** - Appears when you press either the **Chat (T)** or **Team Chat (Y)** key.
9. **Player Status** - Health, rank and experience points (XP) earned.
10. **Fire Team List** - Status of Fire Team members.

Command Map Icons
Green indicates friendly. Red is hostile.

Icon		Icon	
	Infantry		Spawn Point
	Vehicle		Supply Drop Location
	Radar Deployable		Mine Location
	Defensive Turret Deployable		Incoming Fire Support Target
	Stroyent Requested		Offensive Artillery Deployable
	Revive Requested		Pickup Requested
	Ammo Requested		Driver/Pilot Requested
	Health Requested		Passenger Requested
	Eliminate Spawnhost		Gunner Requested
			Eliminate Target

STEP 7: COMPLETING OBJECTIVES
To win the game, the attacking team must overcome the defending team to complete all the Primary Objectives within the time limit. Primary Objectives are indicated by a yellow diamond icon floating above the objective. The status of the Primary Objective is indicated on the top right of your screen, under the compass/map.

Each class has a unique tool; for example, the Soldier has explosives and the Engineer has pliers. Most objectives require the use of this class-specific tool.

To complete an objective, approach the target and point at it until a USE (hand) icon appears. Hold the **USE (F)** key until the timer circle around the crosshair is full and the objective is completed. Below is a chart of Primary Objectives and the classes required to complete them respectively.

Icon	Objective	Description	Class
🏁	Deploy MCP	Drive the MCP to a destination and deploy it.	Any Class (GDF only)
🔧	Construct	Repair or construct the objective.	Engineer/Constructor
🧨	Destroy	Plant and arm explosives.	Soldier/Aggressor
⊕	Hack	Hack enemy objective device.	Covert Ops/Infiltrator
🛸	Drone Attack	Detonate Flyer Drones against an objective.	Infiltrator (Strogg only)
💼	Transport	Deliver an object to a destination.	Any Class
🛡	Defend	Defend objective from attack.	Any Class

In addition to your Primary Objective, other missions and tasks become available to you as the action progresses. Press the **Mission (M)** key to cycle through your available missions and highlight their location with an icon on your screen and compass. Your current mission is located on the top left of your screen. You do not need to select a mission to complete it, but you will gain extra XP if you do.

Tasks are generated when a teammate identifies a target or needs assistance. When a task is generated you will hear audio announcing the task and an icon will identify the location of the target or the teammate requesting assistance.

STEP 8: HOW TO FLY AND DRIVE

To enter and exit a vehicle, approach it and point your crosshair over it until you see the Enter Vehicle icon (arrow). Press the **Enter Vehicle (G)** key. Cycle seat positions by pressing the **USE (F)** key. Use the **Home** key to cycle through camera options. To evade missile lock on, press the **Decoy (1)** key. Hold the **Turbo (Shift)** key to increase vehicle speed. Some vehicles offer unique functionality.

Note: You can find advanced flight controls options in the Options menu. Please refer to the Advanced Player's Guide for more details.

STEP 9: USING MY EQUIPMENT

The items a player carries and the number of keys used to select them are weapons (1-3), grenades (4), tools (5), devices and supplies (6) and targeting binoculars (7). To select an item from your inventory press the appropriate number key or cycle to the item using **weapon cycle (mouse wheel)**. Press the **Fire (Left Mouse)** button to use a selected item. Scope, iron site and remote cameras on items that offer these capabilities can be reached by pressing the **Alt Fire (Right Mouse)** button. Firing your weapon from a Crouched (C) or Prone (Z) position may improve accuracy, depending on your weapon. As a note, the rocket launcher and the obliterator cannot be fired from a Prone position.

Weapons and grenades have ammunition that must be supplied to the player, while supplies and devices automatically resupply to the player over time. Each GDF weapon has a separate ammunition type while many Strogg weapons share one common supply of Stroyent.

Tools are used for tasks from repairing vehicles to creating spawn hosts. To use a tool, approach the target until the Use (Hand) icon appears and hold the **Use (F)** key until the progress timer around your tool crosshair is completed, or you can switch to the correct tool and hold the **Fire** button to use. For example, holding the Use key on a Destruction Objective will plant dynamite and arm it automatically.

STEP 10: LEARNING TO DEPLOY

Several classes are able to deploy weapons systems onto the battlefield. Deployments can only be dropped in a territory you own—indicated by the green territory border on the command map.

To deploy, select your **Deployment Tool (5)** and press the **Fire/Activate** key to enter the third-person deployment view.

Cycle to the weapon you wish to deploy by tapping the **USE (F)** key.

Use your movement keys and mouse to find a location where the deployment grid and the wireframe deployable are green, then press the **Fire/Activate** key.

Use your mouse to rotate the wireframe weapon to point in the direction you wish it to fire (use the straight arrow on the ground as a guide).

Press the **Fire/Activate** key to call in the deployment.

Once your deployment arrives, a representation of it appears in the bottom right portion of your HUD, providing health and firing status of your deployable at all times.

Using Artillery - Field Ops and Oppressors must "paint targets" for their deployables to fire upon. To paint a target, move within range and line of sight of the target and select your **Target Designator** tool **(6)**.

Use the mouse to hold the laser steady on your target and press and hold the **Fire/Activate** key until your deployable has acquired the target.

STEP 11: COMMUNICATE WITH YOUR TEAM
Communicating with your team is critical. Utilise these methods for quick and effective communication. Press the **Global Chat (T)** key or the **Team Chat (Y)** key to send typed messages. Press the **Quick Chat (V)** key and move your mouse in the desired direction and release to send the selected voice message to your teammates or everyone. The Quick Chat menu is context-sensitive. You will have different options available depending on what your crosshair is over. Most of the time the default selection (mouse up) will be what you'll want to say. You can customise the look and feel of the chat menus in the Options Menu.

STEP 12: JOINING A FIRE TEAM
Joining a Fire Team can help you more quickly and efficiently communicate with your team. If you have joined a Fire Team, the list of players and their status appear in the upper left portion of your HUD. Fire Team leaders are given the ability to drop Waypoints using the Quick Chat system. To do this, simply point at a ground location, select **Quick Chat (V)**, and move your mouse upward and release to select the context sensitive option.

STEP 13: RANKING UP AND UNLOCKING REWARDS

You will be rewarded experience points (XP) by performing your role and helping your team, and then receive upgrades when you accumulate enough XP in a certain proficiency or campaign skill. Your rank, XP and upgrades will be reset at the end of each round in Objective and Stopwatch games, but will remain persistent through the three maps of a Campaign match before being reset.

STEP 14: CHECKING STATS

You can check your personal match stats at any point during a game by going to the **Limbo (L)** menu, and clicking on the various Stats Tabs at the top of the page. Persistent stats are also gathered when you play on ranked servers. Visit www.enemyterritory. com to view your overall stats and compare them to other players. You must be logged in to see persistent stats in the Limbo menu. For the most current stats mid-game, click **Update Stats**.

CREDITS

SPLASH DAMAGE

Lead Game Designer/Owner
Paul 'Locki' Wedgwood

Producer/Managing Director
Neil 'Relaxer' Postlethwaite

Art Director
Richard 'Fluffy_glMp' Jolly

Lead Artist
Francis 'Frankie' Hobbins

Senior Artist
Peter 'Peppi' Boehme

Art Team
Roland 'Roler' Zeller
Ben 'Mantegra' Davis
Andrew 'effekted' Hamilton
Stellan 'angst' Johansson
Daniel 'Arcipello' Conway
Pär 'Pelle' Tingström
Henning 'sa74n' Horstmann
Paul 'Mop' Greveson
Aaron 'Hoffa' Hoffman

Animator
Chris 'Hauser' Bull

Freelance
TJ Frame

Lead Level Designers
Matt 'Wils' Wilson
Mark 'nakedape' Fry
Level Design Team
Lloyd 'LloydM' Morris
David 'Torchy' Edwards
Miroslaw 'Draska' Slowik
Garth 'Zombie' Hendy
Senior Game Designer
Edward 'BongoBoy' Stern
Senior AV Designer
Tim 'Marauder' Kautz
Technical Director
Arnout 'RR2DO2' van Meer

Programming Team
Gordon 'digibob' Biggans
Jared 'jRAD' Hefty
Tristan 'ReaRog' Williams
Mike 'm1ke' Armstrong
Arne Olav 'AO' Hallingstad

Production

Office Manager
Kat 'OfficeCat' Winnifrith

Business Development Manager
Stephen 'malarky' Gaffney

Production Assistant
Joe 'Rex-TheGrunt' Gibson

Production Testers
Jiri 'JFK' Kristek
Julian 'Hanrohan' Harris
Kaneda 'Iluyshin' Maskell
Matt 'Anti' Lowe
Neil 'Monstro' Castle
Tim 'Huntle' Rose
William 'Smooth' Richens
Darren Tyrrell
Kyle Munns
Paul Stephen Gower
Ross Green
Tim James
William Ross-Foulser
Terry 'Salteh' Seidler

Special Thanks

Additional Business Direction
Francisca 'Freya' Wedgwood

Additional Programming
Charles 'Pentagram' Hollemeersch
Nick Gildea

Additional Art
Robert 'zgon' Wilinski
Shaun Scott
Thierry 'BARoNTiERi' Doizon
Christian 'SHoD' Farcy

Additional IT Support
Paul 'Leasky' Leask
Brendan 'BB' Boyd

Community Manager
Steve 'Badman' Hessel

Additional Community Support
Drew 'Prognar' Campbell

Media Artist
Laurel 'Tully' Austin

Additional Level Design
Simon 'Sock' O'Callaghan
Thomas 'Vic_Victim' Creutzenburg
James Russell

Additional Office Management
Gabriella 'Bagera' Kiszely

Additional Web Stuff
Mike 'Rudie' Egan

ID SOFTWARE

Enemy Territory: QUAKE Wars™ is an id Software game and is powered by id Software's id Tech 4 game engine. Production, development and technical assistance have been provided by id Software, with specific contributions by

Executive Producer
Kevin Cloud

Producer
Jason Kim

Programming
John Carmack
Robert Duffy
Jan Paul van Waveren
Timothee Bisset
John Dean
Brian Harris

Art
Pat Duffy

Design
Steve Rescoe
Christian Antkow
Jerry Keehan

Animation
John Root
Eric Web

Sound
Christian Antkow

Business Development
Marty Stratton
Steve Nix

Special Thanks
Tim Willits, Todd Hollenshead, Matt Hooper
Mal Blackwell, Adam Pyle, Andy Chang
Seneca Menard, Dan Sarkar
Vitaliy Naymushin, Kenneth Scott
James Houska, Victor 'Vexar' Mercieca

Additional Map Development
Nerve Software

Published by

ACTIVISION

Production

Executive Producers
Adam Goldberg
Daniel Suarez

Producer
Doug 'PingEnvy' Pearson

On-site Producer/Creative Director
Ben 'Can8dnBen' Smedstad

Associate Producers
Matthew Beal
Steve Holmes
Eric Lee
Omari Valentine

On-site Associate Producer
Dawn 'FRAGEE' Pinkney

Production Coordinators
Danny Taylor
Taylor Livingston
Matt Nelson

VP
Thaine Lyman

Head of Production Management
Laird Malamed

Marketing/PR

Senior Global Brand Manager
Ryan Wener

Associate Brand Manager
Nicole Lewis

Director of Marketing
Tom Silk

PR Manager
Mike Mantarro

Senior Publicist
John Rafacz

Jr. Publicist
Kelvin Liu

Central Technology Senior Manager
Ed Clune

Installer Programmer
Ryan Ford

Localisations

Localisation Manager (US)
Doug Avery

Senior Localisation Manager (Europe)
Charlotte Harris

Localisation Consultant
Stephanie O'Malley Deming

Quality Assurance/Customer Support

VP of Customer Support/Quality Assurance
Rich Robinson

Directors of Quality Assurance
James Galloway
Marilena Rixford

Managers, Quality Assurance
Glenn Vistante
Adam Hartsfield (Night Shift)
Jason Levine (Third Shift)

Sr. Leads, Quality Assurance
Henry P. Villanueva
Anthony Korotko (Night Shift)

Leads, Quality Assurance
Vincent Sinatra
Scott Kiefer (Night Shift)

Lead, Code Release Group
Jef Sedivy

QA TEST TEAM

Floor Lead
Soukha Phimpasouk

Floor Lead (Night Shift)
Jovany Zuniga

Database Manager
Dan Mortenson

Compatibility Specialist
Michael Salwet

Testers
Pedro Aguilar, Michael Ashton, Darryl Austin
Michael Baker, Richard Bantegui
Charlie Barkhorn, Peter Beal, Sean Berrett
Rommel Brigaudit, Steffen Boehme
Nicolas Bolden, Ian Bouchillon, Jason Chalfant
Chris Cheng, Darren Chang
Shamen'e Childress, Melvin Chua
Michael Cook, George Cummings, John Cutter
Matt Dupree, Victor Durling,
Sam Fayershteyn, John Ferry
Kellin Fitzpatrick, Anthony Flamer
Stephen Frick, Brandon Gilbrech
Jason Gilmore, Allen Gimenez, Paul Goldilla Jacob
Graniczka, Jeff Grant, Andre Haftevani
Christian Haile, Dylan Hendren
Edward Highfield, Valerie Hilgenfeldt
Alexander Hinds, Ron Hines, Tommy Hooper

Testers (cont'd)
Tim Huddleston, Jason Inclan
Kevin Janszyan, Jesse Jones, Nathan Kinney
Dinari Lee, Jon Luce, Joshua Martin
Raymond Martinez, Curtis Maughan
Brandon McElwee, Peter McKernan
Christopher Norris, Sean Olson, Pramit Patel
Nathan Peters, Alfredo Plascencia, Brian Post
Jacob Raymor, Lawrence Rodman
Pedro Rodriguez, Anthony Rogers
Leejay Ronquillo, Jeff Roper, Royal Roshto
Ronald Ruhl, Chad Schmidt, Kevin Sherwood
Eric Stanzione, Chris Staples, Lee Staples
Paul Streifel, Robert Tai, Keane Tanouye
Michael Tarr, Adam Thomas
Steven Theantanoo, Shadi Ul-Hanif
Cesar Velasco, Keith Weber, Marc Williams
Joshua Frostick, Ruben Sahagun
Scott Winslow, Peter Von Oy, Albert Yao
Joule Middleton (Burn Room Coordinator)
Pokee Chan (Burn Room Technician)
Kai Hsu (Burn Room Technician)
Danny Feng (Burn Room Technician)

Customer Support Managers
Gary Bolduc – Phone Support
Michael Hill – E-mail Support

Compatibility Lab
Neil Barizo – Sr. Lead
Chris Neal – Lead

Network/Multiplayer Lab
Chris Keim – Sr. Lead
Garrett Oshiro – Multiplayer Lead
Francis Jimenez – Network Lead

Manager, Resource Administration
Nadine Theuzillot

CS/QA Special Thanks
Jason Wong, Matt McClure, John Rosser
Christopher Wilson, Jason Potter, Thom Denick
Evan Button, Julian Bongat, Frank So
Paul Colbert, Indra Yee, Todd Komesu
Vyente Ruffin, Mike Clarke, Dave Garcia-Gomez,
Willie Bolton, Jennifer Vitiello, Jeremy Shortell
Dylan Rixford, Joanne Vistante
Nikki Guillote, Lori Lorenzo

MUSIC
Music Composed by
Bill Brown

Additional Music by
Atli Örvarssön
Aashish Pathak

Voice Actors
Grant Albrecht .... GDF Player
Steven Jay Blum .... Strogg Player
Granville Van Dusen .... GDF High Command
Neil Ross .... Strogg Nexus
Jocelyn Blue .... Trailer Narrator
Jim Ward .... Tutorial Narrator

Additional VO
Alex Alba, Jocelyn Blue
Steven Jay Blum, Michael Chinyumurindi
George Cheung, Robin Atkin Downes
India Dupré, Marc Graue, Leon Morenzie
Neil Ross, David Sobolov, André Sogliuzzo

Casting and Voice Direction
Margaret Tang/Womb Music

Voiceover Recording, Editing and Post
Rik Schaffer/Womb Music

3rd-Party Credits

BINK VIDEO

Uses Bink Video.
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Custom Fonts: FontShop International,
the FontFont and Elsner+Flake foundries.

ACTIVISION UK
SVP-European Publishing
Joerg Trouvain

General Manager
Andrew Brown

Marketing Director
Scott Morrison

Senior Brand Manager
David Tyler

Director of Production Services - Europe
Barry Kehoe

Senior Localisation Project Manager
Charlie Harris

Manager EUP Creative Services
Jackie Sutton

Creative Services Project Manager
Corinne Callois

Creative Services Co-ordinator, Box and Docs
Mélissandre Monatus

Creative Services Co-ordinator, Marketing Materials
Natalie Clarke

European PR Director
Tim Ponting

PR Manager UK/EM
Suzanne Panter

Senior PR Executive
Leo Tan

European Operations Manager
Heather Clarke

Production Planners
Lynne Moss

ASPYR
Senior Project Manager
Kelly Bates

Director of Development
Glenda Adams

Director of QA and Technical Support
Tim Attuquayefio

Development Manager
Mark Krenek

Technical Support/Compat Lab Manager
Andy Brazell

Associate Producer
Cory Gere

Lead Graphic Designer
Robyn Anderson

Marketing Manager
Amity Ponsetti
Karri Scott

Publishing Manager
Elizabeth Howard

Localization Project Manager
Karin Groepper Boosman

QA Supervisor
Bard Alexander

QA Lead
Clement Yeung

QA Testing Team
Austin Peckinpaugh
Chris Barrett
Chris Brauneck
Mickey Ogando
Rene Ogando
Ronald Bianchi

Technical Certification Specialist
Michael Cardona
Ty Myrick

Compatibility Lab Technicians
Laurie Wicker
Nathan Urban
Thomas Husking
Dustin Tolbert

Senior CQC/Compat Lead Analyst
Dustan Coleman

Build Engineer
Sam Morris

Technical Support Supervisor
Jason McClure

Macintosh Development
Duane Johnson
Andy Molloy
Josef Wankerl
Isaac Wankerl

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