TM

VIRTUAL NIGHTCLUB™

A GAME ABOUT TIME

MAC/PC
CD-ROM

VIRTUAL NIGHTCLUB™

THE ULTIMATE MUSIC GAME

EXPLORE A VAST NETWORK OF FULLY NAVIGABLE 3D ENVIRONMENTS IN THIS ROLE PLAYING ADVENTURE. TRADE WITH **CHARACTERS,** SOLVE **PUZZLES** AND WIN **GAMES** TO COLLECT **SIXTEEN S-WARPS.** BRING THEM BACK TO THE **TIME MACHINE** TO TRANSPORT YOURSELF TO A MIND-BLOWING RIDE THROUGH **THE ESCAPE.**

WATCH **THE CLOCK:** YOU ONLY HAVE **SIX HOURS** TO COMPLETE THE GAME.

IN ORDER TO SUCCEED, JUMP THE **FIVE TIMEZONES** TO FIND ALL THE CLUES TO A **VIRTUAL MURDER MYSTERY,** SOLVE THE ENIGMA OF COSMIC CONSCIOUSNESS, FIND THE CODE THAT CONTROLS TIME AND SPACE AND PLAY MUSIC GAMES WITH **HERBIE HANCOCK, PM DAWN, STEREO MC'S** AND **REDMAN** & **SUGA** IN THE **DEF JAM CLUB** TO WIN THE ESSENTIAL S-WARPS.

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SET UP YOUR MACHINE

FOR WINDOWS 95

1. CHANGE YOUR **MONITOR SETTINGS** TO **640 / 480** RESOLUTION, **16-BIT [HIGH] COLOUR**. RESTART YOUR COMPUTER.
2. TURN OFF ALL **SCREEN SAVERS**.
3. SET UP YOUR **CD-ROM** DRIVE FOR MAXIMUM PERFORMANCE: MAKE SURE THE **READ CACHE** IS SET TO **MAXIMUM**:
   - RIGHT-CLICK ON YOUR COMPUTER ICON AND SELECT **PROPERTIES** TO BRING UP THE **SYSTEM PROPERTIES** DIALOG.
   - SELECT THE **PERFORMANCE** TAB. CLICK ON THE **FILE SYSTEM** BUTTON AT THE BOTTOM LEFT. THE FILE SYSTEM PROPERTIES DIALOG WILL APPEAR.
   - CLICK ON THE **CD-ROM** TAB.
   - DRAG THE **SUPPLEMENTAL CACHE SLIDER** OVER TO THE RIGHT TO THE **LARGEST** SETTING.
4. LOG OFF ANY **NETWORK** YOU'RE CONNECTED TO.
5. ENSURE THAT NO **DISCONNECTED** REMOTE HARD DISCS OR CD-ROM DRIVES ARE **MAPPED TO ANY DRIVE LETTERS**, OTHERWISE VNC WILL NOT SWAP DISCS SUCCESSFULLY.
6. **INSERT VNC DISC 1** INTO YOUR CD-ROM DRIVE AND LAUNCH THE INSTALLER **VNCSETUP.EXE** AS DESCRIBED OVERLEAF.

FOR MACINTOSH

1. IF YOUR **SCREEN** SUPPORTS MULTIPLE RESOLUTIONS, SET IT TO **640 X 480** RESOLUTION.
2. SET THE SCREEN TO **256 COLOURS (8-BIT)**, OTHERWISE PERFORMANCE SUFFERS.
3. TURN OFF ALL **SCREEN SAVERS**.
4. **INSERT VNC DISC 1** INTO YOUR CD-ROM DRIVE.
5. LAUNCH THE INSTALLER **VNCSETUP** AS DESCRIBED OVERLEAF.

SYSTEM REQUIREMENTS FOR PCs

MPC COMPATIBLE SYSTEM WITH WINDOWS 95

PENTIUM 70 OR BETTER

256 COLOUR VGA DISPLAY

16MB RAM

QUAD SPEED CD-ROM

WINDOWS COMPATIBLE SOUNDCARD

5-60MB FREE ON HARDDISC

SYSTEM REQUIREMENTS FOR MACINTOSH COMPUTERS

SYSTEM 7.0 OR BETTER

12MB RAM

68040 OR POWERPC CPU

QUAD SPEED CD-ROM

COLOUR DISPLAY

5-60MB FREE ON HARDDISC

INSTALL VNC FROM DISC1

PC / MAC

• INSERT **DISC 1** INTO YOUR CD-ROM DRIVE.

• DOUBLE-CLICK ON THE ICON LABELLED **VNCSETUP** TO LAUNCH THE INSTALLER. **FOUR COLOURED SLABS** REPRESENT DIFFERENT COMPONENTS OF THE GAME.

• SELECT THE COMPONENTS YOU WISH TO INSTALL BY CLICKING ON THE SLABS. YOU **MUST** INSTALL **QUICKTIME** IF IT IS NOT ALREADY INSTALLED ON YOUR COMPUTER. **RECOMMENDATION:** INSTALL **ALL COMPONENTS** FOR BEST PERFORMANCE. THIS REQUIRES AROUND 60MB ON YOUR HARD DISC.

• CHOOSE A **DESTINATION HARD DISC** WITH ENOUGH FREE SPACE USING THE ARROWS ON THE LEFT SIDE OF THE SCREEN.

• CLICK ON THE GREY **INSTALL SLAB** TO COPY THE FILES ONTO YOUR HARD DISK. WAIT FOR THE INSTALLATION TO COMPLETE.

• **QUIT** THE INSTALLER AND LAUNCH THE GAME AS DESCRIBED OVERLEAF. IF YOU HAVE INSTALLED QUICKTIME, RESTART YOUR COMPUTER BEFORE LAUNCHING THE GAME.

UNINSTALL

• LAUNCH **VNCSETUP** FROM DISC 1 AGAIN TO REMOVE INSTALLED COMPONENTS FROM YOUR HARD DISK. COMPONENTS THAT ARE ALREADY INSTALLED ON THE SELECTED HARD DISK SHOW UP AS **HIGHLIGHTED** SLABS.

• CLICK ON THE COMPONENTS YOU WANT TO UNINSTALL.

• CLICK ON THE GREY **INSTALL/UNINSTALL** SLAB. THE INSTALLER WILL REMOVE THE FILES FROM YOUR HARD DISC.

• QUIT THE INSTALLER.

QUICKTIME 4MB
Essential. Installs QuickTime, a system extension that plays back movies and graphics on your computer.

MIN INSTALLATION 5MB
Essential. Installs the VNC program onto your hard disc.

GLOBAL MOVIES 29MB
Optional but recomended. Installs frequently used movies and graphics onto your hard disc. These movies play better.

GLOBAL LOOPS 34MB
Optional. installs frequently used idle loop movies onto your hard disk for faster access and better playback.

INSTALL / UNINSTALL
copy / delete files

SELECT PREVIOUS DISC

SELECT NEXT DISC

QUIT

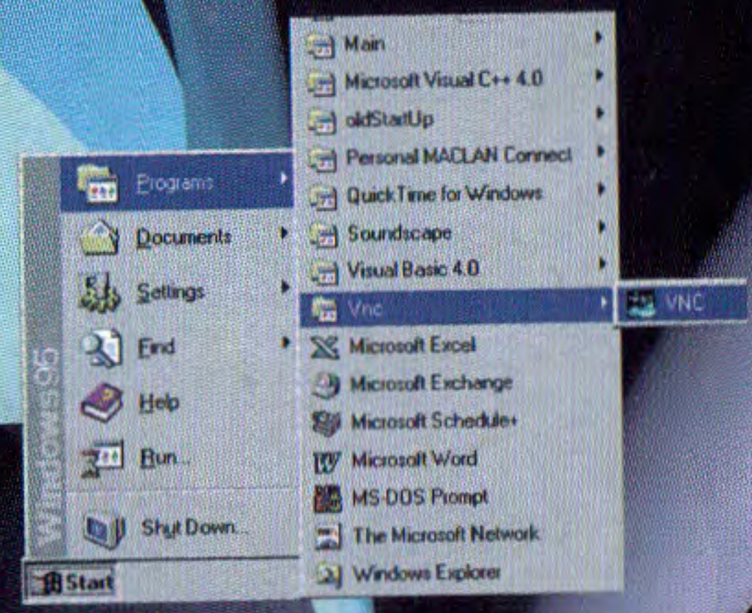
RUN VNC FROM THE

PC

SELECT THE PROGRAM GROUP

'VIRTUAL NIGHTCLUB' ON THE

START MENU AND CHOOSE VNC

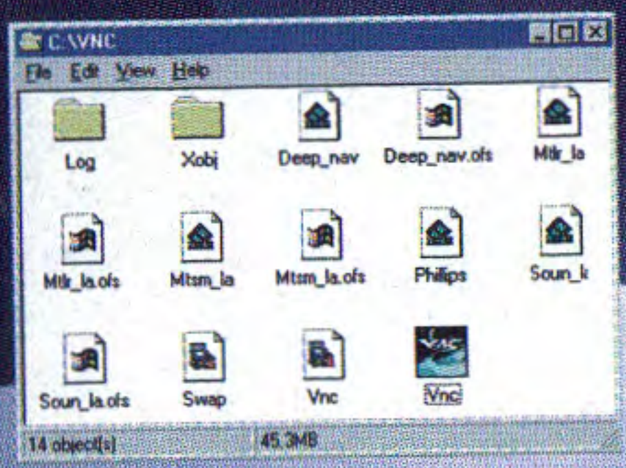


TO LAUNCH THE GAME.

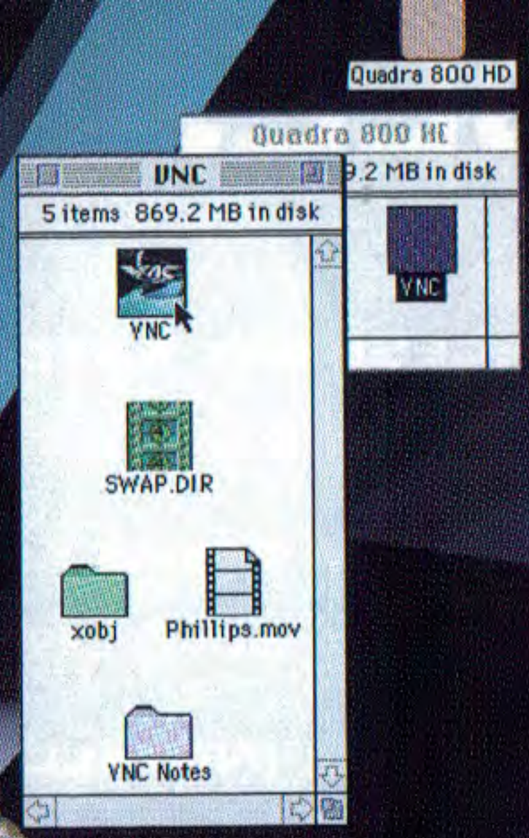
ALTERNATIVELY, DOUBLE-CLICK

ON VNC.EXE IN THE VNC FOLDER

ON YOUR HARD DISC.



DESKTOP



MACINTOSH

DOUBLE-CLICK ON THE VNC APPLICATION ICON IN THE VNC FOLDER ON YOUR HARD DISC

AUTOSAVE

VNC SAVES YOUR CURRENT GAME EVERY 10 MINUTES IN A FOLDER CALLED 'VNC GAMES' IN THE VNC FOLDER, SO YOU CAN ALWAYS BACK-TRACK IF YOU NEED TO.

TROUBLESHOOTING &

PC

• TURN OFF **ALL UNNECESSARY EXTENSIONS** AND APPLICATIONS BEFORE RUNNING VNC, INCLUDING NON-WINDOWS DESKTOP MANAGER PROGRAMS.

• MAKE SURE YOUR **CD-ROM DRIVE** AND **SOUND CARD** ARE INSTALLED IN YOUR SYSTEM WITH APPROPRIATE DRIVER SOFTWARE.

• IF PERFORMANCE IS SLOW, **INSTALL ALL COMPONENTS** OF THE GAME [GLOBAL LOOPS AND GLOBAL MOVIES] ON YOUR HARD DISC.

• LET WINDOWS MANAGE YOUR VIRTUAL MEMORY SETTING.

• TO IMPROVE **PERFORMANCE** TEMPORARILY **DISCONNECT** FROM ANY NETWORK WHILE RUNNING VNC.

• IF YOU HAVE PROBLEMS CHANGING DISCS, CHECK THAT NO **DISCONNECTED HARD DRIVES** OR DISCONNECTED CD-ROM DRIVES ARE **MAPPED TO ANY DRIVE LETTERS**.

• IF YOU EXPERIENCE GENERAL PROTECTION FAULTS OR STRANGE LOOKING IMAGES, BE SURE YOU HAVE INSTALLED THE **LATEST** VERSION OF **QUICKTIME**.

• IF YOU EXPERIENCE BLACK SPOTS ON THE SCREEN OR SOUND DROP-OUT, TRY **RE-BOOTING** YOUR COMPUTER TO FREE UP MORE MEMORY.

• YOU MAY EXPERIENCE TEMPORARY **LOSS OF SOUND** IF YOUR SCREEN SAVER BLANKS THE SCREEN WHEN VNC IS RUNNING. USE THE ARROW CURSORS TO NAVIGATE TO ANOTHER ROOM IN THE GAME TO RESTORE SOUND.

TECHNICAL SUPPORT

MACINTOSH

- QUIT ALL OPEN APPLICATIONS BEFORE RUNNING VNC
- CLOSE ALL **OPEN WINDOWS** ON YOUR DESKTOP.
- TURN OFF ALL **EXTENSIONS** EXCEPT: 'QUICKTIME', 'QUICKTIME POWERPLUG' AND 'SOUNDMANAGER'.
- TURN OFF **VIRTUAL MEMORY** IN THE MEMORY CONTROL PANEL. ALSO TURN OFF **RAM DOUBLER** IF INSTALLED ON YOUR SYSTEM.
- IF PERFORMANCE IS SLOW, **INSTALL ALL COMPONENTS** OF THE GAME [GLOBAL LOOPS AND GLOBAL MOVIES] ON YOUR HARD DISC.
- VNC REQUIRES AT LEAST **8MB FREE** RAM. THIS NORMALLY MEANS THAT YOU MUST HAVE AT LEAST 12MB OF RAM FOR SYSTEM 7.XX OR 16MB FOR SYSTEM 8.0 OR LATER. IF YOU HAVE PROBLEMS RUNNING VNC, TRY RE-STARTING YOUR COMPUTER WITH FEWER EXTENSIONS.

IF YOU HAVE ANY PROBLEMS WITH INSTALLATION, SET-UP, CONFIGURATION OR GAMEPLAY PLEASE CONTACT

support@vnclub.com

FOR ON-LINE SUPPORT GO TO OUR WEB SITE

http://www.vnclub.com

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COLLECT SIXTEEN

S-WARPS TO ESCAPE

THE OBJECT OF THE GAME:

COLLECT SIXTEEN S-WARPS

TO REACH THE ESCAPE

UNLOCK PUZZLES, PLAY GAMES

AND SOLVE THE MURDER MYSTERY

TO WIN S-WARPS

AT THE START OF THE GAME, ALL 16 SLOTS ARE EMPTY.

AT THE END OF THE GAME, YOU WILL HAVE FILLED ALL THE SLOTS.

BRING THEM BACK TO THE TIME MACHINE

ONCE YOU

HAVE ASSEMBLED

16 S-WARPS

IN THE TIME MACHINE,

THE MIND-BLOWING

RIDE OF THE ESCAPE

TRANSPORTS YOU

INTO A STATE OF

TIMELESSNESS.

THE CURSOR

TELLS YOU WHAT TO DO

THE CURSOR CHANGES SHAPE AS YOU MOVE IT AROUND TO SHOW YOU WHAT YOU CAN DO:

UP ARROW MOVE FORWARD.

LEFT+RIGHT ARROW TURNS YOUR POINT-OF-VIEW IN THE DIRECTION INDICATED.

DOWN ARROW MOVE BACK / EXIT.

DOT INACTIVE AREA. NOTHING WILL HAPPEN WHEN YOU CLICK.

CROSS INDICATES AN OBJECT OF INTEREST OR A PUZZLE. CLICK TO CHECK IT OUT.

HAND INDICATES AN ITEM THAT CAN BE PICKED UP OR MANIPULATED.

V-SHAPE YOU CAN DROP OBJECTS ONTO THIS CHARACTER/LOCATION.

SPEECH BUBBLE INDICATES AN ACTIVE CHARACTER OR AN ENTRY TO HEADSPACE

NOTE ICON MUSIC PLAYS WHEN YOU CLICK.

COLLECT ITEMS AND

This is the **DEEP MODE** of the **CLUB PASS**

left arrow

right arrow

Click on the **ARROWS** to **SCROLL** the inventory bar. The bar has room for over 200 items.

CHECK THEIR DEEP MODES

PICK UP ITEMS AND DRAG THEM INTO THE INVENTORY BAR AT THE BOTTOM OF THE SCREEN.

OBTAIN ITEMS FROM TOYS AND PUZZLES AND FROM PEOPLE YOU ENCOUNTER. YOU MIGHT HAVE TO LOOK CAREFULLY TO FIND SOME ITEMS.

CLICK ON ANY ITEM IN THE INVENTORY BAR TO VIEW THAT ITEM'S 'DEEP MODE'. SOME OBJECTS ARE INTERACTIVE IN THEIR DEEP MODES.

Click on the upper part of the **HELP ICON** to go to the **OPTION SCREEN** [see page 24]

Click on the lower part to hear **HELP MESSAGES** and **HINTS**

WATCH CLUES AND

SKIP MOVIES BY PRESSING

THE RIGHT MOUSE BUTTON ON THE PC

AND BY CLICKING WITH THE SHIFT KEY DOWN

ON MACINTOSHES.

TRADE WITH CLUBBERS

KEEP AN EYE ON WHAT'S HAPPENING.

YOU WILL HEAR CLUES

HICH HELP YOU LATER ON.

THE V-SHAPED CURSOR

SHOWS PEOPLE WHO WILL TRADE,

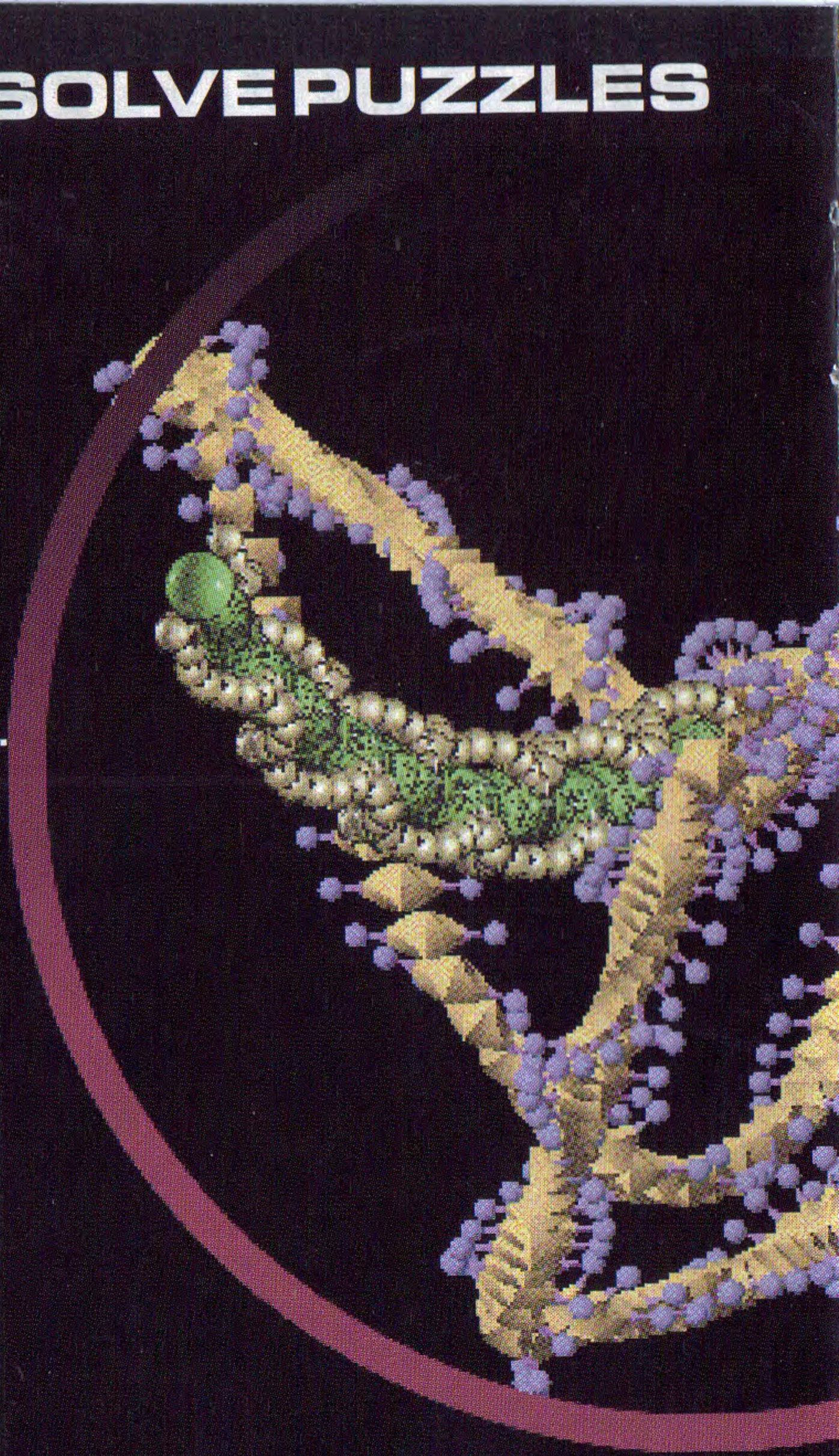
TRY TO FIND OUT WHAT THEY WILL TAKE.

WIN GAMES / SOLVE PUZZLES

WIN S-WARPS BY SOLVING PUZZLES AND MASTERING GAMES.

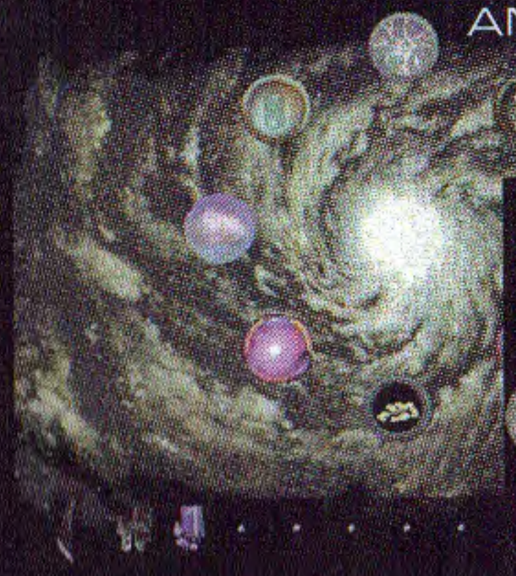
FIND GAMES ALMOST EVERYWHERE IN THE CLUB.

SOME GAMES ARE ONLY ACTIVE IN CERTAIN TIMEZONES, SOME HAVE SEVERAL ELEMENTS IN DIFFERENT TIMEZONES.

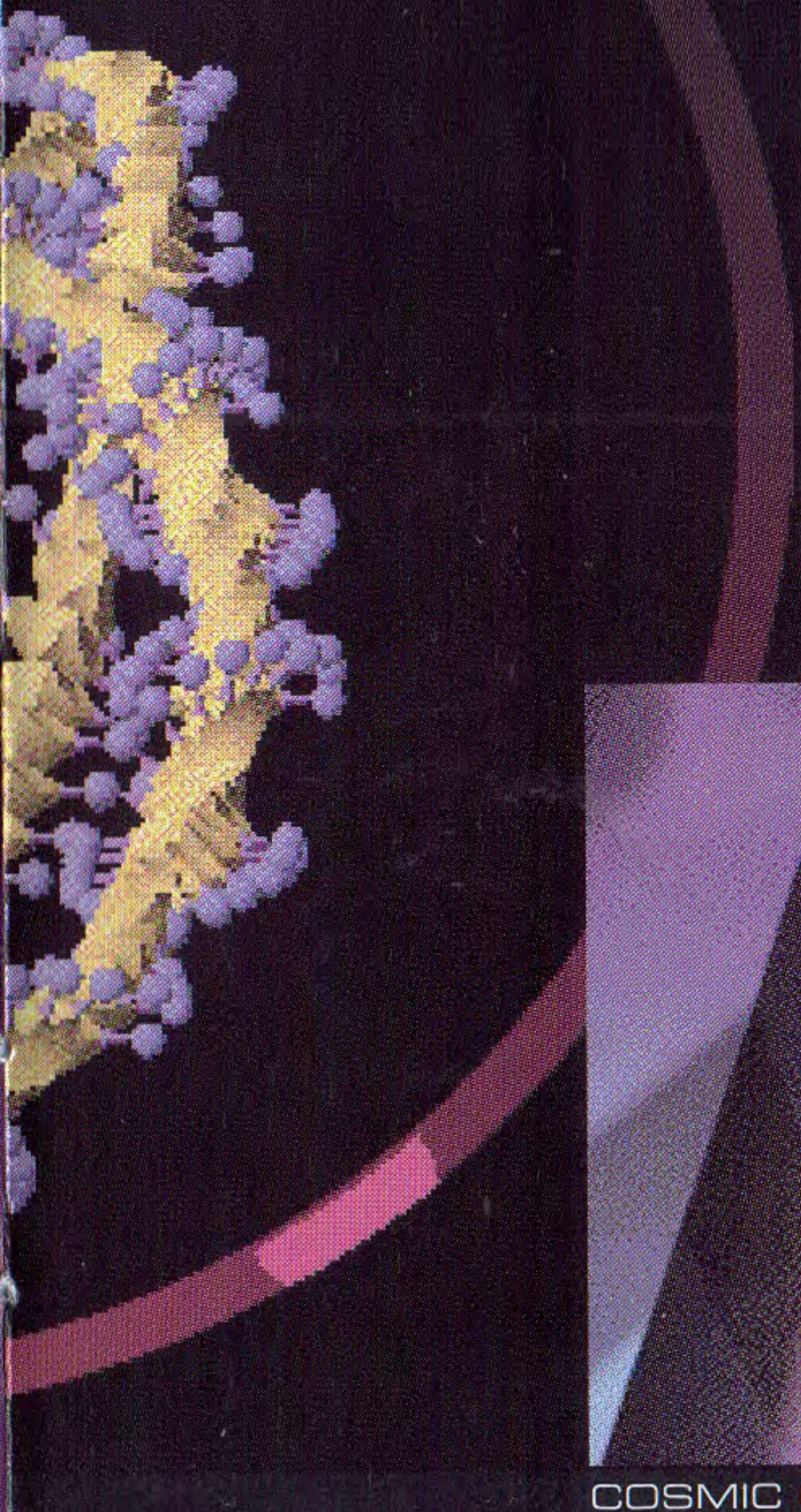


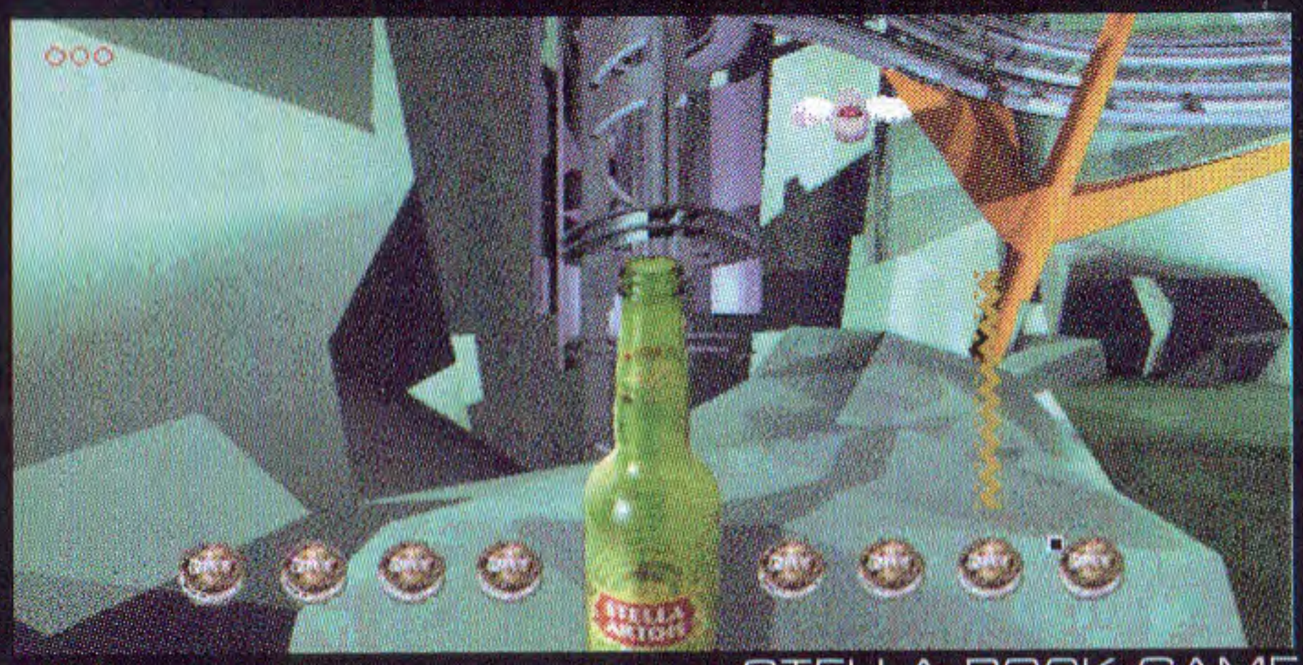
BOUNCE GAME

AMBI MIXER



LYNX GAME





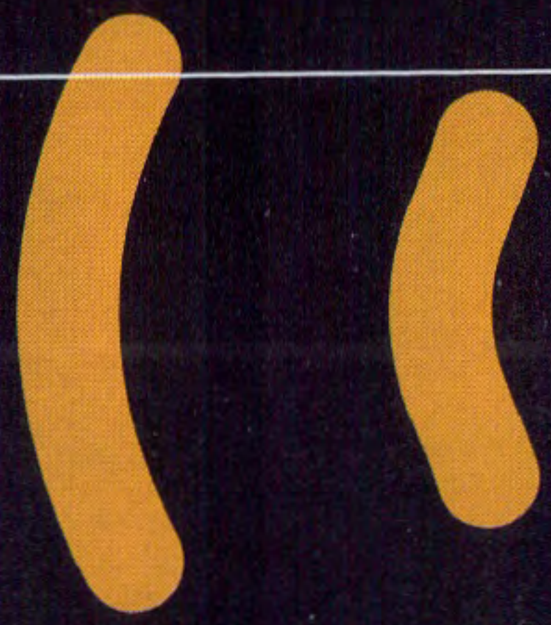
STELLA ROCK GAME

COSMIC CUBE

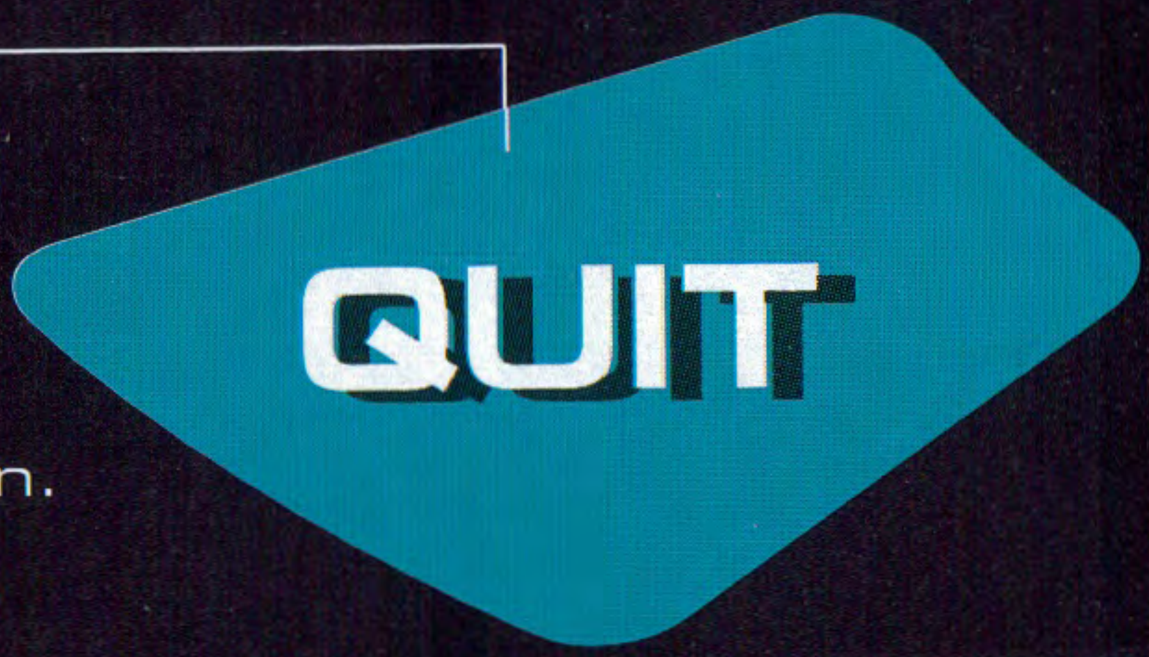
GET HELP AND SAVE

RECAP
plays the last movie you saw once more.

HELP MESSAGES
Click on this central element to hear **HELP MESSAGES** appropriate to your current situation.



QUIT
Exits the game. It's a good idea to save your game before using this option.



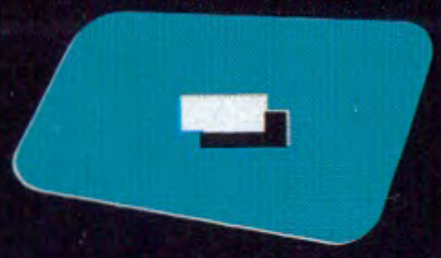
Click on the upper half of this icon in the **INVENTORY BAR** to access this **OPTION SCREEN**

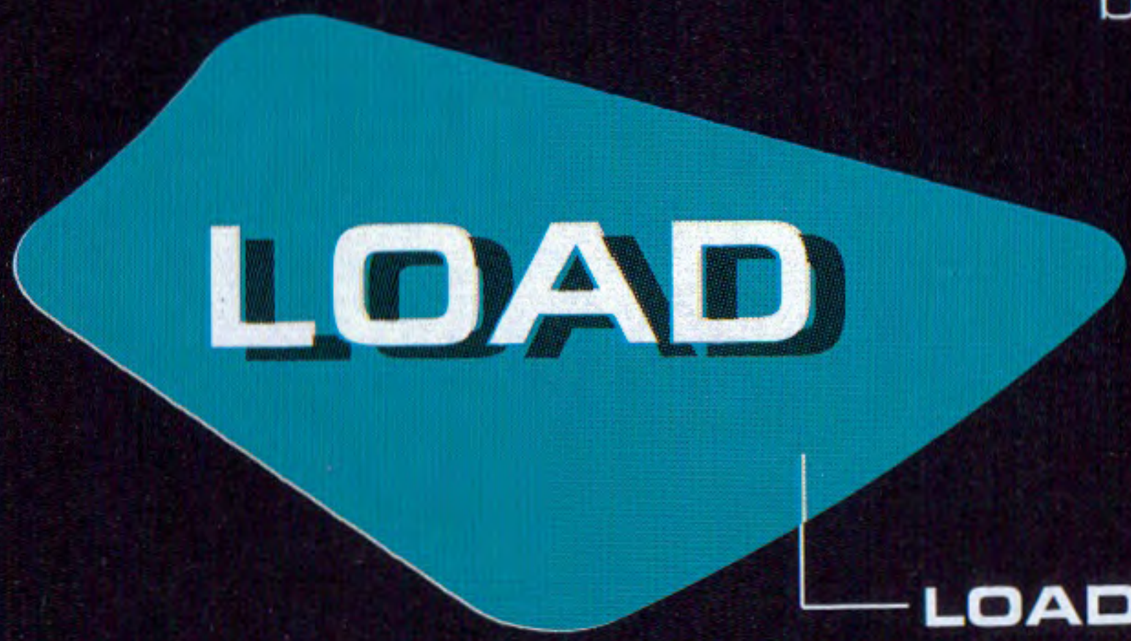
YOUR GAME

Save your game to resume at a later time. Select a folder where you want the game to be stored.

SAVE GAME

VOLUME CONTROL
Adjust the volume of background music using the + and - buttons.





LOAD GAME
Locate a previously saved file. Find it and select OK, You will find yourself exactly where you left off your previous game.

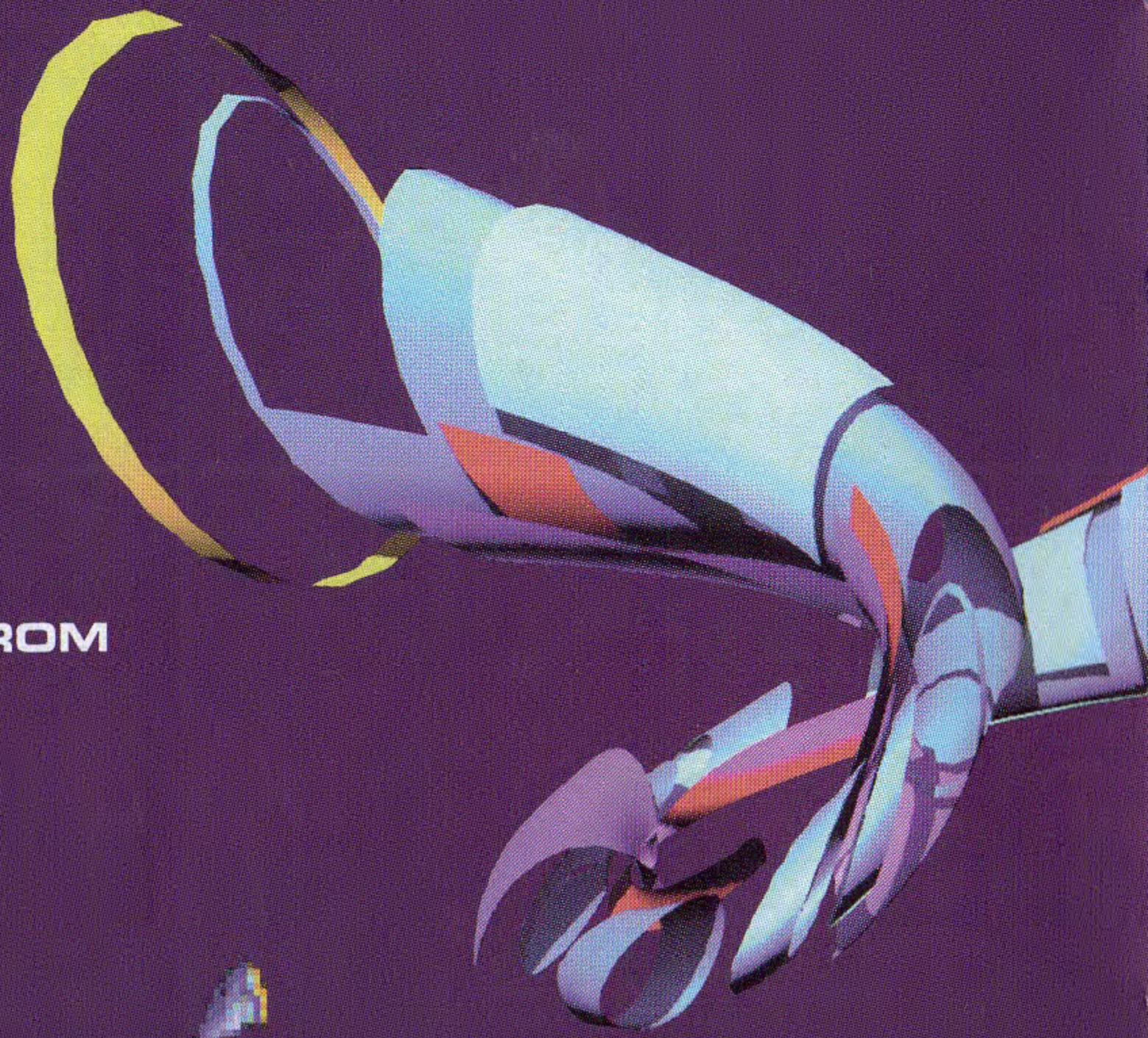
JUMP TIMEZONES USING

DRAG TIMEWARPS

ONTO THE SCREEN

TO JUMP TO THE

NEXT TIMEZONE.



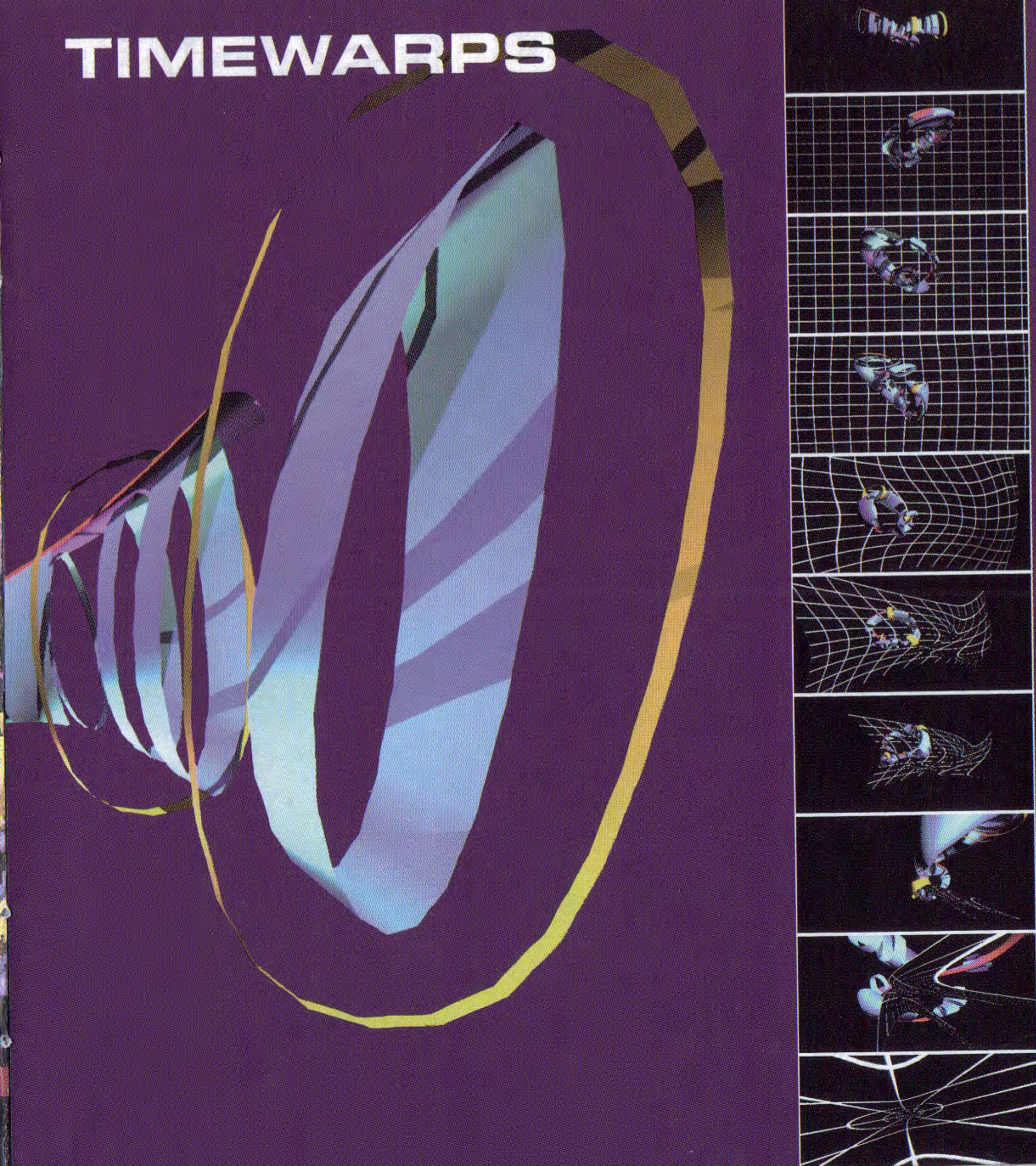
GET TIMEWARPS FROM

MISS TIMEWARP

IN THE FOYER,

AT MOST 5 AT A TIME.

TIMEWARPS



UPGRADE YOUR TRACKER

THE TRACKER SHOWS A MAP OF

THE FLOOR YOU ARE ON..

UPGRADE YOUR TRACKER TO

JUMP TIMEZONES WITHOUT TIME-

WARPS: A SINGLE CLICK BRINGS

UP A TIMEZONE MENU. UPGRADE

ONCE MORE TO JUMP TO ANY

SPOT ON THE MAP

TO MOVE FAST

THIS ARROW POINTS IN THE DIRECTION YOU ARE LOOKING.
THER TZ
HIS TZ
O IN THIS TZ

CHANGE DISCS AS YOU

VNC COMES ON 3 CD-ROMS.

THE GAME WILL ASK YOU TO

CHANGE DISCS AT CERTAIN POINTS.

WHEN YOU SEE THIS SCREEN,

REMOVE THE CURRENT DISC

FROM YOUR CD-ROM DRIVE.

MACINTOSH COMPUTERS WILL

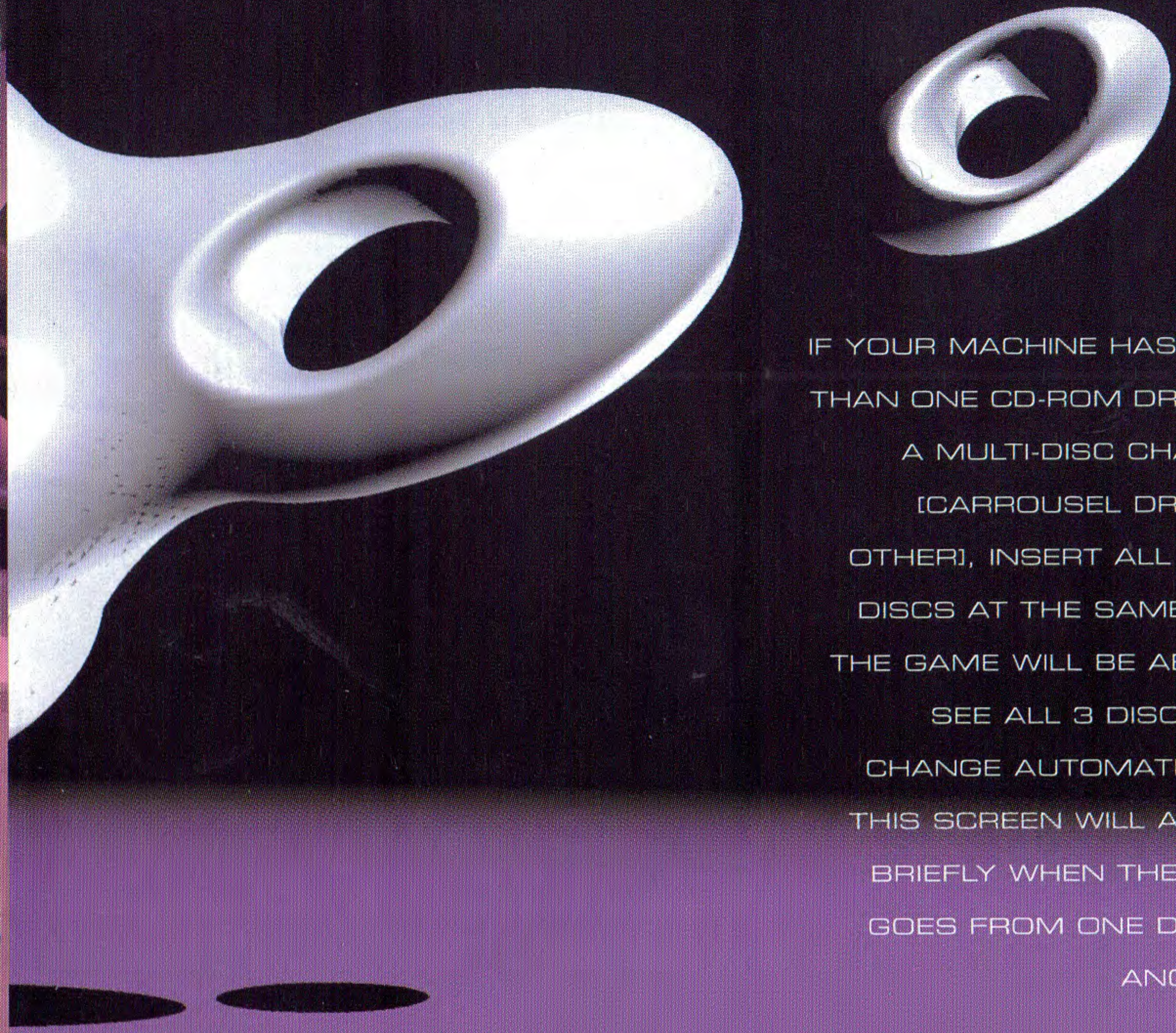
EJECT THE CD AUTOMATICALLY.

INSERT THE REQUESTED DISC: 1, 2 OR 3.

AFTER A FEW SECONDS, YOU WILL

BE ABLE TO CONTINUE YOUR GAME.

PROCEED



IF YOUR MACHINE HAS MORE THAN ONE CD-ROM DRIVE OR A MULTI-DISC CHANGER [CARROUSEL DRIVE OR OTHER], INSERT ALL 3 VNC DISCS AT THE SAME TIME. THE GAME WILL BE ABLE TO SEE ALL 3 DISCS AND CHANGE AUTOMATICALLY. THIS SCREEN WILL APPEAR BRIEFLY WHEN THE GAME GOES FROM ONE DISC TO ANOTHER.

RESTORE THE FLOW OF

YOU ONLY NEED TO FIND

THE MISSING LINK.

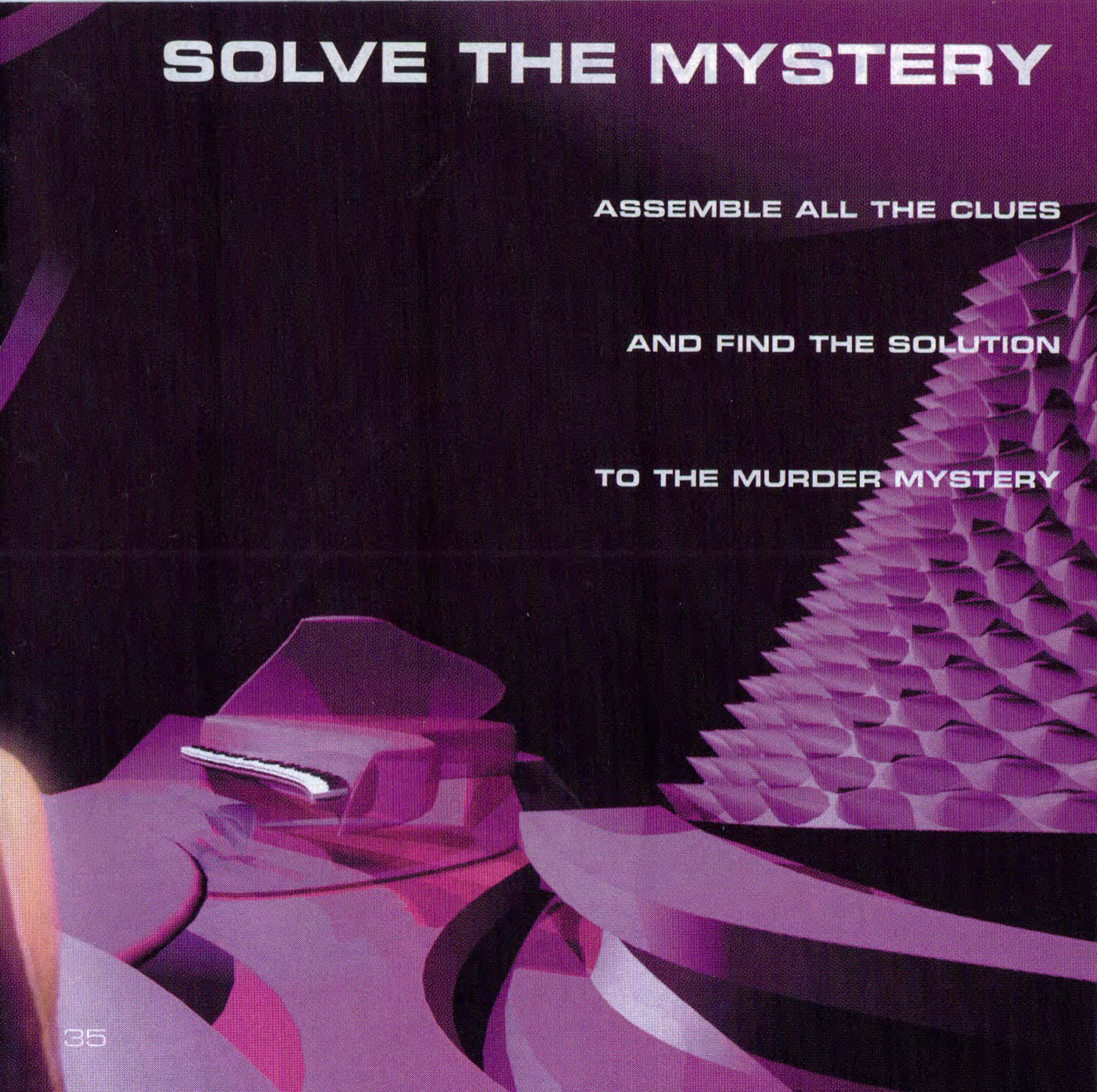
TIME

SOLVE THE MYSTERY

ASSEMBLE ALL THE CLUES

AND FIND THE SOLUTION

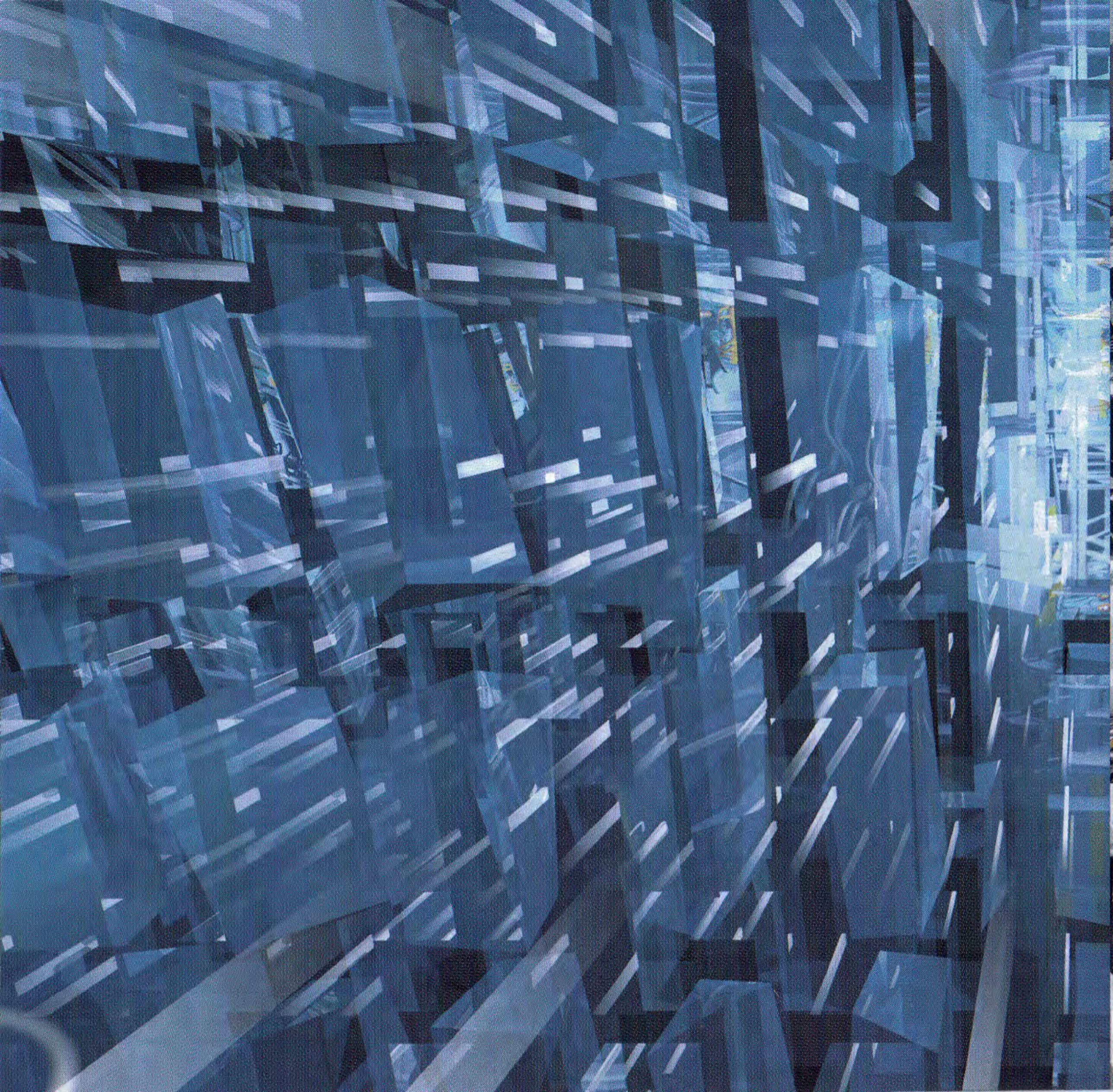
TO THE MURDER MYSTERY



ESCAPE

WHEN YOU HAVE FOUND

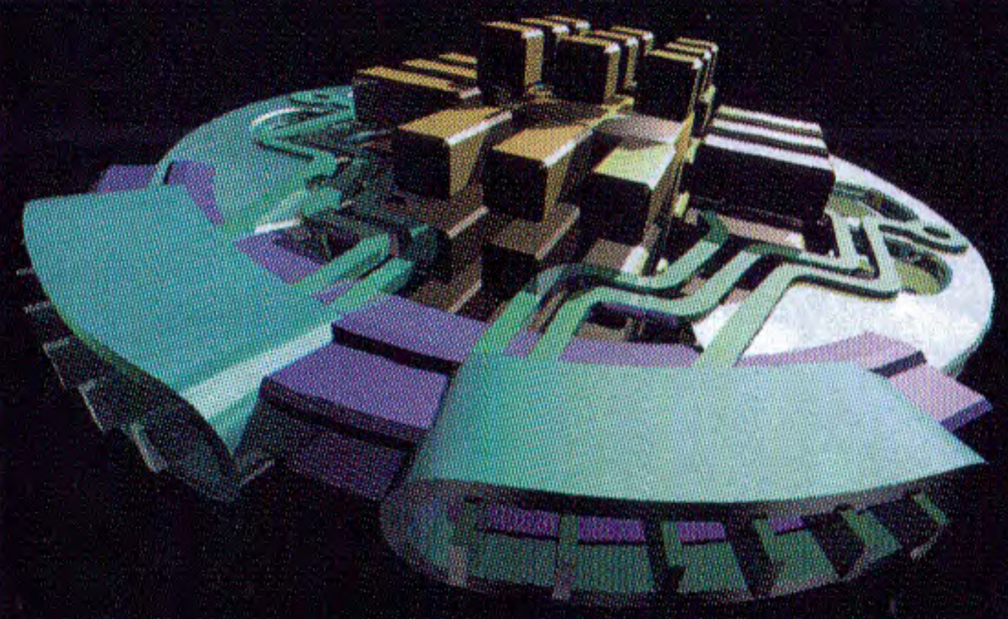
THE SIXTEEN S-WARPS.



ITEMS TO WATCH

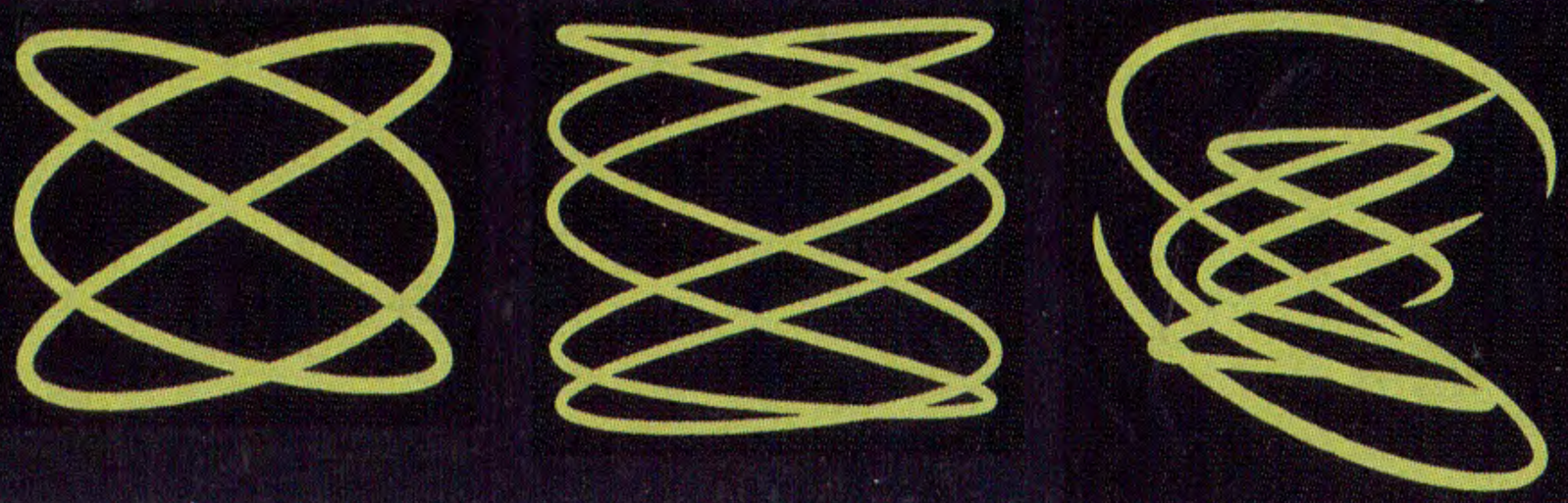
GALLERY INVITE
Access to the Gallery in three pieces.

CHIP
upgrades the Tracker.



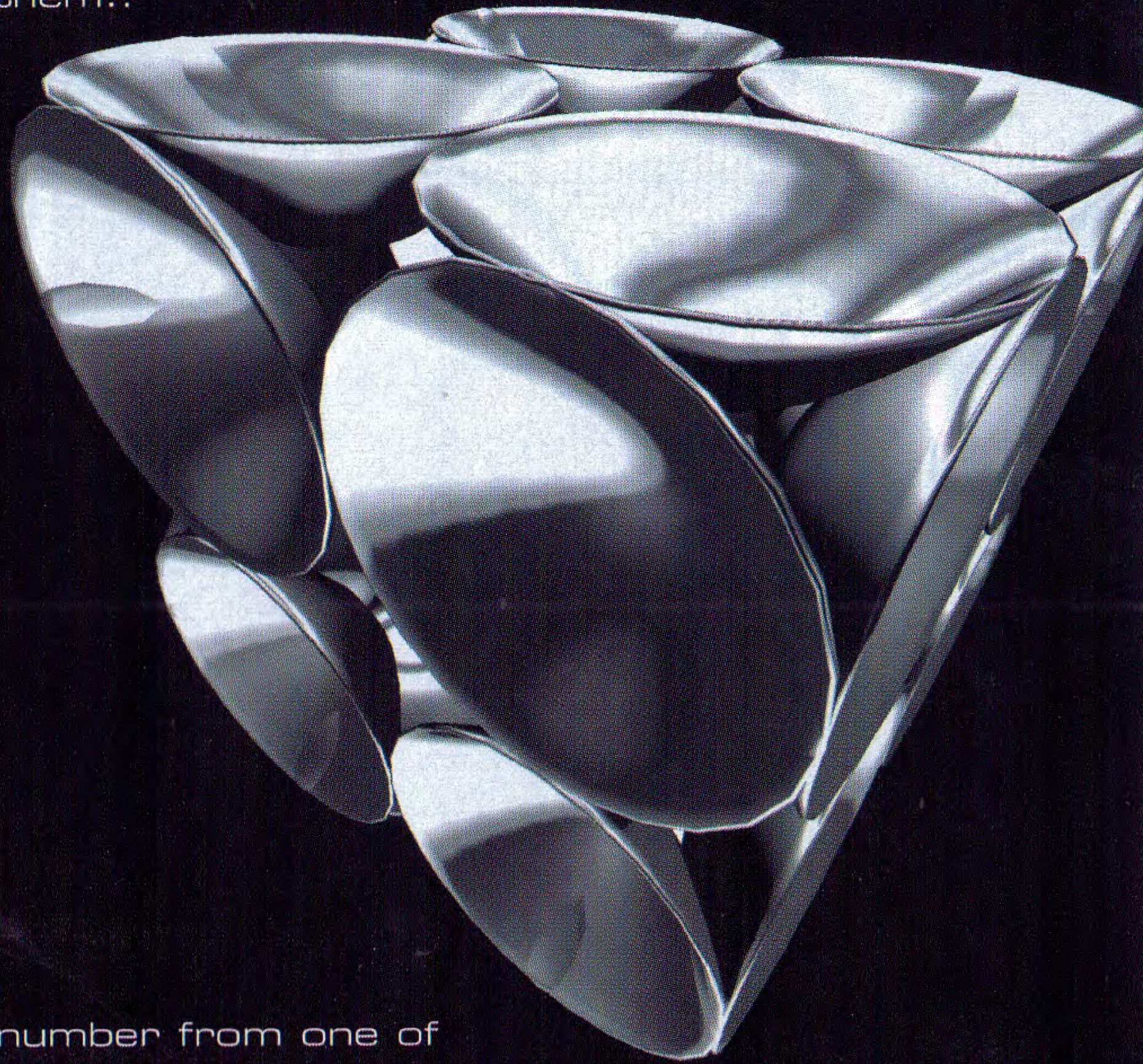
SD CHIP silicon self-discovery

SOUNDWAVES
encapsulated music, for some they're the food of love...



MEME-ACTIVE

Allows clubbers to access their own deep modes. Some people depend on them..



PHONE CARDS

Call somebody's number from one of the Videopods and arrange a rendezvous or obtain some useful information.

ORB OF WISDOM

The embodiment of Wisdom in invisible form. Transforms streams of babble.

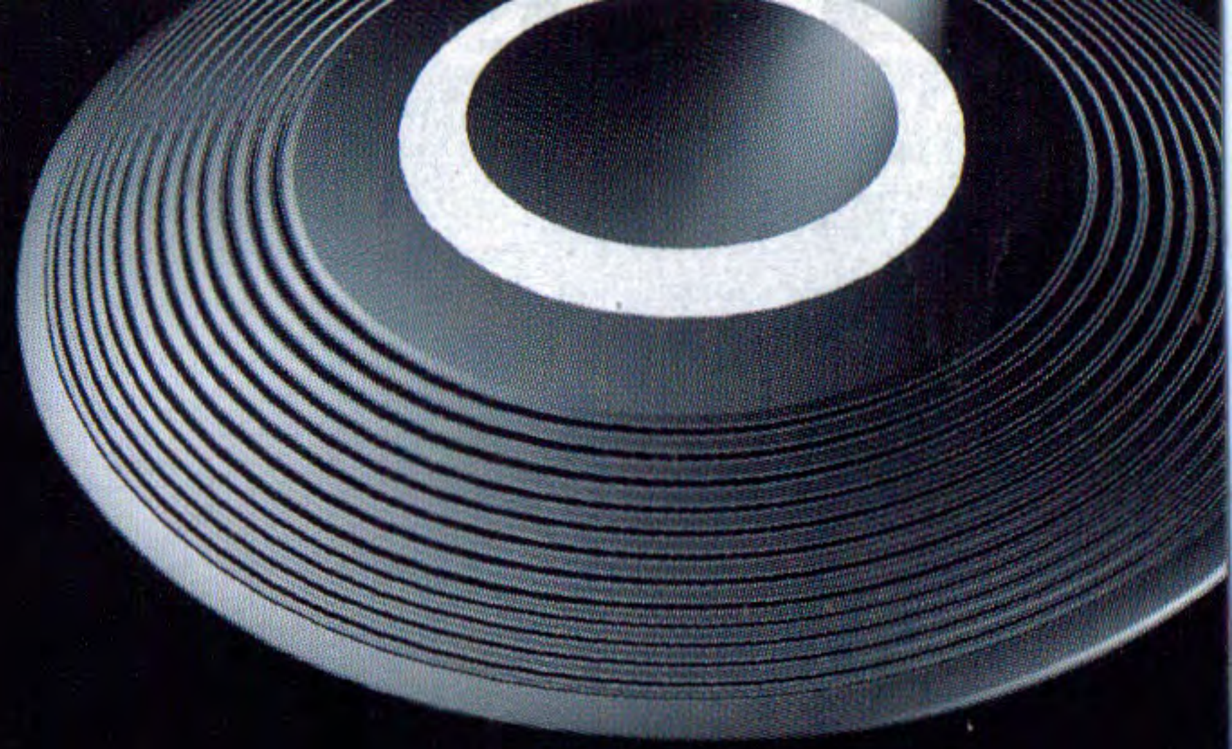
LYNX PYRAMID

unfold the pyramid to unlock a game.

PM DAWN CROSS

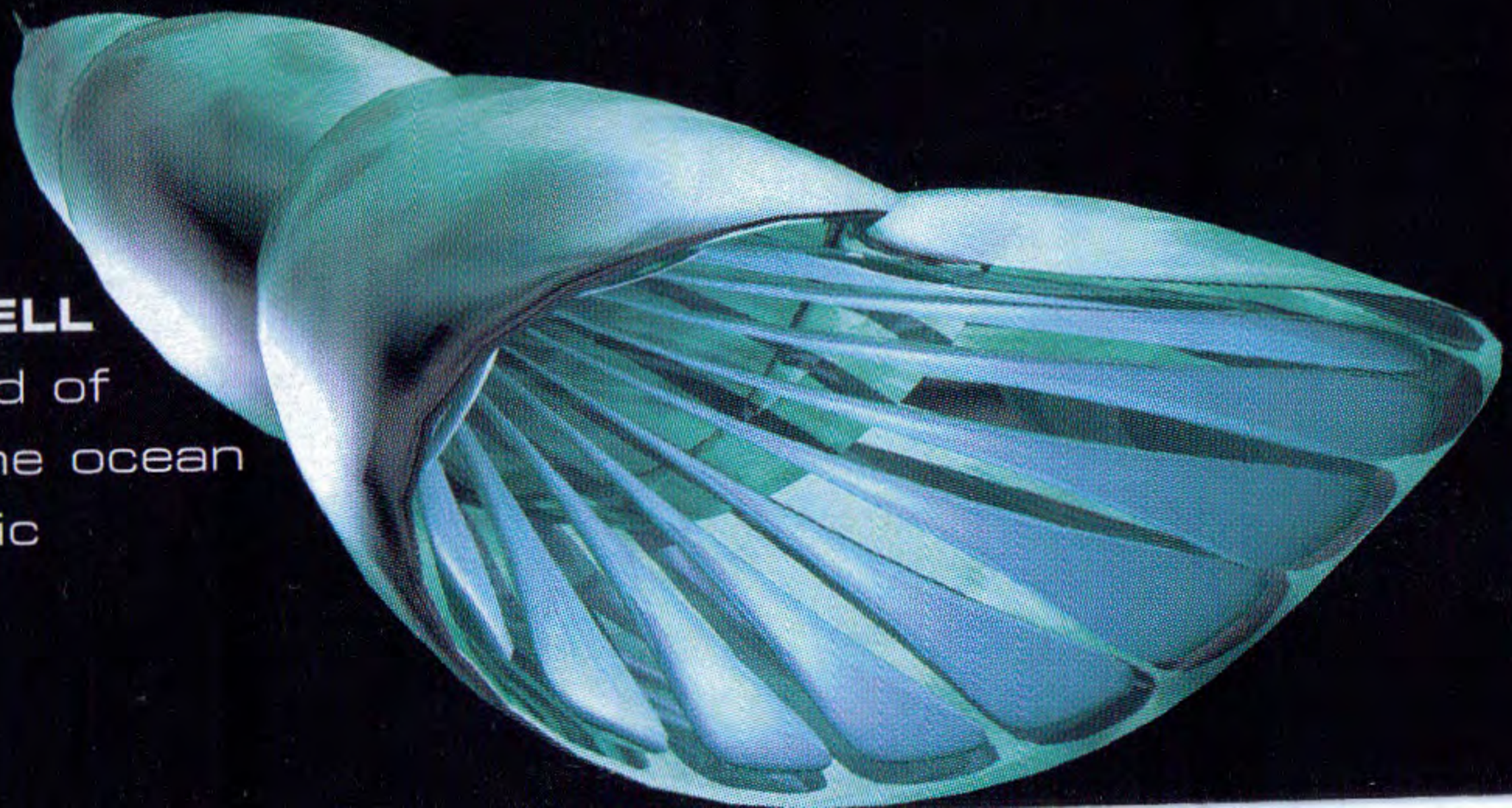
The key to their game.

THE RECORD
play the vinyl to hear a secret.



LENS
For the bookish
among you...

TIME MACHINE CARD
Vital for the flow of time.



REFLECTIVE SHELL
contains the sound of the ocean. Only the ocean can release Cosmic Wisdom.

CREDITS

VNC CAST

Crystal — Caroline Culmer
The Navigator — Christopher Majoris
Miss Time Warp — Sheenagh Cameron
Cyberon — Tayo Oyekoya
Bobby — Keith Martin
Torch — Alexa Harris
Crytor — Daniel Illsley
Cartha — Karen Dalali
Max — Thomas Hayton
The Elevator Girl — Karen Morrison
Timecop 1 — Michelle Maarike
Timecop 2 — Chloe Hudson
Timecop 3 — Tatiania
Sean — Sean Ash
The Keeper — Gavin Fernandes
Miss Petra — Emma Westcott
Electric head — Mark Granville Williams
Zip — Richard Hanson
Grid Girl — Claire Flint
Blue Lady — Marian Hare
Miss Holo Time — Jeseama Owen
Timezone Girl — Geraldine Burellier
Genie — Charles Bailey
Rapper — Chiduve Ameke
Cyberpunk 1 — Ricardo Morantz
Cyberpunk 2 — Nicki Smedley
Cyberpunk 3 — Adam Hawkey
The General — Gary Menzies
Virtual Andy — Peter Sylveire
The Vampire — Derreck John
Flaming Creatures — Burnell

Solar Kidz — Lee Pearson
David Taylor
Martin Fitzgerald

Elastico — David Taylor
Marc — Tristan Guy-Dewen
Toby Visram
Judith Hoffman
Marc Baum

Extras

With the voices of

Saul Dismount
Marata Sogalee
Matski
Rob Bray
Enrique
Ian Ross
Matthew Kelly
Justin Brotherton
Emma Middleton
Johnathan Gazzen
Frederic Thuon
Sean Ash
Cleveland Watkiss
Emre Mirza
Jay Simon
Joan Walker
Laurence Bouvard
Sheenagh Cameron

VNC TEAM

Director + Art Director — Olaf Wendt

Interactive Designer — David Collier

Software Designer — Simon J Atherley

3D Designer — Russell Tickner

Opening Sequence — Jess Scott-Hunter

3D Design — Anthony Pearson

Live Action Editor — Darius Fisher

Special Effects — Mark Logue

3D Editing — Adam Hawkey

Script — Rokeby
Zola

LONDON

Quick-Time X-Object Programmers — Mark Wilson
Andy Allensen
Matthew Caldwell
Richard Ross
Matthew Mayes
Rokeby

Fashion Directors — Gavin Fernandes

Costume Stylist — Gavin Fernandes
Designer — Jeremy Quinn
3D Software Tools — David Schweinsberg
Photoshop Assistants — Louise France
Justin Blampiod

Director's Assistant — Tim G. Wilson
Production Assistants — Lucy Reed
Marcus Lyall

Prototype Design — Ian Martin
Sound Post Production — Flabberghasted UK Ltd
Sound Effects — Mike Koglin
Mike Collins

Video Camera — Dick Jewell
Research — Tony Marcus
Production Accountant — Andrew Riddington
Legal Affairs — Compton Carr
Project Managers — Neil Jones-Cubley
Kym Seligman

Associate Producer — Michael Bergman
Executive Producers — Titus Adam
Michael Kushner
James Plummer

Producer — David Mingay

SAN FRANCISCO

Programmer — Edwin Veltmann
Toys Animator — Kumi Akiyoshi
Ambi-toy Designer — Nick Philip / H2O Media

Ambi-toy Programmer — Tom Jacobsen
DNA Games Co

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ARTISTS APPEARING

THE VERVE BAR

HERBIE HANCOCK
"Bo Ba Be Da"

Writers	Herbie Hancock
	Wah Wah Watson
Producers	Herbie Hancock and
	Bill Summers
Publishers	Herbie Hancock Music (BMI)
	Wah Wah Watson Music (BMI)

JOE HENDERSON
"Modinha"

Writer	Antonio Carlo Jobin
Lyrics	Vincius de Moraes
bass	Christian MacBride
Producers	Oscar Castro-Neves and
	Richard Seidel.
Published by	Corcovado Music
	VM Enterprises Inc
	Bendig Music

Verve trademark by licence.

DEF JAM CLUB

Def Jam Records

THE CRU

REDMAN WITH BENNY RATT
"A Million and 1 BUDDAH SPOTS"

Writers	R. Noble
	E. Sermon
Publishers	Funky Noble
	Productions
	(ASCAP)
	Eric Sermon
	Enterprises
	(ASCAP)

SUGA
"What's up Star?"

Writers:	T.Jackson
B.White	K. Jasper
S. Hudman	D. Angellti
publishers	Henchman Publishing
	II Hill Billy's Muzik (BMI)
	Copyright Control
	Mistery Systems
	Ba-Dake Music, Inc.
	Seven Songs
	administered by
	Super Songs

Def Jam Trademark by licence.

DEF JAM CREW

Bouncer	Mark L. Walker
Extras	Joanne Arroyo
	Jerome Bryant
	Keli J. Cadle
	Clarence Dorsey
	Jeanette Fermin
	Melissa Gonzalez
	Jeremiah King
	Antewoine McCoy
	Kotema Noble
	Gabriel Owens
	Priestess
	Ernest "Born"Roger
	Gary "Spoon"
	Weatherspoon

THE STREET

Island Records
STEREO MCs
"Mind Reader"

Writers	Robert Birch
	Nicholas Hallam
Publisher	EMI Virgin Music Ltd.

THE ESCAPE

Gee Street
PM DAWN
"I'll Be Waiting For You"

singers	Prince Be & Jarett
writers	A. Conles,
	G. Simpson,
	G.Massey, M. Price
Publishers	Gee Street
	Island Records

MCA music inc. is a division of MCA inc. (ASCAP)
"Pacific" performed by 808 State

THE PLANETARIUM

ITP / HONEYDIPPED

artist	*track*
BC	Stronghold
Memory Machines	Mondo
Pluto	Free to Run
Voyage	Beyond Time
Master Poe	Kung Fu Man

MOVING SHADOW

artist	*track*
Deep Blue	Helicopter Tune
Dead Dred	Dred Bass
Omni Trio	Renegade Snares
Foul Play	Stepper
Blame & Justice	Anthemia

Published by Moving Shadow
© Moving Shadow Record Company

NINJA TUNE

artist	*track*
dj food	Dark Lady
9 lazy 9	Black Jesus
dj food	Dub Lion
Funki Porcini	It's a Long Road
Coldcut	Eine Kleine Hedmusik

Written and produced by:

Dark Lady	Black/More/Carpenter
Black Jesus	Fraser/Braddell
Dub Lion	Black/More/Carpenter
It's a Long Road	Funki Porcini
Eine Kleine Hedmusik	Black/More

Licensed courtesy of Ninja Tune PO Box 4296, London SE1 9BZ FAX:(44) 171 357 7197 Internet: http://www.southern.net/PIPE/

R&S / APOLLO

artist	*track*
Music of Life Orchestra	The Dream(global)
Biosphere	Cygnus - A Intelligent Universe Andromeda
Love Craft	My Definition of House Music
Mundo Musique	
DJ Hell	

written and produced by:

The Dream (global)	Robert Tye / Pete Smith
Cygnus - A Intelligent Universe Andromeda	Geir Jennsen Frederick Battlof
My Definition of House	Edmundo Perez / Mundo Musique DJ Hell

© R & S Records

SOUND OF THE UNDERGROUND (S.O.U.R)

artist	*track*
T-Power	Lipsing Jam Ring
UK Apachi & Shy FX	Original Nuttah
T-Power	The Elemental
Slam Collective / MC Olive	Heaven n' Hell
Bass Selective	Jessica's Jaw

Sound of the Undergound Records
8 Strutton Ground London SW1P 2HP
© Active / Mutesong Publishing

WARP RECORDS

artist	*track*
CoCo Steel & Lovebomb	Feel It
B12	Scriptures
Balil (Black Dog)	Merck
Red Snapper	Snapper
Red Snapper	Hot Flush

Published by Warp Records Ltd.
© Warp Records Ltd

SPECIALLY COMPOSED MUSIC

Phil Erb, John Gosling, Blair Booth	"The Rooms" loops
Charles Bailey/ loops	"Paradise" and
Dejamus Music	
Simon Young	"Cortex" loops
Tarquin Boyesen	Loops
Adelphoi Music	Loops
"Play Time"	Steve Donnelly

Licence No.: 12/113147/V4

VNC DANCERS

Natalie Joy Ayton	Heidi Rustgaard
Catherine Bennet	Karen Suyong Woo
Ana Carlsen	Pierre Noel Bright
Marian Dybsjord	James de Maria
Nicky Ellis	Emanuel "Manny D"
Melanie Franciosi	Craig James
Jane Mugliston	

VNC MODELS

Barbera Alcindor	Michelle
Sarah Champion	Joy Twenty
Joanne Dixon	Jade Sparkes
Kirstie Dixon	Elizabeth Sargent
Katherine Fortescue	Michaela Walker

FASHION

Costume Assistants	Victor Benady Lucy Paddock

Clothing Contributions

Bettina Weck	Murray and Verne
Brother Nation	Phat Farm NYC
Cyberdog	(212) 533 7428
Buffalo Boots	Scott Wilson
The Original Fifi Lampstrumph	
Daniel Poole	Tommy Hilfinger
Fintan Walshe	Tord Boontje
Griffin Laundry	2 - Bel NYC
Henrietta Jander	(212) 966 8809
http://www.weborama.com/2b	
Julien Macdonald	Trigger Happy
Kei Ito	Vans
Louis Andersson-Gylden	Velda Shoes
Magic Shoe Company	W & LT
X - Large, NYC	

LONDON SHOOTS

Studio Manager	Mark French
Studio	Broadley Studios
Studio Assistant	Jason Berman
Ultimatte	David Cassidy
Computer Graphics	Marcus Lyall Adam Hawkey
Camera	Conor Connolly Richard Branczik
Sound	Nick Calvert
Make-up	Kim Menzies Andrea Black
Costume Stylist	Gavin Fernandes Victor Benady
Costume Runner	Lucy Paddock
Props	Titanic Modeltek
Stills	Sarah Dewe
Production Manager	Michael Tomkins
Production Assistant	Tim G. Wilson Rachelle Gryn
Choreography	Carl Hargreaves
Runner	Nick Rigg Chiduve Ameke
Publicity Stills	Phil Pointer
Catering	Out to Lunch
Assistant Director	Rokeby
Casting	Rokeby
Director	Olaf Wendt
Producer	David Mingay

NEW YORK SHOOT

Production Manager	Taylor Lawrence
Director of photography	
SFX Supervisor	John C Cipoletti
Ultimatte Engineer	Kevin Hunt
Gaffer	Ted Heys
Best Boy	Phil Teste
Key Grip	Tony Cox
Best Boy	Ki Hwang
Sound Recordist	Caleb Heineman
Costume Stylist	Gavin Fernandes
Assistant Stylist	Dale Grant
Makeup	Sandra "Sam" Murphy
PA's	James Brickhouse Brad Brushoffer Bill Nance
Director	Olaf Wendt
Producer	David Mingay

LOS ANGELES SHOOT

Director	Olaf Wendt
Producer	Michelle Alexander
Head of Production	William Green
Production Manager	Piazzie
Camera Operator	Brian Reason
Lighting Director	Janus Sikora
Engineer/Charge	Bill Jewell
Gaffer	Ken Crompton
House Electrician	Richard Sugimoto
Grip/Utility	Lee Essnere
Leadman	Patricl Grasso
Playback	Mark Sheret
Make up	Julie Hewett
Ultimatte Operator	John Keesee
Videotape	Alison Cain
Production Assistants	Whitney Maxnin
	Log Young
	Robert Dockins

APPEARING IN HEADSPACE

Redman
Neal Stephenson
T-Power
Orphan Drift
Eva Pascoe
James Lavelle
Daniel Poole
Terence McKenna
Scanner
Matt Black

APPEARING IN GALLERY

Mark Wigan – Grafitti Artist.
Dick Jewell's "Kinky Gerlinky".

STEREO MCs SHOOT

Director	Matthew Amos
Producer	Laura Kanerick
Camera Assistant	Steven Cassidy
Runners	Jenny John Chuan
	Glen Ford
Photoshop Artist	Jason Sutton
Animator	Mark Edwards
Editor	Mark Logue
Production	Medialab
Executive Producer	Keith Cooper

THANKS TO

Guy Nisbett, Alex Sharkey, Veronique Damien, Club d'Investissement Media, Johnathan Weinreich, The British Council, Sean Lewis, John Todd, Andy Marks, David Bryant, Medialab, Todd Moskowitz, Benny Ratt, Radius (Phil Dunn, Tamara Howe) Adobe (David Veach), Ultimatte (Lynn Sauvée), Rakesh Sanghvi, Geetha Naran, Steve Dring, Nick Abrahams, Daniel Biro, The London School of Samba, Penguin Books for Neal Stephenson, Paco Rabanne, Giant Models, Matthews & Powell, Manique Models, Derek Richards, Ted Cohen, Hank Kaplan, Jean-Michel Coletti. "Kinky Gerlinky" excerpts by Dick Jewell te.l +44 [0]171 630 1954

Terence McKenna's book is entitled "Food of the Gods"
Neal Stephenson's books are entitled "Snow Crash and "The Diamond Age"

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"VIRTUAL NIGHTCLUB"

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PROSPECT MANAGEMENT.

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ATHERLEY. WRITTEN BY

ROKEBY AND ZOLA. ART

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