

**32X QUALITY ASSURANCE**

**DIRECTOR**  
**JEREMY S BARNES**

**ASSISTANT DIRECTOR**  
**DAVE SIMON**

**LEAD TESTER**  
**DAN FORSYTH**



**32X QUALITY ASSURANCE**

**TESTERS**

**JASON COGGESHALL  
CHRIS PARKER  
JEFF WOODS  
LARRY SMITH  
DEREK GIBBS  
AARON OLIAZ  
MARTIN BAUER**

**32X CONVERSION BY PARADOX**  
**PROGRAMMING**

**CHRIS SEHY & JAMES HIGGINS**

**ARTWORK**

**PAUL INTERANTE**  
**TERRY LLOYD**  
**DAMON DUBOIS**

**SOUND & MUSIC**

**MIKE BARTLOW & BRIAN SCHMIDT**

**ADDITIONAL LEVEL DESIGN**

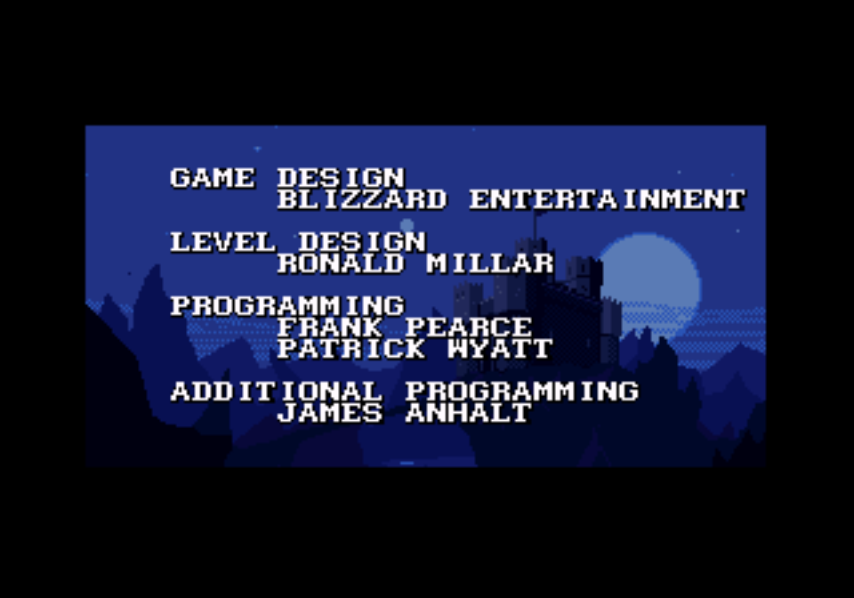
**TERRY LLOYD**

**INTERPLAY PRODUCER**

**FEARGUS URQUHART**

**ASSISTANT PRODUCER**

**REG ARNEGO**



GAME DESIGN  
BLIZZARD ENTERTAINMENT

LEVEL DESIGN  
RONALD MILLAR

PROGRAMMING  
FRANK PEARCE  
PATRICK WYATT

ADDITIONAL PROGRAMMING  
JAMES ANHALT



**PRODUCERS**

**RONALD MILLAR  
MATT FINDLEY**

**EXECUTIVE PRODUCERS**

**ALLEN ADHAM  
ALAN PAVLISH**

**ARTWORK**

**ROMAN KENNEY  
STU ROSE  
JASON MAGNESS  
RONALD MILLAR  
SAMWISE DIDIER**



ART TECHNICIAN  
JOEYRAY HALL

SOUND AND MUSIC  
GLENN STAFFORD

TEXT AND DIALOG  
MICKY NEILSON  
RONALD MILLAR  
FRANK PEARCE

PLAY TEST  
INTERPLAY PRODUCTIONS  
BLIZZARD ENTERTAINMENT