

Walt Disney World® Quest MAGICAL RACING TOUR™



1-4 Player
Kart Racing!

Disney
INTER
ACTIVE



SEGA®

EIDOS
INTERACTIVE



T-36804N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Walt Disney World® Quest MAGICAL RACING TOUR™

CONTENTS

The Walt Disney World® Fireworks Machine	2
Sega Dreamcast™	4
Controls	5
Racers	7
Main Menu	12
Racer Select	13
Status	13
Level Select	13
Game Screen	14
Playing the Adventure Game ...	15
Driving Your Vehicle	17
Power-Ups	18
Pick-Ups	19
Saving & Loading	20
VS Mode	21
Tracks	22
Credits	24



THE WALT DISNEY WORLD® FIREWORKS MACHINE



Everyone knows that beautiful fireworks displays illuminate the skies over the *Walt Disney World*® Resort. What everyone doesn't know is that near the *Magic Kingdom*® Park rests an enormous contraption – the Fireworks Machine. Each night

fireworks explode from the top of the machine in an amazing shower of Pixie Dust, creating a magical setting all around the *Walt Disney World*® Resort.

Wouldn't you know, those inquisitive chipmunks Chip 'n Dale were determined to find the Fireworks Machine for themselves. Once they discovered the machine, Dale decided he was ready for a snack. He took out some acorns but accidentally dropped them into the machine.



Suddenly, the Fireworks Machine groaned to life and began rumbling. Smoke started spewing from its stacks. Uh oh! The rumbling got even louder ... Then **BLAAAAAM!** The whole thing exploded in a huge blast of smoke as pieces of the machine flew skyward. Machine parts scattered all over the *Walt Disney World*® Resort.



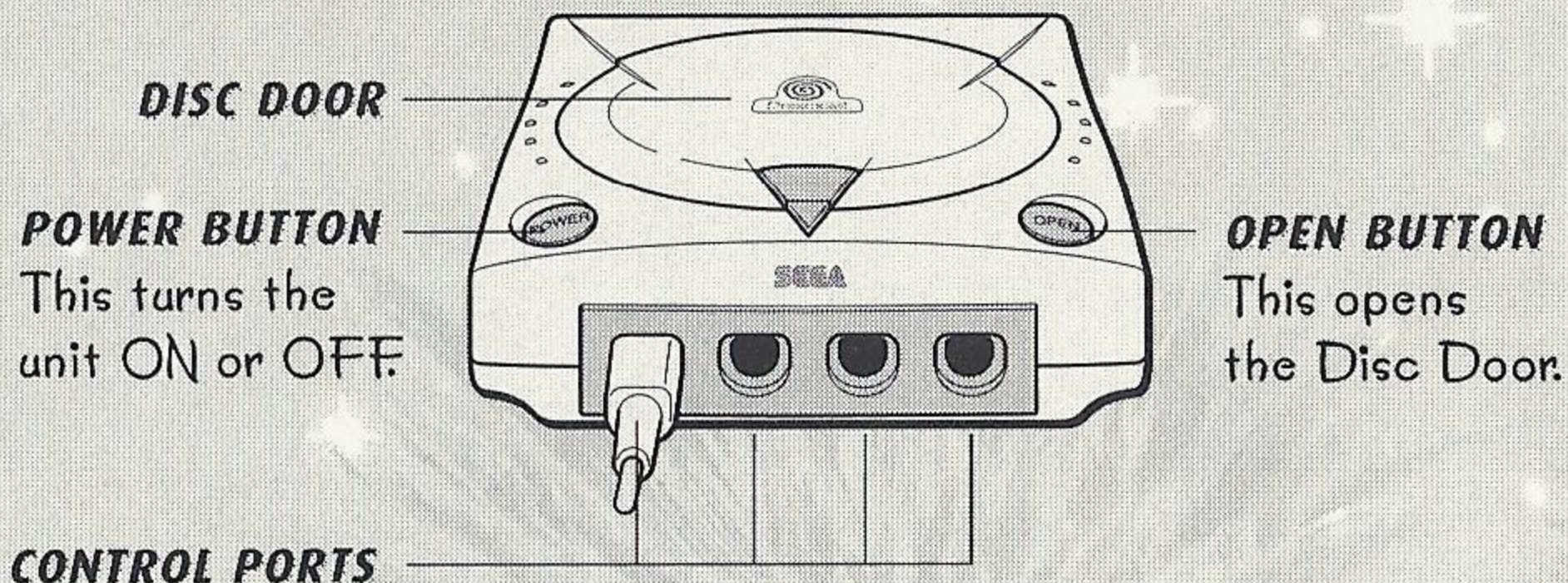
If Chip 'n Dale don't find all the parts and put the machine back together before the end of the day, there won't be any fireworks shows!

Chip's idea is to race around the entire *Walt Disney World*® Resort and collect all the pieces of the Fireworks Machine. If they get some friends to help too, they could find all the parts and put the machine back together in no time!

But Chip 'n Dale need your help, so get busy! There are only a few hours until dark and if the night skies over the *Walt Disney World*® Resort aren't filled with fireworks, Chip 'n Dale will really be in trouble!



SEGA DREAMCAST™



This turns the unit ON or OFF.

This opens the Disc Door.

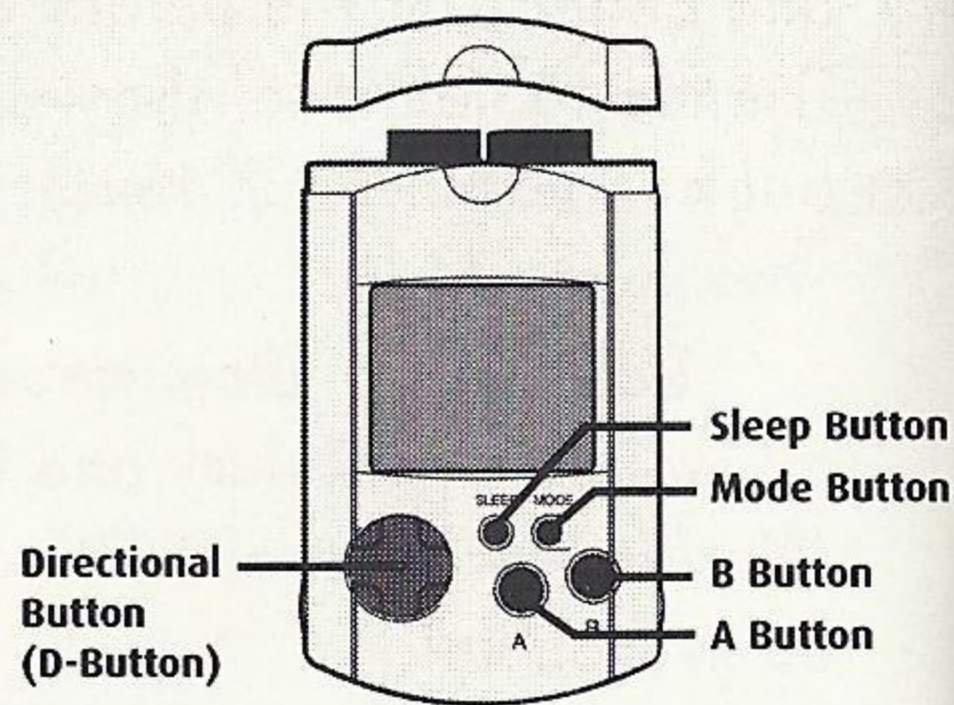
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

Walt Disney World® Quest – Magical Racing Tour is a 1-to-4 player game. Before turning the Sega Dreamcast ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. Purchase additional controllers (sold separately) to play with two or more people.

Visual Memory Unit (VMU)

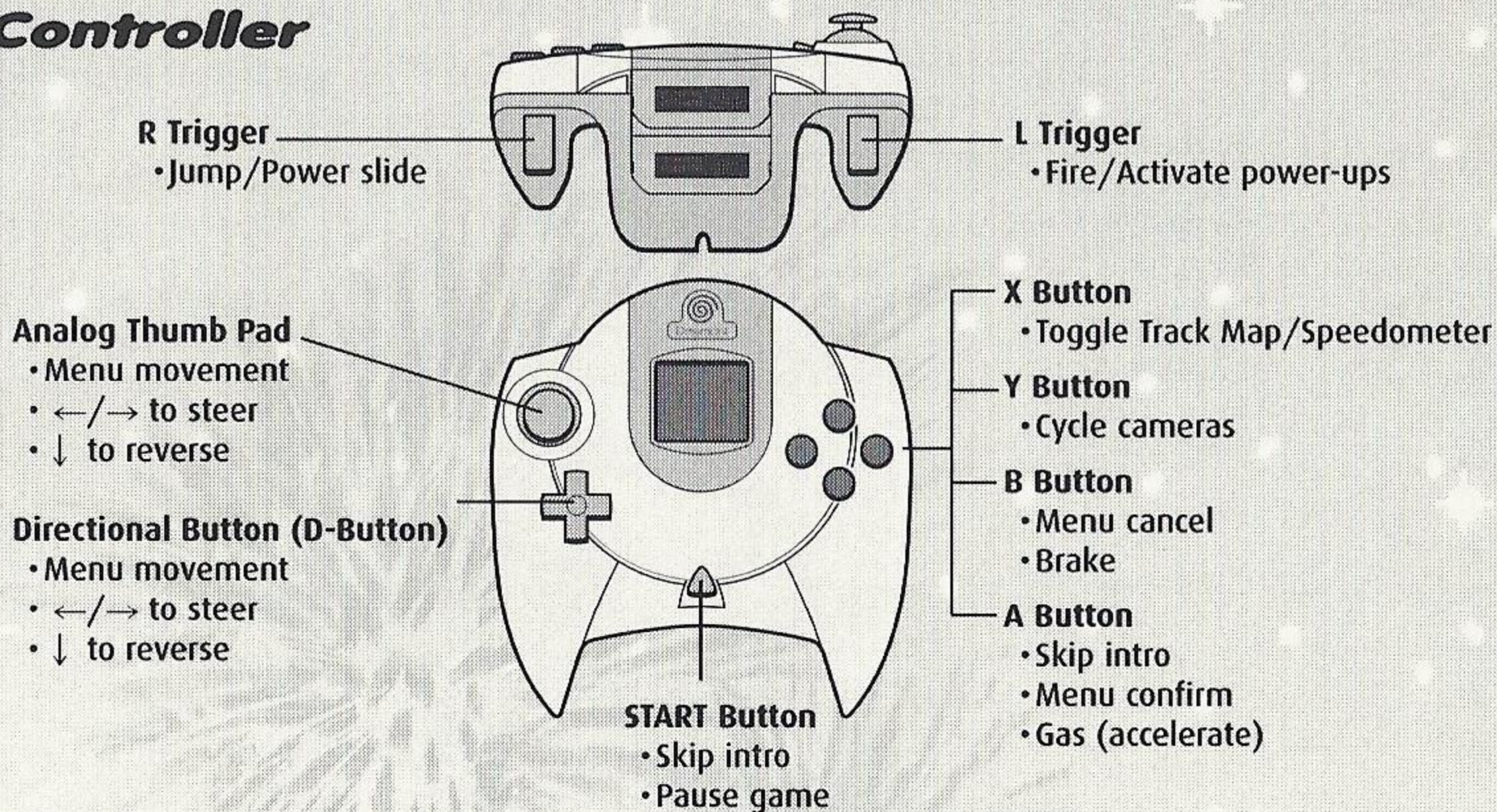
To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into slot 1 of the controller **BEFORE** turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



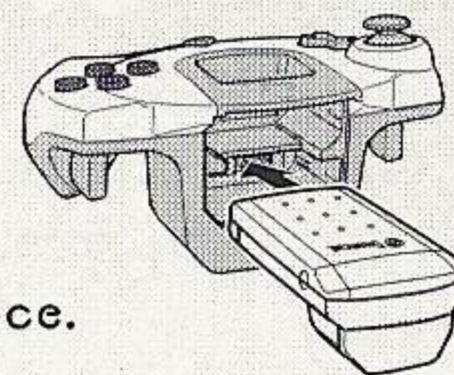
CONTROLS

Sega Controller



Jump Pack

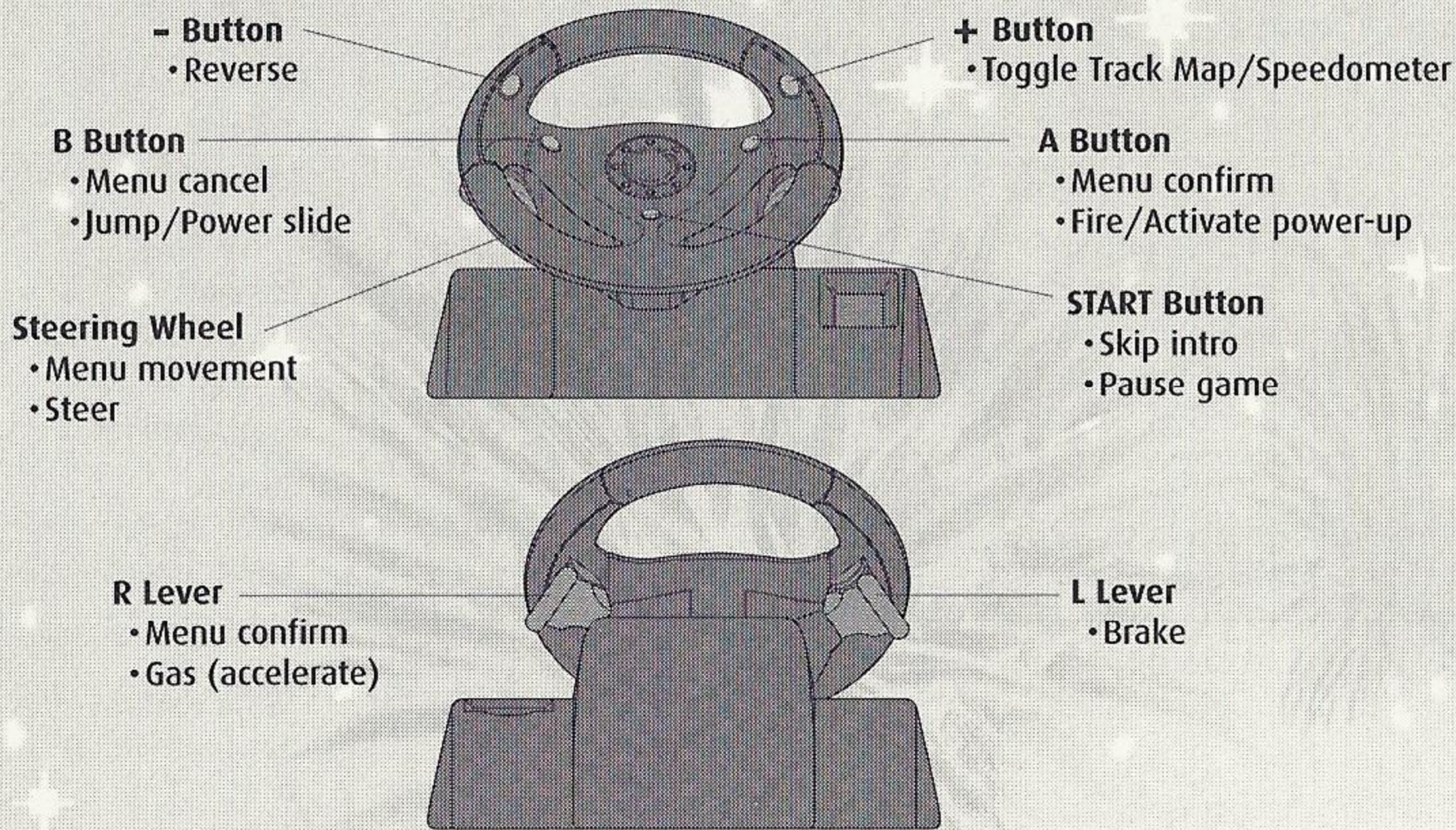
Walt Disney World® Quest – Magical Racing Tour supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Race Controller.)





- Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- *Walt Disney World® Quest – Magical Racing Tour* is a 1-to-4 player game. Connect controller(s) or other peripheral equipment **BEFORE** turning on the Sega Dreamcast.
- To return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.



Race Controller



If you're using an Interact[®] Steering Wheel with a D-pad, you can use the D-pad to move the menu cursor. Also, while in the game, press the D-pad  to toggle the Track Map/Speedometer. Press  to reverse.

- When using the Race controller, never touch the steering wheel or left/right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again, making sure not to touch the Race controller.



- *Walt Disney World[®] Quest – Magical Racing Tour* is a 1-to-4 player game. Connect controller(s) or other peripheral equipment **BEFORE** turning on the Sega Dreamcast.
- To return to the Title screen during game play, simultaneously press and hold the A, B, +, - and START Buttons. Doing this will cause the Sega Dreamcast to soft-reset the software and display the Title screen.

RACERS

CHIP 'N DALE

Chip n Dale often race around the *Walt Disney World*® Resort collecting nuts for the winter.

Now they must collect the Fireworks Machine pieces before the end of the day! Chip is smart and practical, and he uses his brains whenever he races. So be careful, or Chip will sneak past you faster than you can say "acorn."

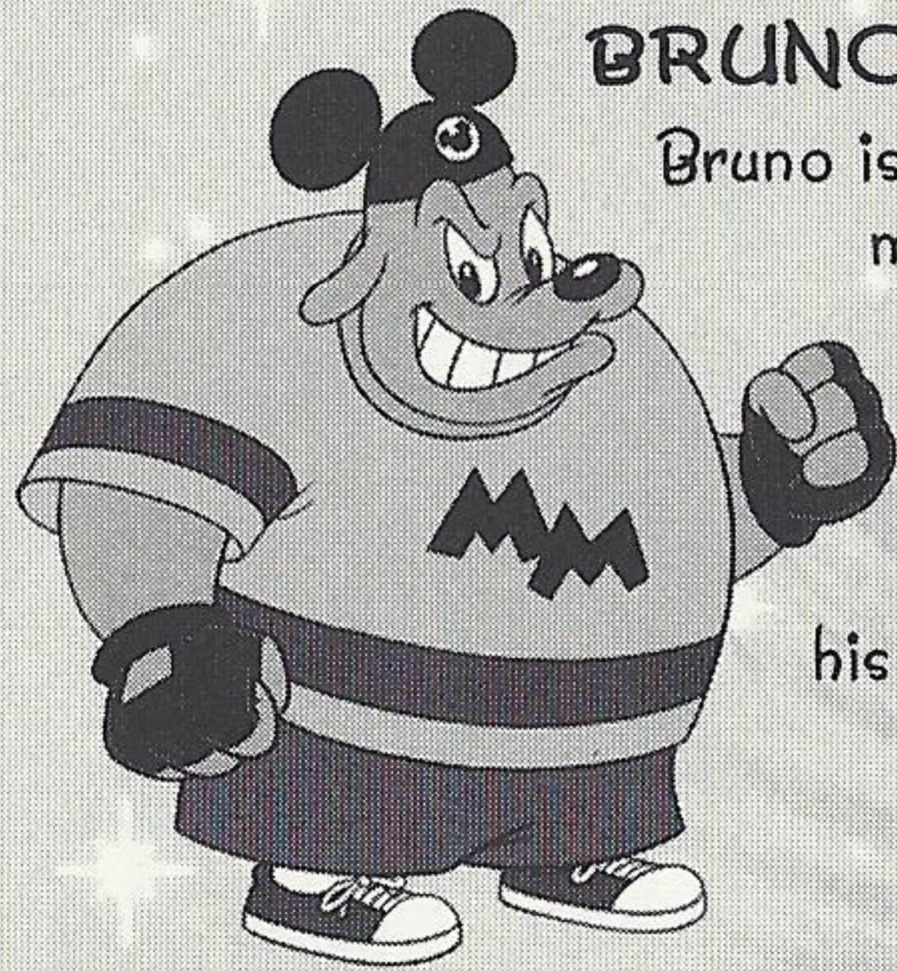
Dale enjoys life to the fullest, and doesn't take anything seriously. And though he is a bit scatterbrained, he somehow manages to always be near 1st place at the end of a race. Call it blind luck or a charmed life, either way Dale is always a force to be reckoned with when on the racetrack.



AMANDA SPARKLE

Amanda is the most famous, cutest child actress in the world. It's no surprise that she absolutely loves being recognized at the Disney Studios. Where else can she continue to work and still have tons of fun on her days off the movie set? She is always sweet and nice and cute ... unless she's behind the wheel! When Amanda is in the driver's seat, she doesn't get upstaged! She races to win!



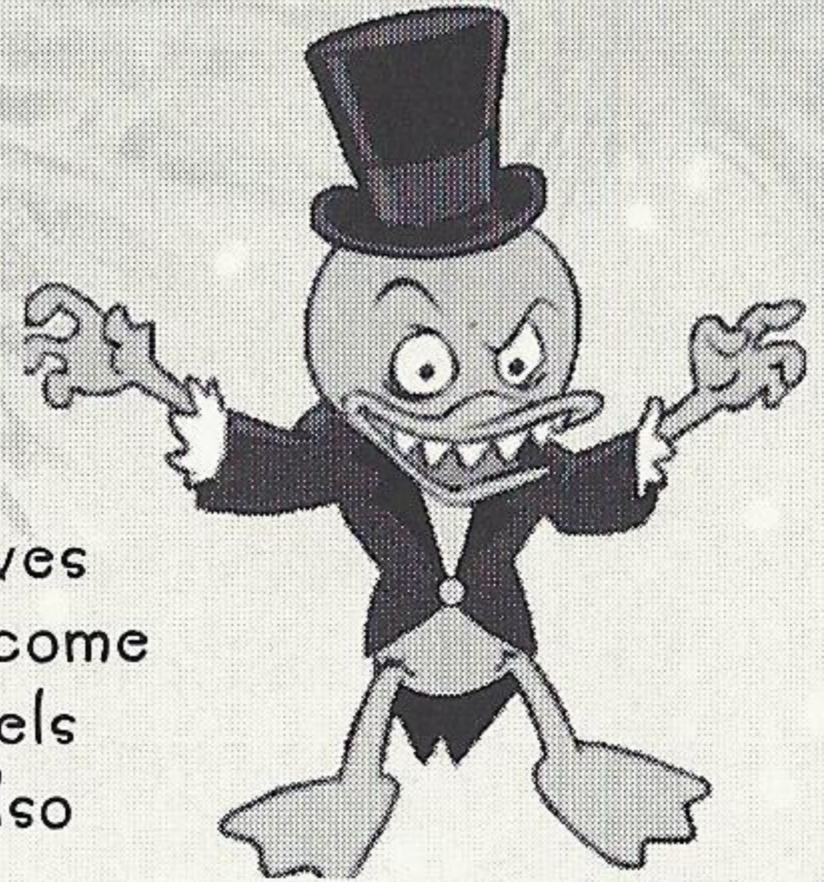


BRUNO BIGGS

Bruno is a huge fan of the world's most famous mouse. The more he's at the *Walt Disney World*® Resort, the closer he can be to Mickey. He's big, and mean, and tough. Don't mess with him! Bruno is impatient and doesn't like people getting in his way ... especially on the Rock 'n' Roller Coaster, his favorite attraction.

BARON KARLOTT

Baron is a modern day descendent of the famous Karlott bloodline. He continually strives to keep his ancestors happy, otherwise they come and visit ... from the grave. That is why he feels right at home in the Haunted Mansion, and also why he drives with such a "grave" purpose.



POLLY ROGER

Polly dreams of action and adventure. Captaining her own Spanish galleon and searching for buried treasure are all she can think about. But for now the *Walt Disney World*® Resort and history books are her escape. That's why Polly is an expert at navigating the mysterious waterways of the *Pirates of the Caribbean*.



OLIVER CHICKLY III

The son of a famous explorer and paleontologist, Oliver is proud to walk in his father's shoes – even though they are a few sizes too big. He figured that the perfect place to get started on his quest was *Disney's Animal Kingdom*® Theme Park. Oliver is very soft spoken and drives very carefully. But watch out! He may sneak past you on the back straightaways if you aren't careful!



TIARA DAMAGE

Here's one girl who has a hard time acting her age! Normally a 13-year old would relate to the Disney "Princesses" but alas, she does not. She feels as though the Disney Villains have gotten a bad rap, and that even includes her friend, Baron Karlott. This "Queen" is going to make sure everyone else feels the same way ... by beating all the racers to the finish line!



MOE WHIPLASH

Root'n Toot'n Sheriff'n is what he wants to do. He's spent many a day trying to keep Bruno Biggs under control! This kid mostly moseys around at Big Thunder Mountain Railroad, where the West is still Wild. Moe saunters around at a snail's pace, but there's nothing slow about the way he drives!

OTTO PLUGNUT

Otto has spent most of his short life around cars and experiments. It's a no-brainer to think he would be attracted to Test Track at Epcot®. But he's no crash dummy; he's one of the smartest kids around. And the rest of the gang love him 'cuz he helps them fix their vehicles! He is the classic educated techie-nerd. Word is he soups up his cars so he can't lose! Keep an eye on him!



... Plus 3 Secret Racers!

JIMINY CRICKET

Jiminy is a courteous, gentle storyteller, who loves to tell jokes and sing songs. He's also the most knowledgeable when it comes to racing and the *Walt Disney World*® Resort. He taught Chip 'n Dale everything they know about both. But watch out if he ever ends up behind the steering wheel, because he knows the best routes to use, and every track is his specialty.

NED SHREDBETTER

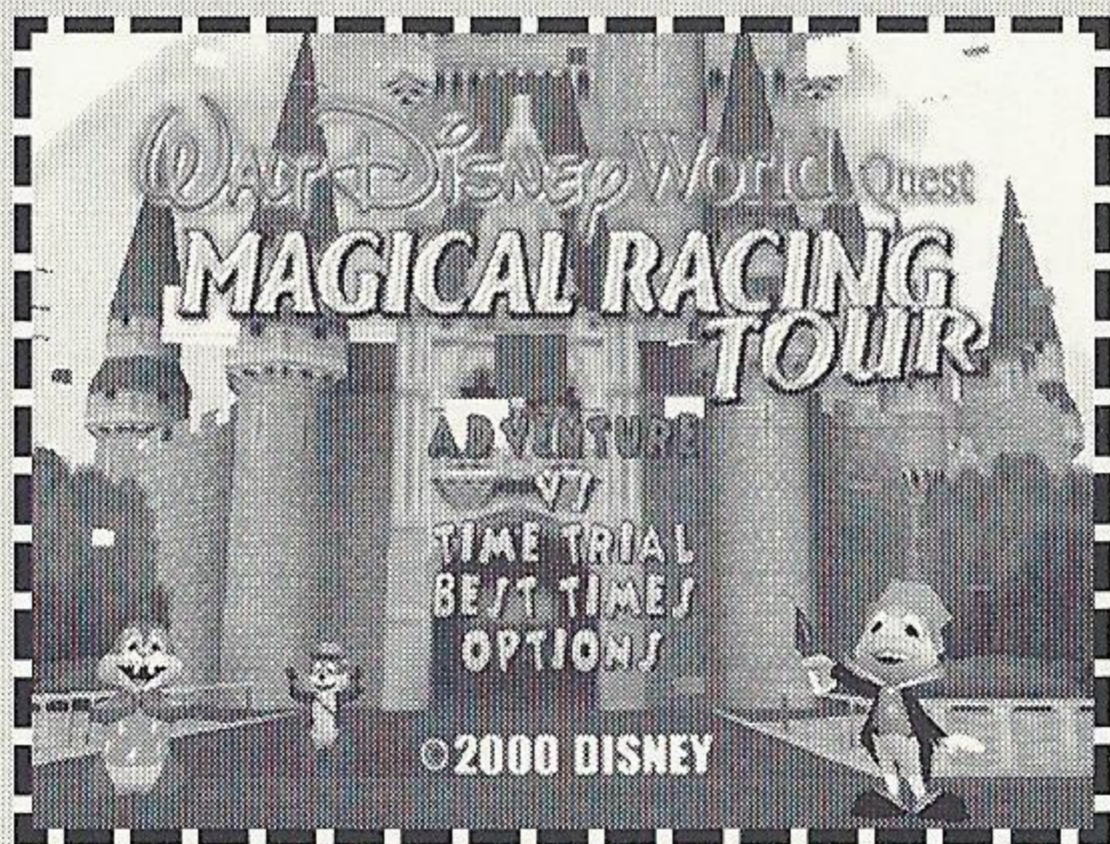
Ned surfs. Ned skates. Ned snowboards. Ned blades. He basically hangs ten in general. Ned also likes showing off his moves for Amanda Sparkle! The only other thing Ned likes just as much as shreddin' is chillin' at Disney's Blizzard Beach and Disney's Typhoon Lagoon. Ned is the classic beach bum, but there's nothin' laid back about his driving style ... it's all out!

X.U.D. 71 ("ZUD")

This Xperimental Utility Duck was built to test out all the attractions at the *Walt Disney World*® Resort. Unfortunately, he's been bounced around and hit in the head a little too much. He prefers to stay in the world of Space Mountain because that's where he gets his biggest charge. But when he's out of his element, watch out for his driving ... he's wild, out of control and all over the place!



MAIN MENU



Press \uparrow \downarrow to select a mode and press the Δ Button (Sega controller).

Adventure

1 Player – Race through all nine tracks. Every time you win 1st place in a race, you'll retrieve another machine part. (For details, turn to page 15.)

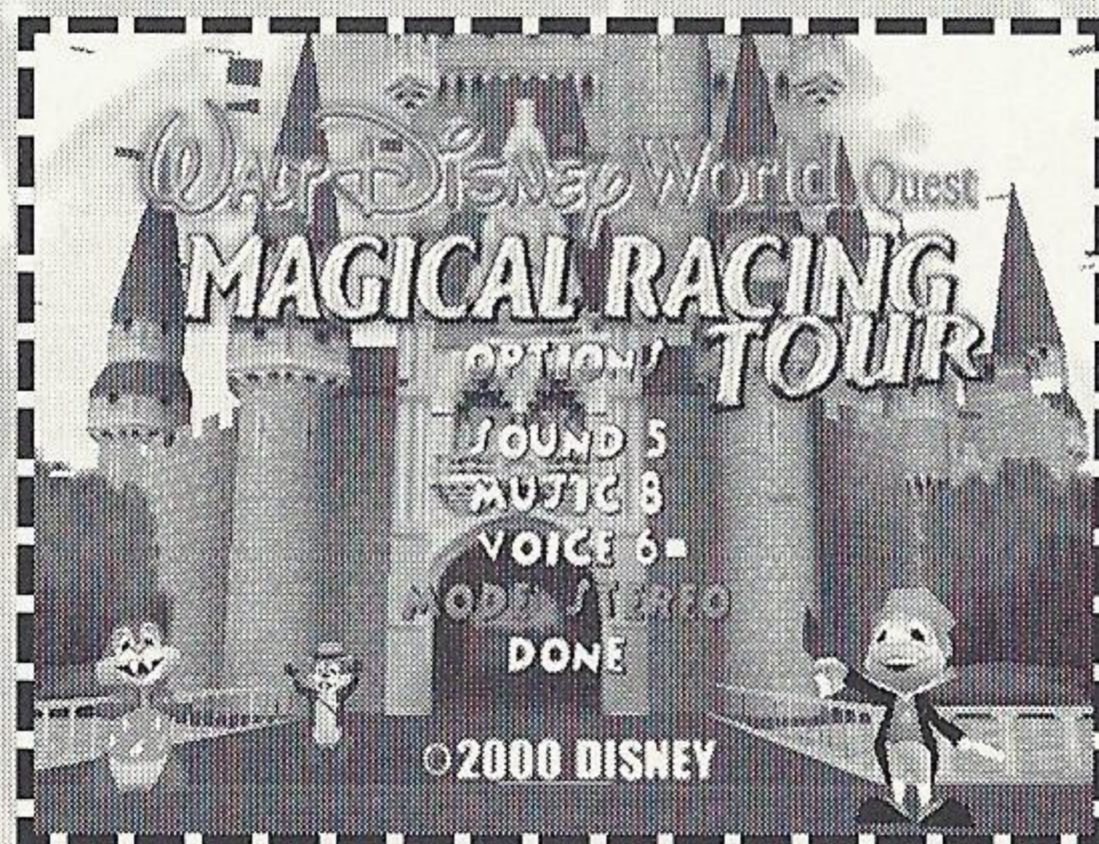
Save your game with a Visual Memory Unit (VMU) inserted in slot 1.

VS

2 to 4 Players – Battle it out against your friends in one race of three laps. Best time wins! Each player must use a separate controller. (For details, see page 21.)



Options



Press \uparrow \downarrow to select an option and \leftarrow \rightarrow to change a setting.

- **Sound/Music/Voice (1-11)** – Adjust the volume for each option.
- **Vibration ON/OFF** – Turn the Jump Pack vibration ON or OFF.
- **Stereo/Monaural Toggle** – Set for stereo or monaural speakers.
- **Soft Reset** – Return to the Title screen (Race controller only).
- **Done** – Quit to the Main Menu.

Time Trial

This race is all about time. Practice your racing skills and learn the tracks!

Best Times

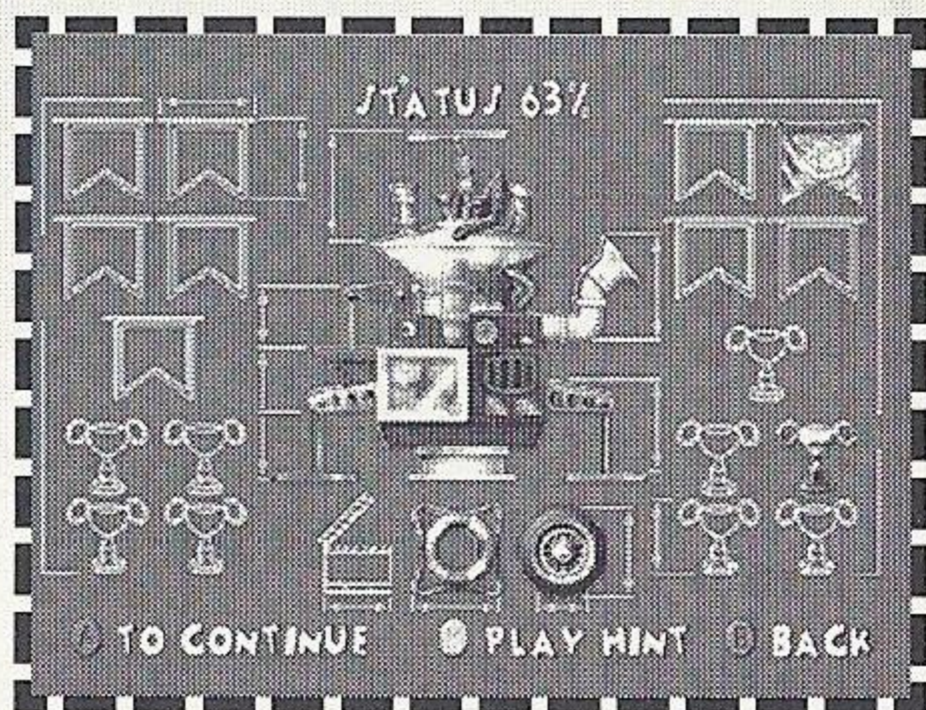
Check out the best race times.

RACER SELECT



Press \uparrow \downarrow to select a racer and press the A Button (Sega controller). On the Name screen, select letters by pressing the A Button. Select DEL to backtrack. Select OK when finished.

STATUS



The Status screen appears when you select a racer and after every race. When you win machine parts, pennants,

trophies etc., parts of the screen fill in. It also displays your game progress at the top; press the X Button (Sega controller) for a game hint.

LEVEL SELECT



Highlight a level and press the A Button (Sega controller).

Adventure Mode

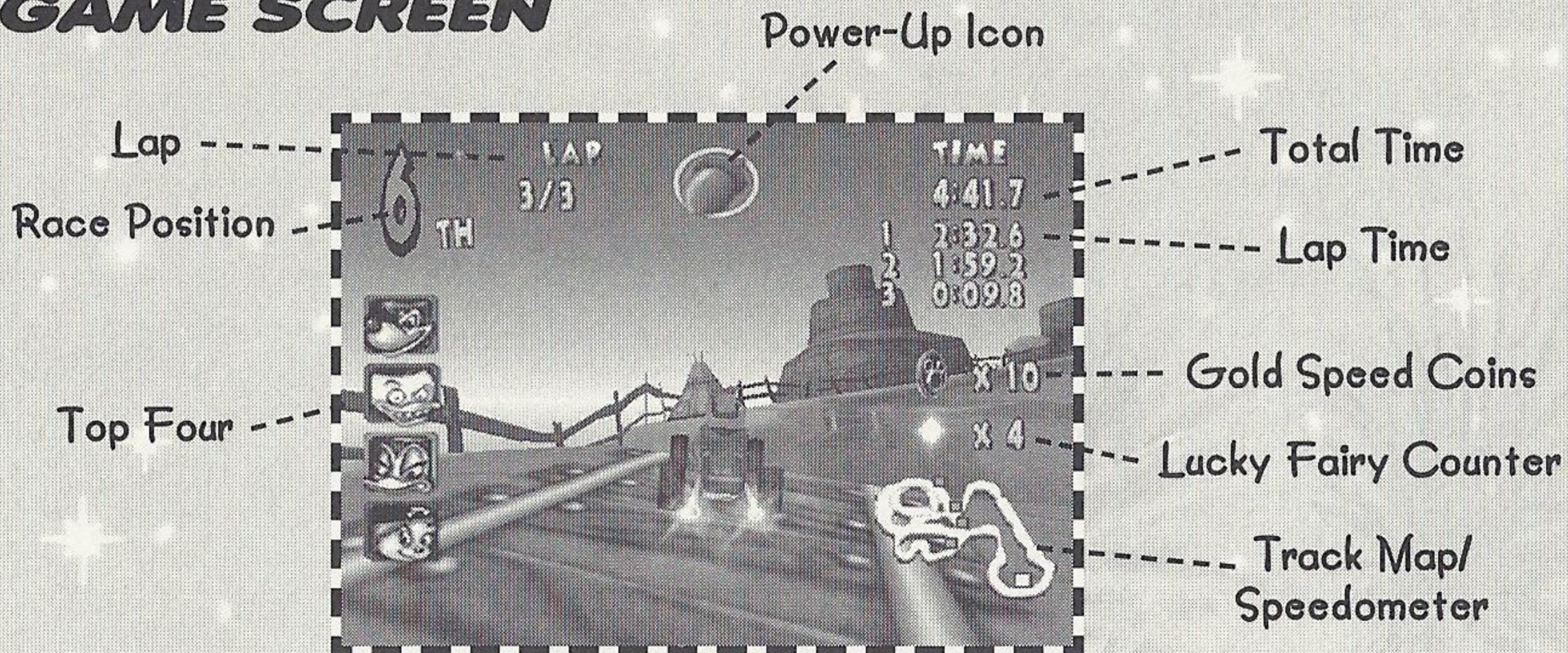
Race on a pre-selected track. After each victory, more tracks open up. Once you win on a track, you can return and run the race again any time.

VS/Time Trial Modes

Select any race for a time trial, or any bonus arena for a coin-collecting challenge.



GAME SCREEN



Lap - Your current lap/how many laps you must make altogether.

Race Position - Your current race position.

Top Four - The top four drivers in the race. This changes as the race goes on.

Power-Up Icon - Appears when you hit a Mickey balloon, and gives you a power-up at random. Press the Fire button to use your power-ups.

Total Time - Total time you have been racing.

Lap Time - Time spent in the current lap.

Speed Coins - How many Speed Coins you have. Collect ten coins (the maximum) for a higher top speed. If you are hit or run over as a frog, you may lose some coins.

Lucky Fairy Counter - Collect Lucky Fairies for power-up increases and other bursts of good luck - one per fairy.

Track Map/Speedometer - Press the X Button (Sega controller) to toggle either the Track Map or the Speedometer.



PLAYING THE ADVENTURE GAME

One piece of the Fireworks Machine has landed in each track. You will win a part of the machine every time you win a race on a new track. Every race is different and you drive a different vehicle. During each race, grab treasures and use power-ups that help you stay ahead of the competition. Some power-ups will give you incredible speed. You can launch others at opponents to send them spinning out of control.

Collect the Parts & Rebuild the Fireworks Machine!

Compete in nine races of three laps each in some of the most famous attractions at the *Walt Disney World*® Resort. If you finish in 1st place, you will be awarded a piece of the Fireworks Machine. You must collect all the parts in order to have the fireworks show by the end of the night.

Race for the 1st Place Pennant!

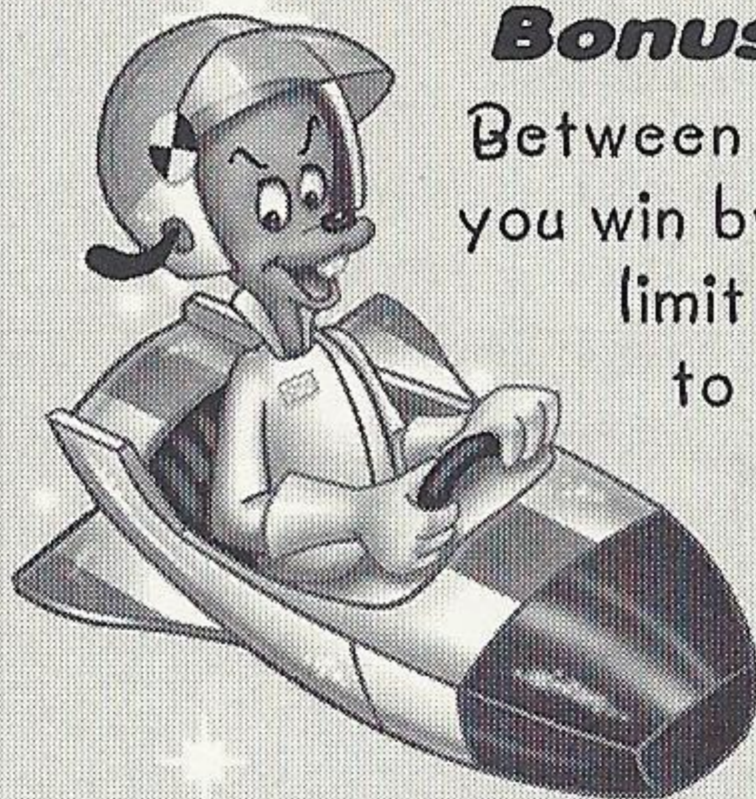
Return to a track after capturing a machine part and win even more goodies. Win a race a second time and the 1st Place Pennant is yours! Win all nine pennants and a secret track will appear.

Trophy Challenge

If you've recovered the Fireworks Machine part and won the 1st Place Pennant from a track, you can return to the track for a Trophy Challenge. You drive the track alone with no competition and no lap requirement. Pick up as many trophies as you can within a time limit – up to eight trophies in all.

Note: You must first complete the Pennant Race on a track in order to play the Trophy Challenge.





Bonus Event

Between certain races you will enter a Bonus Event, where you win by grabbing the most coins (up to 30) within a time limit (4 minutes). Pick up all the coins before time runs out to receive a special prize!

Win 100%

To complete the game 100% you must:

- Win back all the parts of the Fireworks Machine.
- Capture all the 1st Place Pennants.
- Win all the Trophy Challenges.
- Win all the Bonus Event trophies.

Hint: You can win more than 100%, but how – and how much more – is a mystery!



DRIVING YOUR VEHICLE

The racing vehicles handle differently depending on which one you're driving. In many places you can just go fast (press the Gas button) and steer. But some areas demand really slick driving skills.

- Learn to power slide through tight turns. Just as you enter a turn, hold the Jump button to begin a power slide while keeping the Gas button pressed. Release the Jump button at just the right time for a quick turbo boost coming out of the turn. If you hold too long, your racer might spin out of control.
- Jump at the top of ramps to get air time for grabbing pick-ups or balloons or entering hidden routes.
- If you get stuck in a corner, back up and steer back on track.

Know Where You Are & Where You're Going

- Keep going in the right direction by watching the finger pointers and arrows.
- Check on other drivers by watching the Track Map. You are the red square; computer opponents are black squares. In multi-player games, the blue square is Player 2, the green square is Player 3, and the yellow square is Player 4.

Zippers & Speed Gates

Ride over Zippers to get a blast of acceleration. Slow down just before you hit a Zipper, then hit the gas just as you touch it to get an even bigger shot of speed. When racing on water, look for Speed Gates. They work just like Zippers.



POWER-UPS

When you run into a Mickey balloon on a track, the Power-up Icon appears. It's loaded with serious power-ups and will give you one at random. Press the Fire button to use the power-up.

Note: Running into another balloon will not change your power-up. You keep the one you have until you use it.

- **Acorns** – Launch Acorns at other racers to send them flying. Steer your car behind the target and launch the Acorn. They fly straight ahead, so aim this nut carefully. (Look for the Triple Acorn version that lets you fire three shots at once.)
- **Homing Acorn** – You don't have to aim this power-up. Just let it fly and it will target the closest racer in front of you. (Look for the Triple Homing Acorn version that lets you fire three shots at once.)
- **Guided Bottle Rocket** – You guide this rocket to its target using the steering controls. While you are aiming, your racer steers itself automatically so you won't crash. Be sure to keep pressing the Gas button to accelerate.
- **Teacup Mine** – Press \uparrow \downarrow + the Fire button to throw the Teacup Mine forward or backward. Vehicles that get hit by a Teacup Mine will spin out of control.
- **Frog Spell** – This is powerful magic. Turn other racers into frogs! Don't feel bad. Frog Spell wears off quickly.
- **Turbo** – Gives your racer a short, powerful speed boost.
- **Invincibility** – Once you collect this, no one can knock you off track or affect you with power-ups. You can run into other racers to bump them off track or send them into a spin.



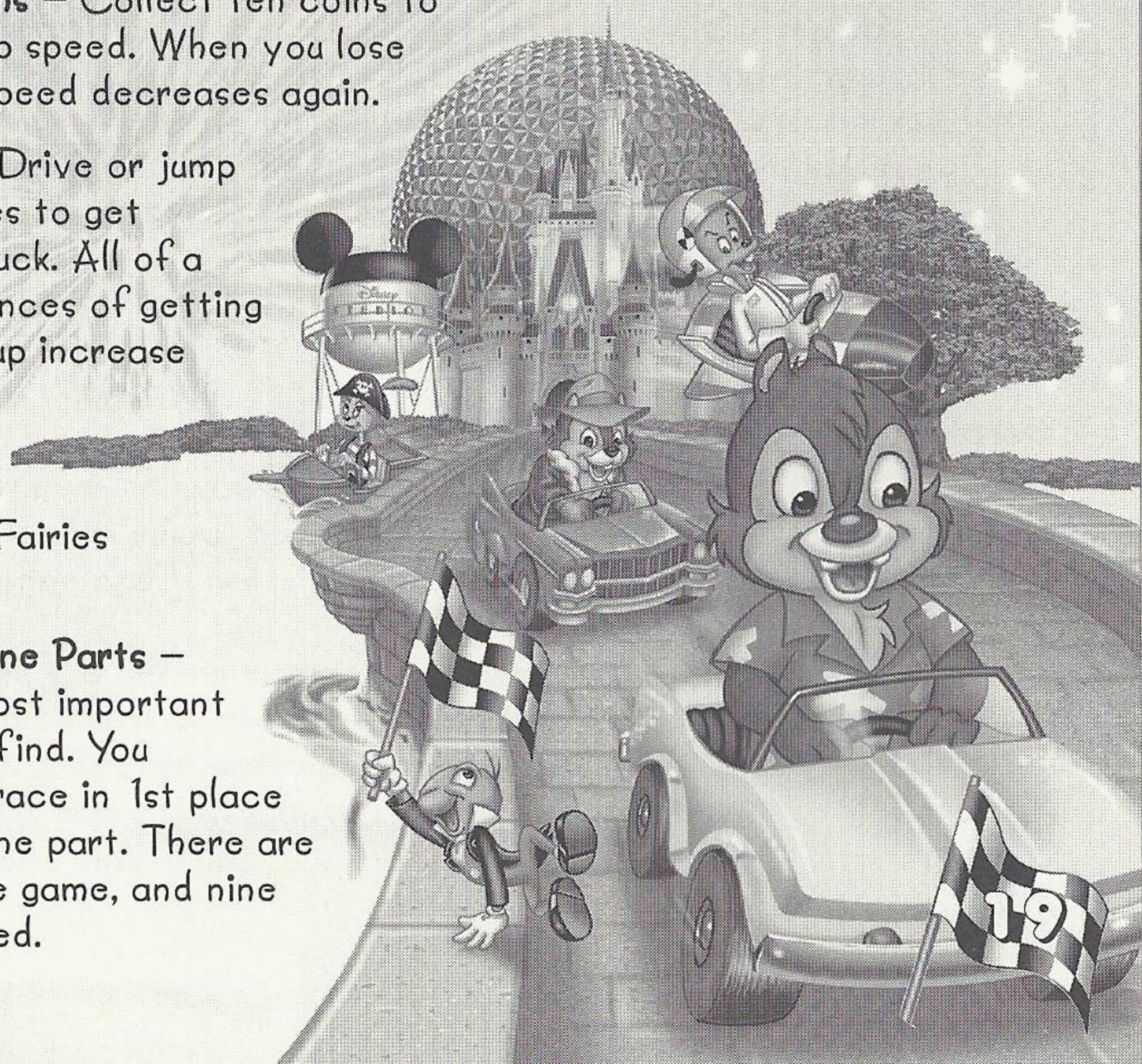


BLUE ENERGY FIELDS

Pass through three Energy Fields without missing any to open a secret shortcut. Move fast to get in there before the shortcut disappears!

PICK-UPS

- **Gold Speed Coins** – Collect ten coins to increase your top speed. When you lose coins, your top speed decreases again.
- **Lucky Fairies** – Drive or jump into Lucky Fairies to get a burst of good luck. All of a sudden, your chances of getting a better power-up increase and other racers start making mistakes. There are eight Lucky Fairies on each track.
- **Fireworks Machine Parts** – These are the most important objects you can find. You have to finish a race in 1st place to be awarded one part. There are nine tracks in the game, and nine parts to be earned.



SAVING & LOADING

Saving

After finishing a race in Adventure or Time Trial Mode, you'll see the Race Statistics screen, followed by the Victory Podium (Adventure Mode only). Then you'll see the Save Game/Options screen, where there are three choices:

- **Continue** – Go to the Game Status screen and then on to the Track Map without saving.
- **Save Game** – Go to the Save Game screen where you can select a slot to save your game in. If you select a slot already containing a saved game, you can overwrite the older game in order to save the new one. (Be aware: If you overwrite a game, it's gone for good. You cannot get it back.) After saving your game, you'll return to the Save Game/Options screen where you can resume the adventure.
- **Options** – Go to the Options screen.

Loading

You must start from the Main Menu to load a saved Adventure Mode game. There, select **LOAD GAME** to see the Load Game screen. Then select a previously saved game and press the **A Button** (Sega controller).



VS MODE

VS Mode is a 2-to-4 Player competition. Run a one-race event on any multi-player track or play a Coin Challenge in one of the Bonus Events (see below).

1. On the Main Menu, select VS and press the A Button (Sega controller).
2. On the Character Select screen, players select their characters in order, starting with Player 1. (Players cannot select the same character.)
3. Select a track and press the A Button to begin the game.

VS Races

Select one of the racetracks and compete in a three-lap race against friends or family members.

Bonus Event

Race the clock to collect as many coins as you can before time's up! Whoever has the most coins when the clock stops wins the Coin Challenge!

- In 1 Player games, 30 coins are scattered around the track. You have a time limit in which to collect these coins. If you collect all the coins before time runs out, you win that level. There are no power-ups or other racers, just coins and a timer. Coins do not reappear when collected.
- In multi-player games, a certain number of coins appear on the tracks. The first player to collect 30 coins wins the round. You can also pick up balloons to collect power-ups. Popping your opponent with a power-up will cause that player to drop a few coins. Coins reappear when picked up.



TRACKS

Look for shortcuts and hidden passages as you race through some of the most famous *Walt Disney World*® attractions. Win races to open other tracks.

SPACE MOUNTAIN

Ride a rocket to the stars on a stellar voyage that is out of this world. Zippers are everywhere to keep you at light speed on this dark, deep space journey. The track coils up, around and through huge asteroids, then corkscrews into a hair-raising descent. Get ready for blast off!

HAUNTED MANSION

Scream down haunted hallways on the spookiest racetrack in the world. Zip by laughing caskets and dancing ghosts, and reach top speed through the liveliest graveyard ever. There are 999 happy haunts living here, but there's room for 1,000! Race fast or you might be next! Beware of hitchhiking ghosts!

DINOSAUR

Can someone get the Carnotaurus off the track, please? There's a race going on here! Hit a time warp and blast back 65 million years to a dark, prehistoric forest. Don't stop to look at the scenery, or you could be pulverized by a meteor shower!



PIRATES OF THE CARIBBEAN

Navigate your ship through the hideout of the merriest bunch of pirates on the high seas. They pillage, they plunder, they're really bad eggs! Tricky turnoffs, jumps and tidal surges can give you the edge or get you Yo-Ho'd into the backwater.



JUNGLE CRUISE

Explore the waters of a tropical jungle river while avoiding hippos and elephants. Dense water grasses and trees can block your view, so stay alert for surprises.

TOMORROWLAND SPEEDWAY

Set new speed records as you race down the track on this super-fast speedway. Look for shortcuts but beware of unfinished on-ramps.

BIG THUNDER MOUNTAIN RAILROAD

Hurtle down an old railroad track through the "wildest ride in the wilderness." Look out for prickly cactus plants and varmints! They're everywhere!

DISNEY'S BLIZZARD BEACH

Dash over slippery snow on your blazing fast snowmobile. This resort got a little too much sun. Hurry before the snow melts!

ROCK 'N' ROLLER COASTER

Are you ready to rock? Zoom through the L.A. hills on this high-speed thrill ride to the biggest concert ever! Hang onto your hat, and keep your arms and legs inside the car at all times. The G-Forces here are out of control!

SPLASH MOUNTAIN (Secret Bonus Track)

Ride your log and have a "Zip-A-Dee-Do-Do-Dah" day, but look out for hungry fish that will knock you off course. And don't forget about the faaaaaaaalls!

... PLUS 3 BONUS ARENAS!

Test Track, Disney's Typhoon Lagoon, and the Disney Studios.

Note: The following tracks are not available in 3 or 4 Player games: Pirates of the Caribbean, Jungle Cruise, Splash Mountain, and the bonus arenas Test Track, Disney's Typhoon Lagoon and the Disney Studios.



CREDITS

CRYSTAL DYNAMICS

Director Glen A. Schofield
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Lead Programmer Adrian Longland
Lead Designer Christopher Tremmel
Programmer Jeff McArthur
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Amy Bond-Epis
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Mike Provenza
Chris Thompson

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Christopher Stone

Senior Designer Gerald "Gmoney" Vera
Audio/Visual Lead Greg Shaw
Audio Programming Fred Mack
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Bredow
Jim Stiefelmaier

Additional Art Spencer Hale
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Christopher Stone

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Additional Music John Baker
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Jacob Rohrer
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FMA Sequence
"The Cleaner"
Special Thanks James Houska
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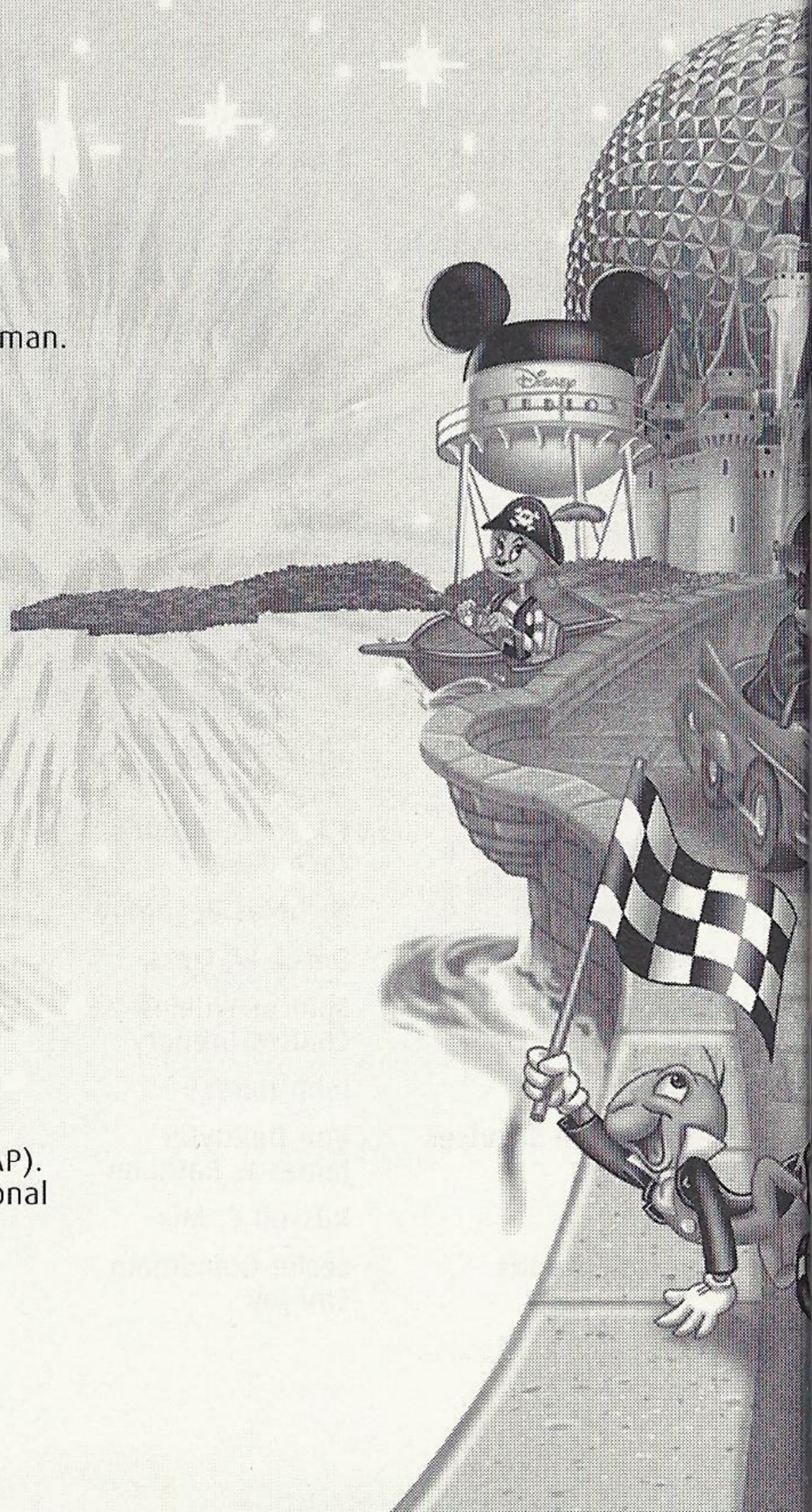
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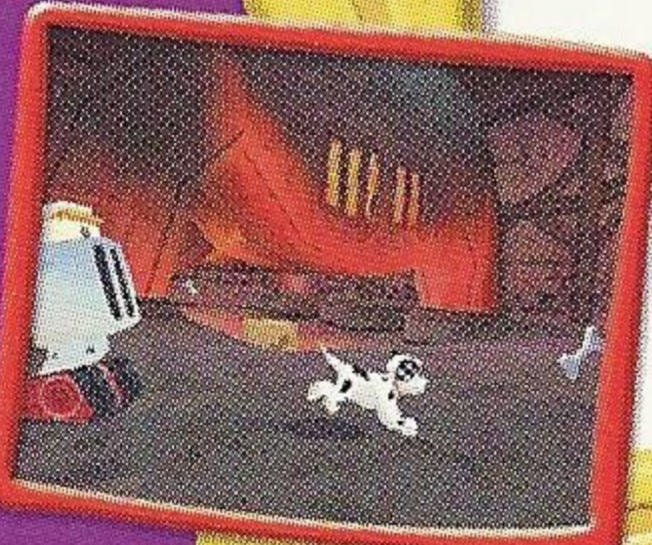
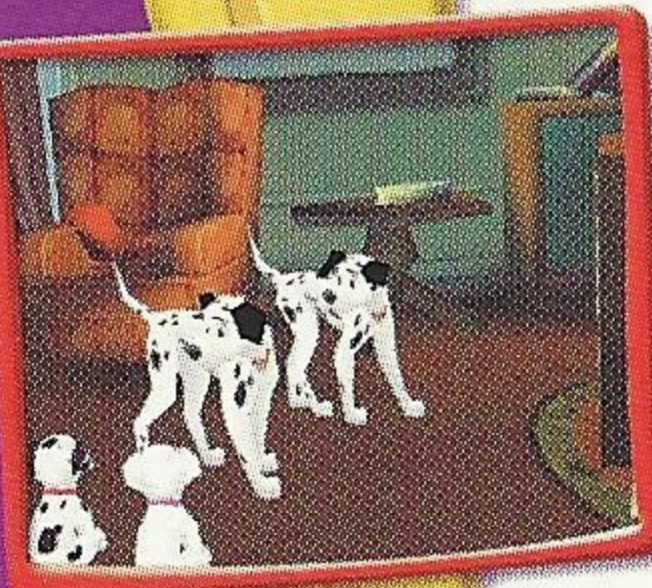
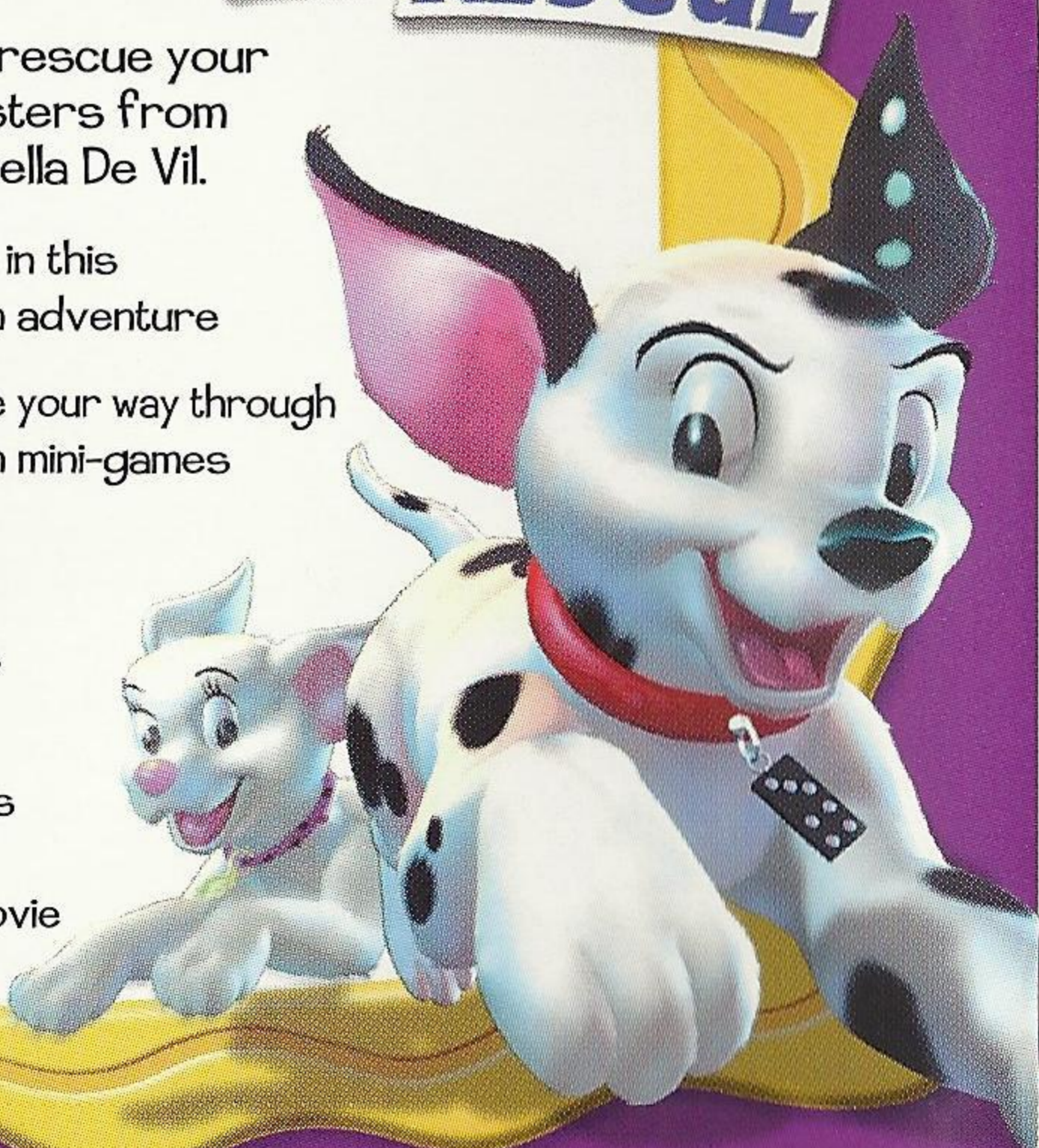
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