



ERWIN KLOIBHOFER

NATIONALITY: AUSTRIA
PROFESSION: PROGRAMMER
AGE: 25 YEARS
PROGRAMMING GAME-SYSTEM
AND ENEMY LOGIC, ALSO
DEVELOPING AND CREATING
THE EDITOR.





HENK NIEBORG

NATIONALITY: HOLLAND
PROFESSION: GFX-ARTIST
AGE: 24 YEARS
IDEAS AND GAME-CONCEPT,
DRAWING ALL GRAPHICS IN
THE GAME, DESIGNING AND
EDITING ALL 62 LEVELS.





GREG DUDDLE

NATIONALITY: ENGLAND
PROFESSION: PRODUCER
AGE: 37 YEARS
FANTASTIC HARDWARE - AND
FINANCIAL SUPPORT, AND
KEEPING US INFORMED OF
WHAT'S GOING ON.





MATTHIAS STEINWACHS

NATIONALITY: GERMANY
PROFESSION: MUSICIAN
AGE: 33 YEARS

COMPOSING THE ENTIRE
GAME SOUNDTRACK.



THIS GAME WAS DEVELOPED
IN 9 MONTHS TIME. THERE
ARE 62 LEVELS WITH 94
DIFFERENT ENEMY-TACTICS
PLUS 5 END-OF-WORLD
MONSTERS AND 10 SPELLS.
13 MUSIC-TRACKS AND
APPROX. 50 DIFFERENT
SOUND-FX CAN BE FOUND
IN THE GAME AS WELL.



A character with blonde hair, wearing a red and white outfit, stands on a stone path in a lush, dark forest. The path is lined with green plants and yellow flowers. A large, white, cloud-like speech bubble is positioned above the character, containing the text "WE'LL BE BACK... THE END". The background is filled with dense foliage and a waterfall on the left side.

WE'LL BE BACK...

T H E E N D