

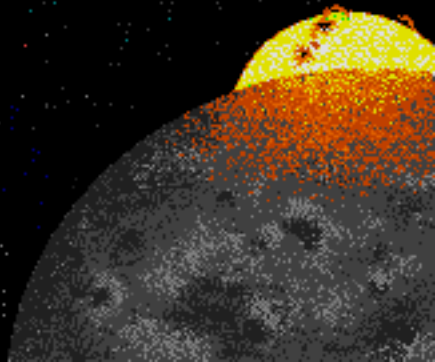


BUCK ROGERS
COUNTDOWN TO DOOMSDAY
CREATED BY THE



SPECIAL PROJECTS TEAM

GAME DEVELOPMENT
TONY VAN
BRET BERRY





BUCK ROGERS

COUNTDOWN TO DOOMSDAY
CREATED BY THE



SPECIAL PROJECTS TEAM

LEAD PROGRAMMER
MICHAEL McNALLY

ASSISTANT PROGRAMMER
PAUL MURRAY

TECHNICAL ASSISTANCE
STEVE HAYES

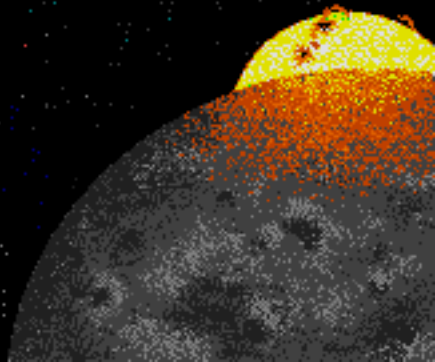


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ENCOUNTER DESIGN
RHONDA GILBERT
DAVE SHELLEY





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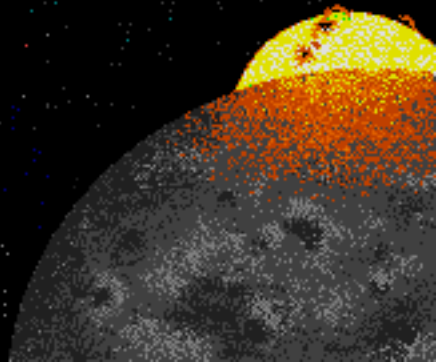


SPECIAL PROJECTS TEAM

ART MANAGEMENT
TOM WAHL

LEAD ARTIST
LAURA BOWEN

PORTRAIT ARTISTS
LAURA BOWEN
FRED BUTTS
MAURINE STARKEY





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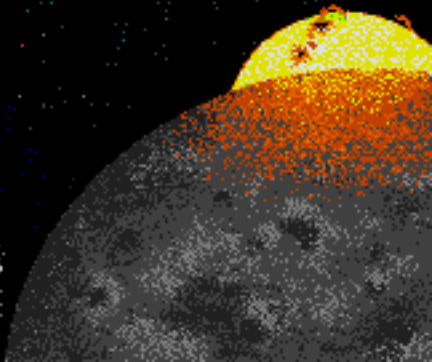


SPECIAL PROJECTS TEAM

LARGE GRAPHICS
MICHAEL PROVENZA
MAURINE STARKEY
MARK JOHNSON

WALLS AND FLOORS
FRANK SAXON

SPACE COMBAT SHIPS
CYRUS LUM
MICHAEL PROVENZA





BUCK ROGERS

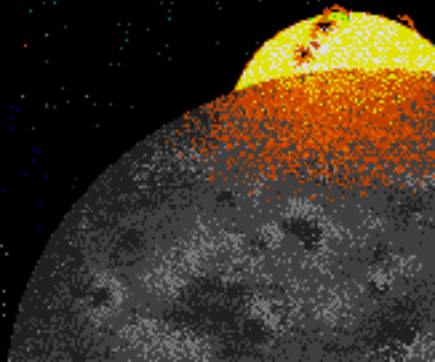
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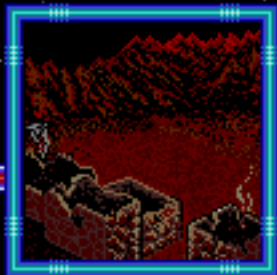


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COMBAT FIGURES
FRANK SAXON
SCOTT SAVA
MARK JOHNSON

MUSIC AND SOUNDS
JON MEDEK



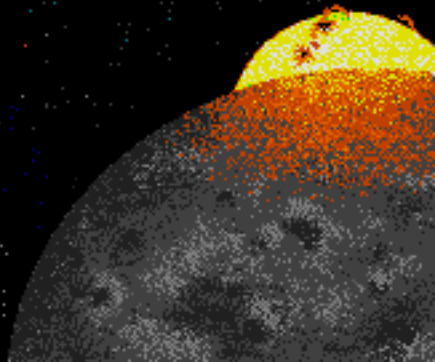


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PLAYTESTING
CHRIS WARSHAUER
ROB LUPO
PETER WINCH
JEFF WALTER
JEFF SHOTWELL





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ADDITIONAL PLAYTESTING

PHIL ALNE
MIKE BALAJADIA
GLEN CURETON
CYRUS HARRIS
BRIAN LOWE
EDUARDO TRILLO
ANDRE VRIGNAUD
DENNIS ZAHINA



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PROJECT MANAGER
VICTOR PENMAN

PRODUCER FOR EA
KEITH FRANCART

