MAGIC
The Gathering

BATTLEGROUNDS

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GETTING STARTED

The ReadMe File

The *Magic: The Gathering*™ — *Battlegrounds* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Magic: The Gathering — Battlegrounds* directory found on your hard drive (usually C:\Program Files\Atari\MagicTheGathering). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Magic: The Gathering — Battlegrounds*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 800 MHz (Pentium® 4 1.3 GHz recommended)
Memory:	128 MB RAM (256 MB RAM recommended)
Hard Disk Space:	1.4 GB Free
CD-ROM Drive:	8X Speed
Video:	32 MB video card with Hardware T & L support* (64 MB video card with Hardware T & L support* recommended)
Sound:	Windows® 98/Me/2000/XP-compatible sound card* (Sound Blaster® Audigy™ series sound card recommended)
DirectX®:	DirectX® version 9.0b (included) or higher
Internet Connection:	Broadband Internet connection required for online play

Indicates device should be compatible with DirectX® version 9.0b or higher.

Setup and Installation

1. Start Windows® 98/Me/2000/XP.

2. Insert the *Magic: The Gathering — Battlegrounds* Install Disc into your CD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *Magic: The Gathering — Battlegrounds* CD-ROM game.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/MagicTheGathering/MagicTheGathering to start the game.

Note: You must have the *Magic: The Gathering — Battlegrounds* Play Disc in your CD-ROM drive to play.

Installation of DirectX®

The *Magic: The Gathering — Battlegrounds* CD-ROM requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click "Yes" to accept the Direct X® 9.0b License Agreement. This will then launch the Direct X® 9.0b Install.

SAVING & LOADING

At startup, the game will automatically scan your hard disk for saved duelist information. If one or more duelists are present, the game will prompt you to load a duelist or create a new one. All duelist data, including acquired spells, is saved onto the hard disk.

CONTROLS

PLAYER 1 KEY	PLAYER 2 KEY	ACTION
W	Arrow up	Up
A	Arrow left	Left
S	Arrow down	Down
D	Arrow right	Right
J	NumPad 1	Sorceries
K	NumPad 2	Creatures
L	NumPad 3	Enchantments
U	NumPad 4	Page left
O	NumPad 6	Page right
I	NumPad 5	Reset
I	NumPad 5	Increase mana (tap repeatedly)
Spacebar	NumPad 0	Attack
/ (Slash)	NumPad +	Shield
Q	NumPad . (period)	Taunt

WELCOME TO *MAGIC: THE GATHERING™ — BATTLEGROUNDS*

Take control of powerful duelists and engage in epic duels for magical supremacy online. Whether cracking the earth with powerful spells or summoning ferocious minions, you will have to use both brains and brawn to defeat your enemies. Overwhelming challenges surround you — the time has come to focus your energies and unleash the power within!

A Note to Players of the Magic: The Gathering® Card Game

If you have played the Magic: The Gathering® card game, then you already understand the fundamentals of mana, life points, creatures, enchantments, sorceries, and other important game rules. Although *Magic: The Gathering — Battlegrounds* uses many of the same game mechanics, it played in real-time, which fundamentally alters certain aspects of the game. The following concepts do not translate to Battlegrounds:

- You do not draw and discard cards — all of your spells are available at all times.
- There is no graveyard.
- Spell stacking is not applicable.
- There is no four-card limit for spells — you can cast a spell as many times as you are able.
- You are limited to two colors per deck.
- You are limited to 10 spells per deck.
- Mana costs are different than the cards.
- Sorceries and instants are combined under sorceries.
- There are no creature enchantments.
- There are no artifacts.
- You can only have two enchantments in play at once.
- You can only have five creatures in play at once.
- You have a shield.
- You have a duelist attack.
- Creatures fight until they are dead.
- Damage is permanent.
- Some creatures block.
- The video game takes place in an arena.
- Spells are cast by picking up mana crystals not by playing Lands.
- Mana regeneration occurs over time.
- Most creatures attack, but some block. Others run to the back and perform an ability.
- Unsummon forces creatures to respawn, not to re-summon.
- Flying creatures do not interact with ground creatures. They attack only other flying creatures or directly to the enemy duelist.

Since the game takes place in a 3D environment, strategies that are not possible in the card game quickly emerge and become key elements in determining victory. These include:

- Creature placement
- Speed and timing of spells
- Timely mana collection
- Size and height of creatures
- Speed of creature
- Wizard movement

MAIN MENU

From the Main Menu, you can choose from the following options:

Quest
Quest is a six-chapter adventure that will teach you basic and advanced dueling techniques and tactics. Complete the entire adventure to unlock duelists that are hidden in the game. See "Quest" on page 8 for more information.

VS Duel
Put your customized duelists and spellbooks to the test against human opponents. Choose the duelists and spellbook, determine the length of time for each round and the number of rounds, and duel! See "VS Duel" on page 9 for more information.

Arcade Duel
In the mood for a quick series of duels? Arcade Duel lets you duel against computer-controlled opponents using predetermined characters. See "Arcade Duel" on page 9 for more information.

Duel Online
Got your spells sorted and your strategies dialed? Then you're ready to take it to the next level — online play against human opponents from around the world. See "Duel Online" on page 9 for more information.

Demo
If you leave the game idle for a period of time, it will switch to Demo, where you can watch two random computer-controlled opponents duel for a single round.

Note: Press any key during a Demo duel to return to the Start Screen.

Options
Adjust game and duel settings. See Options below for more information.

OPTIONS MENU

Controls Configuration – Customize commands for keyboard, mouse and gamepad controls. Click on the Switch Player button to customize controls for a particular player. When you are satisfied with your configuration, click on the Save button to save your setup and the Back button to return to the Options Menu. Note: Gamepads are the recommended controller. Although it is not recommended, it is possible for two players to share one keyboard.

Audio Options

Set volume for music, sound effects and voice.

Game Options

Set time limit of the match, the number of rounds (1, 3 or 5), Quest difficulty and spell-book display.

Edit Spellbook

The Spellbook Editor allows you to create new spellbooks or modify existing spellbooks. The Spellbook Editor will lead you step-by-step through the creation of a new book. The following rules apply to spellbook creation:

- Spellbooks must be either one or two colors.
- You cannot have more than ten spells in your spellbook.
- You cannot have more than nine sorceries in your spellbook.
- You cannot have more than four enchantments in your spellbook.
- You cannot have more than seven creature spells in your spellbook.

GENERAL RULES

Mana

Mana is magical energy, the firepower that allows you to cast spells. Every spell requires a certain amount of mana to cast — more powerful spells require more mana.

As the duel progresses, mana appears on the ground as crystals. Simply run over a mana crystal to add it to your Mana Bar. Picking up a mana crystal increases the total amount of mana available to you, but does not regenerate all of the mana in your Mana Bar. Each time you pick up a mana crystal, a mana timer begins that determines when the next crystal becomes available. The faster you gather mana crystals, the faster the next one appears.

Mana Regeneration

Mana slowly regenerates after you cast a spell. However, there are other ways to regenerate mana. For example, you can repeatedly tap the **I** key for a slight boost in regeneration. Also, as creatures die, they drop mana shards equal to their casting cost. You can run over these shards to regenerate mana, but doing so will not increase your current Mana Bar. In addition, the more mana available in your Mana Bar, the faster it regenerates.

Some Green spells and creatures have mana-generating abilities. See "Spell Reference" on page 10 for more information.

Spell Types

There are three types of spells: creature, sorcery and enchantment.

- Creature spells summon physical beings to fight on your side against an opposing duelist. Each creature has two statistics: power, which indicates the amount of damage that creature deals when it attacks, and toughness, which indicates how much damage a creature can sustain before it dies. Some creatures also have special abilities. See "Spell Reference" on page 10 for more information.

- Sorcery spells are powerful incantations that produce a wide variety of results. Depending on a sorcery's color, its results can range from powerful direct damage to creature enhancement, from regeneration to life-draining, and more. See "Spell Reference" on page 10 for more information.
  - Enchantments are like permanent sorcery spells that produce global effects, such as speeding up one duelist's creatures. Once cast, an enchantment functions continually until it is removed by a spell. Each duelist can have only two enchantments in play at a time. **Note**: Not all of the colors of magic have enchantments.

Casting Spells

Each spell requires you to spend a certain amount of mana, specified by the Mana Bars. You can cast any spell in your spellbook at any time if you have the required mana. Each spell category is associated with a key: **J** for for sorceries; **K** for creatures; and **L** for enchantments. Pressing one of these keys opens your spellbook and displays the spells in that category.

Each page of your spellbook contains three spells, which you cast by pressing the **J, K** or **L** keys. You can press **U** or **O** to turn to a new page in your spellbook. Press **I** to return to the Spell Casting category selection.

Casting Time

The time it takes to cast a spell is directly related to the amount of mana it takes to cast that spell. The more mana a spell requires, the longer it takes to cast that spell.

Creature Combat

When you cast a creature spell, it comes to life at a speed relative to its casting cost. While a creature is being summoned it cannot attack or defend.

Most creatures will rush toward the opposing duelist and attempt to deal damage. (Some creatures have other special purposes and do not attack.) If a creature reaches an enemy duelist unopposed, it will do damage equal to its power directly to the duelist's health points. If the creature crosses paths with another creature, it will deal its damage to that creature. It will also take damage equal to the opposing creature's power.

If either creature sustains damage equal to its toughness, it is destroyed. Once a creature deals its damage, it fades away and rematerializes at its casting point.

Note: Some creatures have special abilities — such as *flying*, *regeneration* and *trample* — that alter the basic rules of combat. See the "Glossary" on page 16 for more information about special abilities.

Using Your Shield

The best way to defend yourself from enemy attacks is to cast a creature that can block, and hopefully kill enemy creatures before they reach you. As a last line of defense, however, you can raise a shield by pressing the **/ (slash)** key as you are being attacked. Holding the **/ (slash)** key will defend any oncoming attacks as long as it is up, but slowly drain your Mana Bar. **Note:** Blocking with the shield prevents only half of the damage inflicted (rounded down) by the attackers.

Using Your Melee Weapon

You can use your melee weapon to directly damage the nearest creature or duelist. Press the **Spacebar** to do a single point of damage to the nearest enemy creature. If used correctly, this attack can stop the annoying bites of weaker creatures or help defeat larger foes.

Life and Mana

The life and mana levels of each duelist are displayed above his or her side of the arena during a duel. The Mana Bar shows the amount of mana a duelist has accumulated. The Life meter displays a duelist's overall condition.

Each duelist starts with 20 life, which decrease as he or she receives damage. When a duelist's Life meter is depleted, he or she is defeated.

Crossing the Line

If you cross over the center line onto your opponent's half of the arena, your duelist will begin taking damage every two seconds. You cannot cast spells, regenerate mana or raise your shield while you are on your opponent's side of the arena, but you can steal your opponent's mana crystals and shards, and possibly perform carefully timed melee attacks.

QUEST

Before you can begin a Quest game, you must first select and name your duelist.

Quest consists of six chapters broken into a variety of quests. When you successfully complete a quest, you will acquire a new spell that you can add to your duelist's spellbooks. This spell will immediately appear in your duelist's spell collection. Completing a chapter unlocks other special items.

Tutorial

The first chapters of Quest contain an interactive tutorial that explains the basics of how to play *Magic: The Gathering — Battlegrounds*. The tutorial runs automatically the first time you play, and covers the following subjects:

- Collecting mana crystals/shards
- Casting spells
- Creatures
- Sorceries
- Enchantments
- Flying creatures vs. ground creatures
- Creature power/toughness
- Understanding creature attributes (first strike, trample, haste, etc.)
- Duelist attack
- Shielding

VS DUEL

In this mode you can try out new spellbooks and strategies against your friends. Just select duelists and spellbooks, choose an arena, set the duel length and number of rounds, and go!

ARCADE DUEL

In Arcade Duel, you can quickly delve into a dueling tournament using pre-built characters. Arcade Duel consists of an opponent ladder that shows the next opponent that you will be fighting.

Note: You initially have a choice of five duelists, one for each color and each with a limited spellbook. You can also create your own spellbook. After battling through a series of six opponents, you unlock the next duelist in the color that you just played.

DUEL ONLINE

Ready for some real competition? Duel Online mode lets you compete against other players via the Internet, using your choice of duelists and spells. You can also download exclusive spells and accessories, as well as participate in online tournaments.

First you need to create an account from the login screen. Once you have an account you can log into the match making server where you can chat with and challenge other players.

For up-to-date information about online dueling, consult the ReadMe file (see "The ReadMe File" on page 2).

SPELL REFERENCE

Spell Colors

Black
Black spells are best at creature destruction — even regenerating creatures don't stand a chance against black's abilities. A duelist commonly uses black spells to drain life from opponents and the creatures they summon — this provides the duelist the necessary strength to cast his or her pain-inflicting creatures.

Blue
Blue spells focus on confusing the enemy by draining mana, canceling spells and even making copies of other creatures! The blue duelist must always be vigilant toward others — paying close attention to his opponent's incantations and Mana Bar — in order to defend himself against powerful spells.

Green
Green spells do two things extremely well: generate mana and summon creatures with high power and toughness for a relatively low mana cost. The trample ability is strictly a green mechanic that boosts a creature's aggressiveness, and regeneration helps keep creatures alive at minimal cost. While green duelists can't cast flying creatures, their ground creatures are so good that it usually doesn't matter.

Red
Red spells rely on direct damage to rapidly reduce an enemy's resources and health. Creatures with haste move considerably faster than most, getting to an enemy sooner. Once an enemy is low on health, red direct damage spells can finish the job.

White
White spells are defensive in nature and many can help you gain health and increase the chances of winning a duel. However, creatures with first strike can be quite fearsome, since they deal all of their combat damage before other creatures. White is also excellent at destroying enchantments.

Black Spells

SPELL	TYPE	ATTRIBUTES	DESCRIPTION
Carnophage	2/2 Creature		Carnophage drains 1 life from its controller each time it respawns.
Dark Banishing	Sorcery		Dark Banishing destroys the closest non-black enemy creature.
Death's-Head Buzzard	2/1 Creature	flying	When Death's-Head Buzzard is destroyed, each creature temporarily receives -1/-1 until it respawns.
Harbinger of Night	2/3 Creature	ability	Harbinger of Night causes all creatures, including itself, to receive -1/-1 permanently every 5 seconds.
Havoc Demon	5/5 Creature	flying	When Havoc Demon is destroyed, each creature temporarily receives -5/-5 until it respawns.
Hellfire	Sorcery		Hellfire destroys all non-black creatures and drains 3 life, plus 1 life for each creature destroyed, from the caster.
Infest	Sorcery		Infest makes each creature temporarily receive -2/-2 until it respawns.
Juzám Djinn	5/5 Creature		Juzám Djinn drains 1 life from its controller each time it respawns.
Krovikan Vampire	3/3 Creature	blocking change	If Krovikan Vampire destroys a creature, that creature comes into play under Krovikan Vampire's controller's control and attacks the enemy duelist. If Krovikan Vampire's controller loses control of Krovikan Vampire, all such controlled creatures are destroyed.
Liability	Enchantment		Liability drains 1 life from a duelist each time one of that duelist's creatures is destroyed.
No Mercy	Enchantment		No Mercy destroys any creature that deals full damage to No Mercy's controller. If No Mercy's controller successfully shields the damage, the creature is unaffected.
Sengir Vampire	4/4 Creature	flying	Sengir Vampire gains +1/+1 permanently each time it destroys an enemy creature.
Soul Feast	Sorcery		Soul Feast drains 4 life from the enemy duelist and gives it to the caster.
Vicious Hunger	Sorcery		Vicious Hunger drains 2 life from the closest enemy creature and gives it to the caster.

Blue Spells

SPELL	TYPE	ATTRIBUTES	DESCRIPTION
Air Elemental	4/4 Creature	flying	
Clone	Sorcery		Clone summons a new instance of the closest creature.
Counterspell	Sorcery		Counterspell cancels any spell the enemy duelist is currently casting.
Cowardice	Enchantment		Cowardice makes any creature targeted by a spell respawn instead of that spell resolving.
Deluge	Sorcery		Deluge freezes all ground creatures for 5 seconds.
Fighting Drake	2/4 Creature	flying	
Horned Turtle	1/4 Creature	blocking	
Mage's Guile	Sorcery		Mage's Guile makes the caster's closest creature unable to be targeted by spells until it respawns. Mage's Guile does not work against spells that affect more than one creature.
Mahamoti Djinn	5/6 Creature	flying	
Mana Short	Sorcery		Mana Short drains all the enemy duelist's mana.
Pendrell Mists	Enchantment		Pendrell Mists makes each creature drain 1 mana from its controller every time it respawns. If the mana doesn't exist, the creature is destroyed.
Spelljack	Sorcery		Spelljack steals any spell the enemy duelist is currently casting.
Unsummon	Sorcery		Unsummon forces the closest enemy creature to respawn.
Wind Drake	2/2 Creature	flying	

Green Spells

SPELL	TYPE	ATTRIBUTES	DESCRIPTION
Ancient Silverback	6/5 Creature	regeneration	
Avatar of Might	8/8 Creature	trample	Avatar of Might costs 🍀🍀 if the enemy duelist controls 4 or more creatures than the caster.
Defiant Elf	1/1 Creature	trample	
Elvish Warrior	2/3 Creature		
Giant Growth	Sorcery		Giant Growth gives the caster's closest creature a +3/+3 bonus until it respawns.
Giant Spider	2/4 Creature	blocking	Giant Spider blocks flying creatures as well as ground creatures.
Gorilla Chieftain	3/3 Creature	regeneration	
Llanowar Elves	1/1 Creature	ability	Llanowar Elves generates 1 mana shard every 5 seconds.
Overrun	Sorcery	blocking change	Overrun gives each of the caster's creatures a +3/+3 bonus and trample until it respawns.
Priest of Titania	1/1 Creature	ability	Priest of Titania generates 1 mana shard for each Elf in play every 5 seconds.
Run Wild	Sorcery	blocking change	Run Wild gives the caster's closest creature trample and regeneration until it respawns.
Rushwood Elemental	4/4 Creature	trample	Rushwood Elemental gains +1/+1 permanently whenever it respawns.
Tranquility	Sorcery		Tranquility destroys all enchantments.
Untamed Wilds	Sorcery		Untamed Wilds causes 1 mana crystal to appear immediately. It does not affect the generation of other mana crystals.

Red Spells

SPELL	TYPE	ATTRIBUTES	DESCRIPTION
Engulfing Flames	Sorcery		Engulfing Flames deals 1 damage to the closest enemy creature or duelist. If a creature takes damage from this spell and is destroyed before it respawns, it cannot regenerate.
Fervor	Enchantment		Fervor gives all of the controller's creatures haste.
Goblin Hero	2/2 Creature		
Goblin King	2/2 Creature		Goblin King gives each Goblin a +1/+1 bonus as long as it lives. This bonus does not apply to Goblin King.
Goblin Sky Raider	1/2 Creature	flying	
Gratuitous Violence	Enchantment		Gratuitous Violence doubles the damage dealt by the controller's creatures.
Inferno	Sorcery		Inferno deals 6 damage to all creatures and duelists.
Magma Giant	5/5 Creature		Magma Giant deals 2 damage to all creatures and duelists when it comes into play.
Raging Goblin	1/1 Creature	haste	
Reckless Charge	Sorcery	blocking change	Reckless Charge gives the caster's closest creature a +3/+0 bonus plus haste until it respawns.
Retromancer	3/3 Creature		Retromancer deals 3 damage to any duelist who targets it with a sorcery.
Scorching Missile	Sorcery		Scorching Missile deals 4 damage directly to the enemy duelist.
Threaten	Sorcery	blocking change	Threaten gives the caster control over the closest enemy creature, gives that creature haste, and makes it attack the enemy duelist until it respawns.
Volcanic Dragon	4/4 Creature	flying; haste	

White Spells

SPELL	TYPE	ATTRIBUTES	DESCRIPTION
Angel of Retribution	5/5 Creature	flying; first strike	
Blessed Orator	1/4 Creature	blocking	Blessed Orator gives its controller's other creatures a +0/+1 bonus as long as Blessed Orator lives.
Demystify	Sorcery		Demystify destroys the enemy duelist's last cast enchantment.
Divine Presence	Enchantment		Divine Presence reduces all damage of 4 or more to 3.
Guided Strike	Sorcery		Guided Strike gives the caster's closest creature a +1/+0 bonus and first strike until it respawns.
Spiritualize	Sorcery		Spiritualize gives the caster's closest creature the ability to give its controller life equal to the damage it deals until it respawns.
Suntail Hawk	1/1 Creature	flying	
Test of Endurance	Enchantment		Test of Endurance enables either duelist to win by achieving 50 or more life.
Thunder Spirit	2/2 Creature	flying; first strike	
Venerable Monk	2/2 Creature		Venerable Monk gives its controller 2 life when it comes into play.
Warrior Angel	3/4 Creature	flying	Warrior Angel gives its controller life equal to the damage it deals.
Warrior's Honor	Sorcery		Warrior's Honor gives each of the caster's creatures a +1/+1 bonus until it respawns.
Wrath of God	Sorcery		Wrath of God destroys all creatures.
Youthful Knight	2/1 Creature	first strike	

GLOSSARY

Ability – This creature performs a special ability instead of attacking. It moves to the back of the arena, out of the way of combat. It may attack after being affected by certain spells.

Blocking Change – If a blocking or ability creature is affected by this spell, that creature will attack.

Blocking Creature – This creature stays where summoned and attacks any enemy creature or duelist that comes near. It may attack after being affected by certain spells or creatures.

Creature Battles – Creatures fight until one is destroyed. The surviving creature respawns at its casting point.

Creature – Creatures have a power and toughness that can be used for offense or defense.

Enchantments – Enchantments are like permanent sorceries that continuously function until the end of the match or until they are removed with a spell.

First Strike* – This creature deals its combat damage before other creatures do. If a creature with first strike deals lethal damage, it takes no damage from the other creature.

Flying – This creature cannot interact with ground creatures.

Haste* – This creature moves significantly faster than other creatures. Hasted creatures cannot be additionally hasted.

Health – Each duelist begins a duel with 20 health. The first duelist to lose all of his or her health loses the duel. If time runs out, the duelist with the lowest health loses. If both have the same amount of health, it is a draw.

Health Bar – Each duelist begins a duel with 20 health — when a duelist's health drops to zero, that duelist loses. If health rises above 20, the Health Bar will change color.

Mana – The energy that duelists use to cast spells.

Mana Bar – Displays the amount of mana crystals that have been picked up. The mana bar replenishes itself over time. The more mana you have, the quicker your mana regenerates.

Mana Crystal – Picking up one mana crystal increases your overall max mana by one.

Max Mana – The number of mana crystals that a duelist has picked up.

Mana Shard – Mana shards are generated by some creatures with special abilities. They also appear in the arena after a creature dies. Four shards equal one mana point. Mana shards replenish but do not increase your mana pool.

Power/Toughness – Power is the amount of damage a creature deals per attack. Toughness is the amount of damage a creature can take before it is destroyed.

Regeneration* – When this creature takes lethal damage, it respawns with full power and toughness for a cost of ♠ ♠ . If that mana is not immediately available, the creature is destroyed.

Sorcery – Sorceries have an instant effect, such as countering a spell, dealing direct damage, or creating a mana crystal.

Spell Casting – To cast a spell, press the appropriate key. The more the spell costs, the longer it takes to cast.

Trample* – This creature does not respawn until it successfully attacks the enemy duelist.

*An icon will appear beneath any creature that has this ability.

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Sr. Manager Strategic Relations

Shaila Patel
Strategic Relations Specialist

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Director, New Business Development

Mark T. Morrison
Content Manager

Brandon Smith
Senior PR Manager

Jon Nelson
Director, Online

Kyle "Pezman" Peschel
Senior Producer, Online

Gerald "Monkey" Burns
Senior Programmer, Online

Richard Leighton
Senior Web Designer, Online

Sara Borthwick
Online Marketing Manager

Special Thanks

Christian Lee Alexander Taylor
Lisa Leong
Erick Fernandez
Christophe Gomez
Francois Lourdin
Jean-Philippe Agati
Alex Cabal
Mr. Soop...
Who is Mr. Soop?
Brady Dommermuth
Patti Roakes

Music

In Geer Music
Stephen Geering

Sound Effects

Soundstorm Inc.
Brian Min
Wade Wilson

Cinematics

Mondo Media
Directed by Stephane Cros
Screenplay Written by Phillip Simon
Executive Producer: Phillip Simon
Producer: Lourdes Alba
Supervising Sound Editor: Jim Lively
Lighting Production Supervisor: Sean Murphy
Animation: Ross Armstrong, Andrew Moffett, Animator Studio
Visual Effects: Brian Levy

Voice Cast

Evelyn Huynh
Andrew Chaikin
Christiane Crawford
Timothy Enos
Daron Jennings
Monica Murray
Abie Hadjitarkhani
Melissa Hutchinson
Mark Atherlay

Cast, Directed and Recorded by WEBTONE

Greg "G-Dub" Weber
Steve "Big Data" Duell
Christian Pizzirani v2.0
THE Kevin Miller
Always Kim Weber
The Princess: Jaime Weber
And introducing Scout as "The dog"

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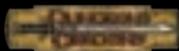
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