



NTSC U/C

PlayStation®



SLUS-00693



# DEAD IN THE WATER



## **WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PlayStation® DISC:**

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

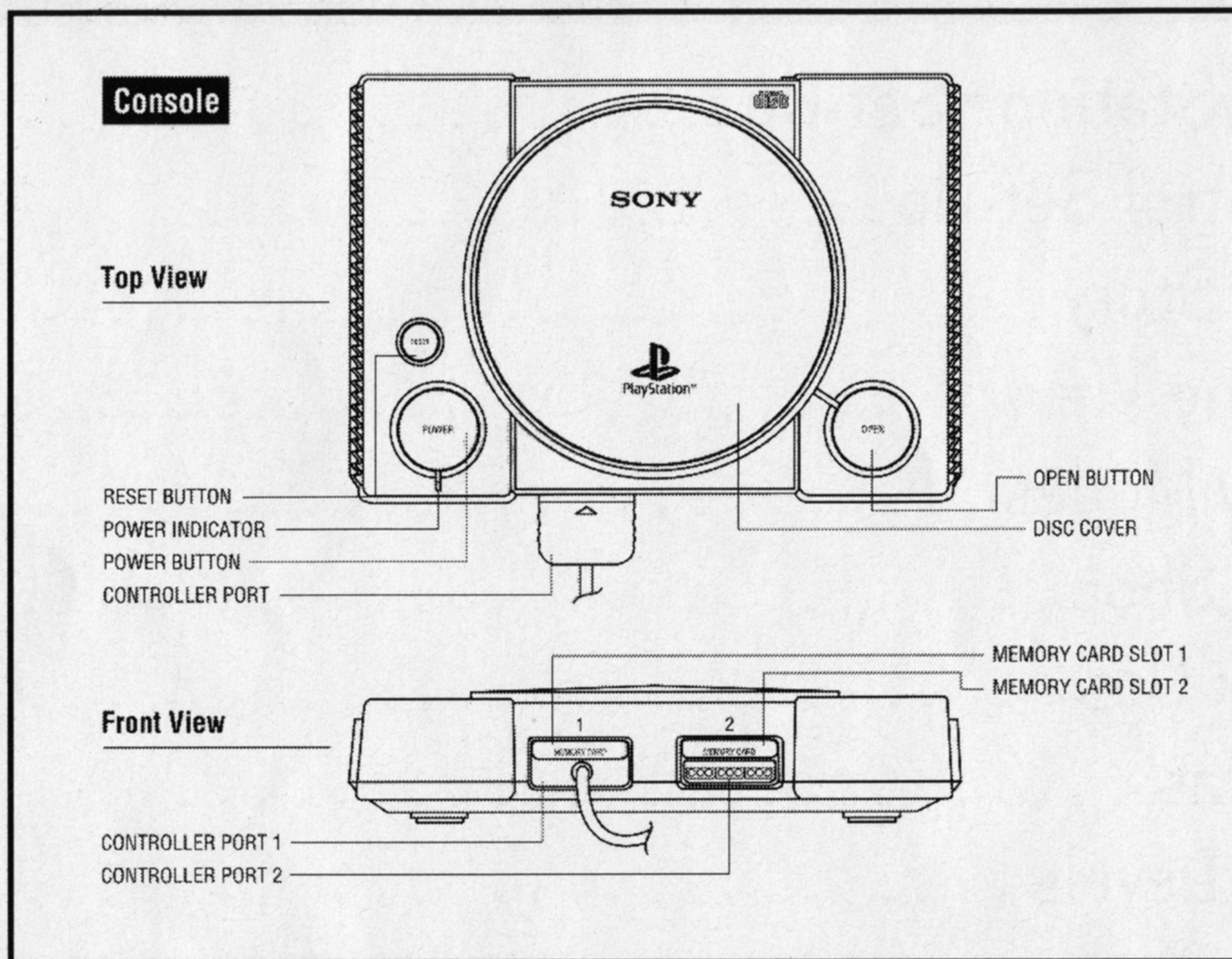


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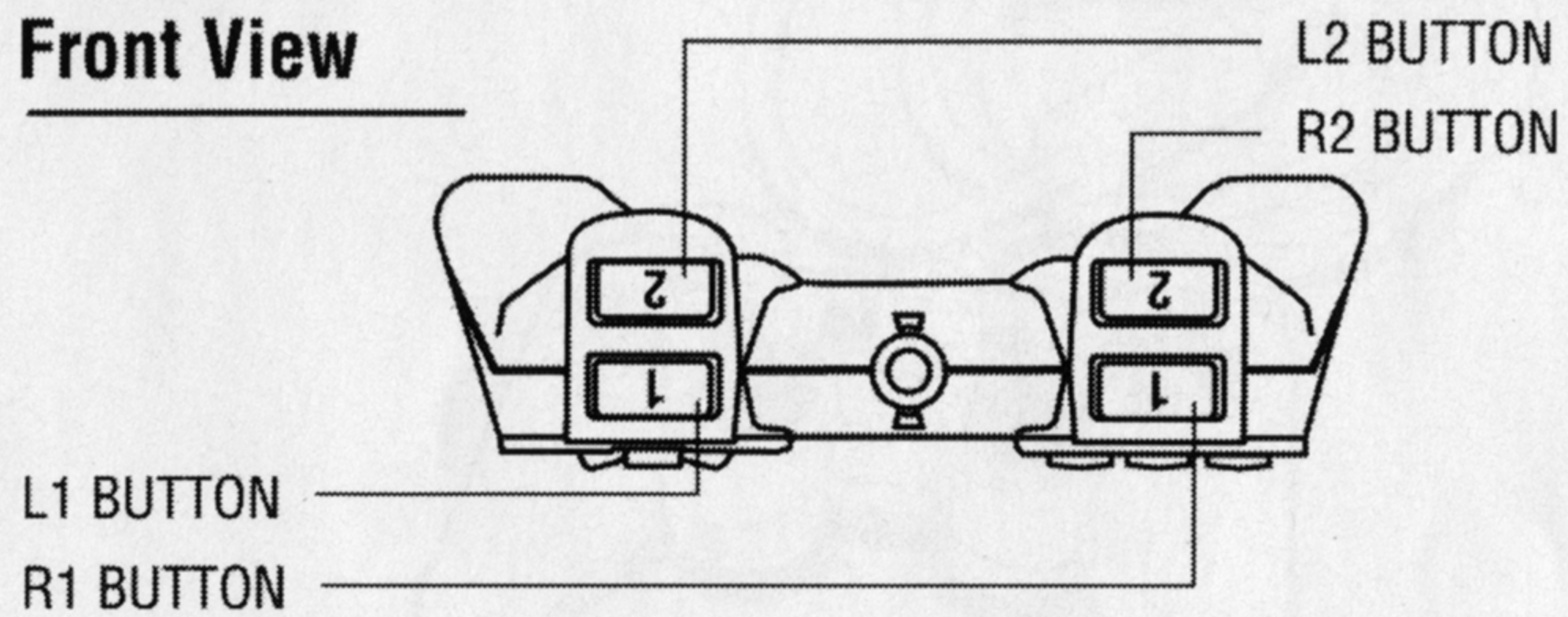
# PLAYSTATION® SET-UP



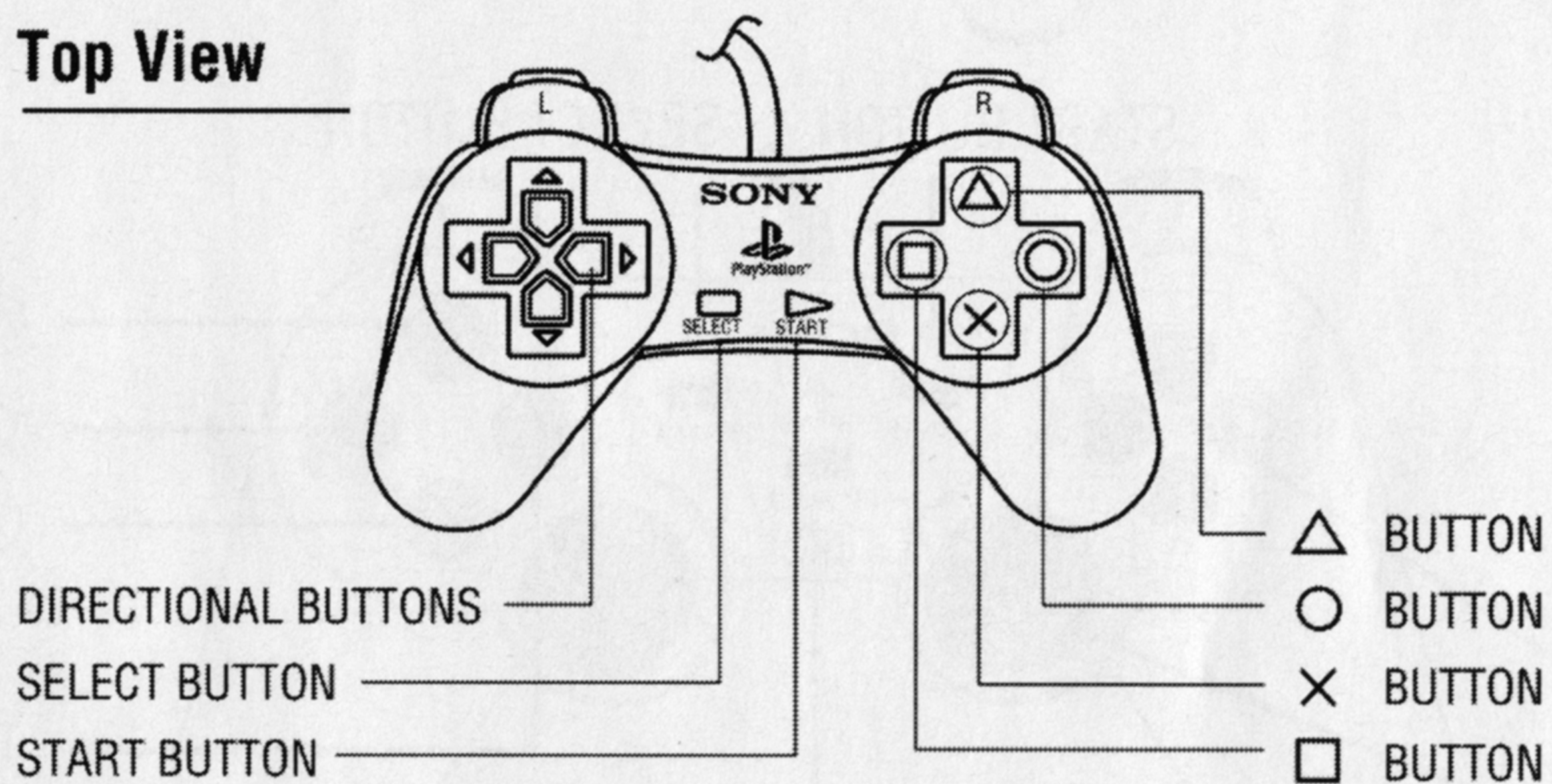
Set-up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Dead In The Water** disc and close the disc cover. Insert game controllers and turn ON the PlayStation® game console.

# Controller

## Front View

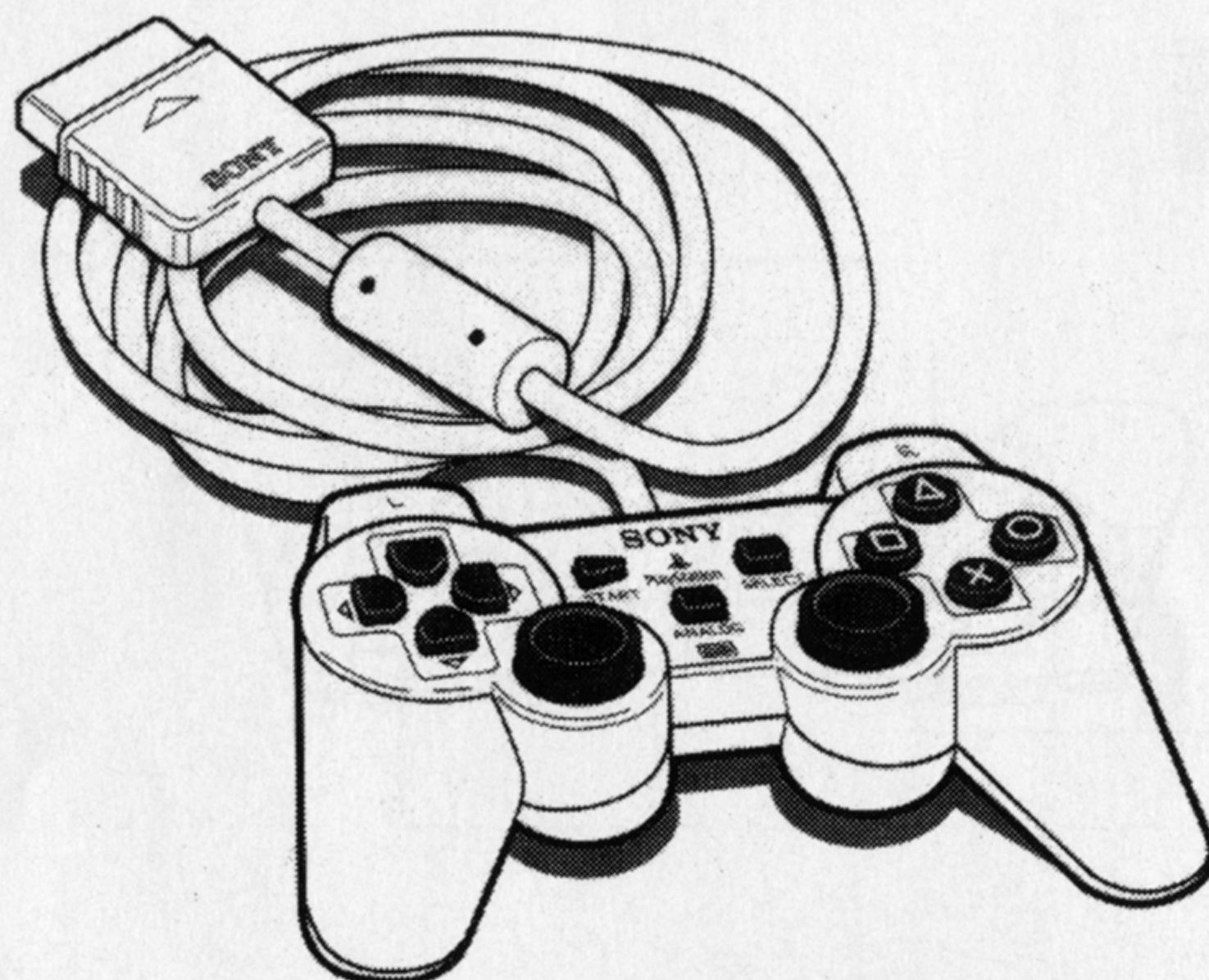


## Top View



# ANALOG CONTROLLER DIAGRAM

## Perspective





## Top View



Note: Dead In The Water also supports the Dual Shock™ Analog Controller. To use the Analog function, press the "Analog" button once, it is located just below the center of the controller.

# C O N T R O L S E T - U P

There are four different control set-ups for **Dead In The Water: RAGE, INSANE, RACER** and **DEVIANT**, which use different controller layout buttons for the game. For example, in the RAGE configuration to use a picked up item you press the  button, but with the INSANE configuration, the  button fires the pick up button.

The following is a list of control button symbols associated with the four different control set-ups.

*RAGE	INSANE	RACER	DEVIANT
 Fire Guns	Fire Special	Fire Weapon	Fire Special
 Tight Turn	Fire Weapon	Fire Special	Tight Turn
 Fire Weapon	Tight Turn	Fire Guns	Rear View
 Fire Special	Fire Guns	Forward	Turbo
L1 Turbo	Turbo	Turbo	Previous Weapon
L2 Rear View	Rear View	Tight Turn	Next Weapon
R1 Previous Weapon	Previous Weapon	Previous Weapon	Fire Guns
R2 Next Weapon	Next Weapon	Next Weapon	Fire Weapon

\*NOTE: The control set-up, will always default to the RAGE configuration.

Going to the **Options Menu** and selecting **CONTROLLER CONFIGURATION** will allow you to pick the configuration that suits you best and set the **DUAL SHOCK** rumble ON or OFF.

**DIRECTIONAL BUTTONS:** The Directional Buttons control the movement of your craft. Push UP to accelerate, DOWN to decelerate and backup. Pushing RIGHT turns right and LEFT turns left.

**SELECT BUTTON:** The SELECT Button changes your camera viewpoint. Pushing SELECT causes the view to change between one of the four views, including third person, first person, boat cam, and elevated third person view.

**HITTING START DURING GAMEPLAY:** Pressing the **START** button pauses the game and brings up the in-game Options Menu. The options consist of the following:

**CONTINUE:** Resumes the game you were playing.

**RESTART:** Starts the race or battle from the beginning.

**QUIT:** Returns you to the Main Menu.

**FX VOL:** Adjusts the sound fx volume.

**MUSIC VOL:** Adjusts the music volume.

**CAMERA:** Adjusts the looseness of the camera (the three options are loose, medium and tight). This controls how tight the camera follows your boat when you turn a corner (i.e., Loose camera will follow your boat in a delayed fashion, and Tight camera follows your every move instantly).

**R1 and R2 BUTTONS:** These buttons toggle forward and backward through the weapons you have picked up. The icon for a highlighted weapon has a glow around it and is in the lower right portion of the screen.

**R1 + R2 BUTTONS:** Pressing the R1 and R2 buttons together fires a reality bomb\*.

**L1 BUTTON:** The L1 button activates your turbo, if you have any available.

**L2 BUTTON:** Pressing the L2 button activates the rear view camera. You must hold down the L2 button in order to keep the camera active. As soon as L2 is released you will be facing forward again.



# T H E S T O R Y

Your invitation arrived without a return address. On the front of the card was the symbol of a skull and a message inside which read, "The rules are simple: destroy everything." The location of the first battle was then scrawled across the bottom. For years, rumors have circulated regarding a tournament that takes place once a year run by a mysterious organization whose headquarters lies in the center of the **Bermuda Triangle**. The reward for competing is cold, hard cash to upgrade your boat. However, the ultimate price, **if you survive**, is the revelation of an age-old secret. Now it's your turn to compete against 13 of the most ruthless and outrageous boat drivers in the world. Without hesitation you grab your keys, quickly prepare your boat, load the guns, and start your engines. From this moment on you have only 2 choices: win and capture the prize or go down in flames and end up...

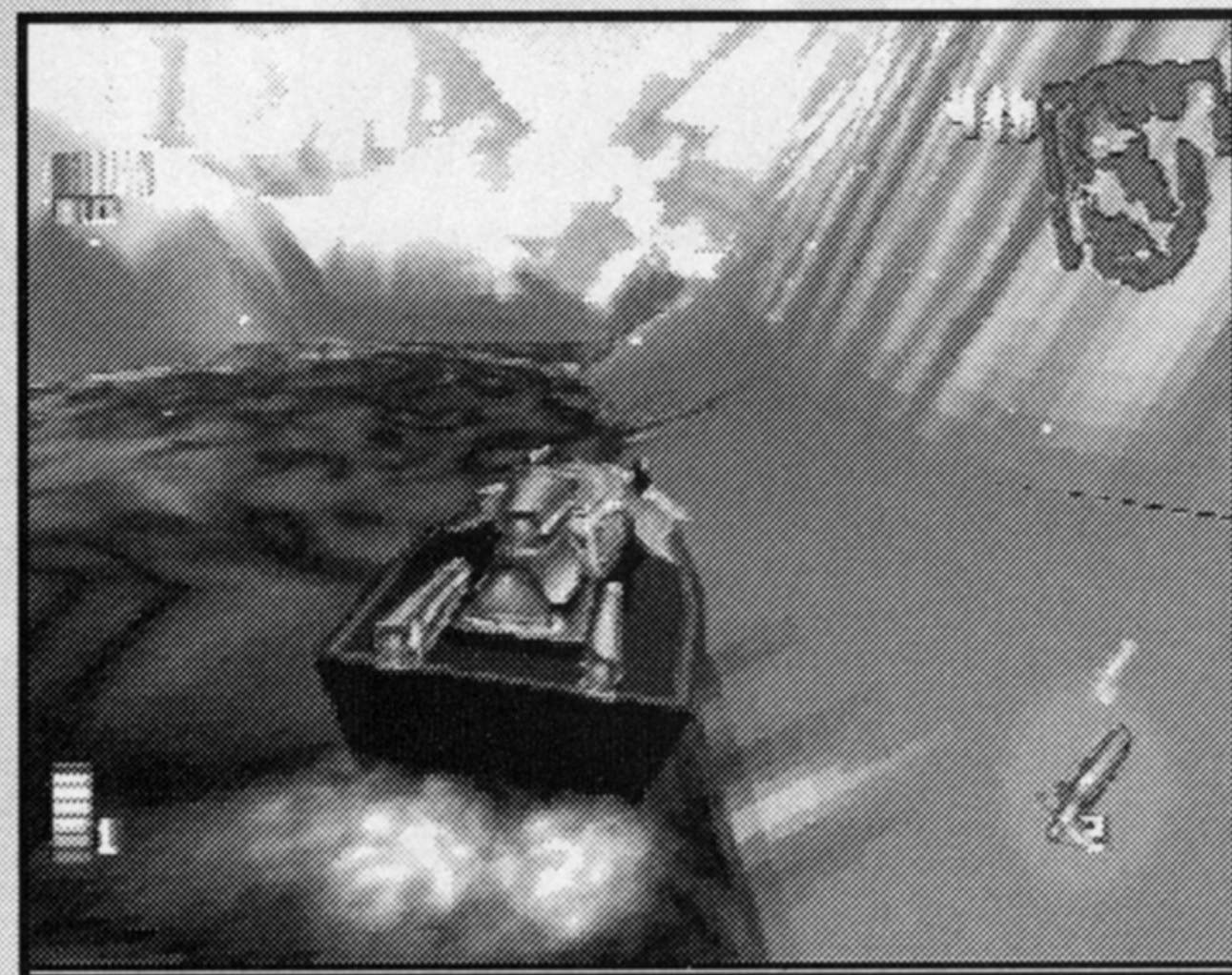
## D E A D I N T H E W A T E R

# G A M E V I E W

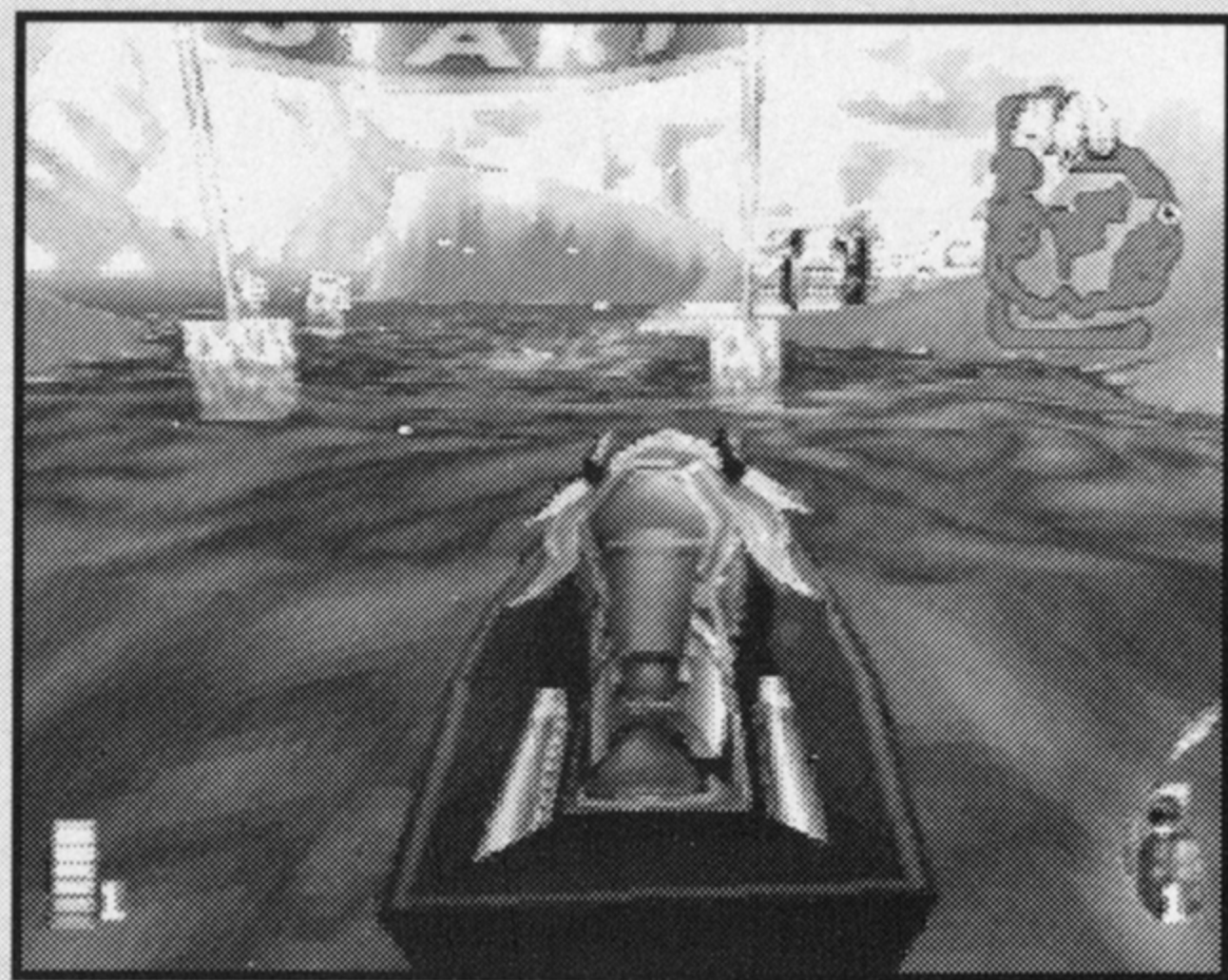
**LIFE BAR** - The life bar tells you how much life you have left. When you are being hit by a weapon, the life bar turns white and decreases. A star next to the life bar indicates when you can use the reality bomb.

**MAP** - The map in the upper right hand corner of the screen shows you where you are in relation to the other boats. You are represented by a dot with an outline around it, while the opposing boats are solid colored dots. In the **OPTIONS** Menu you can configure the map to your liking or turn it off completely.

**ACTIVE WEAPON** - The weapon icon with a glow around it in the lower right corner of the screen is the Active Weapon indicator. The small white number next to the icon represents the number of shots you have left with the selected weapon.



**NEXT WEAPON-** The next weapon is partially ghosted out and is right above the Active Weapon icon. This is the next weapon available after you cycle through the weapon forward button, R2.



**SPECIAL WEAPON** - The spinning star next to the Active Weapon icon is the Special Active indicator. When it is visible, you may use your special weapon. Special Weapons take time to charge, so the star disappears until your special weapon is ready again.

**COMBO TEXT AREA** - Text for combos you perform is printed here.

**ENEMY LIFE BAR** - The enemy life bar displays the closest enemy's remaining life. Directly below the bar is the enemy's name. The Enemy Life Bar pops up on the top, left hand side of the screen when the player is either attacking or attacked upon.

**TURBOS LEFT** - The small number next to the Life Bar is the number of turbos you have left.

**CASH AREA** - When you pick up cash, the full amount of cash you have is briefly shown here. Use cash to buy and sell items in the Shop (see page 11 and 12).

## PLAY MODES

### THE MAIN MENU

From the Main Menu you can select from the following choices: **SINGLE COMPETITION**, **RACE TOURNAMENT**, **BATTLE TOURNAMENT**, **TWO PLAYER COMPETITION**, **LINK GAME**, **LOAD TOURNAMENT**, **LOAD SETTINGS AND OPTIONS**.

### SINGLE COMPETITION

A single competition game lets you choose one of the available tracks to race or battle on. When you select single competition, you go to the **CHARACTER SELECT** screen. After you have chosen your character, you proceed to the **LEVEL SELECT** screen. Once you have chosen the level you want to play, you proceed on to the game. An option to **LOAD SAVED BOATS** is given, if you have saved upgraded boats.

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## RACE TOURNAMENT

To successfully complete a season, you must score more points than the other competitors. If you come in first at the end of the season, you can progress on to the next season. Each season you complete opens up more tracks for **SINGLE COMPETITION**, **TWO-PLAYER SPLIT SCREEN** and **LINK MODES**.

Once you complete all three seasons, your final challenge will be to beat the Boss. If you can accomplish this great feat, you will be rewarded with your character's personalized ending.

During a Tournament you can save your game on the Race Results screen. You can then load your game from the Main Menu option: Load Tournament.

As you progress in the tournament, you will also have the ability to use The Shop. The Shop lets you upgrade boats that can be used in all the different play modes. To see more information on The Shop, go to (pg. 11 and 12).

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## BATTLE TOURNAMENT

Each season is made up of three tracks: Season 1, 3 Tracks; Season 2, 6 Tracks; Season 3, 8 Tracks. To successfully complete a season, you must score more points than the other competitors. If you come in first at the end of the season, you can progress on to the next season. Each season you complete opens up more tracks for **SINGLE COMPETITION**, **TWO-PLAYER SPLIT SCREEN** and **LINK MODE**. Once you complete all three seasons, your final challenge will be to beat The Boss. If you can accomplish this great feat, you will be rewarded with your character's personalized ending.

During a tournament you can save your game on the Race Results screen. You can then load your game from the Main Menu option: Load Tournament.

As you progress in the tournament, you will also have the ability to use **the Shop**. **The Shop** lets you upgrade boats that can be used in all the different play modes. To see more information on **the Shop** go to (pg.11 and 12).

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## TWO - PLAYER COMPETITION

A Two-Player Competition allows you and a friend to compete via a split screen on a single PlayStation® game console. After choosing Two-Player Competition, you will be prompted to choose RACE/BATTLE. The next menu is the Two-Player Options Menu. When you are done setting your options, you then choose your characters and the level you wish to play. Two Player Competition is a one Race/Battle competition. An option to LOAD SAVED BOATS is given if you want to import your upgraded boats into a Two-Player Competition.

**Note:** This option is only available if a second controller is plugged in.

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## LINK GAME (BATTLE MODE ONLY)

The Link Game Option is used to play a game using the SONY Link Cable with two separate PlayStation® game consoles. After choosing Link Game, you will be taken to the Character Select Menu followed by the Level Select Menu. After you and your opponent have chosen your characters and level, you will proceed into the game. An option to Load Saved Boats is given if you want to import your upgraded boats into a Link Game.

**Note:** If a link cable is not present, this option is not available.

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## LOAD TOURNAMENT

Load Tournament lets you load a saved Battle or Race Tournament. When you select Load Tournament, you are taken to the Saved Game screen where you may choose a saved Dead In The Water game. If you select Single Competition, a screen appears asking if you want to Load Your Saved Boats.

**Note:** Saved boats can only be selected in Single Competition.

**Note:** If a PlayStation® Memory Card is not present, this option is not available.

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## LOAD SETTINGS

This allows you to load in saved preferences from the main menu (i.e., music, controller configuration, etc.). When you select Load Settings, you are taken to the Saved Game screen where you may choose a saved Dead In The Water game to load your option settings from. Your setting indicates how low you set your music, what controller configuration you use, etc. You can save these options to the PlayStation® Memory Card.

**Note:** If a PlayStation® Memory Card is not present, this option is not available.

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## OPTIONS

**DIFFICULTY:** The game has three levels of difficulty: Cabin Boy, Captain and Admiral.

**MAP:** Turns the map ON or OFF.

**MAP ROTATE:** Turns the map rotation ON or OFF.

**ARROW:** Turns the guidance arrow in race mode ON or OFF.

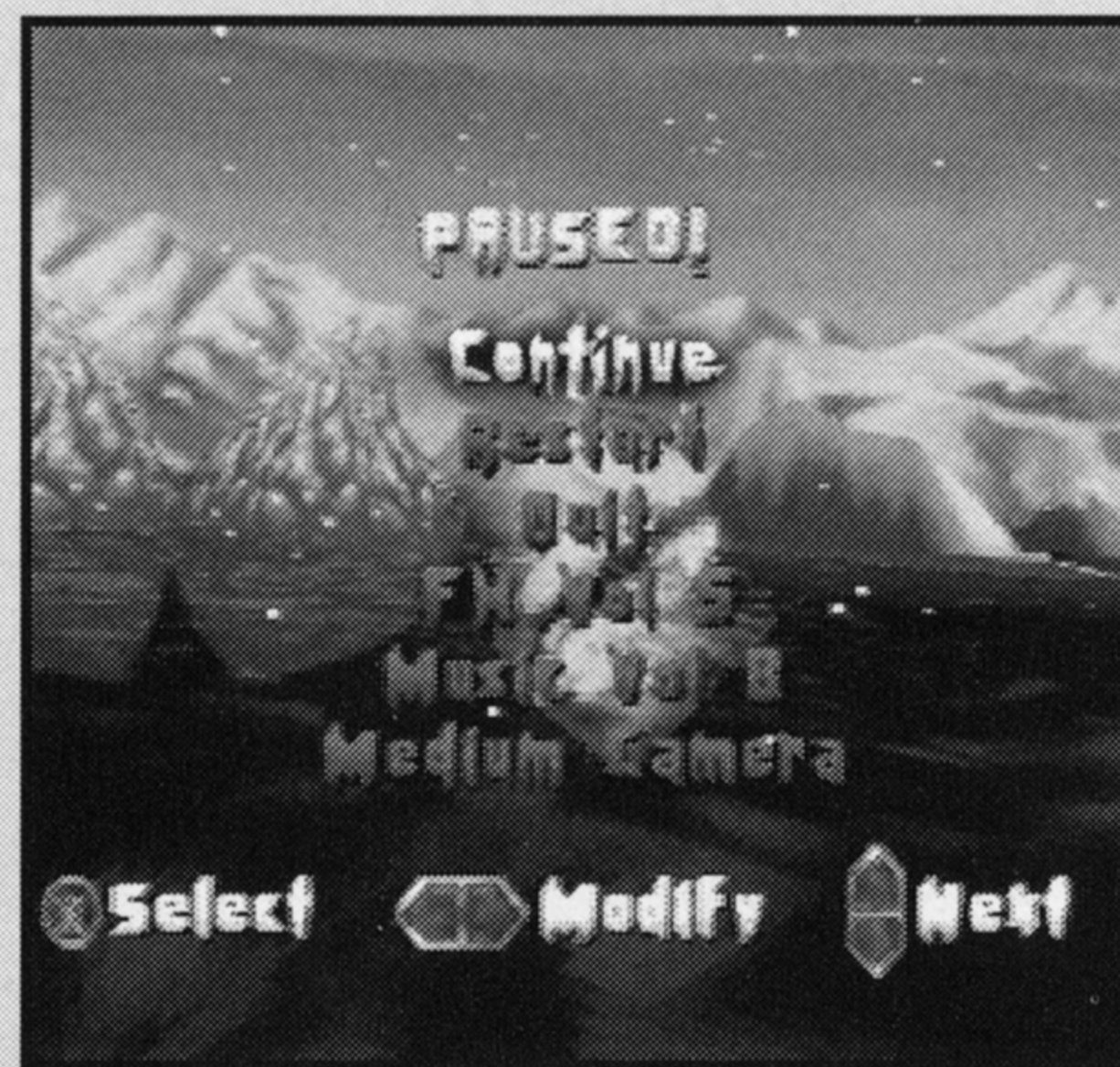
**FX VOL:** Adjusts the Sound Effects Volume.

**MUSIC VOL:** Adjusts the Music Volume.

**REGULAR MUSIC -RANDOM MUSIC:** Lets you choose whether you want the music track that is assigned to the level or a random music track. (Sequential & Random)

**CONTROLLER CONFIGURATION:** Takes you to the Controller Configuration Menu.

**LOOSE - MEDIUM - TIGHT CAMERA:** Lets you adjust how much the camera is locked behind the boat.



## T H E   S H O P

The Shop gives you the opportunity to make your boat faster, stronger and able to deal out more damage. After each race or battle, depending on your placing, you receive a certain amount of cash. You can also pick up cash by destroying certain objects on the various levels. Use your cash to buy and sell items in The Shop. The shop has six different sections: Accelerator, Engine, Armor, Weapons, Pick-ups, and Funky Stuff.

**ACCELERATOR:** Upgrading your accelerator lets your boat get up to speed quicker. There are three levels of upgrades.

**ENGINE:** Upgrading your engine raises the maximum speed your boat can travel. There are three levels of upgrades.

**ARMOR:** Upgrading your armor lets you take more damage. There are three levels of upgrades.

**WEAPONS:** Upgrading your weapons makes your machine guns capable of more damage. There are three levels of upgrades.

**PICK UPS:** Allows you to buy and sell pick ups. In race mode, you can only buy four different varieties of pick ups; while in battle mode you can stock up on as many as you can afford and carry out with you.

**FUNKY STUFF:** Funky Stuff is weird and unusual. Buying certain combinations of funky stuff gives your boat bonuses. For example, Fuzzy Dice, Padded Steering Wheel and a Groovy Horn will increase your boat speed. For more phat combos, check out [www.deadinthewater.com](http://www.deadinthewater.com).

**ROCKET:** Rockets have a slight homing capability and pack a solid punch. They are best used at medium to long range.

**MISSILE:** Missiles home-in on the target. They are best used at medium to long-range.

**TORPEDO:** A torpedo travels underwater and homes-in on the target. A successful hit from a torpedo does a good amount of damage and sends the target hurtling into the air.

## P I C K U P S

**FLAME-THROWER:** The Flame-Thrower is good for a short-range Attack. Hold down the fire button to give a continuous burst of flame.

**SKIP DISC:** The Skip Disc jumps off the water and reflects off the environment. Usage of the Skip Disc requires good timing.

**LIGHTNING:** A bolt of lightning automatically hits any hostile target in front of you. It is a good close range attack for when you need a guaranteed hit.

**MINE:** Mines are dropped in the water from behind your boat. When a player runs over a mine, he takes a blast of damage (can also be dropped in front when backing up).

**OIL SLICK:** Oil is dropped from behind your boat on the water. The oil slows down any boat that runs into it. Watch out: if you fire your machine-guns or flame-thrower in the oil, it will light on fire.

**TWIN MISSILE:** The Twin Missile pick up allows you to fire two missiles at once. Once you are out of missiles, this option goes away.

**CHAINGUN:** The Chaingun doubles the rate of your machine gun fire. It is easily one of the deadliest pickups, especially when combined with up-graded weaponry from the shop.

**GRENADe:** The Grenade is a long-range attack weapon that disrupts the water and damages all that is near it. You can create your own make-shift jumps with grenades by causing waves.

**SHOCKWAVE:** The Shockwave sends out a ripple wave of water from the front of your boat. Good for popping enemy boats up in the air.

**SHIELD:** The Shield defends you from damage from all attacks while it is on.

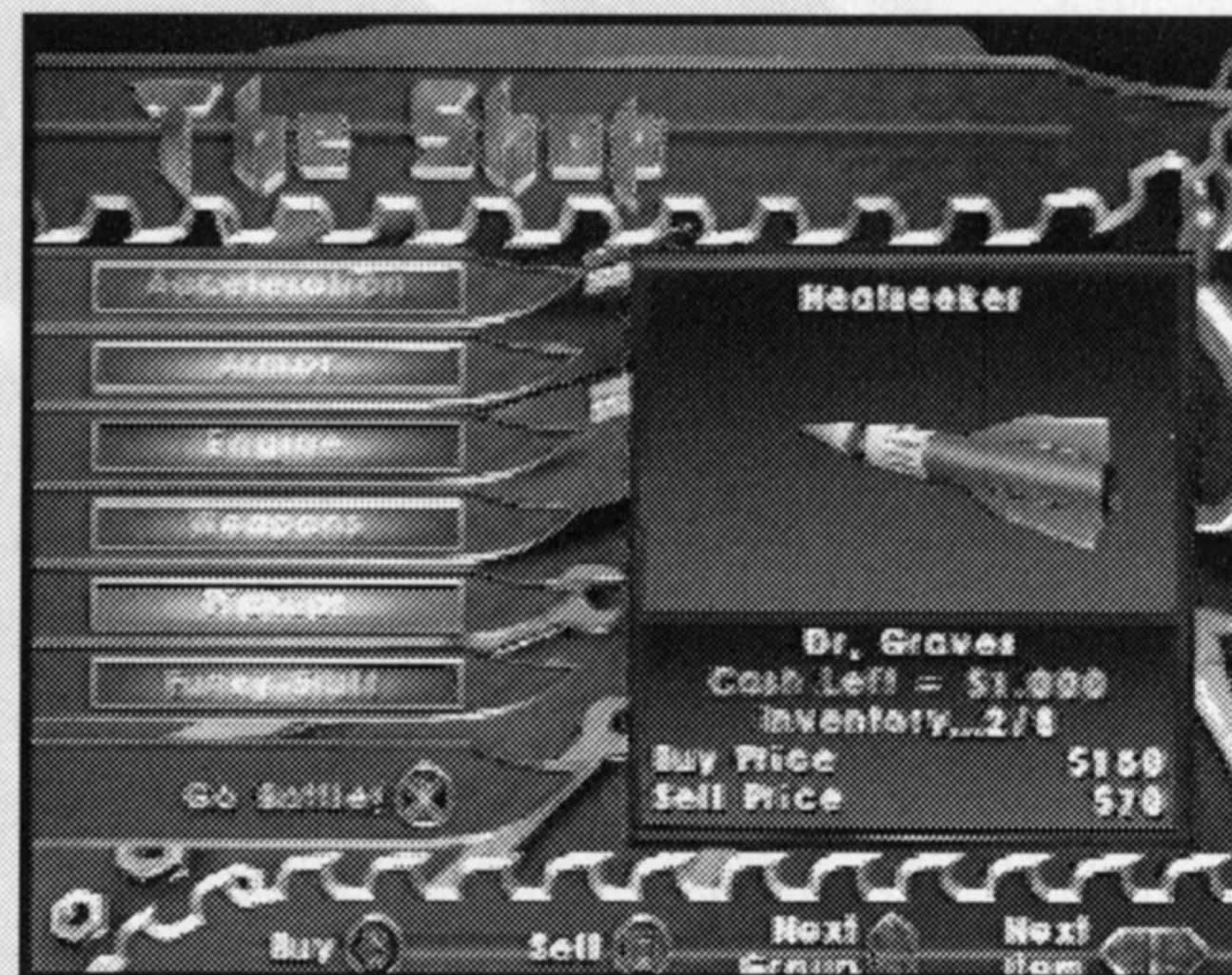
**GHOST:** The Ghost renders you almost completely invisible and homing attacks do not lock in on your boat. The only visible sign while you are in ghost mode is your wake.

**TURBO:** The Turbo pick up adds one turbo to your boat. Turbo makes your boat go amazingly fast.

**DOLLAR SIGN:** The Dollar Sign represents cash you can spend in The Shop.

**HEALTH CROSS:** The Health Cross increases your depleted life bar.

Performing specific attacks in a certain order creates combo's. There are numerous combo's in **Dead In The Water**. The side benefit of doing a combo is that it builds a reality bomb.



## EXTRAS

**FUNKY MOVE COMBO:** Use your Special, then any other weapon.

**STUNTS:** Perfect flips award you with money.

**REALITY BOMB:** Nuke-like explosion which causes major damage to opponent's boats and surrounding terrain. Reality bombs are rewarded by completing certain combos.

# THE LEVELS

## **SPEEDWAY**

The Speedway is a figure eight of destruction. Blast the crowds from the grandstands and break through billboards as you try to beat the other boats.

## **CANYON**

It's high noon and time for a showdown in the Canyon. The Canyon is a suicide track that could spell doom for you. Jump off the rocks and watch out for the waves.

## **ARCTIC**

Freezing cold wind and falling snow greet you in the Arctic. Use your weapons to destroy the oil derrick and burst through the glaciers. If you're not careful, you may end up like the Titanic - Dead In The Water.

## **AMAZON**

The natives are restless, probably because you're lobbing grenades and missiles at their temples. Weave through the tree canopy and jump off the largest waterfall on earth in this jungle battle.

## **BAYOU**

The sound of crickets is in the air of the haunted bayou. Go through the graveyard and pass by the old church. Smash through the docks and blast the homes of the locals in this late-night level.

## **LOCH NESS**

Bagpipes play as you battle through the castle and townships of Loch Ness. Be on the lookout for the elusive Nessie while you blast Stonehenge and annihilate sheep.

## **HONG KONG**

Navigate through the oil tankers and junks in Hong Kong. The sitting Buddha watches over you as you demolish buildings.

## **LOG RIDE**

Welcome to a carnival of terror. Ride up and down the waterways of this track. Look out for the demons in the devil caves.

## **BERMUDA TRIANGLE**

We dare you to find out.



# THE CHARACTERS

There are 13 insane characters to choose from. Each character has four different primary attributes that are shown in the Character Select Menu in the game.



## DR. GRAVES

**BIO:** Mortician Henry Graves was killed in last year's competition. This year, a creature calling itself 'Dr. Graves' has appeared at the tournament. Coincidence? Probably not. He created personalized coffins for each of this year's drivers. With the fires of hell burning in his eyes, Dr. Graves intends to make those who wronged him rest in pieces.

**SPECIAL WEAPON: Flames of Hell** - Graves turns into a flaming missile of death and streaks towards his target, hitting it with devastating force.

## SERGEANT STEEL

**BIO:** Sergeant Steel was discharged after nearly starting World War III. As a disgruntled civilian, he took a job as an instructor at the Stone Academy. Given a year, Sarge turned his students into a well-organized regiment. He built a hovercraft and is eager to verbally and physically abuse some live targets.

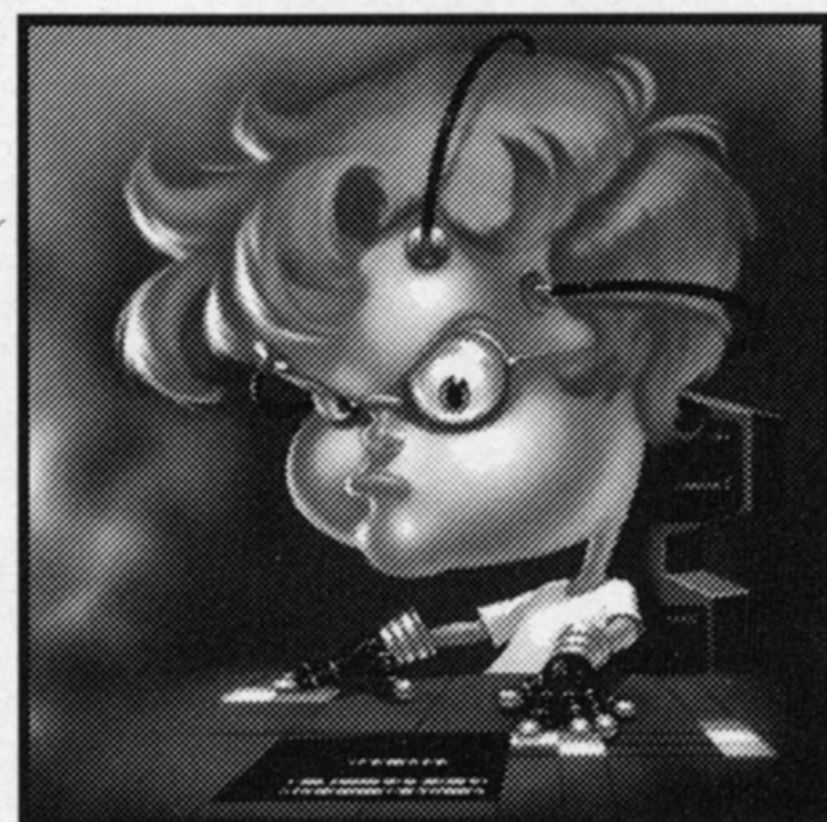
**SPECIAL WEAPON: Nuclear Blast** - a gigantic mortar shell that sets off a small nuclear explosion on impact.

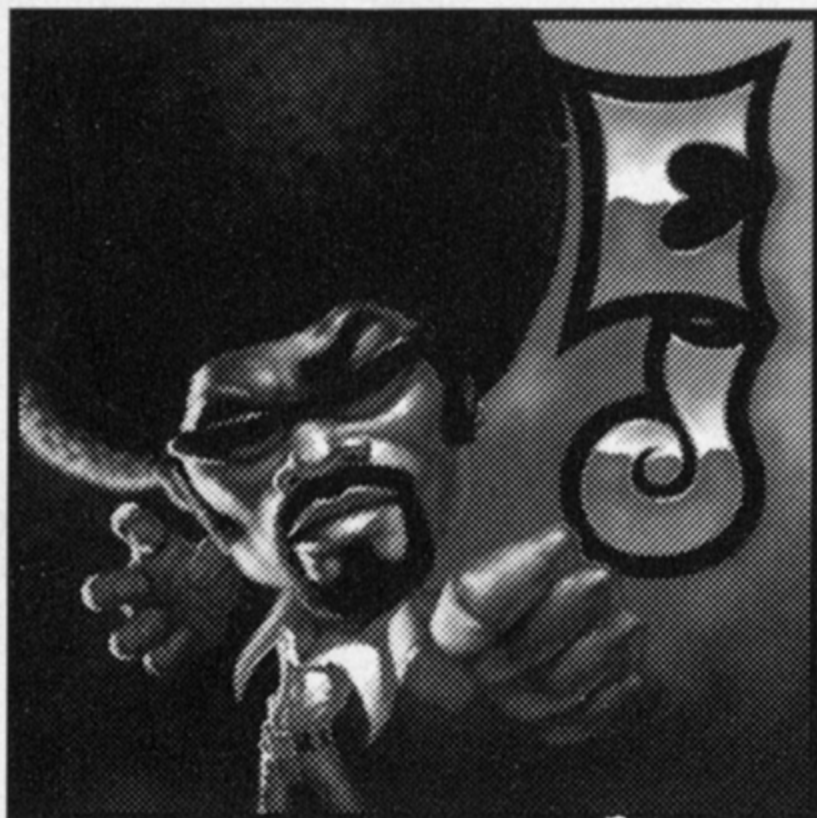


## MARVIN MEDDLER

**BIO:** Insane by the age of three, Marvin spent his youth devising ways to use mice to run a police state. For his science project this year, he built a state-of-the-art hydrofoil and intends to use it to prove his mental superiority. On the side, he wants to rule the world by the age of 10.

**SPECIAL WEAPON: DRS - Deadly Rings of Silence** - one of Marvin's most fiendish inventions. The DRS Cannon temporarily scrambles the controls of his enemy's boat.





## EBONY JUSTICE

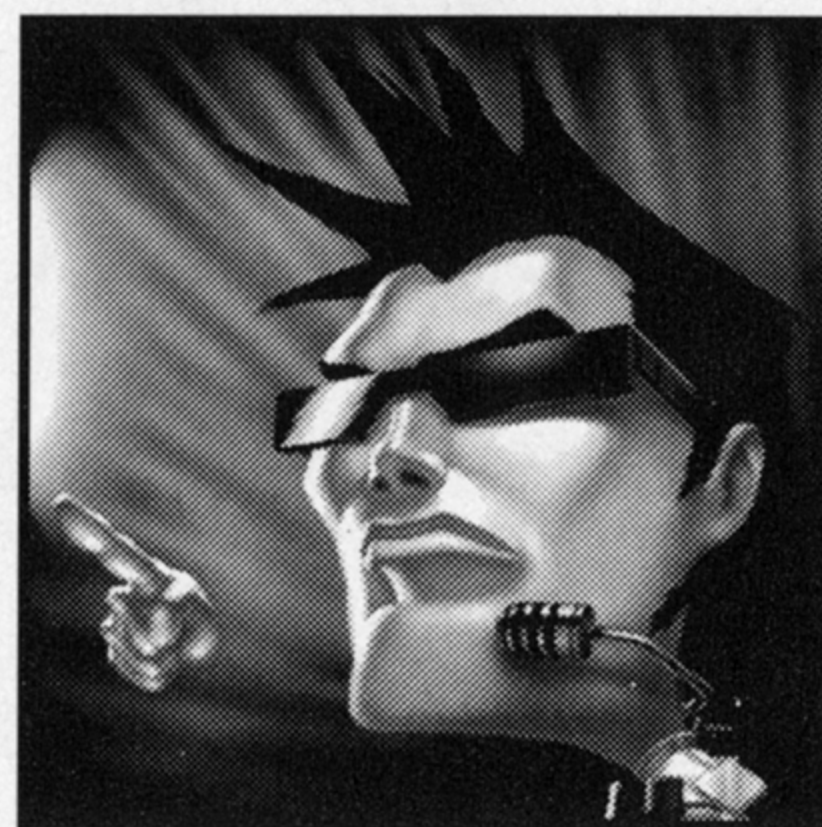
**BIO:** Step off, fool! Ebony Justice is large. Trained by karate master Tyrone 'too sweet' Ju Sai Po, Ebony learned the art of bashing in a face without leaving a mark. Fly, he doesn't let the man sweat him off. He has developed his own move, the 'death touch disco fever ray.' Better get the hell back cause Justice is gonna smoke them crazy mothers.

**SPECIAL WEAPON:** Disco Fever Ray - a fiendish weapon that causes an opponent's boat to flash rainbow colors and spin out of control.

## NUMBER 7

**BIO:** In secret underground labs, the experimental, high-tech, macrobrain prototype team was hard at work. They chose Number 7 (of 42) to pilot their new craft because of his perfect test results. Based on calculating the square root of pi and adding it to the time of day, the team derived there is a 98.62% probability Number 7 will win.

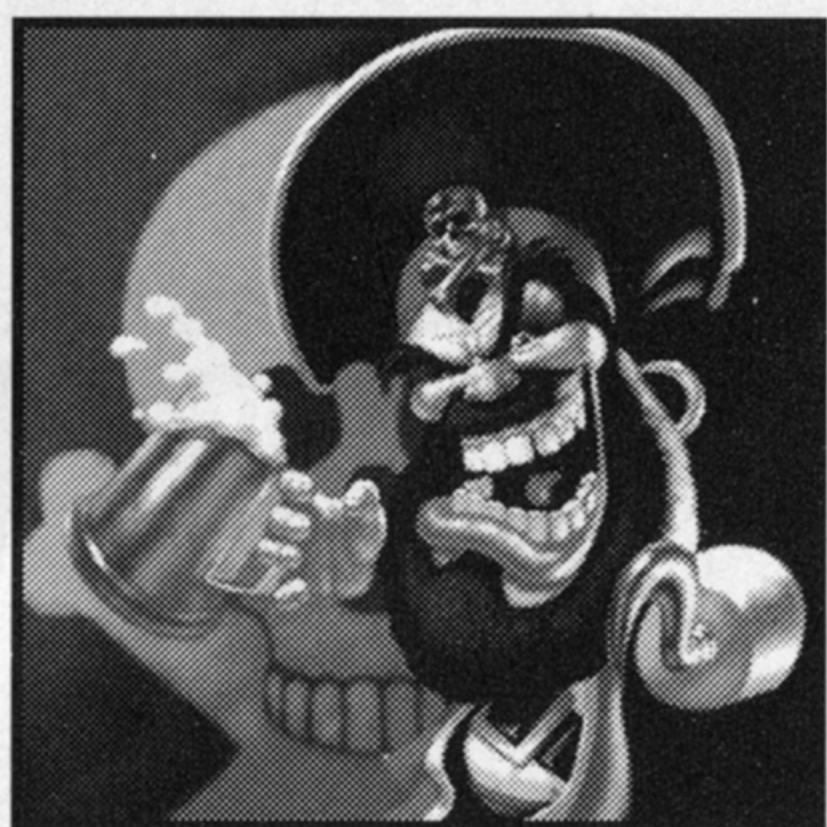
**SPECIAL WEAPON:** Hyper Lightning - powerful bolts of green energy that blast anyone who is near.



## CAPTAIN FLINTLOCK

**BIO:** Arrrr! Batten down the hatches, ye land lubbers! The Captain's here to plunder and sink all the bilgerats who claim the sea as their home. A powder explosion blew off his leg and cost him last year's prize. He's readied the cannons and wants the booty for himself!

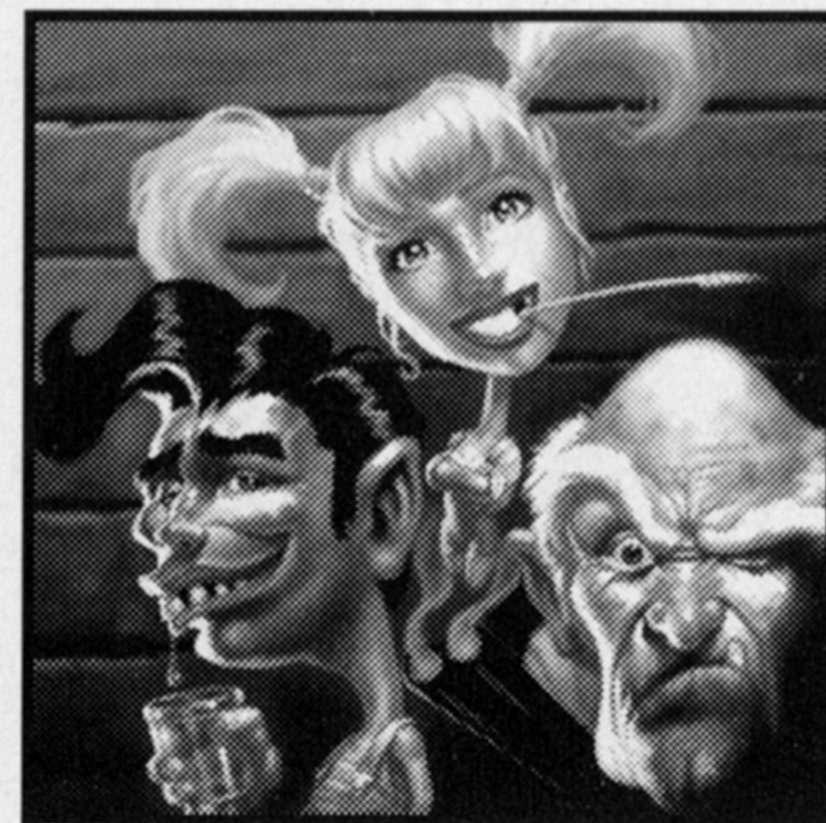
**SPECIAL WEAPON:** Black Powder Cannons - The cannons shoot in all directions and when they successfully hit, they steal the victim's special weapon.



## THE CROTCHET FAMILY

**BIO:** The Crotchet family is crazier than a bunch of swamp rats drunk on whiskey. They won the state lottery, so Pa, Sissy and Cleetus were made bona-fide millionaires. They bought a fancy boat with a de-lux wood outhouse. Then they added sheet metal and clothesline of dirty underwear included. Now it's time for a country whoopin'.

**SPECIAL WEAPON:** Chicken Missile - a missile that on impact turns the opposing boat into a clucking chicken. Be careful when you're a chicken! Pressing buttons might cause you to lay eggs and lose weapons in your inventory.



## BARRY AND BRAD BUFT

**BIO:** Right on, dude! Barry and Brad are two world class bodybuilding brothers who can out-flex a whole gym of Mr. Olympias. With egos larger than Arnold's biceps, the brothers were born looking for trouble. They despise all the other wimps at the beach. Barry and Brad are gonna kick sand in everybody's faces.

**SPECIAL WEAPON:** Multi-Missile - a cluster of five homing missiles that lock on and destroy.

## OFFICER J.B. NIGHTSTICK

**BIO:** Head law enforcement officer of Crabapple County, J.B. currently holds the world record for doughnut eating while loading a shotgun. When J.B. heard some lawbreakers were on the loose in boats, he forced himself out of his chair and put his badge on. There are two friends J.B. is going to bring to the fight: Law and Order.

**SPECIAL WEAPON:** Police Paralyzer - J.B.'s siren goes off and two stun beams shoot out, immobilizing the target boat.



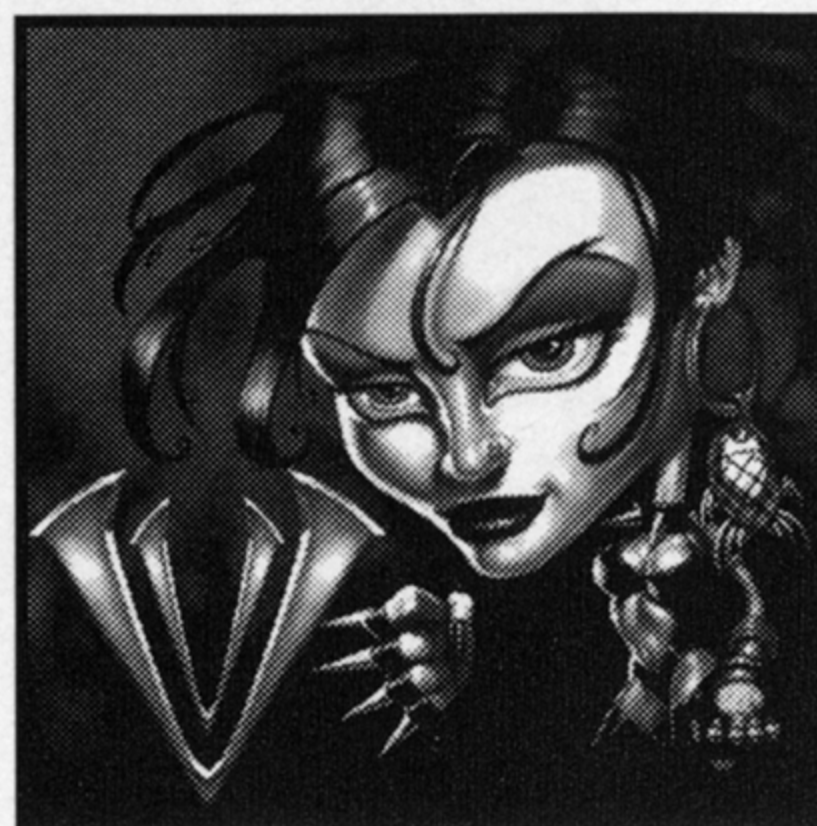


## KANDY, BRANDI AND MANDY

**BIO:** Female lifeguards are tough; it's one of the undeniable facts of reality. **Kandy, Brandi and Mandy** are the most 'gifted' lifeguards on the beach. Each brings special 'attributes' and 'features' to the team. They don't want to hurt anyone too much, just show off a little. For sure, these girls just wanna have fun.

**SPECIAL WEAPON:** **Hot Pink Lasers** - automatic rapid-fire lasers that can cut through metal like butter.

## VIKKI VEIN



**BIO:** A child of the night, Vikki enjoys lurking in the darkness and being depressed. Her pale skin hides a morbid heart. She spends time wondering how many flies are swatted a day. Are they content? Is the silky caress of darkness the answer? Who cares? Vikki plans to take her sorrow out on those who choose to have a nice day.

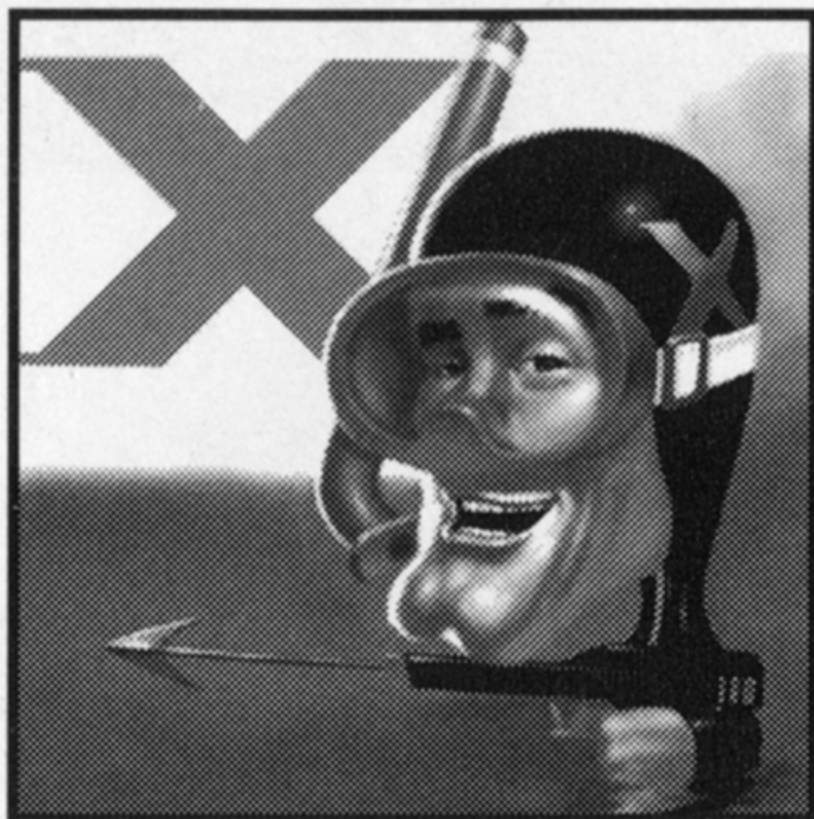
**SPECIAL WEAPON:** **Vampire Strike** - Vikki shoots gleaming crimson beams that drain her enemies life and add it to her own.



## DIDJERI DAVE

**BIO:** Hide your wallabies - Didjeri Dave is on the prowl. Bored of bagging crocs, Dave is looking for bigger game. This tournament is just what he needs to prove to the Aborigines that he ain't no shiela. Don't let Dave take you out back for a walkabout.

**SPECIAL WEAPON:** **Outback Torch** - a burning circle shoots around Dave and hurts all who are caught within its deadly flames.



## AGENT X

**BIO:** The man with a license to not have a proper name. Facing the twin dangers of being hit in the face or served cold tea, he is well prepared for the other ruthless competitors. The British government entered **Agent X** into the tournament to find out who runs the race.

**SPECIAL WEAPON: Spy Eliminator** - Agent X drops flaming oil and lots of floating mines from the back of his boat that both slow down and burn the enemy.

## THE BOSS

**BIO:** ?

**SPECIAL WEAPON:** ?



## T I P S   A N D   T R I C K S

### RACE MODE:

- Strategically use your turbos; don't waste them.
- Mines and oils slick are useful in tight spots.
- Use your rear view occasionally to spot enemies and fire weapons at them.
- You can shoot backwards only with the Skip Disk, Grenades and Mines. To shoot backwards, the user must hold down the look-back button and shoot.

### BATTLE MODE:

- Avoid taking on three enemies at once. Attack when they are alone.
- Learn how to use weapons in combinations. Certain weapons work well together.
- There are hidden power-ups in many levels. Discover their location.
- Know where the health is and avoid letting the enemy boats get it.
- Blast everything. You could uncover helpful things.

# C R E D I T S

## PLAYER 1:

CEO

Mark Jackson

CREATIVE DIRECTOR

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TECHNICAL DIRECTOR

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PRODUCER DESIGNER

Matt Saia

LEAD PROGRAMMER

Jon Hilliard

SENIOR PROGRAMMER

John Jacecko

PROGRAMMER

Binh Tran

ART DIRECTOR/LEAD ARTIST

James Ryman

ARTISTS

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Matt Weathers

ADDITIONAL PROGRAMMING

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QA STAFF

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Jason Peart

Jon Olson

William Liou

VOICE TALENT

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Randy Brown

Amanda Gallaghre

## ASC GAMES:

PRESIDENT

David "Hey Guy" J. Klein

Product Development

EXECUTIVE PRODUCER

Howard "I'll be Back Next Week" Schwartz

PRODUCER

Luciano "Big Willy Style, Baby!" Manente

## ASSOCIATE PRODUCER

Oswald "Oz Factor" Greene Jr.

## LEAD ANALYST

Santos "Pikachu" Gonzalez

## Quality Assurance

Rich "Money Store" Rosado

Mick "Lost Soul" Devitt

Hulls "6" Charles Jr.

Chad "Boogie" Chamberlain

Marco "Marcos" Barros

Shamus "Only 4 The Summer" Bowker

Rene "The Wanderer" Zelda

## Marketing

### PRODUCT MARKETING MANAGERS

Jana Gabe

Kelly L. McAllen

### MARKETING COORDINATOR

Janill Kathpal

### WEBMASTER

Mike "Wanna Frag?" Masone

## Creative

### CREATIVE DIRECTOR

Leslie "King" Cullen

### PACKAGING DESIGN

Todd "Tadma" R. Emmerson

## Big Ups

David Klein, Steve Grossman, Bill Kosovitch, Ron Titus, E3, Pollys, 3rd Street, Dan and John T, Marilyn Huynh, Forsaken, Cynthia Bartholin, Craig Barzelatto, Jayson Bernstein, Michelle Brinck, Pamela Bronson, Danny Cavazzi, Jeff Casteneda, Liz Davis, Carol-lynn Greene, Jason Gomez, TJ Kerbs, Camilla Lopes, Chris Pliska, Marcello Praino, Nile Rodgers, Michael Schedlich, Frankie Socci, Travis Williams

## Music

"Ground is Breaking",

"Bent"

"Repent"

"Threat"

Written by Endo

Produced by Paul Trust for Panacea Records

Recorded at Dungeon Recording Studios, North Miami, FL

Mixed by Paul Trust at Audiovision Studios, North Miami, FL

Mastered by Frank Cesarano for Mastermedia, North Miami, FL

Production Coordinator Ron Albert for Audiovision Studios

"Shave"

Written by Paul Trust and Scott Migone

Produced by Paul Trust for Panacea Records

Recorded at PTP Studios

Mixed by Paul Trust at Audiovision Studios, North Miami, FL

Mastered by Frank Cesarano for Mastermedia, North Miami, FL

Production Coordinator Ron Albert for Audiovision Studios

ENDO fan club hotline:

(305) 834-0024

For Mail Order record sales and other  
information contact:

Panacea Records

PO Box 820431

South Florida, FL

33082-0431

(954) 437-9596

email: PANREC@aol.com



Additional Music Provided By

CHUNKY PRODUCTIONS

Michelangelo D'amico

Assisted by

Steve Esposito



# NOTES

# CONTACTING ASC GAMES

ASC Games has set up several different services to answer any questions that you may have about our products.

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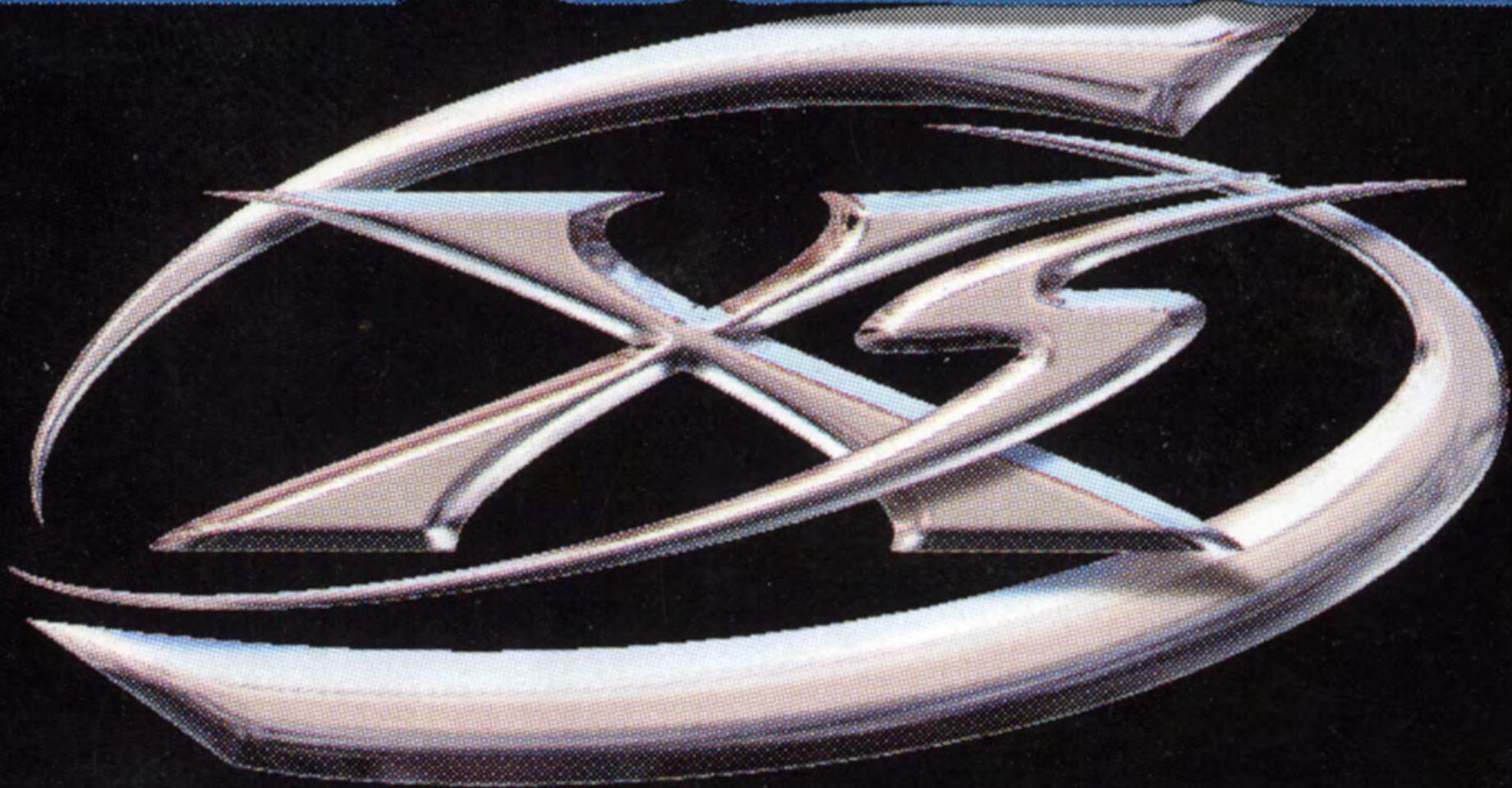
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## March 1999

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