



STAFF

A stylized, pixelated city skyline with a red and orange sky. The buildings are rendered in shades of blue and black, with some windows glowing. The sky is a gradient of red and orange, with some darker, cloud-like shapes. The overall aesthetic is reminiscent of early computer graphics or video game titles.

PROGRAM

CHRIS SHRIGLEY



GRAPHIC ARTIST

TERRY LLOYD



PRODUCER

BERNIE WHANG



GAME DESIGN

TERRY LLOYD



INTRO AND CINEMAS

JAYNE SHRIGLEY



MUSIC

RUSSEL LIEBLICH
BRIAN HOWARTH
BERNIE WHANG



SOUND EFFECTS
BRIAN HOWARTH



ADDITIONAL DESIGN

CHRIS SHRIGLEY
BERNIE WHANG



ADDITIONAL ANIMATION

JAYNE SHRIGLEY



ADDITIONAL FLUFF

TERRY LLOYD



VOICE TALENT

GRACE CHANG
BERNIE WHANG



DIGITIZING
BERNIE WHANG



UTILITIES

CHRIS SHRIGLEY
ANDY GREEN

A pixelated city skyline at sunset. The sky is a vibrant red and orange, with dark, pixelated clouds. The city buildings are rendered in a dark blue and black color palette, with some windows glowing with a light blue or white. The overall style is reminiscent of early computer graphics or video game titles.

PRODUCED FOR
SEGA BY

SCOTT ROHDE

PLAY TESTERS

EDDIE JACOB

BERNIE

TERRY

SAGE'S CREATION

BRENDA DAVERIN

DAVE FORSTER

ANDREW GACULA

STEVE PATTERSON

UNNI PILLAI

CHRIS SINCLAIR

JEFF TODD



SPECIAL THANKS TO

NOBUMITSU KUBO

MALIBU COMICS

CHRIS ULM

TOM MASON

DAVE OLBRICH



