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ADVENTURES



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SAFARI



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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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

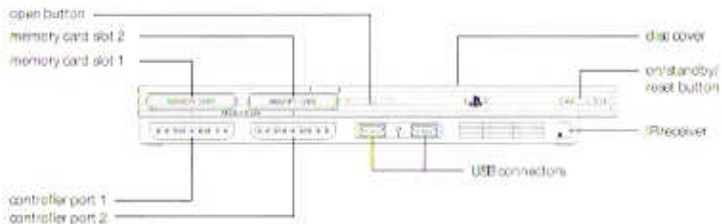
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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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GETTING STARTED



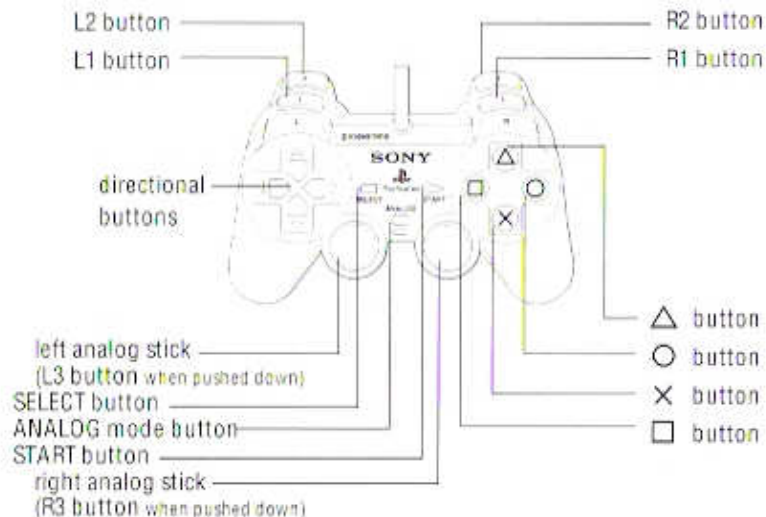
Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Cabela's[®] African Safari disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation[®]2)

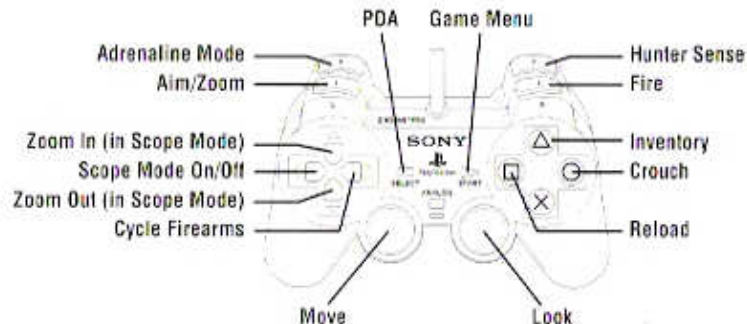
To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS





DIFFICULTY LEVELS

There are three difficulty levels in the game: **Novice**, **Experienced**, and **Expert**.

In the **Novice** difficulty level, you will be given 14 days to complete your safari list in each country and will be able to detect in your compass the animals surrounding you on safari.

In the **Experienced** difficulty level, you will be given only 10 days to complete your safari list for each country and although you will be able to see all the safari animals in your compass, they know you are there too.

Finally, in the **Expert** difficulty level you will only be given 7 short days to complete your safari list in each country. Additionally, you will not be able to detect the game animals in your compass. This will be extremely difficult!

MENU NAVIGATION

MAIN MENU

After selecting to save or load a new game, from the Main Menu screen you can choose **Safari Hunt**, you can choose to go directly to **Instant Hunt**, or you have the option to hunt the **Open Safari**. The last menu selections are the **Big Five** and the **Wing Shooting Missions**. Of course, you can always choose **Options** to change your settings or **Credits**.



SAFARI HUNT

This is the main mode of the game. When you select the Safari Hunt you will be brought to the lodge of the country in which you are hunting. If you are playing the game for the first time you will be brought to the lodge of South Africa. Before you reach the lodge you will see your safari list for the day. This list details the animals you will be hunting in that country and the number of that animal that you will have to take down to complete the mission. From this screen you will be brought to the lodge itself. Here, there are three different characters that you may consult to help you through the game.

Tracker: The tracker's menu will have a picture and description of every animal on the African Safari. The picture will help you identify the animal based on appearance, and the short description may provide you with not only a description of the animals identifying markings but also their significant traits and habits.

Porter: The porter's menu will have a picture all of the different firearms you may be using on safari. This menu will not only show you what your firearms look like but will also be able to show you the firearm's accuracy, distance, and damage compared to other firearms as well as tell you which firearms are best suited for the different animals on safari.

Guide: The guide's menu is where you will select the hunts that you would like to go on and get information about the countries in which you are hunting. First, you will see the Hunt schedule—a list of areas that you can choose to hunt from along with the animal that you will be hunting. These hunts will be displayed on a timeline showing you how long you have for each mission so you need to be mindful that if you use up all of the time allotted for certain missions, you will not have enough time to hunt all the missions for that day.

Another option on the guide menu includes gathering information about the country in which you are about to hunt as stated by pressing the country info button. Here you will get a short general description of the country and some of the landscapes and landmarks you can expect to encounter in the hunt.



One last option is you may choose to skip to the next day of the hunt from the guide menu. You may skip to the next day and choose a hunt from that day and then choose to come back to a previous day and continue to complete hunts on your list. You can continue to skip to the next day until you reach day 14 for difficulty level Easy, day 10 for Medium, or day 7 for Hard. At this time can no longer earn Safari points for hunts beyond the last day of the hunt.

INSTANT HUNT

This is the pick-up-and-play mode of the game. You can select instant hunt from the menu and you will immediately be placed in any one of the hunting areas and will be given an animal objective randomly. Instant hunt mode is different from Safari Hunt in that you do not have access to the hunter's PDA in which you can look at maps of the area and get tips from the tracker and the porter on where to find your target. Instant hunt will start you on any mission with any animal and you can track and hunt the animal on your own.

OPEN SAFARI

Open Safari is a way for you to go back and hunt certain areas or animals from your list that you particularly enjoyed. You will not be able to participate in the Open Safari until you have successfully completed that region in the regular Safari Hunt.

BIG FIVE

In this unlockable mode you will be able to go in and choose from one of the big five—the lion, leopard, buffalo, rhino, or elephant and immediately hunt that animal. A hunt in this mode does not add to the animals on your regular Safari Hunt.

WINGSHOOTING

You can choose to go directly into the wing shooting mode where you will be able to hunt African birds simulation-style, flushing birds out of their natural habitat as you walk through and attempt to take them down. Only shotguns are available in this mode as rifles should not be used to hunt birds. You can also choose from three different wing shooting modes: practice, tournament, and hot seat.



Practice: You can hunt through the countries as the title suggests, practice shooting the birds. You will see points accumulate but these points are only for your reference and will not count toward your wing shooting tournament points.

Tournament: In the tournament mode you will be timed as you hunt through each of the five countries taking as many of the specified bird from that country as possible. You will receive points for every bird taken within the timeframe and can then try and beat the tournament record for that area with your accumulated points.

Hot Seat: The hot seat mode is African Safari's only multi-player mode. In the hot seat you will be prompted to choose the number of players and the number of rounds that you would like to play. Then, the players take turns on one controller collecting points by shooting the birds in each region.

OPTIONS

The options page is where you control some of the settings of the game. You can make changes to the volume of the music and the sound effects in audio. You can choose your in-game control set (three different options) in controls, and you can turn the HUD, the hit camera and autosave on or off in the gameplay section.

CREDITS

View the African Safari credits.

PLAYING THE GAME

From the main Safari Hunt Mode, after you choose your settings and choose your hunt from the Hunt Schedule, you will be placed in the region you have selected with the animal you have chosen to hunt. The first thing you will want to identify yourself with is the "Heads-Up Display" or HUD.

HUD

Starting in the center of your screen, if you are armed with a firearm, you will see the firearm's reticle appearing with the crosshairs in the middle surrounded by two rings of varying colors. These rings will change from green to red in the presence of a dangerous animal or when you center your scope over your target animal.



Next, in the top right corner is your compass. You can see the four major directions surrounding the compass and you use this compass to navigate your way around the map in this region. When an animal is within range of you, a colored dot with a detection ring will appear in the compass. The dot will be red for dangerous animals that are not your target animal for that region. You will be penalized points if you shoot these dangerous animals so try to avoid them. The dot will be green if you are approaching one of your target animals. Use this compass to point you in the right direction. Other things you might see in the compass are boundaries, indicators of steep terrain, and water landmarks.

In the bottom right corner you will see a meter indicating what gun you are using. This meter also lets you know how many rounds of ammunition you have remaining on the far left, a meter in the middle showing how many shots are left before you must reload, and a green meter at the bottom that shows your accumulation of Hunter sense.

In the bottom left corner you will see a gauge that will measure your health statistics. As you hunt through the safari you will see the red bar at the bottom fill up. This red bar shows you how much adrenaline you have accumulated and used.

Finally, in the top left corner you will see the timer. You must hunt your entire objective before the timer runs out or you will fail the mission and must hunt the mission again or go back to the lodge to select another hunt.

Hunter Sense: Hunter sense is a form of slow motion that simulates the instincts of a hunter. While in hunter sense mode time will slow so that you have time to get the perfect shot off.

Adrenaline Mode: Adrenaline mode is only to be used when dangerous animals are attacking you in self-defense. While in adrenaline mode, time will slow and a targeted yellow circle will appear on the attacking animal indicating a kill shot. If you center your reticle over the yellow circle and fire, you will immediately kill the animal attacking you—saving yourself from failing that mission.

STATISTICS

After each hunt, a screen will appear that will show you how well you did in that hunt.

STATISTICS	
Time	02 Hours 23 Mins
Shots Fired	2
Perfect Shots	0
Best Distance	47.00 Yds
Fire Accuracy	25.0 %
Penalties	0
Safari Points	0/1

Statistics include:

- Time
- Shots fired
- Perfect shots
- Best distance
- Fire accuracy
- Penalties
- Safari Points

PDA



At any time during the hunt in regular Safari Hunt mode you can access the hunter's PDA. The PDA is meant to assist you through the hunt and you can access a map of the region including boundaries and water landmarks in the main portion of the PDA. The PDA will also let you know what your animal objective is and allows you to speak with either the tracker, porter, or the guide for advice, suggestions, and tips for the hunt. You may also see your entire safari list for that particular country in the PDA and it will keep track of and check off animals on your safari list for you.

ITEMS IN CABELA'S AFRICAN SAFARI

RIFLES

.243 - This gun is known for its excellent accuracy and slight recoil. It is best used for small antelope-sized game and highly recommended for beginners.

.270 - Light and known for accuracy at long ranges, this gun would be best used for animals such as medium sized antelope.

.300 - Similar to the .270 but a bit heavier, the .300 is also known for long ranges but differs in that it has quite a recoil. This gun is best suited for animals a bit more hearty than an antelope.

.338 - The .338 is said to be best for large sized antelope and similar-sized game. This gun has quite a kick—three times that of the .270—and is very heavy for carrying all day but is perfect for larger game.

.375 - Known as the African standard hunting rifle, this powerful rifle paired with its scope is perfect for soft skinned but speedy game that scare easily. The .375 is the legal minimum caliber required to hunt dangerous game in Africa.

.416 - This large and heavy gun is strictly used for big game that will hunt back and will knock down deadly game with a less than perfect shot.

.505 - This high caliber, big game rifle is used for heavy game and should not be used for anything smaller than a rhino or the integrity of your kill will be at stake.

.600 - You must be very careful because this is the biggest, most powerful gun available on the safari and should be reserved strictly for the largest land mammals, ranging from 4-8 tons such as the elephant.



SHOTGUNS

12 GA - The 12 gauge is by far the most common shotgun for hunting birds—most often used for waterfowl. With recoil greater than that of the .410 and a shot that is twice as powerful, this shotgun would be ideal for shooting larger birds from further ranges.

.410 O/U - The .410 is seen as the beginners' shotgun because it has little recoil, is lightweight, and is easy to handle. Therefore, the .410 must be used at close range and will not be effective against anything further than 30 yards away from the shooter.

HANDGUNS

.500 Magnum - The .500 is the biggest handgun in the world. This gun has extremely powerful recoil and should only be used if you are attacked by some of the biggest African game on your safari. The .500 has been known to take down an elephant with a perfect shot and should not be used on smaller game as your integrity will surely be affected.

.454 Magnum - Slightly more powerful than the .44 magnum, the .454 has a bit more power and recoil and is suggested for defense against the big cats of the safari. However, you must still be incredibly accurate in close-range, dangerous situations as the .454 may not take down an animal in one shot before the animal takes you down.

.44 Magnum - Perfect for short range shooting of animals the size of medium to small antelope, the .44 magnum is one of the most popular big game handguns in North America. Be cautioned however, that the .44 has poor accuracy over distance and low fire-power. It should only be used for self-defense at close range.



LOCATIONS IN CABELA'S AFRICAN SAFARI

LEVEL 1



South Africa - South Africa is the southernmost country in Africa, and is incredibly diverse in all aspects. The country of South Africa borders two oceans and runs the gamut of landscapes from the dry, hot deserts of the Kalahari in the west to the lush, tropical forests of the eastern Indian Ocean coast. In between you will hunt a variety of scenery including the Karoo plateau of Central South Africa, lush forest areas, the Roggeveld Mountain terrain, the area surrounding the Vaal River, and some of South Africa's plentiful grasslands.

Trophy Hunt: rhinoceros

Herd Hunt: black wildebeest

Wing shooting: turtle dove

LEVEL 2



Namibia - Mostly dry and receiving little rain, Namibia is most known for its relation to the Kalahari Desert which makes up nearly all of Namibia's entire Eastern border with Botswana. As is the case with most African countries, however, there are several other regions of this nation that are not made up of desert and you can expect to also hunt areas around the Orange River—rich in big game, the dry but grassy areas of Damaraland, and you may also catch a glimpse of the ancient Petrified Forest of Namibia.

Trophy Hunt: leopard

Herd Hunt: hartebeest

Wing shooting: Egyptian goose

Other game: zebra, klipspringer, ostrich, hartebeest



LEVEL 3



Botswana - Botswana is completely dominated by the Kalahari Desert which covers 70 percent of the country's landscape. However, you can also expect to see a lot of diversity in the land surrounding this desert area including the vast expanse of the Okavango Delta where you will come across a lot of swampland and wet marshes. The Okavango area is also home to the Makgadikgadi Salt Pan which is distinctly identified by the whiteness of the ground in the area caused by the deposits of salt—one of the many tourist attractions in Botswana.

Trophy Hunt: *elephant*

Herd Hunt: *buffalo*

Wing shooting: *spur winged goose*

Other game: *bushbuck, buffalo, lechwe*

LEVEL 4



Zimbabwe - Zimbabwe's most known landmark worldwide is Victoria Falls, one of the tallest waterfalls in the world. You can also expect to hunt near other water-related landmarks along both the important Zambezi River as well as the Limpopo River. One can also expect to hunt the common grassland areas with sparse tree and shrub vegetation known all over Southern Africa.

Trophy Hunt: *cape buffalo*

Herd Hunt: *springbuck*

Wing shooting: *red billed teal*

Other game: *eland, sable, baboon, waterbuck*



LEVEL 5



Mozambique - Unique for its beautiful Indian Ocean Coast, this small African country is mostly known for its coastal areas. As a hunter you may also expect to find some of the predictable landscapes known well in Southern Africa such as the grasslands, plateaus, and savannas. However, some of the more lush land surrounding the Zambezi River and its valley are sure to be terrific hunting areas.

Trophy Hunt: *lion*

Herd Hunt: *zebra*

Wing shooting: *yellow billed duck*

Other game: *cheetah, hyena, red duiker, reedbuck*



WILDLIFE IN CABELA'S AFRICAN SAFARI

ANTELOPE

Impala - The impala is a medium-sized antelope known for its graceful, slender body and its ability to jump and bound in a zig-zag pattern when in danger. Horns, found in males only are S-shaped and ridged. Although the impala can mainly be found in herds on the savannah they must drink water throughout the day to survive.

Lechwe - The rarest of the antelope family, lechwe can be found near marsh or swamp areas where they are well adapted to swimming and running at fast speeds through the water to escape predators. The hind legs are set higher than the front legs and are distinguished by their long, thin horns and white underside.

Springbok - As the national symbol for South Africa, the name literally means "springing buck" because this is their identifying trait when they feel threatened. Springbok can be distinguished from the rest of the antelope by their white faces and their stethoscope shaped horns.

Eland - The eland is the largest of the antelope and notable for the tightly twisted horns and massive neck and shoulders of the male eland. Interestingly, the eland is found in early African rock art and strongly associated with African mythology.

Nyala - There is an extreme difference between the male and the female. The nyala male is very shaggy looking with a very dark coat while the coat of the female is much lighter and has stripes and spots.

Kudu - The kudu is known as the more beautiful of the antelope with its loosely spiraled horns and vertical stripes on the body. These markings make kudu hard to spot when they are standing still.

Wildebeest - The wildebeest is most often found traveling in herds and is extremely important to the environment as the herd's trampling of the grass stimulates growth. The wildebeest is known for its shorter, curved horns and hairy tail.

Bushbuck - Very similar to the nyala, the bushbuck very closely resembles a deer. They get their name because they are typically found on forest edges and hiding in shrubs and bushes near water sources.



Gemsbuck - This animal is distinguished clearly by the long, straight horns and the prominent black and white coloring on the face. Gemsbuck have adapted to the very dry climate regions of Africa and can go for long periods of time without water.

Reedbuck - Closely resembling a deer, the reedbuck has the size and coloring of a deer but has shorter, V-shaped horns on the top of their heads. The reedbuck gets its name from its habitat and can be found hiding among the grasses and reeds of wetland areas.

Water buck - The waterbuck, despite its name, is not likely to be found near water. A good swimmer, it will retreat to water when in danger but you will most likely find a waterbuck on the savannah or grassland areas. The waterbuck is also shaggier and has shorter legs than other members of the antelope family.

Duiker - Difficult to hunt because they are the smallest member of the antelope family, the duiker is still an important member of the African ecosystem because many other animals prey on duiker. Duiker, known for being aggressive and territorial, can be identified by their short pointed horns.

Hartebeest - As another member of the antelope family, the hartebeest is defined by their long, narrow face and tall stature. Found mostly in the grassland areas of Africa the hartebeest is also known as one of the fastest running and toughest of the antelope species.

Sable - With their very long horns and a shaggy mane around their necks, the sable is a very distinctive member of the antelope family. The sable prefer lightly wooded areas to the grassy areas of Africa and are known as a dangerous fighter, even for lions, because of their sharp horns.

Steenbuck - Unlike other members of the antelope family, the steenbuck is a solitary creature. When being chased by a predator, the small, reddish colored steenbuck will hide very still in the bushes hoping for danger to pass.

Klipspringer - This tiny little antelope's name literally means "rock jumper" and is distinguished by its very small size and little horns on the head. The klipspringer will only come up to mid-thigh but is a fast runner who is scared easily and is therefore difficult to hunt.



BIG GAME

Rhino - The rhino is one of the more rare African animals best known for the one horn on its nose and its very large size. Notoriously an extremely aggressive animal, the rhino will charge pretty much anything that comes near it.

Elephant - Perhaps the most highly recognized animal in Africa, the elephant is most famous for its trunk, front tusks, and huge ears. Elephants typically travel in herds of a dozen related animals and weigh between 5 and 7 tons.

Baboon - A baboon can be recognized by its long, dog-like nose, thick fur, and short tail. Baboons are social creatures that live in groups and are known for their loud vocals on the African savannah.

Cape Buffalo - Aggressive, powerful, and fast the cape buffalo is one of the most dangerous animals on safari. With no known predators except humans, even injured cape buffalo are hard to take down as they are known for stalking and then attacking.

Zebra - Another one of the more recognizable African animals zebras are known for their black and white stripes and black mane. Zebras will graze on grass for most of their day and are well-known for being extremely noisy animals.

Lion - Easily the more recognizable of the African safari animals, this "king of the jungle" has a roar that can be heard up to five miles away! The males are distinguished by their manes that not only make them look bigger but also protect their throats from predators.

Leopard - The leopard is well known as a member of the big cat family, famous for its spots. Leopards are very opportunistic animals eating wider variety of animals than any other cat and will climb trees, perhaps dragging their kill, to stay safe from predators.

Cheetah - The fastest land mammal on earth, the cheetah can run up to 70 miles per hour! The cheetah is similar in looks to the leopard but is smaller in size, has smaller spots, and has black "tear stripes" that go from the inner corner of the eye to the mouth.



BIRDS

Ostrich - Ostriches are the largest living birds in the world and are very distinctly known for their black and white coloring. Ostriches are a flightless bird and instead run rather quickly on land to escape predators.

Red Billed Teal - The red billed teal is a medium sized duck that prefers the swamps and rivers of southern Africa. Notable for its red bill and black cap on the top of the head this bird is often confused with the yellow billed duck.

Turtle Dove - The smallest of all the hunted birds on safari, the turtle dove nests and lives in open areas rather than in wetlands and can be found in southern Africa only in winter when it migrates all the way from northern Africa and Southern Europe.

Spur-winged goose - Found in the wetlands of Africa, the spur-winged goose is a very distinct-looking bird with mostly black feathers and a standout red bill. This is one of the larger hunted birds on safari you can find feeding on grass for the majority of the day.

Yellow Billed duck - Often confused with the red billed teal the yellow billed duck will not be hard to spot if you look for its easy-to-spot bright yellow bill. Found in large flocks, this bird tends to like more open areas.

Egyptian goose - The Egyptian goose stands out with a gray or white colored face and a "bandit-looking" patch of brown feathers around the eyes. The Egyptian goose is mostly found in Southern Africa in the wetland and marsh areas.

Greater Flamingo - Unmistakable for their pink coloring and their hooked bill, the flamingo is one of the most widely recognized birds in the world. The flamingo spends most of its day standing in shallow water finding food; the flamingo gets its pink coloring from the crustaceans that it eats.

Royal Albatross - The albatross is an incredibly large seabird known for its impressive wingspan. The albatross spends all of its time at sea eating fish and drinking salt water. Their beaks act as a filter allowing the albatross to survive on all that salt water.

Barred Cuckoo - The barred cuckoo gets its name from the strongly colored plumage on the chest of this bird. The allover color of the bird is gray color with alternating horizontal "stripes" of white and dark gray on the chest.

White Pelican - The white pelican is a large seabird with mostly white coloring on the body, black or gray wingtips, and a very distinct yellow bill. Their bill is very large with a pouch underneath in the neck area where the pelican scoops up large amounts of water and then filters it out, catching small fish, frogs, or other water-dwelling animals to eat.

Cardinal Woodpecker - The cardinal woodpecker, as most know, is most famous for pecking the wood of trees. They will do this to seek out bugs inside the tree to eat and have abnormally long tongues that they can reach the bugs with.

OTHER ANIMALS

Chimpanzee - Easily one of the most recognizable animals on the safari, the chimp is well known for intelligence and an uncanny human resemblance. Chimpanzees are very playful, live in small groups or families, and are very curious. A favorite of the African safari.

Gorilla - The largest of the primates, gorillas usually walk on all fours using their knuckles. Gorillas are more aggressive in nature and are known to be very strong when it comes to defending themselves. Another African favorite.

African wild dog - With their spotty brown and black coats, the African wild dog is roughly the size of a medium domesticated dog and is a rare find in Africa as it is on the endangered species list. The wild dog will hunt in packs mostly made up of males.

Giraffe - Another one of the most recognizable animals in Africa the giraffe is of course known for its brown spots and extremely long neck. The giraffe's long neck and even longer tongue help the giraffe gather leaves to eat, even when food is scarce.

Warthog - Recognizable as swine with a bristled mane and tusks, the warthog lives in a burrow in the ground where it will seek refuge from predators. A unique trait of the warthog is that they can survive for long periods of time without water.

Hyena - Thought to be bold and aggressive for their size, the hyena is known as a scavenger. Feeding off of carcasses and injured animals, the hyena is also known to be cannibalistic which is a unique trait on the African savannah.

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Andy Koehler

**Brand Manager and
Trade Director**
Jeff Muench

OPERATIONS

**Director of Operations
and Planning**
Mike Groshens

**Information Systems
Administrator**
Bob Viau

Voice Talent
TC Carson
Sekou
Mark Kleistorin

ADDITIONAL THANKS

Ann Beggs
Jan Marek
Mike Dalton
Kurt Niederlof
Chris Owen
Janet Paulsen
Mike Roska
Aaron M. Thompson
Steve Williams
Donna Johnston
Andy Spohn
Randy Randall

Hamsterball
Laura Ford
Amanda Cinfio
Saul Villegas
Brian Silva
Mike Foster
Mark Vitello
Mark Rose
Jeremy Jones
Randy Beverly

SAND GRAIN STUDIOS

Project Manager
Emil Anghel

Game Designer
Bogdan Hoiesescu

Lead Programmer
Cristian Cutocheras

Programming
Andrei Streche
Seida Emin
Radu Robu
Bogdan Dinulica
Eugen Gabriel Ion
Nelu Cristian Tone

Mission Scripting
Teodor Ion Poparescu

Additional Scripting
Teodor Ion Poparescu

Lead Level Design
Lucian Catalin Puscas

Level Design
Teodor Ion Poparescu
Cristian Cercel
Octavian Emil Petre
Nicolae Aldea
Oana Madalina Coros

Lead 3D Artist
Bogdan Matara

3D Artists
Andrei Moise
Oana Bucur
Daniela Candroveanu
Alex Bratosin
Ioana Maria Catarig
Ovidiu Chiheia

Lead 2D Artist
Brindusa Dumitrescu

2D Artist
Daria Popescu

FX Artist
Bogdan Matara

Game Engine Team

**Lead Engine
Programmer:**
Daniel Delion

**Senior Engine
Programmers:**
Codrut Angelescu
Dragos Avramescu
Cosmin Sulea
Alexandru Simion
Ionut Tudor
Stelian Nicolae
Constantin Tudor
Cristian Paun

Engine Tools:
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Ciprian Ponea
Andrei Drexler

Production Manager
Patrick Moraras

Technical Support

Technical Manager
George Batog

Senior Level Designer
Mihai Trimescu

**Senior 3D Animators &
Modelers**
Carmen Tanase
Mihai Preda

Art Director
Tudor Popa

Senior FX Artist
Dragos Stanculescu

Senior Programmer
Roxana Sin

Music & Sound Effects
Ionut Deliu
Mihai Dumbraveanu

System Administrator
Costin Barzon

Network Administrator
Stefan Radulescu

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