

USER MANUAL

GREEN

BLACK BORDER



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2 CUSTOMER SERVICE

Please contact support@meridian4.com

3 ENTER THE EXCITING

WORLD OF GREED!

3.1 STARTING A GAME

You can start the game either via the Desktop icon, or by clicking on the corresponding entry in the Windows Start menu. When you launch the game, the main menu will appear first of all. This is where you can launch either a new single or multiplayer game, or load a previously saved single player game.

3.2 STARTING A NEW SINGLE PLAYER GAME

Click on **[SINGLE PLAYER]** in the game's main menu. Select one of the three main characters and enter a new name for your character. Then click on **[START]** in order to launch the game.

3.3 STARTING A NEW MULTIPLAYER GAME

Click on **[MULTIPLAYER]** in the game's main menu. Create a new character, or select the character with whom you wish to continue playing using the arrow keys then click on **[CONTINUE]**. Click on whether you wish to create a game or join a game.

In order to join a game, select a game from the list and click on **[START]**. To play a game via the Internet enter the IP address of the game's creator under **SERVER IP** and then press **[START]**.

In order to create a game, enter a name for the game under Server Name. Select the game level where the game should start and also the game difficulty level. To begin press **[START]**.

NOTE: In multiplayer mode you can use the Tab key to open a chat window to then communicate with other players.

3.4 LOADING A SAVED GAME

In order to continue playing an already started single player game, select **[SINGLE PLAYER]**. If you have started several games, select the character that you wish to continue playing using the arrow keys and then click **[START]**.

3.5 SAVING IN THE GAME

You can save your game at predefined checkpoints which are spread throughout the game. **Left click** on a checkpoint in order to save the current progress.

4 THE GREED UNIVERSE

SO IT WAS

With the discovery of the Messmer-Selyanov Constant, the way to the stars stood open. Five planet systems, relatively close to one another were colonized using colony ships.

- **CONDATIS**
- **CAMULOS**
- **ERCURA**
- **NETO**
- **TARANIS**

An alliance between the planets held for fifty years and then it broke down: Disputes between governments led to the drying up of trade and mistrust grew. The hereditary governors of Camulos began to support pirates with the intention of weakening the trading power of the other colonies. The policy succeeded. The dependency upon Camulos, the only one of the planets with oil reserves, grew. It was only a matter of time until all of them were once again united – under a dictatorship.

But then Ikarium was discovered in the Likanos asteroid swarm - a metal hybrid which, at a stroke, catapulted space travel technology into a new age. Ikarium became unimaginably valuable – and each of the feuding systems wanted it.

HOW IT IS TODAY

A new gold rush broke out. Malcontents, adventurers, but also honest traders made their own exploratory expeditions, plundering the asteroids and seeking out new sources. But the few who were able to exploit large mines, kept their locations secret. When the mining ships were on the return from their expeditions they often became the target of pirate attacks, though these were only rarely successful.

The Taranis system had kept itself out of the disputes the best it could and produced the most modern weapons and strongest mercenaries which it sold to all who could pay, using Ikarium.

When the asteroid swarm deposits became exhausted, the other systems raised the price for the metal hybrid so that enough adventurers would still continue to risk their necks to obtain the new gold. Using the Ikarium, Condati, Ercura and Neto got the weapons they needed from Taranis and prepared themselves for war against Camulos which had become more powerful.

Among the soldiers and researchers of Camulos there were a few who rebelled against the takeover plans. When their protest showed no signs of success, they quit their jobs and got together, preferring to work as freelance mercenaries, rather than be subjugated innocents. Together and independently, they started to search for Ikarium in both small transporters and in large expeditions to keep their heads above water, responsible only to their own consciences...

You are one of these fugitives who have been earning their living for years between the systems. Always in danger from the planetary troops judging them as deserters or undesirable free-booters and being executed without trial – always on the search for that one tiny grain of luck and the chance to start a new life.

5 CONTROLS

To move your character, click using the **left button** on the place to where you want your character to go. If you hold the **left mouse button** down and then **move the mouse**, your character will run following the mouse pointer.

By pressing the **[W]**, **[A]**, **[S]** or **[D]** keys, your character will make an avoidance maneuver (rolling or jumping) to the top, bottom or left or right edge of the screen. Press **WA**, **AS**, **SD** or **DW** to make the avoidance move in a diagonal direction. In addition you can also use a key **[SPACE BAR]** to make a free avoidance maneuver and move in the direction where the mouse pointer is located.

Click with the **left mouse button** on an enemy or a destroyable object in order to target them. You can fire freely using the **left mouse button** while keeping the **Shift key** pressed.

Carry out your selected active skill using a **right mouse click**. You can allocate **hotkeys** to your skills selection in the following way: In the Skills area in the main menu bar at the bottom edge of the screen, open one of the 3 categories: Active, Passive-offensive or Passive-defensive and move the mouse over the desired skill. Press one of the **keys** from **between 1 and 0**. Click with the **left mouse button** on useable objects in order to use them.

Pick up items by using a left mouse click. Pressing on the **ALT** key will show you all of the collectable items within the area shown on the screen. You can also move the items in the inventory using a **left mouse click**.

- C** » Open Character Sheet with Inventory
- K** » Open Skills Tree
- L** » Bring up Logbook
- M** » Bring up / fade out Overview map
- Q** » Use First Aid pack
- E** » Use Energy Cell



6 THE GAME SCREEN



Main menu bar on the lower edge of the screen

1 » SHIELD DISPLAY

The shield absorbs damage until its energy is used up. It recharges when the game character isn't fighting, i.e. when the character is not taking damage.

2 » LIFE DISPLAY

The graduated bar shows your character's currently remaining life energy. The number next to it gives the exact energy level as a percentage.

3 » AVAILABLE FIRST AID PACKS

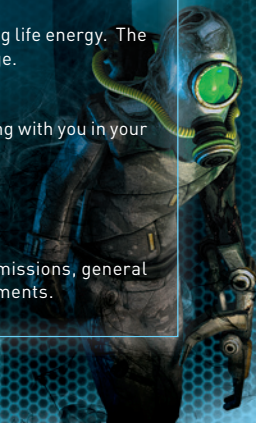
The display gives the number of first aid packs you are carrying with you in your inventory. The maximum number of packs is 9.

4 » MENU BAR FOR THE INFO WINDOW

CHARACTER: opens the character sheet with the inventory

SKILLS: opens the skills tree

COMPUTER: opens the computer with entries concerning missions, general information, happenings and news announcements.



5 » ACTIVE SKILL

This symbol shows your currently selected active skill which you can apply in combat against your enemies using a right mouse click.

6 » PASSIVE SKILL: OFFENSIVE

This symbol shows your currently applied offensive passive skill. If you have selected an offensive passive skill, this will automatically support you in your attack.

7 » PASSIVE SKILL: DEFENSIVE

This symbol shows your currently applied defensive passive skill. If you have selected a defensive passive skill, this will automatically support you in your defense.

TIPS FOR ALL SKILLS: As soon as you have learnt several skills, you can at any time call up a selection bar by clicking on the symbol in order to change your currently selected skill.

8 » AVAILABLE ENERGY CELLS

The display gives the number of energy cells you are carrying with you in your inventory. The maximum number of packs is 9.

9 » ENERGY DISPLAY

The graduated bar shows your character's current energy. The number next to it gives the exact energy level as a percentage.

10 » JUMPING POWER DISPLAY

Carrying out an avoidance maneuver costs jumping power. The bar has to be fully loaded once again before any further avoidance maneuver can be carried out.

11 » OVERVIEW MAP

The overview map shows the hero's surroundings in a plan view. It can be faded in and out using the [M] key. The hero is always positioned in the center of the map.

12 » CROSSHAIR (MOUSE POINTER)

The mouse pointer is used with a left click to select a target destination for a movement, or for an attack. In the case of collectable objects, moving the mouse pointer over them displays information about the object. Useable or destroyable objects relevant to the game, as well as enemy beings, are highlighted when passed over.

7 THE HEROES' ABILITIES

AND ARMAMENTS

7.1 THE CHARACTER SHEET WITH INVENTORY

This gives information about the attributes and possessions of the game character and is opened and closed via the main menu bar, or by using the [C] key.



THE ATTRIBUTES

EXPERIENCE: The experience bar shows the progress being made towards the next skill level. Completing tasks and successfully defeating opponents will win the hero experience points.

LEVEL: The hero's experience level increases each time the experience bar becomes full. Thus the level is a value which reflects the hero's experience.

WEAPON: This is where a short description of the weapon is displayed.

DAMAGE: This value shows the damage value of the current weapon.

ARMOR: This value shows the strength of all of the clothing you are currently wearing. The higher the armor value, the less damage will penetrate from enemy attacks.

POINTS: You receive 2 increase points upon reaching each new experience level and these can be distributed among the following attributes:

LIFE: Your character's life points

SHIELD: The strength of the shield which protects you from damage.

ENERGY: Energy for using the skills.

THE INVENTORY

It shows all of the objects and items of clothing in your character's possession. The circled fields show the clothing and the weapon with which your character is currently equipped.

All items with an armor value protect the hero from attack. The armor values of all armor objects worn on the body are added up to give a total value which is then displayed below in the character sheet under ARMOR. You can call up information about an object in the inventory by placing the mouse pointer over it.

IKARIUM is a very valuable metal in the game and serves as a currency. This figure shows the amount of Ikarium possessed by your character.

The window on the right gives a detailed view of you character with their current clothing. Click on the figure and drag sideways with the mouse in order to look at your character from all sides.

Items can be picked up and replaced with a left mouse click. In order to put on a new item of clothing, pick it up and exchange it with the item of clothing in the appropriate circled clothing field.

First aid packs and energy cells are stackable. They only require one location in the inventory. The number of stacked elements is shown by a small number. When picking up a stack, the whole stack is automatically picked up. Holding down the Shift key during the setting down action, will let you set down individual items from the stack.

All objects can be taken out of the inventory and placed on the ground in the game world by setting them down somewhere outside the inventory window.

Scrap function: Following clicking on the SCRAP button, the mouse pointer changes into a Scrapping symbol. Now if you click on an item in the inventory it will be processed into a pile of recyclable material the size of an inventory box which you can then sell to a trader. This is how you can clear out your inventory and sell the recyclable material you produce.

NOTE: There is a definite chance that an upgrade item will be created while carrying out scrapping!

7.2 THE SKILLS TREE



The tree shows all of the skills which your character has learned and which can also be improved upon in the course of the game. It is opened via the main menu bar or by pressing the [K] key. The skills are divided into three groups. **ACTIVE, PASSIVE OFFENSIVE** and **PASSIVE DEFENSIVE**.

Skills already learned are shown illuminated, learnable or improvable skills are circled and highlighted. The current level of the skill is highlighted below the symbol. If the preconditions for learning a skill have not been fulfilled (experience level, required base skill), the symbol is darkened. The tree is built up from the bottom upwards. If two skills are connected with an arrow, it means that a command of the lower skill is always a precondition for learning the higher skill.

Detailed information about skills is shown if the mouse pointer is held for approx two seconds over a skill symbol.

For further information about skills, see: 'The Skills System'

7.3 TRADING



To carry out trading activities there is a window which opens showing both your character's and the trader's inventories. The trader's goods are divided into different groups: **HELMETS**, **ARMOR**, **WEAPONS** and **OTHER**.

In order to buy goods from a trader, pick it up via a left click and place it on a free location in your own inventory. To sell items, simply place them somewhere in the trader's inventory. They will be sorted automatically into the correct location. In the **CHECKOUT** window you can see your current wealth and for what amount you have just bought and sold goods.

To find information about an item in the trader's inventory, place your mouse pointer over the item.

7.4 COMPUTER



The computer keeps an account of the missions, information, events and news announcements in the course of the game. The individual categories can be brought up and faded out using their corresponding buttons.

- MISSIONS:** gives information about mission goals which the player has to achieve.
- INFORMATION:** lists all the data from texts which have been read.
- EVENTS:** Documents relevant happenings, such as for example, the finding of items which are important for making progress in the game.
- NEWS:** You will regularly be receiving fresh news announcements about the GREED universe throughout the course of the game.

8 THE GAME CHARACTERS



8.1 THE MARINE

A former commandant – Following his own conviction, he rebelled after discovering that his subordinates were mere chess pieces of the political classes and for many of them, death could have been avoided.



8.2 THE PYRO-FIGHTER

A former member of a 'Cleaner' Unit: He had to get his hands dirty in secret government operations and then afterwards destroy all traces. When the government sent him to completely and with no compromise, flatten a civilian settlement, he called a halt and became a deserter.



8.3 THE PLASMA-ENGINEER

A female scientist engaged in weapons development – after discovering how Ikarium could be effectively incorporated into weapons technology, her research team was executed by one of the Camulos' government's 'Cleaner' Units. She escaped as the sole survivor and is now on the run.

9 THE SKILLS SYSTEM

You receive a skill point with each new skill level achieved. This can then be used to raise existing skill levels, or to learn new skills.

Skills are divided into 3 categories: Active, passive-offensive and passive-defensive. Active skills are targeted when applied and consume energy. Passive skills unfold their effect as soon as they are selected and don't use any energy. You can have a passive-offensive and a passive-defensive skill activated simultaneously.

By using skill points, skills can be increased in the skills tree up to a maximum of skill level 5. By means of upgrade items of armor or weapons, you can also reach a level higher than 5.

Skills have a level requirement, meaning that they can only first be activated once the player has reached the corresponding experience level.

Skills can also have dependencies (recognizable by arrows between the skills in the skills tree), this means that the skill can only be activated when at least one other skill has been activated, one which is linked to the desired skill with an arrow.

Skills can be selected by using hotkeys, making them much more rapidly selectable. Hotkeys can be allocated by moving over a skill on the skills bar which is pulled out from the main menu bar and then by pressing one of the hotkeys, numbers 1-0. This enables up to 10 hotkeys to be saved.

10 ITEMS

There are the following item types: **ARMOR, HELMETS, WEAPONS, UPGRADES, FIRST AID PACKS, ENERGY CELLS** and **IKARIUM**

- **ARMOR, HELMETS** and **WEAPONS** can be worn by the player (limited to respective character classes, Plasma doesn't wear a helmet).
- **UPGRADES** give **BONUSES** to different character attributes.
- Armor, helmets and weapons can have '**SOCKETS**' into which upgrades can be fitted. The item then receives an additional bonus from the upgrade.
- Armor, helmets, weapons and upgrades have a **LEVEL REQUIREMENT**. Thus they can only be worn if the player has reached a particular experience level.
- The **QUALITY** of the armor, helmets, weapons and upgrades is divided into quality levels. The type description of an item is colored according to each level: from white (level 1) through green, blue and purple to orange (level 5).
- **FIRST AID PACKS** top up life energy. Energy cells top up energy and can be used in the following ways
 - Right click on the object in the inventory
 - Left click on the symbol in the main menu bar
 - Hotkeys (pre-allocation: Q and E)



11 THE CHARACTERS' SKILLS

11.1 SKILLS OF THE MARINE

SKILL (ACTIVE)



HYPERARSENAL

Creates a hypermagnetic impulse field which sends metallic munitions into a tearing spin.



C4-CHARGE

The marine sets down a charge of plastic explosive in his current position.



COVER

Creates an obstacle behind which you can take cover.



FRAG GRENADE

A projectile which explodes and causes splash damage.



CRAZY RAGE

Crazy Rage lets the marine turn into a berserker for a short while. He dashes with his weapon and fires wildly with an increased firing rate and increased damage.



NUKE PROJECTILE

A projectile which remains stuck in an enemy and causes damage over time. Enemies nearby also take damage.



R-ACTIVE SPIKE

A projectile which remains stuck in the ground and which causes damage over time within a defined radius.



NUKE PROJECTILE

A projectile which remains stuck in an enemy and which explodes after a given time and causes splash damage.



ENERGY METAMORPH

Some energy will be used to top up the protective shield.

SKILL (PASSIVE-OFFENSIVE)



PENETRATOR

Shots penetrate and pass through opponents with a defined probability and hit enemies located behind.



BRAVADO

Increasing damage bonus, the more enemies are in vicinity of the marine.



FURORE

Increasing damage bonus the longer the soldier constantly causes damage.



EXPLOSIVE MUNITION

Shots explode with a defined probability and cause splash damage.

SKILL (PASSIVE-DEFENSIVE)



REGENERATION

The shield energy regenerates faster.



PROJECTILE PROTECTION

The soldier is more resistant to attacks from a distance.

11.2 SKILLS OF THE PYRO-FIGHTER

SKILL (ACTIVE)



FLAME WAVE

Generates a blazing wave of flames which moves forwards and causes damage.



SMOKE BOMB

The smoke bomb generates a cloud of smoke inside which the Pyro-Fighter takes less damage from attacks made over a distance.



CORPSE BOMB

Releases explosions in defeated opponents and causes splash damage.



FLAMMABLE OIL CLOUD

Fires an oil-gas mixture which can then be ignited by firing at it. The resulting fire causes damage to enemies who run through it.



INFERNO

The Pyro-Fighter creates a flaming firework around themselves. This causes his armor value to drop for a short time.



VENGEANCE ROLL

A spreading roll of fire in the form of a ring which spreads out and causes mounting damage with denser enemy numbers.



FIRE GRENADE

A projectile that explodes and creates a flaming firework.



FIRE STORM

A stream of fire which creates a circle of fire upon impact or after its maximum trajectory distance.



HEAT CONE

Generates a point where any enemy close by becomes more susceptible to all types of damage.

SKILL (PASSIVE-OFFENSIVE)



3000°

Enemies who cause damage with close combat attacks, take damage themselves.



EXTRA FUEL

Active skills require less energy.



FOCUS

The longer the Pyro-Fighter holds out in a position, the more damage is caused by the destructive stream of flame.



ASHES TO ASHES

Defeated opponents catch fire with a defined probability and cause damage to enemies who pass through the flames.

SKILL (PASSIVE-DEFENSIVE)



MAXIMIZE SHIELD

Energy cells fill shield to the max.



STEEL COAT

The Pyro-Fighter becomes more resistant to close combat attacks.

11.3 SKILLS OF THE PLASMA-ENGINEER

SKILL (ACTIVE)



BALL BLITZ

Target seeking ball-lightning.



HEALING CIRCLE

Generates an area with a healing effect for you and your allies.



DECOY

Creates a holographic likeness which then draws enemy fire.



HIGH VOLTAGE

Electrical storm which creates damage in a defined area.



FREEZE

A shot which makes the opponent incapable of movement or combat for a period within which he also cannot take damage.



FLASHOVER

An energy bolt which jumps from one opponent to another when close by.



ION GRENADE

A projectile which explodes and makes any opponent it hits more susceptible to damage.



ENERGY BALL

Broad sweeping negative energy projectile which sucks in enemies along its path.



PLASMA SHOCK

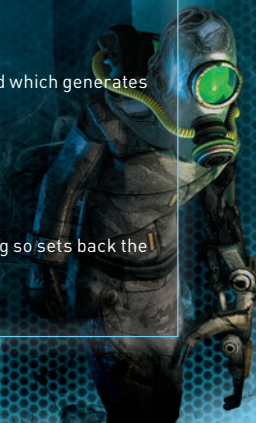
A plasma projectile which is shot into the ground and which generates a shock wave which creates splash damage.

SKILL (PASSIVE-OFFENSIVE)



HYPER-DAMAGE

The main weapon creates more damage, but in doing so sets back the energy regeneration rate.



**LIGHTFOOTEDNESS**

Running speed is increased, but also armor value is reduced.

**ENERGY MAXIMIZING**

Armor value drops, but energy increases.

**DELIVERANCE**

Opponents in a defined radius are knocked back with a certain frequency.

SKILL (PASSIVE-DEFENSIVE)**ENERGY FLOW**

Some energy is drawn from each defeated opponent and flows over to the engineer.

**CHILL SHIELD**

Running speed and firing rate is slowed down, but armor value increases proportionately.

11.4 SHARED SKILLS OF ALL CHARACTERS**SKILL (ACTIVE)****ADRENALINE**

Raised adrenaline makes for better skills over a defined period.

SKILL (PASSIVE-OFFENSIVE)**HIT POWER**

The base damage caused by the main weapon is raised.

SKILL (PASSIVE-DEFENSIVE)**ENERGY SPLIT**

Damage received consumes energy instead of shield energy.

**RECOVERY**

Your life regenerates when you remain stationary and cease combat for a certain period.

**CONDITION**

The time in which you can make another avoidance maneuver is reduced.

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13 CREDITS

Headup Games GmbH & Co. KG

Managing Director
Dieter Schoeller

Producing
Marcel Aldrup

PR & Marketing
Michael Zolna

Story/Dialogue
Balthasar v. Weymarn

Music
Henning Sommer

Special thanks to:
NBG Multimedia (Distribution)
Bartels Schöne (Webdesign)
Cyprian Hercka (Logo Animation)
Simon Pingen (SK Düren)
Nicole und Marie Glockmann
Waterdown
Dentcare
Ikuko Sossau
Kira
Christoph Brosius

ThePixelz.com (Mediadesign)
Oliver Funke
Tim Saueressig

German Voice Actors
Masato Kamishiro: **Santiago Ziesmer**
Marine: **Torsten Michaelis**
Pyro-Fighter: **Tilo Schmitz**
Plasma-Engineer: **Jennifer Harder-Böttcher**
Additional Voice Actors: **Wulf Mey, Marie Biermann & Mathias Klimsa**

English Voice Actors
Masato Kamishiro: **Nathaniel Parker**
Marine: **Ian Porter**
Pyro-Fighter: **Eric Meyers**
Plasma-Engineer: **Provence Maydew**
Additional Voice Actors: **Kosha Engler & Peter Marinker**

ClockStone STUDIO

Project Lead
Matthias Hilke

Technical Director
Michael Schiestl

Creative Director
Minh Tri Do Dinh

Art Director
Stephan Sossau

PROGRAMMING

Lead Programmer
Michael Schiestl

Programmer
Jan Wosnitza

Scripter
Jan Wosnitza

GAME DESIGN

Game Design
Minh Tri Do Dinh

Level Design
Matthias Hilke
Michael Linser
Marcel Ritter

Balancing
Helmut Duregger

ART

Lead Artist
Stephan Sossau

Visual-FX Artist
Michael Linser

Artist
Romana Mayr
Marcel Ritter
Alexander Senfter

ADDITIONAL ARTIST

**MEDIASQUAD Medienentwicklungs-
und Vertriebs-GmbH**
Christoph Sitar
Sandra Naschberger
Gabriel Diem

Cinematics
Romed Irmeler
Christoph Sitar

Animation
Minh Tri Do Dinh

QUALITY ASSURANCE

QA Manager
Helmut Duregger

QA Key
Michael Byrne

QA
Thomas Mader
Additional Tester
Marco Gallop
Alexander Gruber
Marion Kaufer
Maximilian Stroka
Localization Manager
Matthias Hilke

Sound Design
Dynamedion GBR

Axel Rohrbach
David Philipp

remote control productions GmbH

Executive Producer
Hendrik Lesser

Producer
Michael Stapf

Additional QA
Daniel Helbig
Johannes Lesser
Gunnar Struch

MERIDIAN 4



Headup Games GmbH & Co. KG
Nordstr. 104 • 52353 Düren • Germany
www.headupgames.com

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