

WARNING

Please read this section before using the game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain videogames. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children.

If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation or any involuntary movement or convulsion while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use:

- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as control devices allow.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room where you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a videogame.

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LISTEN UP, PSI CADETS!

I'm here to recruit you for the greatest job in the world—being a Psychonaut. But Whispering Rock Psychic Summer Camp is not for tender brains; before you're ready for the battlefield, you have to learn the ropes first. That means reading this notebook and familiarizing yourself with everything in it so you're better prepared for the hardcore mental and physical challenges ahead. So what are you waiting for? You'll have plenty of time to stand around when you're dead!
Go get 'em, soldier!



PC SPECIFICATIONS

PC System Minimum Requirements:

Supported OS: Windows 98 SE/2000/XP

Processor: 1.0 GHz Pentium® III and AMD Athlon™

RAM: 256 MB of RAM

Video Card: 64 MB GeForce™ 3 or higher or ATI® Radeon 8500 or higher (except GeForce 4 MX)

Sound Card: DirectX® 9.0c or higher compatible sound card

DirectX® version: 9.0c or higher (included on game disc)

Hard Drive Space: 3.75 GB minimum hard drive space

CD-ROM: 16X or better

Controls: Windows-compatible keyboard and mouse

PC System Recommended Requirements:

Supported OS: Windows 2000/XP

Processor: 2.0 GHz Pentium® IV and AMD Athlon™

RAM: 512 MB of RAM

Video Card: 128 MB GeForce FX 5600 or higher or ATI® Radeon 9600 or higher

Sound Card: DirectX® 9.0c or higher and Sound Blaster Audigy 2 series sound card

DirectX® version: 9.0c or higher (included on game disc)

Controls: Game Pad (optional)

DEFAULT CONTROLS

Mouse movement: Control Camera

Left mouse button: PSI Punch

Right mouse button: Player Assigned PSI Power

Arrow keys: Navigate menus and move Raz

W: Move Forward

S: Move Backwards, Turn Around

A: Move Left

D: Move Right

Space: Jump (Jump then punch with Left Mouse Button for Palm Bomb attack)

F: Interact

X: Return Item to Backpack, Cancel

Q: Player Assigned PSI Power

E: Player Assigned PSI Power

Left Shift: Target Lock/Camera Adjust to Center/PSI Float*

% Open Inventory Menu

&: Open PSI Powers Menu

ESC: Open Journal, Start

Tab: Statistics

Middle Mouse Button: First Person View

NUMPAD8: Camera Control (alternative)

NUMPAD2: Camera Control (alternative)

NUMPAD4: Camera Control (alternative)

NUMPAD6: Camera Control (alternative)

*PSI Float is only available once you have earned your Levitation Merit Badge.

MAIN MENU

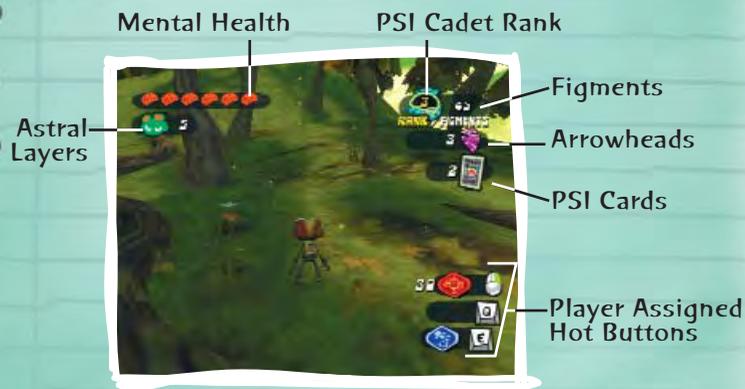
Choose from the following at the Main Menu:

New: Start a new adventure. Raz picks a bunk then designates his camp nickname. You will also choose default camera controls during set up. Once you make these choices, your profile is complete.

Continue: Loads the profile/game/bunk name most recently played.

Load: Load a saved game from your bunk in the bunkhouse.

HEADS UP DISPLAY



The Heads Up Display will automatically appear once any of the items on it are affected by gameplay. However, you can also bring it up at any point by pressing the **Tab** key.

Mental Health: Indicates Raz's available mental health. See **Recharging and Increasing Mental Health** on page 7.

Astral Layers: Shows available astral layers. When these run out, Raz is booted from the mental world back into the real world. See **Mental World Items** on page 18.

Figments of Imagination: Indicates total number of figments collected within the current area. Collect 100 figment points to upgrade Raz's PSI Cadet Rank. See **Mental World Items** on page 18.

PSI Cadet Rank: Shows Raz's current PSI Cadet Rank. The highest rank Raz can achieve is 100. See **PSI Cadet Rank** on page 7.

Arrowheads: Tallies number of collected arrowheads. See **Collectibles** on page 16.

PSI Cards: Tallies number of collected PSI Cards. See **Real World Items** on page 16.

Player Assigned Hot Buttons: You can customize the **Right Mouse button, Q or E keys** by assigning to them the PSI Powers you use most frequently. Press the **]** key to bring up the PSI Powers/Inventory menu, highlight a PSI Power using the **arrow keys**, then press the key you want that PSI Power mapped to.

REAL AND MENTAL WORLDS

There are both real and mental worlds in **Psychonauts**. The real world is the world in which Raz pursues his dream of becoming a Psychonaut while exploring the mysteries of the camp and his immediate surroundings. These are the environments where he develops his physical and psychic talents. The mental world is the world as imagined inside the psyches of the various characters he encounters in the real world.

MENTAL HEALTH

Maintaining adequate mental health is vital for any aspiring Psychonaut and it's also necessary for Raz to perform his psychic skills. Initially, Raz will have three brains' worth of health. When he takes damage, the brains start to lose their cranial fluid, $\frac{1}{4}$ -brain at a time. If Raz ever loses mental health completely, one layer of his astral projection into this mind will peel off, and he will be sent back to the last checkpoint he crossed in the area, as long as he has enough astral layers left (see **Astral Layers** on page 19). If Raz is out of mental health and astral layers, he will be kicked out of the mind he is in and sent back to the real world. If Raz loses all his health in the real world, he will return to a respawn point in the real world.

Recharging and Increasing Mental Health

Raz can replenish lost mental health by:



Collecting Positive Mental Health that's found bouncing around people's minds, usually left behind by enemies or objects as they dematerialize.



Absorbing a Dream Fluff, a condensed form of Positive Mental Health that exists in the real world.

Raz can also increase his capacity for mental health. For every mental world Raz completes, he will earn an additional brain's worth of health. He will also earn an additional $\frac{1}{4}$ -brain capacity for each stolen campmate's brain he finds and reunites with its owner. The maximum number of brains he can achieve is 18.

PSI CADET RANK

On the road to becoming a Psychonaut, Raz will need to consistently "rank up" in order to earn new psychic abilities and purchase most items at the Main Lodge. The highest rank Raz can achieve is 100.

There are a number of ways Raz can increase his rank:

- Collect nine PSI Cards and purchase a PSI Core at the Main Lodge, then redeem them all at Ford Cruller's Sanctuary.
- Find a PSI Challenge Marker.
- Collect 100 figment points.
- Find eight scavenger hunt items to get promoted four PSI Cadet Ranks. Find the remaining eight goodies to get promoted an additional four ranks. See page 17 for specifics.

RAZ'S BACKPACK

Raz has room for sixteen different items in his backpack. To access his backpack, press the [key to bring up the Inventory Menu. To toggle within each menu, use the arrow or [and] keys, then press the F key or Spacebar to select the backpack item for Raz to use.

Note: Some of the items in Raz's backpack can be used in both worlds; some may only work in one. Some real world items may not be available to Raz when he's in the mental world.

JOURNAL

The Journal Raz carries with him throughout the game is a valuable tool. There are six different tabs in the Journal:

Choose from **Continue**, **Options**, **Load**, **Save**, **Credits** and **Quit to Title**.

CONTINUE: Resume play of a game currently in progress.

OPTIONS MENU:

CONTROLS: Includes sub menus where you can adjust the key Bindings, Advanced Controls and Camera.

Bindings: Customize all of your key settings here.

Advanced Controls: Adjust your Mouse Sensitivity and gamepad joystick calibration (Deadzone) here.

Camera: Allows you to invert the game camera's horizontal view, vertical view and first-person vertical view. The default selections are based on the initial profile choices you designated at the start of the game. You can also disable goal pop up messages too.

GRAPHICS: Enables you to adjust your screen resolution in addition to selecting: Full Screen view, Full Screen with Anti Aliasing, FSFX (Full Screen FX), Advanced Shading, V Sync (vertical sync) and Shadows. A Brightness setting also lets you adjust the game's look.

SOUND: Adjust volumes via a slider bar for Master, FX, Music and Voice. The default level for each is 100%. You can also designate whether subtitles appear during play (they will not appear by default), and whether you want Hardware Reverb or Creative EAX Advanced HD support.

LOAD: Lets you load any previous file in the same profile.

SAVE: Select to save the current game file. **Psychonauts** will also autosave at key checkpoints in the game and at every loading screen.

CREDITS: Select to view the credits for **Psychonauts**.

QUIT TO TITLE: Select to quit from the current game and return to the title screen.

In This Area

Provides statistics on the current game area. The area statistics screen will vary depending on whether Raz is in the real or mental world.

In the real world, this tab tracks PSI Challenge Markers Collected, PSI Cards

Recovered, PSI Cores Unredeemed, Scavenger Hunt Items Recovered and, in certain areas, Kids' Brains. In mental worlds, area statistics will indicate Figments (number collected and number available), Emotional Baggage Matched (number collected and number available), Cobwebs Recovered and Vaults Cracked. This tab also includes a



nifty Figment Viewer so you can check out all of Raz's collected figments. To access the Viewer, press the **Spacebar**.

Totals

Tracks global game statistics including PSI Cadet Rank, Vaults Cracked, Arrowheads Collected, Emotional Baggage Sorted and Scavenger Hunt Items Found. It also tallies PSI Cards, Cobwebs, PSI Cores and Kids' Brains Raz can redeem at Ford Cruller's Sanctuary.



To-Do

This is Raz's list of "Things I Gotta Do." It includes the current main objective and all sub-objectives. If you're ever unsure of what to do next, consult this list for a refresher.

Memories

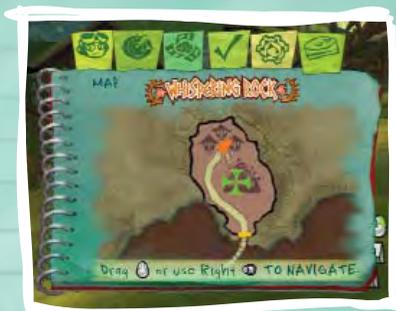
Allows you to look back at some of your favorite moments from playing **Psychonauts**.

Memories are added as you progress through the game.



Map

Use the **numpad arrow keys** or drag your mouse to navigate the map.



SAVING YOUR GAME

Psychonauts will autosave at key checkpoints in the game and at every loading screen. However, you can also manually save your game within your Journal. Press the **ESC key** to open your Journal. Select **SAVE** and choose which slot to save your game to or which current game slot you want to overwrite.

TELEPORTING

Within some mental worlds, Raz has the ability to teleport back to any area he's already visited, as long as this little critter is present. Press the **F key** to interact with him and then highlight the area to teleport to from the location menu that appears. The further Raz gets within a given level, the more location options there are to choose from.



COMBAT

As a psychic soldier, Raz must engage in battle. His most basic attack is his PSI Punch that you perform by pressing the **Left Mouse button**. You can also jump then punch to execute a Palm

Bomb. After earning his Marksmanship Merit Badge, Raz also gains the ability to focus his psychic energy via his PSI Blast power.



Ammo

Raz will generate Mean Little Balls of Hate by smashing things. These are tiny little nuggets of aggression that Raz picks up to use as ammunition for his PSI Blast.



Targeting with Mental Focus

Raz's PSI Blast will auto-target within a certain range. However, using mental focus enables Raz to more accurately target his foes. Hold down the **Left Shift key** to focus while firing. Switch targets with the mouse.

Raz will also gain additional psychic powers later on that will help him kick butt on the battlefield. See **Merit Badges** on page 13 for more information.

ACTION BUTTON

Raz is a young man of action! When you press the **F key** while looking at something, he will execute an appropriate action. If the item is a person, Raz will talk to him or her. If the item is a door, it will open. If it's a switch, the switch triggers. The **F key** also allows Raz to pick up arrowheads buried in the ground.



THOUGHT BUBBLE

Raz's Thought Bubble is the most versatile tool he has at his disposal; Raz can manipulate it to glide and protect his hide. Once he completes training with camp counselor Milla Vodello, Raz will earn his Levitation Merit Badge that enables him to use his Thought Bubble to levitate and float. While falling from a height, hold the **Left Shift key** to PSI Float to safety with his bubble. While floating, press the **Spacebar** to pull the bubble down underneath Raz so he can levitate on it. Once Raz earns his Shield Merit Badge, he can also use his bubble as a shield to defend himself against enemy attacks.

MERIT BADGES

Earning Merit Badges is a critical part of completing Raz's PSI Cadet training. He earns them by performing certain tasks camp counselors challenge him with or by completing objectives in various areas. Some Merit Badges have a minimum PSI Cadet Rank requirement before Raz can earn them since he needs to have a certain "mental muscularity" before he can handle the new skill. See **PSI Cadet Rank** on page 7.



Pyrokinesis: Raz obtains this Merit Badge once he can harness his internal energy and change it into the power of fire. He must have ranked up enough first. Press and hold the Pyrokinesis hot button to prepare an attack. When the temperature gauge maxes out, Raz will release a powerful Pyrokinesis attack.



Telekinesis: Learn how to pick up and toss objects with a psychically controlled hand and Raz will be awarded this Merit Badge. He must have ranked up enough first.



Invisibility: Once Raz has ranked up enough, he is in a position to earn his Invisibility Merit Badge. Raz will be able to cloud the visual cortexes of those around him, effectively rendering himself invisible. As

Raz uses this power, his invisibility icon will drain of color. Raz will have approximately ten seconds of power usage and it will take another ten seconds for the power to fully replenish.



Marksmanship: Psychonaut superstar Sasha Nein awards Raz this badge once he is fully trained in the PSI Blast.



Levitation: Raz gets this badge from camp counselor Milla Vodello when he learns to master his thoughts and ride around on them like a balloon. He can also glide over hazardous materials (i.e., fire, electricity, radiation) and bounce on his Thought Bubble to reach higher areas. See **Thought Bubble** on page 13.



Shield: The Shield Merit Badge is essential for any serious Psychonaut in training. To acquire this Badge, Raz must learn how to project his Thought Bubble around him to use as a shield. As Raz uses this power his shield icon drains of color. Raz will have approximately four seconds of power usage and it will take just as long for his shield to fully replenish.



Clairvoyance: This Merit Badge allows Raz to see from the point of view of any other living thing in his immediate area. In addition to seeing the point of view of minds in close physical proximity to his own, Raz will eventually be able to send his mind far and wide through items belonging to other creatures.



Confusion: A very powerful weapon, Confusion lets Raz temporarily scramble the minds of others, making them forget who they are, and sometimes causing them to attack one another or even themselves.

PSI POWER UPGRADES

As Raz ranks up, some of his PSI Powers become even more powerful.

Palm Megabomb: After you start a Palm Bomb, press the **Left Mouse button** as many times as you can before you hit the ground. The more times you press the **Left Mouse button**, the higher the bonus damage!

Chain Blast: Raz's PSI Blast will bounce from one enemy to the next, damaging up to three nearby enemies at once.

Wrecking Ball: Once Raz earns this Levitation power-up, his Thought Bubble becomes a deadly weapon at full speed.

Thermal Detonation: Raz's Pyrokinesis power will now invoke a massive explosion around the target, setting fire to anything nearby.

Offensive Shield: Enemies who use melee attacks when Raz is shielded are now knocked back.

Advanced Invisibility: Invisibility now lasts twice as long.

TK Extension: Raz's Telekinesis range is extended.

Super Chain Blast: Raz's Chain Blast can now hit up to six enemies in a row!

Rolling Havoc: Wrecking Ball activates as soon as Raz starts rolling on the Levitation Ball.

Ferocious Aura: Enemies who get knocked back will now also take damage!

Sensory Scramble: Raz further clouds his enemies' minds, and Confusion lasts twice as long.

Psychic Regeneration: Raz's friends at camp are focusing their energy directly into him, and he'll now slowly regenerate mental health!

Infinite Ammo: By tapping into the raw power of the nearby Psitanium deposit, Raz obtains infinite psychic ammo for PSI Blast and Confusion.

COLLECTIBLES

Raz has his work cut out for him in both the real and mental worlds, but everything he picks up can be put to use in his quest to become a Psychonaut.

Real World Items



Arrowheads: The dominant unit of currency in the camp, made of the rare psychoreactive mineral, Psitanium. Collect these buried goodies to buy items at the Camp Store. See **Purchasing Items** on page 21.



Deep Arrowheads: These larger, more valuable arrowheads are buried deeper underground, so they can only be found with a dowsing rod (available at the Camp Store).



Brains: Collect the lost brains of Raz's fellow campmates, turn them in at Ford Cruller's Sanctuary and increase Raz's mental health capacity.



PSI Cards: Collect nine of these and combine them with a PSI Core (available for purchase at the Camp Store), then visit Ford Cruller's Sanctuary to redeem them for a PSI Cadet Rank increase. There are many PSI Cards scattered throughout real world areas.



PSI Challenge Marker: Finding these valuable items makes Raz's job easier since the PSI Challenge Marker is composed of nine PSI Cards and one PSI Core. Finding one of these increases Raz's PSI Cadet Rank without a trip to the Camp Store or Ford Cruller's Sanctuary.

Scavenger Hunt Items: Find eight items to get promoted four PSI Cadet Ranks. Find the remaining eight goodies to get promoted an additional four ranks.



Mental World Items



Figmets: Figmets of imagination are scattered throughout the minds Raz explores. Each figmet is worth a different number of figmet points. Collect 100 figmet points to gain a PSI Cadet Rank.

Emotional Baggage: Everybody has emotional baggage. To be specific, every mind has a purse, a suitcase, a duffle bag, a hat box and a steamer trunk. Reunite all of these heavy heaps of hang-ups with their respective luggage tags in a given mind and earn yourself Primal Memories accessible from Raz's Journal.





Mental Cobwebs: In most of the minds Raz enters, mental cobwebs clutter the landscape, muddying their owner's head. Raz can only clean these up with a Cobweb Duster available for purchase back in the real world at the Camp Store. Each cleaned cobweb is worth one PSI Card at Ford Cruller's Sanctuary.



Memories: Find and crack these vaults open to view memories from the minds that Raz explores.



Mental Arrowheads: These are echoes of Psitanium energy found in the mental world. Mental arrowheads add to Raz's total Psitanium value.



Astral Layers: Collecting these ensures that Raz returns to the last checkpoint reached in an area once his mental health depletes. If Raz is out of health and astral layers, he will be kicked out of the mind he is in and sent back to the real world.



Golden Helmet: Increases the number of astral layers Raz is allowed.



Golden Ball of Hate: Increases the maximum number of Mean Little Balls of Hate Raz can carry.



Confusion Grenades: Once Raz has the power of Confusion, he can throw these mental bombs to cloud the minds of others. These are very useful since they cause enemies to attack each other instead of Raz.



Golden Question Mark: Increases the number of Confusion Grenades Raz can carry.

Items Found in Both Worlds



Positive Mental Health: Appears after Raz smashes objects or enemies. Collect to replenish mental health.



Mean Little Balls of Hate: Raz generates these by smashing objects or enemies. These tiny little nuggets of aggression serve as ammunition for his PSI Blast.

PURCHASING ITEMS

Drop by the Camp Store Main Lodge with collected arrowheads to buy any of the following:



Dream Fluff: Open one of these at any time to fully restore mental health. Dream Fluffs will also automatically open and restore health if Raz ever loses all of his mental health while carrying them.



PSI Core: Combine a PSI Core with nine collected PSI Cards to make a PSI Challenge Marker. Then drop by Ford Cruller's Sanctuary and redeem the whole lot for a PSI Cadet Rank increase.



Dowsing Rod: Raz can purchase this handy device as long as he has achieved a PSI Cadet Rank of 10. The rod helps locate hidden arrowheads deep underground in the real world.



Cobweb Duster: Once the duster is in Raz's possession, he's able to clean up messy mental worlds, access new areas and redeem the cobwebs for PSI Cards at Ford Cruller's Sanctuary.



PSI Energy Colorizer: The Colorizer is pricey but it lets Raz customize his ride with a range of colors to change up his Thought Bubble.



Mental Magnet: Once Raz has the Mental Magnet, he has the ability to pull toward him all of the bouncing collectibles in the game (Mental Health, PSI Blast Ammo, Mental Arrowheads, Confusion Grenades, etc.). All he has to do is walk by and all that good psychic energy comes flying his way.

OTHER IMPORTANT OBJECTS



Smelling Salts: When Raz breaks one open in a mental world and sniffs it, he will pop out of that mental world and back into the real one.



Bacon: When Ford Cruller gives Raz this little protein strip, Raz has the ability to summon him at will for helpful game hints.



Psycho-Portal: Once Raz completes key training in the three camp counselors' minds, he will find a lone, unguarded door that he can use to enter certain minds.

MISFITS, MONSTERS AND MADMEN

Razputin™ (Raz)



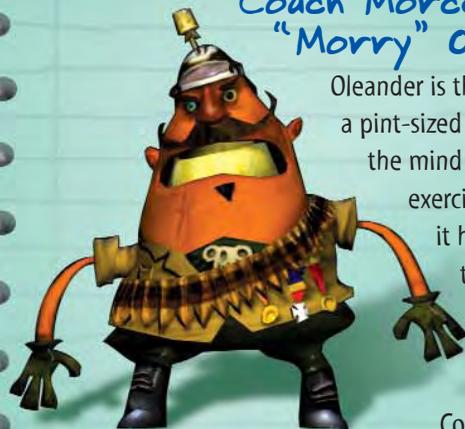
Born with psychic powers but forbidden to use them by his strict father, Raz ran away from home to train to be an international psychic secret agent. In other words, a Psychonaut. This has been his life's dream, and nothing is going to get in his way now. Not the threats of the camp bully, not the apathy of his cynical but cute girlfriend, not the hideous monster that comes out of the lake at night to eat children's brains--nothing.

Lili Zanotto

Lili has already passed every psychic test at camp, run every course, won every Merit Badge, and now... she's over it. She's over camp, over the Psychonauts, over the whole thing. Or, at least she was until the day Raz came to camp. Now she finds herself wrapped up in his excitement, caught up in a mystery and concerned about being a Psychonaut for the first time in a long while.



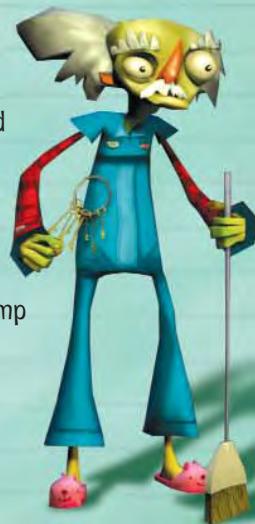
Coach Morceau "Morry" Oleander



Oleander is the camp's Head Coach--a pint-sized Patton. He believes that the mind is a muscle meant to be exercised. The Coach considers it his duty to toughen up the young minds that come to camp and turn them into fighting machines. The Coach is very, very short.

Ford Cruller

Janitor, Admiral, Ranger, Chef, and more, Ford is the man behind the scenes at Whispering Rock Psychic Summer Camp. He keeps it running smoothly, knows all the shortcuts, and somehow manages to be everywhere in camp at once, including a few secret spots where Raz discovers there's more to Ford than his brooms.





Sasha Nein

World famous super agent, the cold and logical Sasha is constantly striving to uncover the mysteries of the human psyche through science. He is so focused on his studies that he doesn't have the time to realize that he is a celebrity and hero to the thousands of kids like Raz who read *True Psychic Tales* magazine.

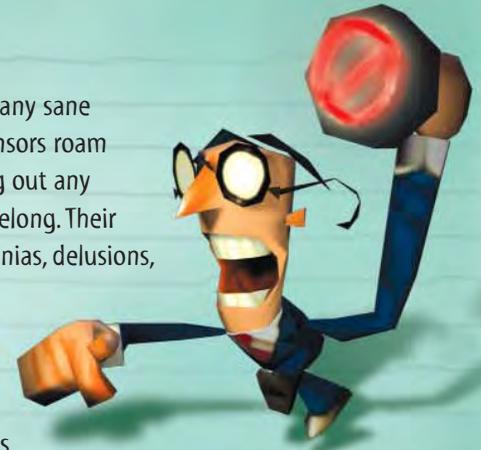
Milla Vodello

The Mental Minx. International secret agent. Brazilian levitation instructor. Party girl. Wherever Milla goes, there seems to be an upbeat soundtrack. She loves working with children and worries about their safety. She teaches them how to use their thoughts to fly, float and keep bouncing.



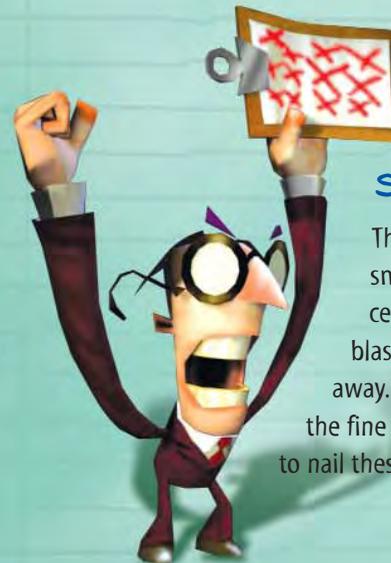
Censors

An important part of any sane person's mind, the censors roam our psyches, stamping out any thoughts that don't belong. Their job is hunting out manias, delusions, and waking dreams, then smashing them to bits. And since Raz is a foreign body in the minds he enters, he is fair game, and the censors will not rest until he is stamped out.



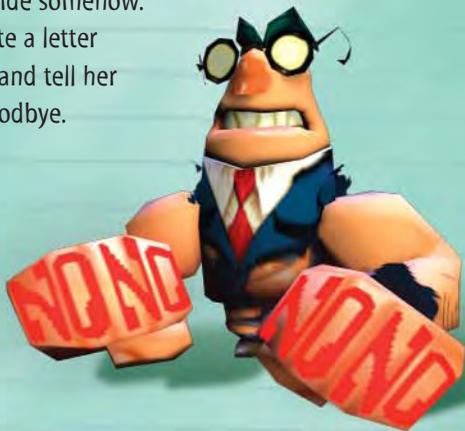
Shouting Censors

These censors are bigger and smarter than normal censors, and can fire a deadly blast of "NO!" at Raz from far away. Raz will have to master the fine art of Mental Focus Lock to nail these guys with his PSI Blast.



Strongarm Censors

Just run away. That's all I'm saying. These guys are much tougher than your average censor and if you see one you should just run. Or hide somehow. Probably should write a letter home to your mom and tell her you love her, and goodbye.



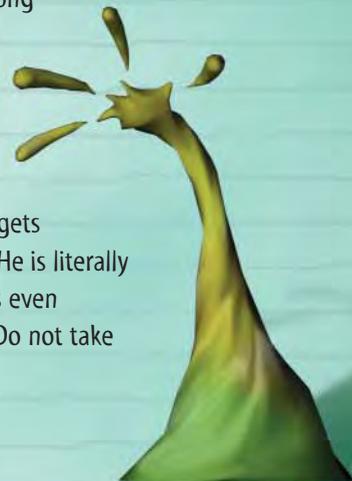
Personal Demons

Even though they look small, you have to deal with Personal Demons before they blow up in your face. And by "deal with" I mean, "PSI Blast them into oblivion." Don't let them get too close because when they go, they take out everyone around them. Mostly you.



Hand of Galochio

This evil claw of water is a phenomenon only Raz and his family can see. Long ago, they were all cursed by a rival circus family—the Galochios—cursed to die in water, every one of them. So whenever a deep body of water is nearby, Raz gets understandably freaked out. He is literally gripped with fear, sometimes even paralyzed and pulled under. Do not take Raz swimming.



PSYCHONAUTS

WWW.PSYCHONAUTS.COM

CREDITS

Double Fine Productions

Creative Director

Tim Schafer

Lead Programmer

David Dixon

Art Director

Scott Campbell

Lead Designer

Erik Robson

Animation Supervisors

Sandra Christiansen

Eric Ingerson

David Russell

Lead Gameplay Programmer

Matthew Franklin

Executive Producer

Caroline Esmurdoc

Lead PC Programmer

Lance Burton

Senior Graphics Architect

Jon Stone

Programming

Kee Suk Chi

Paul Du Bois

Andrew Falth

Wilson Hom

Anna Kipnis

Nathan Martz

Alex Mouton

Brad Muir

Lloyd Pique

Ingar Shu

Thien Tran
Amy Unger
Joe Virskus
Erik Wolpaw

Art

Kim Cogan
Mark Hamer
Razmig Mavlian
Nathan Stapley

Animation

Raymond Crook
Mark Hamer
Tyler Hurd
Christopher
Magovern
Razmig Mavlian
Chris Schultz

Environments

Tim Alexander
Steven Chen
Joseph Ching
Brian Christian
Rhandy Cruz
Josh Lindeman
Lydia Hui-Ju Lu
Gaurav Mathur
Christopher McGee

Kjeld Pedersen

Terry Redfield

Fred Selker

Geoff Soulis

Paul Zinnes

Visual Effects

Dion Hopkins
Sean Wagstaff

Concept Art

Scott Campbell
Peter Chan

Production

Lleslle Aclaro
Camilla Fossen
Malena Slettom

Story and Dialog

Tim Schafer
Erik Wolpaw

Music

Peter McConnell

Voice Production

Khris Brown

Sound Design

Bay Area Sound
Clint Bajakian
Jared Emerson
Johnson
Julian Kwasheski

Office Manager/ Production Assistant

Kelli Townley

QA Lead

Steven Peck

QA Assistant Leads

Bert Chang
Josh Pfeiffer

Quality Assurance

Seth Benson
Tony Gomez
Sam Keshavarz
Juli Logemann
Isaac Marotte

Additional Music

Reid Oda

Additional Programming

Steven Ash
David Coathupe

Cast

Raz

Richard Horvitz

Lili Zanotto/
Squeaky Flower/
Squeaky Thistle

Nicki Rapp

Sasha Nein/Bonita Soleil
Stephen Stanton

Milla Vodello
Alexis Lezin

Coach Oleander/Dr.
Loboto/Pokeylope/
Kochamara

Nick Jameson

Dogen Boole/
Whispering Rocket
Lady/First

Rainbow Squirt
Nika Futterman

Ford Cruller/
Hulking Lungfish/
Officer O'Lungfish/
Lungfish Zealot/
French Soldier

David Kaye

Bobby Zilch
Doug Giorgis

Benny "The Nose"
Fideleo
Bill Tanzer

Clem Foote
Andy Morris

Crystal Flowers
Snagrash/Nils Lutefisk
Colleen

O'Shaughnessey

Maloof Canola/
Kitty Bubai/Chloe Barge
Brett Walter

Mikhail Bulgakov/
Lungfish Zealot
Mark Ivanir

Elka Doom
Victoria Hoffman

J.T. Hoofburger
Jeannie Elias

Chops Sweetwind/
Male Dancer

Ogie Banks

Elton Fir
Christina Pucelli

Phoebe Love
Crystal Scales

Quentin Hedgemouse
Sherrie Jackson

Franke Athens
Jessie Di Cicco

Vernon Tripe
Faith Abrahams

Milka Phage
Lara Jill Miller

Raz's Father
Armin Shimerman

Boyd Cooper/
Second Peasant
Alan Blumenfeld

Edgar Teglee/
Third Peasant

Jerry De Capua

Gloria Von Gouton
Roberta Callahan

Fred/Napoleon
Bonaparte
Andre Sogliuzzo

Sheeger
Tara Strong

Crispin Whytehead
Dwight Schultz

Female Dancer
Sydney Rainin

Lungfish Mom/
Den Mother
Ginny Westcott

Lungfish Zealot/
Dingo Inflagrante/
Matador

Josh Keaton

G-men/Lungfish
Zealot/Tiger
Steve Blum

Becky Houndstooth
Zoe Galvez

Froggy Flower/
Froggy Thistle
Thessaly Lerner

Head Flower/
Head Thistle
Peter van Shaik

Jasper Rolls/Phantom
Joe Paulino

Carpenter
Paul Francis

First Peasant
Jarion Monroe

Hearty Knight
Kevin Blackton

Brave Snails

Toby Gleason

Lampita Pasionado

Julie Nathanson

St. Bernard

Warren Burton

Collie

Peter Dennis

Dalmation

Matt Kaminsky

Bulldog

Andy Valvur

**Wrestling Announcer/
Cobra**

Josh Blake

Dragon/Eagle

Dave Boat

Butcher

Earl Boen

**Baby Oly/Second
Rainbow Squirt**

Amber Hood

**Special Thanks
(Double Fine
Productions)**

Paul Allan

Kjell Andersson

Graham Annable

Stacy Hering Astor

Shane B.

Kyle Balda

Bela

Ian Berry

Brian Brandt

Marek Bronstring

Brandon Burney

Che C.

Caesar

The Carpeter Family

Catyanna

Chela

Justin Chin

Jennifer Christensen

Rusalka Clarke

The Conner Family

Denise Conrad

Elliot Crook

Larry and Beverly
Crook

Telka Curtis

Natasha Diaz

The Dork Squad

Dougie

Barry Drake

Mami and Papi
Esmurdoc

Jamie Fristrom

The Gigglenuts Crew

Teddy Greer

Susan Harby

Bjørn Haugen

Alan Haus

Tyler Hurd's Mom
and Dad

Katherine Isbister

Sam Kazerooni

Lisa Kim

Sam and Lydia Kipnis

Dan Kitchen

Eng Kuan Koo

Somaiah Kumbera

Missook Lee

Lost Legacy

Kerra Leinen

Mark M.

Matt Maddin

Oliver Mains

Joan Collins-Marotte

Ron and Julia Marotte

Vatche Mavlian

John Menzies

Christopher Meyer

Wendy Miller

Greg Morantz

The Muir Family

K.C. Murphy

Finnegan Murphy
Prascilla Park
(Sweet-P)Mom and Marcello
PedersonLynn Pique,
and her two cats

Ted Price

Jimmy Psycho

Thom Reinhard

Chris Remo

Jake Rodkin

Bill Roper

Bonnie Ross

Howard and Janet
Russell

Edmundo Sanchez

Rachael Sbuttoni

John and Gwen Schafer

Michelle Schlachta

Scott Selfon

The Selmans

Larry Shapiro

Nate Simmons

Corissa Soulis

James Spafford

Brenda Stone

Erin Stone

Alison Stroll

Jeremiah, Robert and
Alicia Stuckney

Peter Tsacle

Paul Warne

Ruth Williams

Peter Winckles

Beatrice Wong

Alan Yu

Anisa-jaan Zahir

Stevan Zivadinovic
...and the volunteer
tester army!**Very Special Thanks**

Seamus Blackley

Ed Fries

Will Wright

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