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Ice and Fire.

Demoware version 1.0 September 5, 1995

Produced by Zombie Virtual Reality (c)

Created by Animatek, Moscow (c)

Distributed by GT Interactive Software (c)

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Game concept by

Vladimir Pokhilko and Alexey Pajitnov

Directed by

V.Pokhilko & A.Pajitnov

Producer

K. Collmer

Project manager

D. Sokolov

Executive director

D.Tolkatchev

Art direction

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S. Smith

Animation direction

V.Kolesnikova

Rendering engine

Y. Syrov

Macintosh Porting

Y. Syrov

C-buffered movie technology

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Compression engine

Smacker by RAD Software

Main Programmers

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A.Galkin, V.Tourtchenko,
Y.Syrov

System support

A. Strakhov

Programming Help

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D.Tolstov, R.Ponomarev,
Y.Gorvitovsky

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V.Sotskov, T.Iudin,
V.Likhatchev, A.Kokina
A.Kolomytsev, M.Skoblina
D.Oserov, O.Ivanov,
D.Trofimov, J.Danielson
also

Kathy Buchheit, Guy Hundere,
After Science/ Anne Graham
Imagination works/ Tom and Helene Knight
After Science/ Anne Graham

Music

Roland Barker, Composer
Y.Dicoushin, Programmer

Sound effects

R. Barker, Y.Dicoushin

Game Text

Fog Studios/Ed Dille
P.Alau, K. Collmer

Q&A

Q&A: P. Alau, S. Dodgshon
Testers: M. Madden, D. Mueller,
M. Mansourian,
A. Bokov, M. Samokhvalov

Game Intro movie

Televita/

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A. Foht-Baboushkin

A. Zonin

P.Chitashvili

Fog Studios

Special thanks

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Windows 95 Port

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Windows 95 Porting

G. Haryshkine, A. Strakhov, Y. Dicoushin

