## Credits:

Concept, Design, and Programming: Jeff Vogel

Graphics, Design: Shirley Vogel

Opening Screen Graphic: Tim Phillips

Button graphics: Andrew Hunter, a freelance artist specializing in computer

graphics who can be reached at Wormius@aol.com.

Testing Above And Beyond The Call Of Duty: Christopher

Tate, Tom Trinko

Beta Testing: Ben Cox, Steve Malmskog, Bill Millard, R. Brian

Smith, Andrew Solberg, Alex Tallman, Paul Vader

The Fantasoft testing squad: BrandtT, Sking1, nate@medlib

Beta Testing for 1.1 and Editor: David MacLuskie, Lane Foulk (aka

Troubador), Andy Skelley, Don Henson, W. Gillette

Additional Testing for 1.1.2: Marcy Kulic, Kurt Steele, Maaz13

Additional Testing for 1.2 and 1.3 (on AOL): Jason RB, Madd Maxx7,

CarpetEtr0, SusieHAS, Van Hengel, JRConrad, Ace Thai

## Special thanks to:

First and foremost, to all the kind people who registered and supported Exile! Without you, I would be writing Fortran code in some dingy basement somewhere.

Shirley Vogel - First, she made all the graphics, did most of the testing, and tolerated my occasionally all-consuming neuroses. Second, without her prodding, this game would not exist.

Tim Phillips and Sean Sayrs - The crew from Fantasoft that pulled me on board, sent me sound disks and graphics, provided moral support and the presence of like spirits.

Christopher Tate and Tom Trinko - For always filling my mailbox with huge letters filled with comments. Without them, the game would not be as good.

Richard Garriott (aka Lord British) - For creating the Ultima series, my biggest inspiration.

The makers of Wizard's Crown, Phantasie, Might and Magic, Realmz, Deathlord, and Wizardry (in that order) - For providing good ideas to crib.

Comedy Central - For playing in the background for several hundred of the hours I spent making this. It's playing right now.

BrandtD at AOL - For being my first registrant.

BeadleB at AOL - For being a huge help in testing, and for figuring out what was going wrong with the game on older macs and thus saving my sanity.

talk.bizarre - For being generally cool.

All my friends - For not killing me when they found out I made them characters in my game.

Cool stuff listened to a lot during the making of this game, because my lame cable station didn't start playing Comedy Central until midnight:

Tori Amos

Enya

Silly Wizard

Nirvana

Uncle Bonsai

Steeleye Span

Clapton

Melissa Ethridge

Sarah McLachlan

Chieftains

Indigo Girls

They Might Be Giants

Jethro Tull

(not necessarily in that order)