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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](#)

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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**

M. Meshkov, K. Collmer,  
S. Smith

# **Animation direction**

V.Kolesnikova



# Rendering engine

Y. Syrov

# Macintosh Porting

Y. Syrov

# **C-buffered movie technology**

G.Naryshkine, M.Tsoupko-Sitnikov

# **Compression engine**

Smacker by RAD Software

## **Main Programmers**

D.Sokolov, A.Blinov,  
A.Galkin, V.Tourtchenko,  
Y.Syrov

# **System support**

A. Strakhov

## **Programming Help**

G.Polevoy, A.Strakhov,  
D.Tolstov, R.Ponomarev,  
Y.Gorvitovsky

## **Artists**

M.Meshkov, A.Kisselev,  
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/

I. Barbe

A. Foht-Baboushkin

A. Zonin

P.Chitashvili

Fog Studios

## **Special thanks**

M. Long, J. Alexander,  
G. Noceti, D.Streveler  
A. Blum, Max Kelman,  
Technology Solutions,  
Rem Graphic Design/L.isa Liedgren,  
Janet Galore

# **Windows 95 Port**

G.Naryshkine, A.Strakhov, Y.Dicoushin

# **Windows 95 Porting**

G. Haryshkine, A. Strakhov, Y. Dicoushin



