

Programmed by: Sean Cooper  
Technical Programming by: Kevin Dunkin  
ST version programmed by: Glenn Corpes  
Designed by:  
(in order of importance): Sean Cooper, Kevin Dunkin, Simon Hunter, Glenn Corpes, Peter Molyneux  
Graphics by: Simon Hunter  
Level design by: Andrew Tidy, Jonathan Barnes, Sean Cooper, Glenn Corpes, Peter Molyneux, Scott Probin  
Sound by: Charles Callet  
Cars wrecked by: Jocelyn Ellis

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