WRECKERS

by Denton Designs

INSTRUCTION MANUAL

audiogenic

LOADING INSTRUCTIONS

Amiga
Insert the game disk at the *Workbench* prompt. At any time during the opening sequence, you may press a key to continue loading the game.

Atari ST/STe
Insert the game disk in drive **A** and reset the computer. At any time during the opening sequence, you may press a key to continue loading the game.

IBM PC compatibles
Insert disk 1 and select the drive (e.g. **A:**). If you want to run the game from floppy disk, type **WRECKERS** and press **Enter**. At any time during the opening sequence, you may press a key to continue loading the game.

If you wish to run Wreckers from your hard drive, type **INSTALL** and follow the on-screen prompts.

Further information (if any) will be included in a text file on disk 1. To view this file, enter **TYPE README.TXT** and press **Enter**.

Spectrum
48K users should type **LOAD""** and press **Enter**. 128K users should use the in-built loader. Plus 3 disk users: At any time during the opening sequence, you may press a key to continue loading the game.

Amstrad CPC
Tape users should hold down the **Control** key and press the small **Enter** key.

Disk users should type **RUN"W"** and press **Enter**. At any time during the opening sequence, you may press a key to continue loading the game.

CONTROL DEVICES

There are a number of varying control devices across the various machine formats (e.g. keyboard, joystick, and mouse). Please read the section relevant to your computer:

Amiga, Atari ST/STe

Wreckers makes use of both a joystick *and* a mouse (although you don't have to use the mouse at all if you don't want to).

Use the joystick to control the man as you run around the Beacon. You can either hold the joystick normally and use the four diagonal directions, or alternatively rotate the joystick anti-clockwise by 45 degrees and use the up/down/left/right directions. The fire button activates the gun, and keeping the button held down allows auto-fire.

When outside the station in the spacesuit, use the joystick to fly in all eight directions, and the fire button to release a stream of plasmicide spray.

In the Battlepod, move the joystick to direct the nozzle head, and to extend and retract the hoover. Press the fire button to activate the vacuum mechanism. To return to the Beacon, keep the joystick pushed up.

Press the Space Bar to display the control pointer, and then use the joystick to move the pointer around the screen. Alternatively, you can press the left mouse button to activate the pointer and use the mouse instead. The pointer is used to select droid Command Slots, the Message Computer and the Long Range Scanner on the Control Panel, and to give orders to the droids on the Map screen.

Clicking on the lifeforce indicator brings up the Game Control Menu. From this menu, you can choose the following options:-

RESTART	NEW	begin a new game
RAM	RS	Save game position to RAM
	RL	Load saved position from RAM
DISK	S	Save game position to disk
	L	Load saved game position from disk
	F	Format a disk for saved games
	?	Lists files on a saved game disk
HISCORE	HS	Saves high score table to disk
	HL	Loads high score table from disk
	Q	Return to game

Ensure that you have a blank disk to format and save your game positions on. **Do not** attempt to save your position to the game disk, or any disk with data that you need on it!

Quick Keys
There are a number of short-cut or 'quick' keys that replicate options usually selected via the pointer:-

F1 to F10	Selects a droid Command Slot (Map screen)
M	Message Archive
B	Battlepod Long Range Scanner
G	Game Control Menu
V	View droid (when Map screen selected)
Q	Quit (for various screens)
P	Pause game
Space Bar	Toggles control pointer on/off

IBM PC compatibles

If you do not have a joystick or mouse, the game can be played entirely from the keyboard. The numeric keypad will emulate the eight joystick directions, with the **O** key used for the fire button and the **5** key toggling the control pointer.

The second fire button on an analogue joystick or the left button on a Microsoft compatible mouse switch the control pointer on and off.

All other controls are per the Amiga/Atari ST instructions (with the except of formatting a disk for saved game positions - instead, use a blank formatted disk).

To return to the MSDOS prompt, press the **CTRL-ALT-DEL** key combination.

Spectrum, Amstrad CPC

You can use either a joystick (Sinclair or Kempston for the Spectrum), or the keyboard to control the man as you run around the Beacon. If you are using a joystick you can either hold it normally and use the four diagonal directions, or alternatively rotate it anti-clockwise by 45 degrees and use the up/down/left/right directions. The fire button activates the gun, and keeping the button held down allows auto-fire.

When outside the station in the spacesuit, you can fly in all eight directions, and press the fire button to release a stream of plasmicide spray.

In the Battlepod, push in any direction to control the nozzle head and to extend and retract the hoover. Press the fire button to activate the vacuum mechanism. To return to the Beacon, keep the joystick pushed up.

Press the Space Bar to display the control pointer, and then use the joystick to move the pointer around the screen. The pointer is used to select droid Command Slots, the Message Computer and the Long Range Scanner on the Control Panel, and to give orders to the droids on the Map screen.

Clicking on the Status Indicator brings up the Game Control Menu. From this menu, you can choose the following options:-

RESTART	NEW	begin a new game
GAME	S	Save game position to disk
	L	Load saved game position from disk
	F	Format a disk to make it usable for saved games (on relevent versions)
	?	Lists files on a saved game disk (on relevant versions)
	Q	Return to game

Disk users should ensure that you have a blank disk to format and save your game positions on. **Do not** attempt to save your position to the game disk, or any disk with data that you need on it!

Quick Keys
There are a number of short-cut or 'quick' keys that replicate options usually selected via the pointer. Spectrum users should hold down **Caps Shift** when pressing the key.

1 to 0	Selects a droid Command Slot (Map screen)
M	Message Archive
B	Battlepod Long Range Scanner
G	Game Control Menu
V	View droid (when Map screen selected)
Q	Quit (for various screens)
P	Pause game
Space Bar	Toggles control pointer on/off

BACKGROUND

At the outer edge of our solar system, Beacon 04523N continues its lonely vigil. Positioned at a major interstellar junction, its nanowave transmissions reach out into deep space to guide intergalactic travellers, auto-steering deep-space freighters through the gravitational eddies of the system.

As with most modern-day space stations the routine operation of the Beacon can be handled perfectly adequately by service droids, but to comply with Federal regulations (mainly to quell age-old union fears of complete automation) the station is manned by three Officers, all of whom are kept 'frozen' in suspended animation for much of the time. Once a month the Duty Officer is defrosted for routine maintenance procedures and physical exercise. The only other time that an Officer is woken is if the ship's emergency warning systems are activated. Just one Officer may be conscious at a time, as the station has a limited air supply.

While responsible for the uninterrupted functioning of the station, an Officer's duties are not considered arduous as the onboard computers constantly monitor all equipment. If any problems arise the team of droids are available to assist.

Due to their inherent usefulness to all races and creeds the outposts are only moderately defended though each Officer is supplied with an anti-plasma chemical gun (which is frozen with him so that he is immediately armed in case of emergency) - and the station has some experimental anti-infiltration defenses supplied as part of *Project Oakleaf*, the top-secret Federation project initiated after a number of other Beacons were inexplicably destroyed, causing terrible intergalactic contraflow pile-ups as a result.

In compliance with the interstellar code (*Terran Isolation Section 411 subsection 56*) which covers alien infiltration of a Federation vessel, the station is fitted with a comprehensive warning system which has been linked to the *Samson* self-destruct mechanism fitted as part of Project Oakleaf. If any infection is detected, a countdown will be initiated, ending in the vapourisation of the beacon - a radical but effective means of sterilisation. The Samson device will give the crew sixty minutes to try and 'clean up' the station before it is overrun...

YOUR TASKS

When the station detects that its defences have been breached it transmits a distress signal which sets the Samson Device to standby. The Beacon must be kept clear of infiltrators or the destruction sequence will commence. Once countdown has begun it will only be stopped if all invading life forms have been totally cleared from the station and the long-range scanner shows that there are no more headed towards the Beacon.

Your task in the game is two-fold. The first, and of overriding importance, is the maintenance of the transmitter operation. Any fluctuations of the bulb signals could send a freighter careering to destruction. The second is to defend your station against serious damage or invasion. As an officer in command of the ship the integrity of the beacon is your responsibility.

To do both jobs effectively you must make use of all the information and resources available to you, both internally and externally. External defence is made up of four Battlepods situated at the corners of the station. From these positions it is possible to deal with the aliens before they come too close. Once they pierce this defence the next course of action is to don your spacesuit and clean them off the station's surface. Should the aliens infiltrate the station itself, only you and your team of trusty droids can regain control of the Beacon...

MILITARY RANKS

All three crew members start out with the rank of Pilot Officer. The computer system is authorised to promote an Officer should a suitable occasion arise (such as exceptional valour in the line of duty). The attainable ranks are as follows:

1. **Pilot Officer**
2. **Flying Officer**
3. **Flight Lieutenant**
4. **Squadron Leader**
5. **Wing Commander**
6. **Group Captain**
7. **Air Commodore**
8. **Air Marshal**

If the message computer informs you that promotion has been approved, approach one of the Beacon's many data terminals to receive details of your promotion.

CURRENT STATUS OF BEACON 04523N

Full systems report:

Life support systems fully functional.
Bulbs 0-3 aligned and transmitting.
All Battlepods on standby.
Gravity control is stable.
Atmosphere Control Systems Operational.
Generators operating on full power.
Oxygen suits all present. Oxygen tanks full.
Droid Factory on standby. All materials available.
Long range scanners fully functional.
Cryogenic chambers at optimum levels.
Zippways and elevator operational.

All systems are functioning correctly on Beacon 04523N.

Additional information:

Long Range Scanners detecting organic signals...

PLASMODIANS

Plasmodian Extraterralis is a rare but deadly macrobe which looks like a mutated green amoeba. It spends its time travelling through the depths of space in a semi-dormant state, looking for food to digest. It is particularly fond of *plasnoglass* - the strong yet highly flexible polymer developed specifically for space construction. When a plasmodian find some plasnoglass, it attaches itself using slime that is excreted through its pores, and begins to permeate through the surface, feeding on the plasnoglass at a molecular level.

When it has eaten a sufficient quantity of food it has enough minerals in its system to enable it to reproduce by injecting its young through the plasnoglass. The baby plasmodians ('*plaslets*') immediately begin to forage for food. Once the plasmodian has reproduced its own life is over, though the family line continues as from its body a new adult emerges, leaving the transparent remains of its skin to fill in the hole. The young plaslets that are now sealed inside begin to feed and grow until they become fully-grown adult plasmodians which are able to collect energy from their surrounding environment, and discharge it as lethal bolts of plasma energy.

As well as feeding off plasnoglass and plasma energy, unsubstantiated rumours suggest that plasmodians are capable of 'merging' with carbon-based life-forms such as humans by permeating through their bodies to create a hybrid plasmodian/human creature which somewhat resembles a giant and grotesque 'jelly monster'. This creature is reputed to have the dexterity of a human, with a deadly plasma energy field enveloping its body, making it virtually indestructible. Only by ridding the entire station of plasmodian infiltration, thus removing the sustaining life force that the creatures require to maintain its invincibility and then attacking them with your chemical gun can they be destroyed.

The plasmodian onslaught has never been stopped - and once they have devoured any available resources they continue their endless quest, as dormant spores drifting around the Universe on stellar currents searching for food. When the conditions are right (after one minute or maybe a thousand years) the spores divide, and new-born starving plasmodians again begin their search for food...

CONTROL PANEL
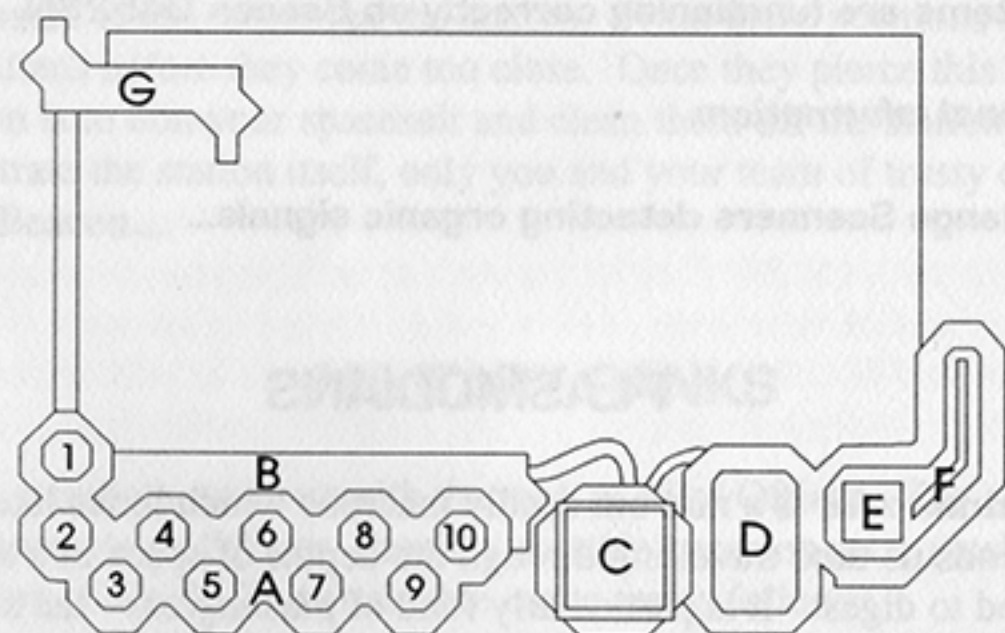
A   Droid Command Slots

There are ten droid Command Slots at the bottom left of the control panel, three of which are initially occupied by a Fighter Class 1, 2 and 3 droid. The slot shows a small image of the droid's face which is highlighted when selected. If a droid is badly damaged, its image will flash repeatedly.

When you select a droid command slot the display changes to a plan view of the entire Beacon. The locations of the active crew member and all the droids are shown on the map, and the currently selected droid flashes to show its position. Plasmodian infestation of the map is colour coded - partially infested areas are displayed in yellow, and badly infested areas are show in green.

The currently selected droid is shown below the map. To facilitate data transfer between droids, they are equipped with multi-tone communication transmitters. However, for the benefit of humans, when the droid talks, its message is translated into English by the central computer. The different droids have varying personalities, and you should get to know them well so that you can make the best use of their available information.

There are four icons in the right-hand top corner of the screen. The first one is **V** for View Droid. When this option is selected your display will change to show a TrackerCam view of the droid at work.

The second icon **?** is information. The screen changes to a standard data terminal display showing important droid information that is being constantly downloaded to the station's central computer. The droid number and model type, its current location, its orders (if any), and bar graphs showing its overall health, motive power, and morale are displayed. If any of these three graphs become dangerously low, you should immediately send the droid to the Recharge Unit, or to see a doctor.

The third icon **>** is Program Orders. Moving the pointer around the screen allows you to view the name of the area highlighted by the pointer. Choose a destination for the currently selected droid and then press fire (or click the mouse if you are using one). Providing the droid is active, it will receive the new orders and begin to move to the new destination. When a droid reaches its destination it will begin to perform its task, or if there is nothing to do it will patrol the area.

The fourth icon **Q** quits back to the standard panoramic display.

If you select an empty droid command slot, the display will change to show the Beacon map, but with a cameo of the currently active Officer, instead of a droid's head. The **V** View option is inoperative, and the **>** Program Orders icon is replaced by a **M** Map icon which allows you to examine the map.

B   Message Computer

Important information generated by the Beacon's various control systems and droid status information are displayed on this scrolling message line. Moving the pointer over the message line and pressing fire brings up the Message Archive which lists the previous seven messages and the time that they were displayed. To exit from the archive, either select **Q** or select the message line a second time.

C   Long Range Scanner
The long range scanner detects any alien movements in the vicinity of the Beacon by means of four sensors which point outwards from each of the station's Battlepods. Its display will show four pulsing arrows as long as it remains operational.

Click on the scanner to bring up the view from Battlepod Zero. By clicking again you can view each of the other three Battlepods in turn. If the scanner detects any organic signals in its quadrant, the approaching aliens will be shown on the scanner display and a set of crosshairs will automatically track their movement from a distance of 4000 dentons. To quit from the scanner, select **Q**.

D   Status Indicators
This bank of LED columns shows the status of the station's three most vital components -

- Generator power   (left column)
- Atmosphere control   (centre column)
- Gravity control   (right column)

E   Lifeforce Indicator
The pulse of the currently active crew member is shown at all times. The trace weakens as damage is inflicted until the signal dies with the Officer.

F   Countdown Indicator
This instrument has been modified to show the status of the Samson device as it counts up to self-destruct.

G   Score
Your current score rating is displayed here.

TRANSPORTATION SYSTEMS

Access to the different parts of the Beacon is via a network of corridors, but there are also four *Zippway* high-speed shuttles for rapid transit from one side of the station to the other, and a glass-sided elevator to travel between the two main decks.

Zippways
There are four Zippway shuttles - two on the upper deck and two on the lower. To board a Zippway shuttle, stand on a pad marked with a **Z** that is situated by one of the shuttle entrance canopies. If the shuttle car is at the other end of the track it will be immediately

called and when it has docked you will board automatically. Shuttle transit is fully automated, but you may abort your journey at any time and return to your boarding location by selecting the opposite direction of travel.

Glass Elevator
Passing through the centre of the station is a VertiGo™ glass-sided elevator, which is the only means of transportation between the Beacon's two decks. Call the elevator by standing on the boarding pad, then wait for the computer to assist you inside.

The elevator is also used by the Beacon's ten service droids, and if you order a number of them to change decks, they will form an orderly line close to the boarding platform and wait their turn. If the elevator is already in use by a droid, you must wait for it to finish its journey before the elevator returns to your deck. However, if there is a droid waiting in line when you stand on the platform, you will be given priority over the droid.

A GUIDE TO THE ROOMS ON BEACON 04523N

Cryogenics Room
All three members of the crew are kept in deep-freeze suspended animation here. The Beacon's computer system will try to keep the cryogenics systems functional at all times and has a power reserve which will allow a considerable number of freeze/unfreeze operations even if the main generator fails. The chamber also provides an energy shield to prevent any foreign bodies entering the platform.

As well as defrosting crew members, the cryo-chamber can also refreeze them and repair any tissue damage whilst replenishing their bodies with synthetic food supplements. If any of the crew are injured or running short of energy, they should return to the chamber to recuperate.

Atmosphere Control
The Atmosphere Control room is particularly important for the human crew on the station, as its systems feed the air supplies throughout the Beacon, refill the tanks attached to the oxygen suits and reprocess the carbon dioxide produced by humans. If the room is taken over by the infiltrators, air will cease to be pumped around the station, and the crew will ultimately suffocate. The centre status indicator shows the atmosphere condition whenever you are inside the station. Lack of air will not affect the droids in any way (in fact they prefer it as there is less chance of them rusting!)

Gravity Control

The Beacon's artificial gravity field is generated by the equipment situated in this area. Because of its very nature, it is expected that plasmodians will be drawn towards this room, and for this reason the Project Oakleaf team have provided each of your crew with the latest development in personal Gravity Boots (manufactured by *Newton Intergalactic Kinetic Experimental*). Unfortunately, there was not enough time to incorporate the advanced gravity circuitry into the station's droids, so in the event of the Gravity Control room being infested it is expected that the gravity field will weaken (the right indicator in the status display shows the gravity level) until it fails and all droids (except Cleaner droids, which are designed to hover) lose their adhesion to the ground and float helplessly around the station.

Recharge Unit

If a droid is seriously damaged, it is advisable to send it to the Recharge Unit on the upper deck to interface with the recharge platform. Once locked into position, the platform will download a stream of energy to the droid's atomic batteries until it is fully repaired and replenished.

If for some reason a droid shuts down entirely while on the recharge platform (if it was under attack from a large number of plasmodians, for instance), it will not continue recharging, and the platform will be rendered unusable by other droids. To repair a droid that has shut down you must send a doctor droid to the Recharge Unit, and, once the medic has completed its low-level repairs the recharge platform will take over. The alternative to this is to shoot and destroy the shut-down droid to free the platform.

Generator Room

This is the control room from which energy is collected and distributed to power all the systems (except the Zippways, elevator, and airlock doors which have an independent hydraulic power source). It is imperative that the Generator Room is kept clear of infestation at all times. If for any reason the room is overrun it is probable that all power supplied to other parts of the station (e.g. the Battlepods and Droid Factory) will be cut off. The left hand indicator in the status display shows the generator's power level.

Droid Factory

Although Beacon 04523N has ten droid Command Ports available, it needs only three active general service droids active under normal operational circumstances. However, because of the infestation alert, the Project Oakleaf equipment has been utilised to adapt all non-medical droids to deal with the plasmodians.

Fighter droids are general service droids that have been adapted to carry chemical anti-plasma cannons. There are six models of Fighter droid, and those with higher model numbers are more powerful, intelligent and effective (although they also take longer to construct). Fighter models 1 to 3 are simpler light combat robots and are far less effective than models 4 to 6 which have heavy duty shields, high-velocity propulsion systems, multiple cannons and advanced intelligence circuitry.

Cleaner droids are essentially domestic robots that have been adapted to neutralise plasmodians via their electrostatic suction equipment. They float above the surface of the deck and are independent of the Beacon's artificial gravity field. They have no form of defence and are easily damaged.

Doctor or **Medic** droids are designed to service all types of droid anywhere in the station. They can carry out major repair work and recharge a fuel cell. Using powerful diagnostic circuits they will identify damaged droids within their vicinity and perform their duties automatically.

Once you have entered the Droid Factory and approached the Control Desk you will be given a head-on view of the desk itself and an enlarged projection of the monitor screen showing information for Command Port One. You may select any of the ten Command Ports. If the port is occupied you will be given a description of the droid, as well as its status (*Completed*, if it is fully built, or a bar graph showing its build status if it has been recently commissioned).

If the Command Port is empty the status line will show that you are in *view mode* and the bar graph will show how much time the droid will take to manufacture (the more powerful the droid, the long it takes to build). By selecting the left and right arrows, you may cycle through the droid information database and choose which droid you wish to commission.

Some screens will say *Access Denied*. This is because you have not yet reached a high enough rank to be given command a droid of such great power.

Once you have chosen your droid, click on **OK** and manufacture will commence. To commission another droid, click on one of the empty droid Command Ports - and select a new droid.

To exit from the Control Desk, select the **Q** option and walk away from the desk. Once a droid has been completed it will materialise on one of the five droid platforms in the factory.

If the Droid Factory is infested by the plasmodians, it is very likely that the droid's operational parameters may be distorted...

Data Terminals

Incorporated into every area of the Beacon are a network of data terminals which contain useful information about the room in which they are situated. When you approach the terminal to view the data file, the top section shows your name, rank and serial number and the lower section lists your current location, and the status of the equipment in the room. The bottom of the display shows the time left until the Samson device triggers the explosive charges. Select the **Q** option to quit from a terminal screen.

Bulb Rooms

The most important rooms on the Beacon are the four Bulb Rooms (0 and 1 are on the upper deck, 2 and 3 are below) and these four transmitters must be kept functioning at all times.

Should a bulb become unstable, it will begin to transmit erroneous signals which could cause a major space travel accident. Additionally, once the bulb signal is out of phase it will begin to overheat, and if the temperature rises too high it could provoke a power surge which would cause the explosives linked to the Samson Device to trigger a neoplasmic chain reaction, destroying the station. In the event of a bulb losing its stability, a warning signal will be sent to the message computer informing you which bulb is in need of realignment.

To retune a bulb, approach the control desk in the relevant bulb room and the display will change to a view of two oscilloscope signals. To the right of the screen is the bulb's temperature gauge. If the bulb has been out of alignment long enough for the temperature to reach its critical level, you will have to act fast to save the Beacon.

The right-hand oscilloscope display shows the stable Control wave form, which is how the unstable bulb's wave form should appear. The left-hand oscilloscope shows the bulb's current wave form pattern. Between the bulb displays are two vertical bars, each with a slider which controls the modulation of two distinct frequencies. By moving your pointer to a new setting and pressing fire, you can adjust the slide controls and retune the bulb until it matches the control pattern.

Once you have realigned the bulb, select **Q** to quit back to the main display.

Battlepod Defence System

The Beacon's Long Range Scanner will show any incoming attack waves of plasmodians, and once you have located which sector of the ship is under attack, you should move to the nearest Battlepod.

As part of Project Oakleaf, the Beacon has been supplied with four prototype Battlepods, positioned at four corners of the ship (0 and 1 on the upper level, 2 and 3 on the lower level). These Battlepods have been nicknamed *Space Hoovers* by their design team because they operate using the newly-developed method of negative-void matter attraction, and suck in any surrounding material in much the same way as a household vacuum cleaner.

To operate a Battlepod, you must walk towards the airlock door in the Battlepod room (marked with an orange triangle). Once the door has closed behind you, the Beacon computer will automatically switch to the BattleCam display to give you a clear overhead view of the Battlepod. Use your directional controls to navigate the head of the hoover around the screen, and press the fire button to activate the suction mechanism. The hoover will suck in any plasmodians which pass close by, and destroy them. By intercepting plasmodians at this stage you will reduce the numbers which get through to the space station.

To exit from the Battlepod, guide the hoover's head to the top of the display and keep it there. It will re-dock with the space station and return control to the Officer.

SPACEWALKING

Although the Beacon's day-to-day maintenance is taken care of by the onboard computer and its team of service droids, there is always the possibility that an emergency will occur which only the flexibility of a human being can resolve. For this reason the station was designed with a number of airlock hatches to allow the crew to venture outside in their protective oxygen suits, to perform structural repairs should such an occasion arise.

The Project Oakleaf design team have adapted the station's oxygen suits to support a backpack of extremely caustic *plasmicide* anti-organism liquid which is delivered to its target via a high-pressure spray gun. This facility offers a second line of defence against plasmodians who get past the Battlepod defenses and attach themselves to the *plasnoglass* roof of the station.

To change into an oxygen suit, walk into one of the airlock doors (located in Atmosphere Control, the Recharge Unit, and Bulb Room 1 on the upper deck, and Bulb Room 3, Stores, Bulb Room 2 and the Droid Factory on the lower deck).

Once the airlock door closes behind you, the ships computer will activate the RoboValet™ system and automatically fit you with the oxygen suit and plasmicide gun. The computer will then fire the backpack thrusters to move you clear of the station before projecting a holographic image of the word **IN** to assist you when you have to re-dock with the station (you must re-enter at the same airlock).

Control of the backpack thruster is straightforward; you can rotate on the spot by moving in a circular motion, and fly around at speed by pushing in the desired direction. To release a stream of plasmicide spray, press fire.

When spacewalking, the functions of the three status indicators on the control panel are modified. The left status indicator shows the amount of backpack thruster fuel remaining; the middle indicator shows the amount of oxygen left, and the right indicator shows the amount of plasmicide spray remaining.

To re-dock with the station, return to the airlock and fly over the **IN** sign.

CREDITS

Wreckers **was designed and programmed by Denton Designs**

Design by Ally Noble and John Heap
Programming on the Amiga, ST, Spectrum and Amstrad CPC by John Heap
Programming on the IBM PC by Mike Hiddleston

Graphics by Paul Salmon and Herman Serrano

Theme music by Warren Cann
Sound effects and music programming by David Whittaker

Wreckers **is an Audiogenic Software Production**

Produced by Gary Sheinwald
Game testing by Mike Wolliston