

# EGOBOO

## QUICK START GUIDE



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# installing The Game

## System Minimum Requirements

These are the minimum we know it works on, but it might very well work on less. Tune down some graphical effects if your frame rate is low.

<b>Processor:</b>	Pentium III/Athlon with 2.0 GHz or more
<b>Memory:</b>	256 MB RAM (512MB RAM Recommended)
<b>Video:</b>	Any graphical 128 mb GFX card supporting OpenGL 2.0 or better
<b>Sound:</b>	Any sound card will do.
<b>Multiplayer:</b>	For hotseat mode, Egoboo requires gamepads, joysticks or a connected mouse. Internet or LAN/UDP is currently not supported.

## Operating system

Egoboo runs under Windows, Linux and Macintosh. Here is a guide how to get the game to work under each operating system:

### Windows

Windows users simply run the installer and install the game to a directory of your choice. Simply run Egoboo.exe to start the game. All required software to run the game should be included and automatically installed along with the game. The game has been tested and runs fine under Windows 95, Windows 98, Windows 2000, Windows XP, Windows Vista (with compatibility mode) and Windows 7.

### Linux

To get Egoboo to run on Linux, you first need to compile the binary

Step 1: Make sure you have these packages, and if you don't install them:

- `libsdl-image1.2-dev`
- `libsdl-mixer1.2-dev`
- `libsdl1.2-dev`
- `libsdl-ttf2.0-dev`
- `build-essential`

Step 2: Extract the source code.

- Either use a graphical interface or type: `tar -xzf egoboo-<version>.tar.gz`

Step 3: Open a console (or terminal) and `cd` to the game directory in the main egoboo folder.

- `cd ~/egoboo-<version>/game` (Assuming that the directory is in your home folder)

Step 4: Compile the source.

- `make -f Makefile.unix`

Step 5: Install Egoboo. Type:

- `cp egoboo ..`

Step 6: Start Egoboo!

- Type `'cd ~/egoboo-<version> && ./egoboo'`.
- Enjoy!

Note: You will have to do step 6 every time you want to run Egoboo

## Macintosh

To get Egoboo to run on Macintosh, you will first need to compile the binary.

Step 1: You will need:

- A Mac (of course!) - It should compile on both PowerPC and Intel Macs, but it has only been tested on Intel Macs.
- Mac OS X 10.4 (Tiger) or later
- XCode (You can find it on the Mac OS X DVD) - It has been tested with XCode 2.4 and 2.5; I don't know if it will work with an earlier version.
- The following frameworks:
- SDL 1.2 or later (from <http://libsdl.org/download-1.2.php> )
- SDL\_image 1.2 or later (from [http://libsdl.org/projects/SDL\\_image/](http://libsdl.org/projects/SDL_image/) )
- SDL\_mixer 1.2 or later (from [http://libsdl.org/projects/SDL\\_mixer/](http://libsdl.org/projects/SDL_mixer/) )
- SDL\_ttf 2.0 or later (from [http://libsdl.org/projects/SDL\\_ttf/](http://libsdl.org/projects/SDL_ttf/) )
- These should be installed into /Library/Frameworks. If the Frameworks folder doesn't exist, create it.
- The Egoboo source distribution (2.6.9 or later)

Step 2: Extract the Egoboo source code, and open the "osx" folder inside, then open "Egoboo.xcodeproj".

Step 3: Make sure the active build configuration is set to "Release" (Project->Set Active Build Configuration->Release), and click "Build and Go".

# Troubleshooting

If you have problems installing or playing the game, do not hesitate to contact us on the game forums at <http://egoboo.sourceforge.net/forum>

There are some general things you can do first that may fix your problems:

- Make sure your computer has the minimum system requirements listed above
- Update your hardware drivers to the newest version available.
- Check out if there is a newer version of Egoboo available. Many bugs are fixed each release and your problem may very well be already fixed! New releases are announced at <http://egoboo.sourceforge.net>

# STARTING a GAME

## A new character

To begin play as a new character simply click the **New Game** button in the main menu, which will take you to the list of starter games that you can play without a saved character. Clicking on any of the game icons will bring up a description that includes brief introduction to its plot and level of difficulty. Each of these games is a fun and challenging tutorial for one of the basic character classes in the game. Just click on **Select Module** to begin!

You will start out as a sad little first level character who has one **big** problem. But take heart, because your little guy has everything everything to save the day and maybe even a kingdom! Solving the quest and completing the module will introduce you to the character's skills and weaknesses and teach you something about the strategy you will need to be successful. If you complete the tutorial, your little hero will be saved and you'll be able to take him through bigger and better adventures.

Each tutorial focuses on one basic character class. If you dream of being a mighty warrior adept in the arts of combat, try the soldier. If the magic of the quiet forest glades stirs your soul, you are an elf. If wanton destruction and silliness are the requirements for being a G'nome. The Adventurer is a jack-of-all trades... you get the picture.

If you are a new gamer or find the other modules too challenging, we recommend you try the Soldier or the Adventurer tutorials.

## Continuing your path to glory

To continue a saved game, click on the **Load Game** button in the main menu. This will take you to the list of your saved characters. Scroll up and down the list until you find the character you want and then click on one or more of the input devices you want to use for your character, in case you want to be able to use a combination of keyboard and joystick commands. Enabling input devices for more than one character will start a multi-player hotseat game.

Choosing the **Select Player** button will take you to a screen where you can choose your next adventure. The games that appear on this screen will show you all your available options depending on what quests you have and which you have completed. Clicking on any of the game icons will bring up a description that includes brief introduction to its plot and level

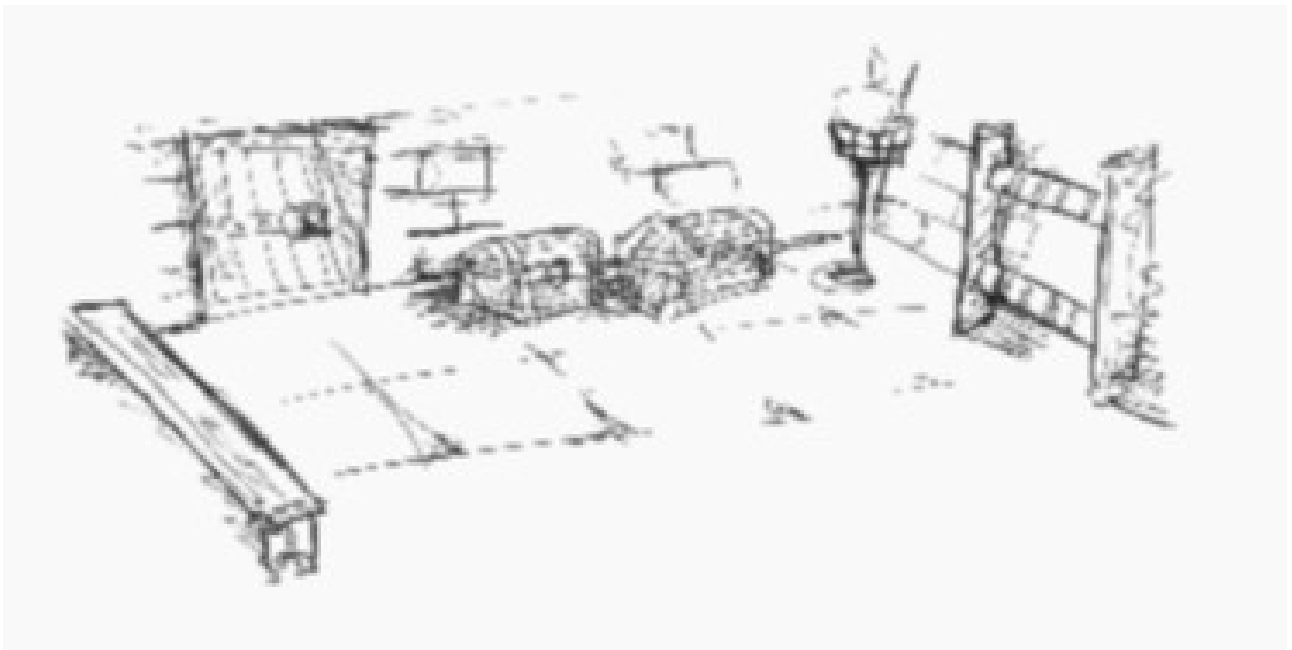
of difficulty. Click on **Select Module** to begin the death and destruction...

As you go deeper into the game, you will discover more and more of the dangerous plot that threatens the world of egoboo. Each successful step will unlock more of the game.

## Secret modules

There are many secrets in egoboo, and a successful player will always be looking for them. Completing special quests, challenges, or solving some puzzles can unlock new character classes.

As an example, saving the imprisoned G'nome in the Rogue tutorial will unlock the G'nome class!





# LOADING AND SAVING

## Loading a game

To continue playing a previous character, simply press the **Load Game** button in the main menu. This will take you to a player selection screen where all of your saved players will be listed. Scroll up and down the list until you find the character you want and then click on one or more of the input devices you want to use for your character, in case you want to be able to use a combination of keyboard and joystick commands.

Enabling input devices for more than one character will start a multi-player hotseat game. While this can be played with one player using the keyboard and the other player using a combination of mouse and keyboard commands, we recommend that at least one player use a USB joystick.

After selecting the character(s) you want to play, click on the **Select Player** to go to the screen where you can choose your next adventure. Every game that your adventuring party qualifies for will be displayed in this menu. The number and variety of the games that are displayed can vary widely, depending on which character(s) have been selected and what quests they have completed. Do not be discouraged if only a few games show up on the screen. As your little hero gets more experience, you will see more and more games. And don't forget to check the new game menu from time to time. Who knows what you may have unlocked while you were away!

Selecting on a game icon will bring up a description that includes brief introduction to its plot and level of difficulty. Click on **Select Module** to begin the hack and slash... maybe there will be a bit of weeping in there, too...

## Saving your game

If you are a super-duper iron man gamer who can complete complex games in a single sitting, you have no need for this section. For the rest of us who need to eat and take bathroom breaks, being able to save your progress is a must!

Both saving and exiting the game requires that you pull up the in-game menu by hitting the escape key. Among the various options you will either see a button that says either **Save and Exit** or **Quit Game**, depending on what you were doing in-game.

You will be able to save your progress any time you have completed a game. This usually

requires completing a specific task, like such as killing a boss monster, finding a magic item, or saving some townsfolk. You will also be able to save whenever your character is in a “safe” environment, like a city.

This will save all of your advancement through the game and all of your character's inventory. Any item that you are not holding will be lost forever, so make sure that you do not leave that magical armor lying on the floor and that you pick up your trusty pet bunny rabbit!

This highlights the most obvious problem with saving. What happens if you have lost that key that you're going to need in your next adventure? Or maybe your character has been kissed by a vampire a couple of times and is too weak to move... hmmm... I just had an awful flashback... (shiver)... In that case, you will be happy to see the **Quit Game** or the **Restart Module** button, which will allow your character to forget everything that will give him nightmares and post traumatic stress and just start over. In fact, this may be necessary in the more challenging modules, where no amount of brute force hacking or spell nuking if going let you win.

## Death

No matter how many life potions you were able to stuff down your tunic, it is very likely you will eventually die. Don't worry too much because you can almost always bounce back from death. Of course, there are always penalties... though you do not have to worry about loosing you character!

Most of the time you can respawn in a safe location. You will drop everything you were carrying in your hands and some of the coin you were carrying. The grim reaper will also charge you a base 15% death tax on you accumulated experience points and on your character's cash.

But sometimes your character just doesn't bounce. Some special modules prevent respawning completely, and in Hard Mode respawning is completely turned off. In this case, your only hope is to play a multiplayer game with someone who likes to be a healer. have a buddy multiplayer game

The last way to avoid death is to bring a Healer and a couple of scrolls of Rebirth along with you. Having her read the scroll over your dead body will completely avoid the death tax.



# Hero Classes

Egoboo 2.7.4 introduced the first Hero Class into the game. The Hero class system is a way for characters to evolve into new, more specialized classes. Hero classes usually allow you to retain your previous skills and abilities, but will forever change your future skills and how your abilities evolve from now on.

Becoming an Archmage for example, will turn you into a fearsome powerhouse of the arcane. It allows access to a whole new level of magic – Spell Orbs. These are much more powerful and rare than Spell Books, they cannot be bought in any shop. But becoming an Archmage is very difficult and tiresome process. Only the most devoted and determined arcane spell users will ever become Archmages. In exchange for great power, the Archmage is frail and physically weak.

There are other Hero classes to be added, but it is your job to find each of them and do whatever is necessary to become one. Know that turning into a Hero Class is usually only available at higher levels later in the game (usually around level 6 or so) and that the transformation is permanent!



# GAME SETTINGS

## Keyboard Controls

### General Keys

These are default keys and cannot be changed.

- Escape opens the in-game menu
- 1, 2, 3, and 4 give character stats (Holding SHIFT, CONTROL or ALT while pressing a number button displays more detailed information)
- SPACE is used to respawn if you have died
- F11 makes a screen shot

### Default Keys for Keyboard

- Arrow keys move the character
- SPACE makes your character jump
- T use left hand items
- G drop or grab left hand item
- B rotate right hand inventory
- Y use right hand item
- H drop or grab right hand item
- N rotate right hand inventory
- 5 and 6 rotates the camera
- + and - zoom the camera

## Changing the controls

You can simply change the input controls for the keyboard, mouse or gamepads through the Input Settings menu. In the main menu, simply click the Options button to find the Input Settings menu.

# Sound Settings

This section describes what all the sound options do.

In this menu you can enable or disable sound and music or change the volume of either.

**SOUND CHANNELS:** This specifies the maximum number of sounds that can be played simultaneously.

**BUFFER SIZE:** Default is 2048. Only change this if you hear stuttering in your sound effects.

**HIGH SOUND QUALITY:** This will allow high quality sounds to be fully loaded into memory. This might make some sounds better but reduces performance.

# Video Settings

This section describes what all the video options do.

**SHADOWS:** Off, Normal or Best. This setting determines how good the in-game shadows look.

**TEXTURE FILTERING:** This option sets which kind of texture filtering you want to use. Unfiltered being the fastest and ugliest option while Trilinear 2 being the best and most performance heavy option. If your video card supports it, there is an Anisotropic option which is the absolute best filtering mode.

**REFLECTIONS:** Off, Low, Normal or High. Determines how good reflections look in-game. Low enables character reflections, while Normal also enables particle reflections. High adds reflection fadeout. Off disables all reflections.

**FULLSCREEN:** Enables or disable full screen. Requires a restart to take effect.

**MAX LIGHTS:** Determines the maximum number of dynamic lights. If your frame rate isn't too slow, set this to a high number.

**3D EFFECTS:** This option will increase 3D quality and enable special 3D

effects.

**GOOD WATER:** Allows multilayer water and makes water quality much better.

**MAX PARTICLES:** Sets the maximum limit of particle effects in the game. Increase this to a high number make certain special effects such as spell or explosions look better.

**RESOLUTION:** Changes the game resolution. You can specify wide-screen resolutions manually in setup.txt (located in the Egoboo folder).

The following are advanced settings, which should not be altered unless you understand what they do and know that your graphics hardware supports the values you choose. An incorrect value could result in the game being unable to start. If you run into such an error check the debugging output in logfile.txt.

**ANTIALIASING:** Off or X1 to X4. Anti aliasing makes everything in the game look sharper and minimizes distortion artifacts. This option is performance heavy and can be repeated 1 to 4 times (four being best and most performance heavy).

**DITHERING:** Enables or disables dithering. This can make textures smoother on low color bit settings.

**Z-BIT:** Usually available in 8, 16, 24, or 32 bits depending on your graphics card. The z-buffer is what allows the computer to draw nearer objects in front of farther objects. If you see some strange graphics glitches where the depth of an object seems confused, increase this setting. Smaller numbers are faster because they require keeping track of less graphics memory.



## GAME OPTIONS

General game settings are covered in this section. Most important on this screen is the difficulty setting which can affect your game play a lot.

**GAME DIFFICULTY:** This will affect certain aspects of the game. Note that Hard mode will also give a 20% XP bonus and Normal a 10% bonus to XP while in Easy mode you gain no XP bonus and you cannot unlock the final level! Certain puzzles and bosses can get harder/easier depending on difficulty. The effects of every difficulty are described below the button.

**MAX MESSAGES:** The maximum number of messages to be displayed on the screen.

**MESSAGE DURATION:** This determines how long messages are displayed before they disappear.



**AUTOTURN CAMERA:** Enables or disables that the camera rotates automatically when the player moves around. If set to Fast, the camera will rotate left if the player moves left and rotate right if the player moves to the right.

**DISPLAY FPS:** Hides or shows the current Frames Per Second count.

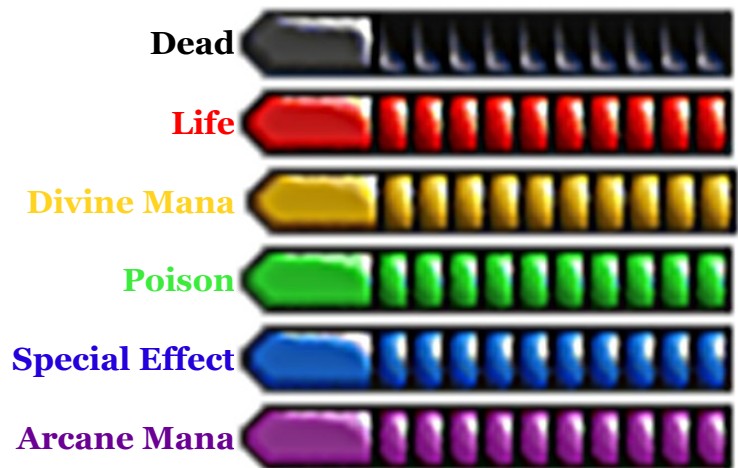
# PLAYER DISPLAY

On the right-hand side of the game screen, you will see status displays for each member of your party. For each member, you will see the character's name, how much money they are carrying, three little portraits, and one or two status bars below. The center shows your character's physical appearance and armor. The portrait on the left and right show the items being carried by the left and right hands.



Left hand

Right hand



The red status bar is your life. When this bar is empty, your character dies. The other bar is usually the magical energy of your character, mana. Both life and mana will regenerate slowly over time. If you get impatient, you can always find potions to speed up the process.

If one of your status bars changes color unexpectedly, something strange has happened to you. For example if the life bar has changed to green you've been poisoned.

While playing you can press 1, 2, 3 or 4 to display detailed character information for the various members of your party. To save space, the information is presented using the following codes

- STR - Strength. Directly adds bonus damage to most melee weapons, unarmed attacks and longbows. You need 21 strength to use the Maul of the Titans. Increases chance to correctly block an attack with an shield.
- WIS - Wisdom. Reduces chances of poisoning self. Increases damage/effect of all Divine spells. Reduces damage taken from arcane spells. Increases resistance vs. Bind spell. Increases chance to find hidden bottoms in chests.

- INT - Intelligence. Required to read specific scripts and identify special items. Increases damage dealt and control for all Arcane spells. Reduces damage from divine spells. Slightly increases reload time for gunpowder weapons.
- DEX - Dexterity. Increases aim for ranged weapons and spells. Increases attack speed with all weapons. Increases chance to sneak. Adds bonus damage to backstabs.
- DEF - Defense. Every point of defense adds about 0.4% damage reduction. Someone with 70 DEF reduces all damage taken by about 27% (After applying damage resistances)

## **Leveling up**

There are various ways of gaining experience. Some ways are more effective for certain classes than others. Soldiers gain extra when killing stuff, rogues gain when opening chests, wizards when casting a unknown spell while the Healer gains extra when an ally kills a monster. When you gain enough experience, your character will increase in level. Every level gain increases the basic stats mentioned above in addition to some extra Life. Spell casters gain more Mana. Your level also determines how powerful spells you can cast. The maximum level you can reach is 20.

Some classes gain special abilities when leveling up. Scoring critical hits, seeing in the dark or becoming invisible are a few examples. Every class have different skills that they gain at various levels. Certain abilities also improves further with each gained level after gaining the skill in the first place (duration, chance, power, etc.)

## **Status Effects**

There are different types of afflictions a character can have in egoboo other than normal hit point damage. Many are caused by special powers or spells These effects are described below in detail:

### **Burning**

Some fiery effects can set a character on fire. A character that is on fire will take continually small amounts of fire damage. Examples are the fire ball or a dragons breath weapon. The Restoration spell or soaking yourself in water will usually kill the fire.

## **Dazed**

This is type of confusion from some sort of impact and causes difficult and uncontrolled movement. Examples are the Meteor spell or the Whip weapon. A restoration spell or a skillful character applying a Medkit can heal this affliction.

## **Energy Drain**

Energy Drain lowers your max life and is usually permanent! Examples on creatures that cause this are the Ghosts and Vampires. Life lost this way can be restored through the Restoration spell and is replenished automatically when you complete a module or when you respawn.

## **Frozen**

Some cold effects renders creatures frozen. This slows or completely stops their movement speed in addition to lowering dexterity, armor and jump power. Duration and effect varies and usually stacks. An example that causes this condition is the Frost Nova spell. Restoration removes this effect.

## **Grogged**

A type of confusion from wooziness in the mind. An example is the confusion spell. A restoration spell or a skillful character applying a Medkit can heal this affliction. A creature that is both dazed and grogged is in big trouble...

## **Invisible**

A creature that is invisible cannot be seen by other creatures unless they have a special ability that allows them to do so. Invisible creatures can move past or attack other creatures without losing their invisibility. Some creatures have this special ability and invisibility can also be gained from the Unseen spell. Only the Truesight spell or a similar effect let's characters see invisible. Know that there are many invisible treasure chests hidden around in various dungeons!

## **Kursed**

Items that are cursed cannot be dropped or unequipped. In addition they usually also give some negative effect to it's holder. Creatures that are cursed by some spell effect or trap gain lot of different penalties on their stats. Only

a Restoration or Identify spell can rid a character of a Kurse. Very skillful characters can even use Medkits to remove Kurses!

### **Panicked**

This condition only applies to monsters and NPC's. Sometimes creatures get panicked for some reason. This may be because of some spell, poor morale (Team-mates or boss killed for example), because of its natural fears (Trolls fear fire and vampires holy for example) or lastly it may just be cowardice. Creatures that are feared run away and ignore everyone else for a period of time. Some creatures may regain their courage when a new leader arrives, they are healed or when backup arrives.

### **Paralysis**

This status indicates that the player or creature affected cannot move their hands and/or the rest of their body (Depending on strength of the effect). Examples are the Fright monster or the Bind spell. Disenchant or Restoration can dispel this effect.

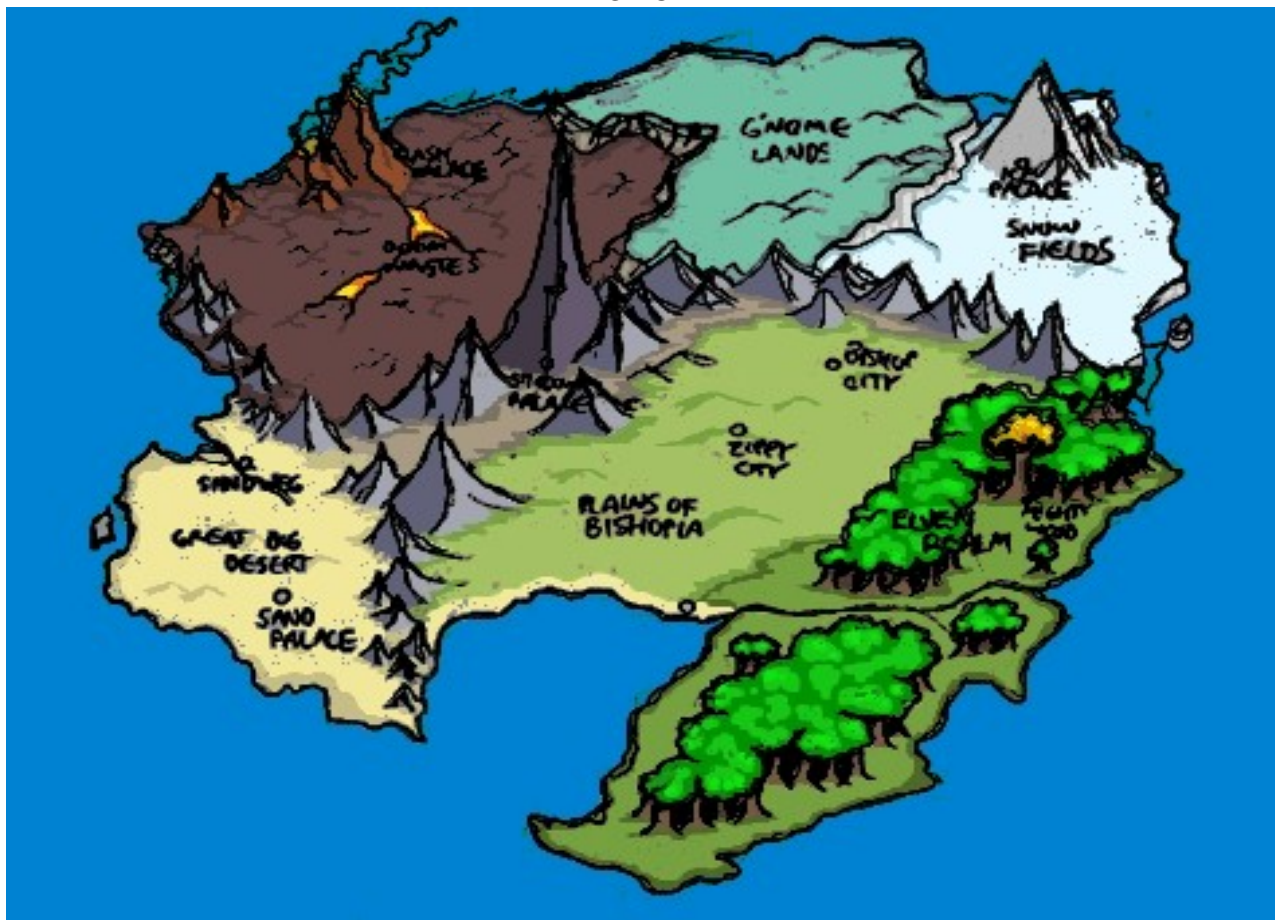
### **Poisoned**

Poison constantly saps away the victim's life points until the duration runs out or the victim dies. Amount of damage and duration depends on the strength of the poison and its source. Poison always stacks. Examples are the Tranch monster or poisoned weapons. Healing effects or Restoration removes poison.

# WORLD OF EGOBOO

The land of Egoboo is called "Lorule". This world is inhabited by many monsters, races and mystic and magical items inhabited. Big cities of humans, giants in the mountains, D'warfs digging for gems, gold and mithrill deep in their mines. Egoboo is a large world to explore and many a danger lurks around every corner. Will you be the hero who destroys the evil Dracolich and saves the king? Or will you, like many others fall?

## LORULE



### Plains

Bishopia proper is located in the lush green central plains. It is populated mostly by humans. There is a thriving seafaring community along the southern coast. Many port towns, as well as pirates, can be found along the coast. The plains are a docile area for the most part. Many farms and small villages dot the landscape. There are a few cases of wandering lumpkins around the countryside. Occasionally, an adventurer can stumble across one of their lairs.

Also to be found in the plains are old abandoned castles and wizard towers that have been overrun by various beasties. The willing adventurer can find some quick treasure, and the

occasional magic item.

Bishopia, which lies near the Northern center of the plains region, is the seat of power for King Bishop. King Bishop is the latest ruler in a long line of nobles. Recently the lands of the continent were unified under King Bishop's rule. There are still some hostilities among the various lands though, old differences do not die down easily. Many different races and people have things to gain from King Bishop's abduction.

In King Bishop's absence, the Arch Bishop of Bishopia has used the authority of the church to lead the continent until such time as the King is safely returned.

## **Elven Woods**

The Elven Woods can be a tranquil place. However, during recent times of turmoil, even the Elven Woods are not entirely immune from evil. The Elf King, Laureatriel Swiftbow has long been a friend of King Bishop. In recent years a band of elves, known as the Dimlock Elves, have been vying for the crown of the Elf King. The Dimlock Elves would have much to gain from King Bishop's abduction. Laureatriel Swiftbow would not be able to call on Bishopia's armies for support if there were a Dimlock uprising during this time of turmoil.

The Dimlock Elves have long preferred living in caves rather than trees. Though not on friendly terms with other elves, the different elves tolerated each other until recently. Often trading would occur between the Dimlock and other tribes. Trade has now been cut off as the Dimlock Elves closed the door on the outside world. It is rumoured that the Dimlocks have turned to evil ways.

The heart of the Elven Realm is at Mighty Wood, the oldest and largest tree in the world is there. Around the Mighty Wood is held council of all the woodland creatures. Elves, Dryads, Treants and others meet in peace and harmony in this most sacred of places. All are sworn to commit no malice to each other in this place. Thus is peace kept here, if not in the rest of the world.

## **Icy Lands**

The icy expanse of the Snow Fields can be a hazardous place for the unwary hero. Giant ice creatures haunt these lands. The only friends one might find are a few scattered villages of Vikings and G'nomes. In the heart of these frozen lands lies the Ice Palace, wherein is located one of the Sporks of Power.

The southern, more populated region of the Snow Fields is known as the Northerlands. The peoples of this area relish a good fight. Watch your back in the taverns and inns.

## **G'nome Lands**

G'nome technology fills the cities and mines in this otherwise desolate land. Although the surface may seem rather bare, the underground is lush with precious metals and gems. Along the Western border of the G'nome Lands lays an escarpment. At the bottom of this cliff are the hot and barren Doom Wastes.

The hills and valleys of the G'nome lands hide bands of Cobols, Trolls and Lumpkins.

## **Doom Wastes**

Beware the Doom Wastes. Nothing lives in these volcanic lands but Evil. The few human inhabitants are strong and weary of strangers. Occasionally you may find guilds of wizards in these lands, researching some spell no doubt. Magic is strong in these wastes, as is the presence of Demonic forces.

Lava creatures issue forth from streams of magma. Undead animate and rally forth in search of the living. Deep in the bowels of the Doom Wastes, the Ash Palace hides its treasure; one of the Sporks of Power.

## **Great Big Desert**

Dry and desolate, the Great Big Desert is the home to many poisonous snakes and insects. The sand nomads that live here welcome strangers with open arms. Often you may find yourself in a harem. More often you may find yourself as lunch for a pack of jackals. Beware the Sandwhich.

The primary export of this region is sand. Often you will stumble across sand mines in your journeys. Watch out for sand traps on your journey. Be on the lookout for the Sand Palace, the home of one of the Sporks of Power.

## **Stone Mountains**

Many treasures, as well as many dangers await you in the Stone Mountains. This range of mountains runs across the length of the continent of Bishopia. Just to the west of center lies the tallest peak in Bishopia, Skully Mountain. Atop Skully Mountain is the Shadow Palace, where you will find one of the Sporks of Power.

The peoples of the Stone Mountains are a sturdy lot, comprised of both human and G'nome. The G'nome in this region mix up a hearty snack called G'Ranola, it provides all the energy one might need to climb a mountain.





# DEVELOPMENT CREDITS

## ***ORIGINAL GAME DESIGNERS***

Aaron Bishop aka Programmer X  
Benjamin Bishop

## **LEAD DESIGNER**

Johan Jansen aka Zefz

## **PREVIOUS LEAD DESIGNER**

Alazimir

## **LEAD CODERS**

Ben Birdsey  
Jonathan Fischer

## **CODING**

Arakon  
Aleous  
Johan Jansen aka Zefz

## **OPENGL PORTER**

Morgan Aldridge  
Nicholas Vining  
Ted Milker  
Daniel Burrows  
Gary Clark  
Ollipekka Makitalo  
Germain Sauv  
Francisco Mu aka Paco  
Merlin Avery  
Dan Olson  
William Tan Heok Wee  
Ryan Thompson  
Matt Adam  
Christophe Beauregards  
Christian Laforte

## **LEVEL DESIGN**

Johan Jansen aka Zefz  
Florian Natterer aka Clonkinator  
PurpleSquerkle

## **ModBaker Map Editor**

Xenom[GER]

## **SOUND AND VOICE**

Aleous  
Mycorf  
Johan Jansen aka Zefz  
Leviticus

## **MUSIC**

Klastek Timrak  
Edward Blakely aka eddyster

## **MODELLING**

Johan Jansen aka Zefz  
John Dick aka Booger  
Ben Weiss aka Cimeries aka Chainsaw aka "That damn kid".  
Ben Birdsey  
Ptapasu

Icezd

### **ARTWORK**

Kalle Suhonen aka Woodmouse  
Ben Weiss aka Cimeries aka Chainsaw  
Hiroy  
John Dick aka Booger  
Benjamin Birdsey aka bgbirdsey  
PurpleSquerkle

### **LINUX SUPPORT**

Hans de Goede  
Penguinflyer5234

### **MACINTOSH SUPPORT**

Ben Urban  
Jonathan Fischer

### **WEBSITE DESIGNER**

PurpleSquerkle

### **LEAD BETA TESTER**

Florian Natterer aka Clonkinator  
Johan Jansen aka Zefz

### **BETA TESTERS**

Benjamin Birdsey aka bgbirdsey  
HyugaNeji  
Ben Weiss aka Cimeries aka Chainsaw  
Ben Urban  
penguinflyer5234  
penguinflyer2222  
Alex aka Maxaxle  
Feenfleisch  
Kalle Suhonen aka woodmouse  
PurpleSquerkle

### **SPECIAL THANKS TO**

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Golem  
Veiva  
Agent of Dread (Have a cookie!)  
Freegamer  
Denis Jaimes

*And all you others out there who have helped  
contribute to this wonderful game!*

**And special thanks for the support from the Sourceforge team!**

# ***OLD ZIPPY EGOBOO TEAM***

## **LEAD DESIGNER ZIPPY EGOBOO**

Matty Noble aka Elmin

## **CODING**

Arakon

Paul Müller aka bitnapper

Aleous

## **ARTWORK**

Hunna

Spyro

AiletheAlien

## **MODELLING**

Iceczd

Graham Lackey aka Grey Jakal

booger

Pteromys

## **LEVEL DESIGN**

Johan Jansen aka Zefz

John Dick aka Booger

Pteromys

## **EGOMAP DESIGNER**

Arakon

## **THANKS TO**

Goldenbeast

Sneakeye

Gargoyle

MR?

eatsonlyheads

Klohnish B aka pinkelephant

Barnaby-James Astles

Adam Chamberlin

Mike Holt

ioquan

# SUPPORT and CONTACT

We highly recommend you to join the Egoboo Community forums! Egoboo development is still active and we welcome all help we can get. Developing Egoboo is very easy and there are a lot of tools and tutorials out there. Give it a shot!

**Official Egoboo website:** <http://egoboo.sourceforge.net/>

**Egoboo Community forum:** <http://egoboo.sourceforge.net/forum/>

**IRC Chat Channel:** <irc://chat.freenode.net/#egoboo>

**Contact the lead Designer:** [zefzsoftwares@hotmail.com](mailto:zefzsoftwares@hotmail.com)

**EgoWiki:** <http://egoboo.wiki.sourceforge.net/>

## Download the Development Package

The DEV bundle contains tons of unfinished or yet-to-be-added new objects, levels, classes, artwork and development tools. Download the development package here:

[http://sourceforge.net/projects/egoboo/files/Development%20Extras/ego\\_dev277.7z](http://sourceforge.net/projects/egoboo/files/Development%20Extras/ego_dev277.7z)

The current latest DEV bundle is III. But DEV bundle IV is almost ready for release! Many of the tools in the DEV bundle contain Windows Binaries, but all the game content in there are to use by any platform.

