

Standing in front of the
battered remains of what
once was known as

THE CUBE

He couldn't help wondering ...

Had he not traveled far ?
Crossed the galaxies ?
Boldly facing the perils
of the black hole ?

With lethal and malignant
Certainly, the cube had been
lurking there aeons,
waiting just for him ...

Showing its demonic features
Core of evil, black and old
Legions of unholy creatures
Breath of fire - cone of cold

Utmost evil's incarnation
Silver Hero - standing tall
In this quest for domination
Who will win and who will fall ?

Spilling blood and raging fire
Is the price they have to pay
Evil doomed to funeral pyre
Yes, it's Armageddon Day !

There was only one solution
War is over, now it's past
No more need for retribution
War turned into peace at last.

STAFF

Concept & Gamedesign
MANFRED TRENZ

Program
MANFRED TRENZ

Graphics
MANFRED TRENZ

3D Concept Artist
JØRGEN T. ØRBERG

Lead 3D Artist
MANFRED KRAEMER

3D Modelling

MANFRED KRAEMER

JØRGEN T. ØRBERG

STEPHAN LETHAUS

TOBIAS RICHTER

Texturing

JOERG KRUEHNE

Additional Graphics

JESPER ESKILDSEN

Cyberware Scan

ULRIKE SPIERLING

Clay Modelling

REGINE KAMMERER

Musicsystem and Soundeffects

JESPER OLSEN

Music

STEFAN KRAMER

Additional Music

JESPER OLSEN

Gametesting

MANFRED TRENZ
ICHIRO NONAKA
ELKE JUNG
ERIK SIMON

Producer
THOMAS BROCKHAGE

Greetings go to
ELKE JUNG
THOMAS TRENZ
MICHAEL DAHM
ANDREAS WRUBLEWSKY
RAMONA DAHM
KURT WEISKOPF
DIRK OELLERICH
JOERG LINDEN
ERIK SIMON
MICHAEL BITTNER
JURIE HORNEMAN
THORSTEN MUTSCHALL
OLE MORGENSEN
JØRGEN T. ØRBERG
SØREN LUND
CHIP LEVEL DESIGN
LEO BURKERT
WINNIE FORSTER
JAMES COX
ICHIRO NONAKA

Licensed to
VIRGIN
INTERACTIVE
ENTERTAINMENT

1995 by RAINBOW ARTS GmbH

THE END