Executive Producer

Megan Gaiser

Art Director

Laura Henion

3D Graphics

Tim Burke Glen McLean

2D Graphics

Laura Henion

Tim Burke

Kristi Ulmer

Lead Developer

Wayne Sikes

Technical Assistant

Tina Sikes

Program Manager

Robert Riedl

Associate Producer

Sonia Doughty

Scene Building & Art Support

Julian Moran

Scene Building

Robert Riedl

Tina Sikes

Lucia Vigil

Darin Worf

Technical Support

Philip Brodgen

Sound Programmer

Christee Gamron

Public Relations

Barbary Brunner

Game Design

The Her Interactive Team

Animation

Karen Johnson Productions, Inc.

Animation Director

Tom Ward

Art Animation Director

Karen Johnson

Animation Producer

Denise Roberts McKee

Assistant Animation Producer

Janet Antinucci

Production Coordinator

Bea Rasmussen

Animation & Character Design

Jim Bauer

Eileen Claffy

Film Factory

Agustine Huerta Jr.

Aaron Johnson

Paul Meylink

Paul Nunn

Chad Sliwinski

Production Artists

Wes Burgin

Adrian Fernandez

Val Mazelis

Sue Peach

Ron Shulz

Corina St. Martin

Technical

Rob Miller

Painters

Tracy Bauer Erika Johnson Jean Smith Tanya Swenson

Sound Breakdown

Carol Kroll

Administrative

Judy Carlson Mary Killberg

Marketing

John O'Donnell Melissa Lloyd

Market Research

Dianne Calvi

Script Writers

Anna Roth Lisa Smith

Music

Kevin Manthei KMM Productions Eric Claesson Jupiter Henry

Voiceovers

Lani Minella Rick Calvert Bill Corkery Kenton Leach Donna Rowry John Truong

Nancy Silhouette Animation

George Henion

Logo Design

Ken Shafer Design

Simon & Schuster

Anne Greenberg Robin Kessler Nancy Pines

Game Testing

Absolute Quality, Inc.

Animation Testing

Diana Wittenmyer

Initial Game Design

Sheri Graner Ray

MIS & Program Manager Support

Timothy Ray

Special Thanks

James Anderson

Rita Ashley

Larry Baker

Sandy Barry

Julia Britz

Emily Burke

Leslie Carrera

Leslie Claesson

Stephen Doughty

Leslie Evers

Margo Prince Guerra

George Henion

Art Huber

Franklin Pitcher Johnson, Jr.

Aaron Lemay

Ashely Minnie

Madison Park Design

Ferrell Sanders

Erin Schwalbach

Maida Smith
Larry Stalmah
Krystal Starwich
Staircase Studios
Dave Thorne
Teen Advisory Panel

President & Chief Executive Officer

Jan E. Claesson

Chief Financial Officer

Doyle Burnett

"Secrets Can Kill" was developed using Microsoft Direct X and C++.

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